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MERCENARIES II[™] SUPPLEMENTAL II



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MERCENARIES SUPPLEMENTAL II

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FREE AT LAST!

Blinding flashes of emerald and sapphire beams, punctuated by bright orange blossom missile blasts, lit up the town of South Harney despite the growing shadows of approaching dusk. As the capital city's suburbs became host to a deadly game of cat and mouse, the thunderous roar of autocannon fire competed with the relentless rumble of stomping, multi-ton BattleMechs.

In the heart of it all, strapped into the command seat of his eighty-ton *Zeus* by an age-worn five-point harness, sat William "Bud" Baranov, emperor of Hall and lord over all he surveyed.

Until, perhaps, today.

Grinding the stump of his last cigar between yellow stained teeth, Baranov snorted disgustedly at the fleeting sense of doubt and beat it back into oblivion as he stalked his 'Mech forward. Rounding the corner of a warehouse crammed floor to ceiling with enough improved swarm munitions to saturate the battlefield before him, he kept his eyes glued to the sensor and heads-up displays. Bare hands, thick and calloused, clutched throttle and weapon controls with white-knuckles, while a sour mix of human sweat and reprocessed air assailed his nostrils. Through the grimy, polarized ferroglass of his canopy, he took in the slugfest of BattleMechs and armor before him, as armies waged war in no less than five different colors.

Unfortunately, the one set of colors he cared about—those belonging to his own Republican Guard—were fading fast. Worse still, so far as he could see, those triple-damned Marik bastards were doing *nothing* about it! Instead of targeting the weak links of the AMC line, the motley collection of 'Mechs and tanks known as Burton's Brigade, the Fourth Hussars' commander had thrown the entire weight of his company at the Third Dismal Disinherited, dragooning Baranov's own mercenaries, the Stealthy Tigers, for support.

"Hang yourself," Force Commander Bobum had told him. "We're not in this to settle your old scores for you. Have your Guards cover the depots. *We'll* handle the enemy here."

Baranov snorted again. So much for the support of his "allies."

Knowing that Bobum himself was now gone—forced to bail out when a lance of Disinherited 'Mechs gunned down his fresh-from-the-factory *Perseus*—was small consolation; the real threat, Baranov thought, remained at large.

Downfield, his *Zeus'* targeting and tracking sensors pinpointed that threat, a 90-ton monstrosity of armor and weapons his HUD immediately tagged as a CP-10-Q *Cyclops*. Its pilot had survived a decade of Baranov's best efforts to kill her, and as he watched the venerable machine, painted in the pale tans and purples of its command, Baranov felt a surge of pure hate wash over him. His pulse quickened and his jaw tightened, until the last smoldering remains of forgotten cigar crumbled away, dropping into the shadows of the cockpit floor.

Bearing the liquid scars of laser fire and the miniature craters of missile impacts, Captain Elly Burton's *Cyclops*

stomped through a copse of native evergreens, swiveling at the waist to lob a hail of missile and laser fire into the flank of a Guard *Centurion*. The *Centurion* MechWarrior, Zappavinga, was a veteran of Baranov's command, going back to when they fought together for the failed experiment that was the Federated Commonwealth. But against the devastating, close-in punch of Burton's assault 'Mech, her own 50-ton machine proved no match. The *Cyclops'* full volley scoured away previously weakened armor on Zappavinga's flank, shattering the supports within. Mangled, flaming bits of engine shielding and gray-green coolant blasted out from the exit wounds at the *Centurion's* back. Crippled, the 'Mech gave one last shudder before crashing to the ground.

"Bitch!" Baranov growled, his voice just low enough to avoid carrying over the tac channels.

No sooner had the word been uttered, however, than the *Cyclops* turned again, its domed head swiveling about to face him as though summoned by the curse. Deep within the boxy 'Mech, Baranov could imagine Burton, his nemesis, strapped at her own controls, her haunting, black eyes glaring back at his *Zeus*. Narrowing his gaze, he dropped his targeting crosshairs over the silhouette and stabbed at his triggers.

From the *Zeus'* arms erupted the combined flash and thunder of manmade lightning and a cloud of long-range missiles. Distance and motion spoiled the shots, but only somewhat. Though the azure bolt of his PPC missed high, a rolling fire of over a dozen warheads blasted armor off the *Cyclops'* broad torso.

Burton's 'Mech weathered the storm and pounded forward, unleashing a hail of missiles in response that corkscrewed their way into the legs and lower torso of Baranov's *Zeus*. The blasts put a hitch in his 'Mech's stride but hardly overpowered the stabilizing efforts of the machine's four-ton gyros.

His challenge made and accepted, a savage grin crawled across Baranov's face.

At these ranges, and already bloodied, Burton stood little chance. At last, the real threat would end.

Taking one more step forward, Baranov locked his crosshairs on the Brigade 'Mech and thumbed the triggers for a full volley of missiles, backed by laser and particle cannon fire. The *Cyclops*, caught in mid-stride, staggered under the hellish onslaught. Smoke poured from gaping wounds across the machine's chest and arms, and a visible slash of fast-cooling, half-melted ferroglass marred its broad, circular "eye." As if stunned, the machine stumbled, shifting drunkenly to one side.

Without warning, explosions rocked the *Zeus* before Baranov could see whether or not his target had fallen. Stuttering blasts of autocannon fire pelted his 'Mech as missile alarms screamed for attention. Spitting out another curse, he hunched over his controls, instinctively bracing against the hail of incoming missiles.



"Damn it!" he roared. Swinging a step backward, he fought his controls, keeping the *Zeus* upright as new warning indicators lit up his boards, battle damage computers identifying the combined loss of over two tons of armor across his left flank. Beyond the canopy, he saw the culprits, an assault-class *Charger*, backed up by an old but heavy Manticore tank.

"William Baranov," a stern voice, transmitted by laser-com straight from Burton's *Cyclops*, rang in his ears. "On behalf of the Allied Mercenary Command, the late Count Radcliffe McNally, and the people of Hall, I hereby demand your immediate and unconditional surrender."

"Like hell," Baranov grumbled. Dialing his tactical channel, he shouted over the din of battle and the wail of weapon-lock warnings. "Alpha Guard to all Guard units! What the hell do I pay you people for?"

"Guard Two to Alpha Guard," came back a feminine reply, its worried edge not lost in the static of electronic transmission. "We have flankers on the eastern front! They've—"

"I don't give a branth's ass about the eastern flank!" Baranov snarled. "Leave them to the birds for now! We've got primaries moving on the depot and if I don't get support from you rammers right now, I'll see the lot of you fry!"

"Right away, Excel—!"

A deafening shower of explosions rolled across his cockpit and drowned out the rest of MechWarrior Refazo's reply. A louder clang filled the cockpit as something gave, even as Baranov twisted his machine violently away from the blasts. Blinking away stars and coughing at the smell of smoke, he whirled back around in time to spot the approaching *Cyclops* through the cracks now radiating from a fist-sized hole in his canopy. Larger now than ever, a scant hundred meters downfield and closing, the ninety-ton BattleMech barreled towards him at a sixty-kilo-meter-per-hour charge.

Spots swam before Baranov's eyes. His ears rang, and a coppery taste filled his mouth. His right joystick felt slick to the touch, and he glanced down to find his hand awash in a dripping

crimson flow traced back to an ugly gash across his bicep. The canopy fragment responsible was nowhere to be found.

Sucking in a lungful of smoke-tinged air, he forced aside the rising pain in his arm and lined up another shot at Burton, just as a brace of lasers from a Guard *Stalker* pinned the mercenary's *Cyclops* in place and tore into its flank. Burton's struggle to stay upright amid the onslaught robbed her 'Mech of precious momentum, and kept her distracted for a tense few heartbeats.

All the time Baranov needed to thumb the triggers.

His PPC and lasers lashed out at Burton only a moment before her own 'Mech shot back a full volley of laser and missile fire—all of which streaked harmlessly to his left. His own blasts were truer, catching the *Cyclops* dead center. The seething energies poured into the gaping wounds across the 'Mech's chest, vaporizing the last of Burton's armor and reaching deep into the fusion-powered heart beneath.

Almost instantly, golden fire spewed forth from the wound.

"Got you, you bitch!"

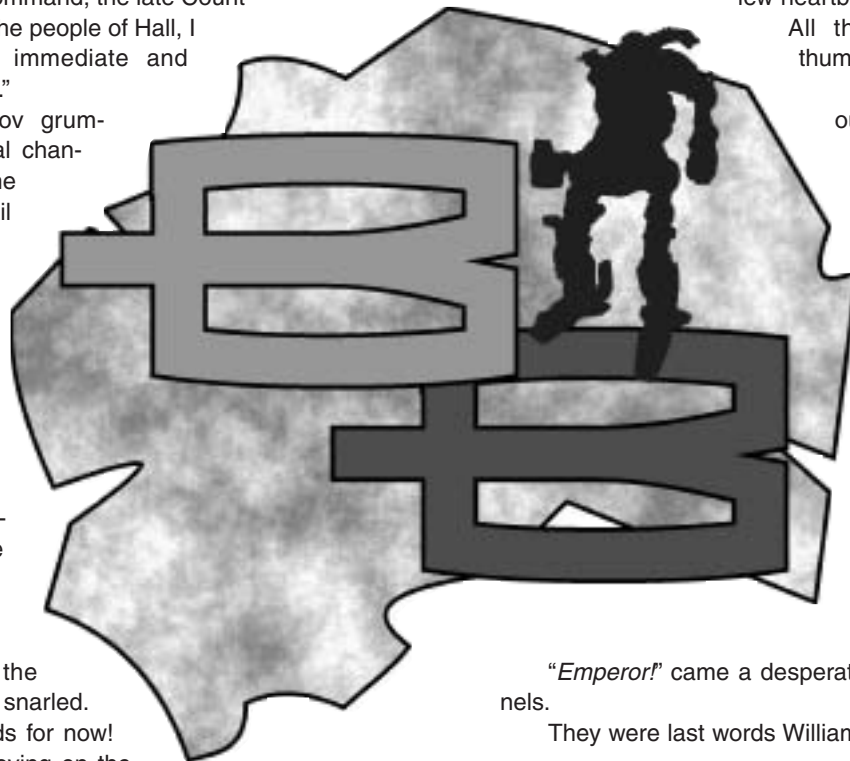
"Emperor!" came a desperate scream on his tactical channels.

They were last words William "Bud" Baranov ever heard.

From within her smoky, blood-drenched cockpit, amid the piercing too-little, too-late wail of emergency claxons, Captain Elly Burton managed one last grim smile as her misfired lasers and missiles tore through the fragile skin of the munitions warehouse a mere ten meters behind Baranov's *Zeus*. His armor already savaged, surely this second salvo would finish off the "emperor" before he even knew what hit him.

As the earth-shattering blast tore open the earth, and the fireball of her own doomed machine flashed outward in sympathy, Burton's last thoughts vanished on the winds of South Harney, echoing a decade of strife finally come to an end.

Free at last...





INTRODUCTION

The reports keep on coming.

In the weeks following the release of the original *Field Manual: Mercenaries, Revised* (commissioned by a neutral panel of the Mercenary Review and Bonding Commission to erase the taint of the perceived “Wolf’s Dragoons bias” from the original volume), a second, supplemental volume was issued as part of an ongoing service to mercenaries and employers alike throughout the Inner Sphere. This additional report, called *Mercenaries Supplemental*, was a field manual covering many commands which were not mentioned in the first, as well as a host of information on what could best be described as the “second tier” of modern mercenary trade hubs and the like.

Of course, even together, those two volumes could only scratch at the surface of the modern mercenary trade, which is comprised of hundreds of thousands of professional soldiers, legitimate and otherwise. An unqualified success, the first *Mercenaries Supplemental* offered a broader view of the mercenary trade with its emphasis on various commands that operate beyond Outreach.

Today, as part of our ongoing effort to provide potential employers with a complete-as-possible look at the modern mercenary trade and many of the best-known warriors who make a living in it, this second volume of the *Mercenaries Supplemental* picks up where the first left off. As with the previous volumes in the series, this book provides not only more mercenary briefs but also covers additional hubs of mercenary activity.

As always, the sheer number of mercenaries at large and the fluidity of the industry have combined to pose quite a challenge in efforts to gather accurate data and present a fair and professional analysis of each mercenary command. The process becomes doubly challenging when many of the units—such as a majority of those featured in this volume—do not stage from MRBC-affiliated halls such as those on Outreach and Galatea. Nevertheless, we here at the MRBC publishing offices on Outreach assure you, the reader, that the information contained herein is as accurate and as current as possible.

In our ongoing commitment to the honorable standards we in the mercenary trade hope to uphold, this supplemental further broadens our scope to include units that operate on the fringes of the industry, and the briefings even include a few units actively wanted by the MRBC. In including this information, it is our hope to underscore the honorable nature of the mercenary pro-

fession, to serve employers who may not be fully aware of possible criminal forces within their employ, and to warn those mercenary commands that dance perilously close to that thin line between legitimacy and piracy.

Mercenaries Supplemental 2 is divided into three main sections: *Mercenaries on the Fringes*, *Mercenary Atlas Supplemental*, and *Mercenary Unit Briefs*. The first section, *Mercenaries on the Fringes*, provides a look at the mercenary trade where traditional mores of proper conduct and the rules of war wear thin, and where illegitimacy is just one bad contract away. The *Mercenary Atlas Supplemental*, mean-

while, expands on previous books with an overview of other known hubs of the professional soldiering industry. Often seen as places where only the desperate (or the truly foolish) go to conduct business, the planets described in this section include the lawless, dog-eat-dog worlds of Antallos and Astrokaszy in the Periphery, as well as Herotitus and Noisiel, two worlds better known for games and circuses.

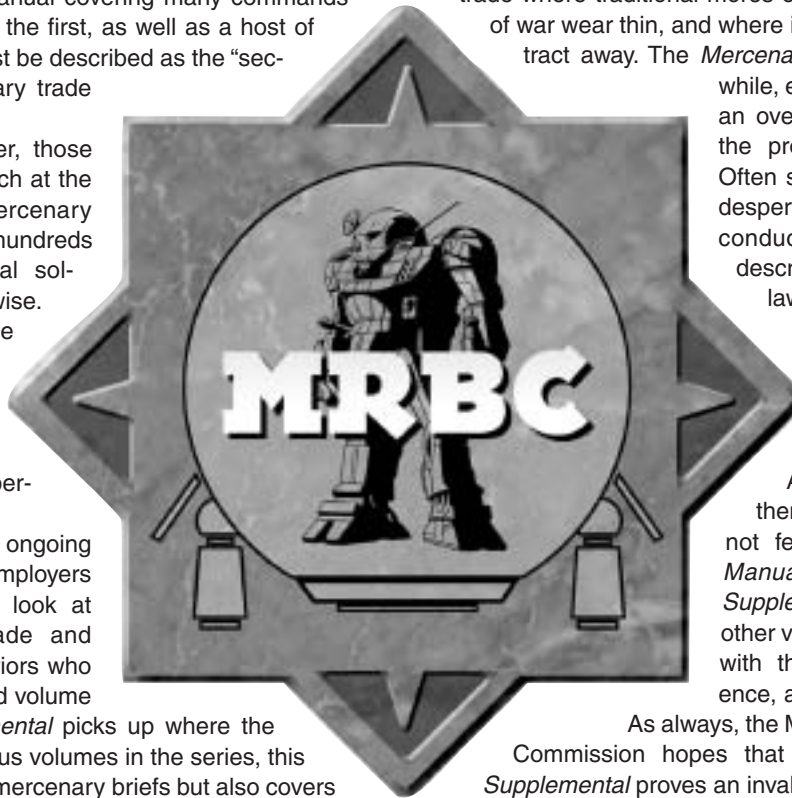
Additional *Mercenary Briefs* then follow, reviewing several units not featured in the previous *Field Manual* or *Mercenaries Supplemental*, including histories and other vital data on each unit, complete with their tactical doctrines, experience, and reliability ratings.

As always, the Mercenary Review and Bonding Commission hopes that that this second *Mercenary Supplemental* proves an invaluable tool for potential employers and mercenaries alike, further illuminating our trade as the series continues into the immediate future.

—Major Stanislav Jorenski, MRBC Mercenary Affairs
(Outreach Publishing Office)
13 October 3067

MECHWARRIOR THIRD EDITION

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INTRODUCTION





MERCENARIES ON THE FRINGES

—From “Confessions of the Freelancer,” by Freelance Correspondent Libardo Bertolino

When one speaks of “fringes,” the image typically conjured by most is that of the lonely worlds of the Periphery, beyond the boundaries of the big three powers of the Taurian Concordat, the Magistracy of Canopus, or the Outworlds Alliance. But, in the context of the mercenary life, the “fringes” of life have less to do with borders and states and more to do with the outer limits of human survival, that point where laws and morality mean less to a man than where his next meal is coming from, where the terms “cutthroat business” are more truth than metaphor.

It's easy enough for the typical Spheroid citizen to think of mercenaries as the glorified heroes (or villains) that they see in the vids, especially when showcase troops like the Kell Hounds and Northwind Highlanders exist to reinforce these images. But anyone with an inkling of sense knows that the bulk of the trade consists of far more hard-luck cases and renegades than even the creative minds at Tharkad Broadcasting can conceive.

The fringes of the mercenary business are where one can see the best and the worst humanity has to offer: guys and girls who shucked any pretense of following orders in any army and opted to strike out on their own, fighting for a piece of the universe and pulling no punches. Unable to afford the fees for

MRBC sanction, or to journey to fancy hiring hall worlds like Outreach and Galatea, they turn up on Antallos, on Astrokaszy, on Herotitus, where the laws and bureaucracy are weakest. There, they may spend half their time defending themselves against thieves and pirates who, once upon a time, were just like them, while seeking that one agent with the contract to get them into the big-time.

Some of these rogues—bless their souls—have managed to keep alive the spark of humanity they once aspired to before they wound up in the celestial gutters. Others—too many to count—have instead embraced the shadows. On the fringes, anything goes, and in that sea of human trash and forgotten glories, it's easy to lose one's identity and faith in things like justice and honor.

Because in the end, these poor souls are just trying to survive.

THE THIN, THIN LINE

What separates a merc from a pirate? An almost imperceptibly thin line.

In the end, at its narrowest definition, it sadly comes down to the money. Not so much how much of it, mind you, but where said money *comes* from. If, say, you beat someone up and steal their lunch money, you are a pirate (and you likely have some

MRBC'S MOST-WANTED: 1-OCT-3067

The following is an excerpt from the MercNet Database for Wanted and Renegade Commands. Interested parties should be advised that all of these listed commands are considered armed and extremely dangerous. The crimes for which they stand accused may be only a hint of the lengths they will go to defend themselves against any authority which elects to bring them down, so extreme caution is advised for any who attempt to apprehend them.

The Burned Band ('Mech Battalion/Veteran): Charged with: Crimes against Humanity (2 counts), Extreme Breach of Faith (1 count), War Crimes (6 counts), Attacks against civilians (5 counts), Acts of Piracy (4 counts)—Bounty: 250,000 C-bills (Col. Garald “Ox” Fjord and command staff, each*), 100,000 C-bills (other Band warriors). Last known location: Enders Cluster (Lyran Alliance)

Broadstreet Bullies ('Mech Company/Regular): Charged with: Extreme Breach of Faith (2 counts), War Crimes (2 counts), Attacks against civilians (17 counts), Acts of Piracy (4 counts)—Bounty: 50,000 C-bills (Capt. Daniel Grover), 10,000 C-bills (other Bullies warriors). Last known location: Fletcher (Chaos March)

Vinson's Vigilantes ('Mech Company/Veteran): Charged with: Extreme Breach of Faith (2 counts), War Crimes (3 counts), Attacks against civilians (8 counts), Acts of Piracy (8 counts)—Bounty: 100,000 C-bills (Col. Pada Vinson*), 25,000 C-bills (other Vigilantes warriors). Last known location: Antallos (Periphery)

Dedrickson's Devils ('Mech Battalion/Regular): Charged with: War Crimes (9 counts), Attacks against civilians (5 counts), Acts of Piracy (6 counts)—Bounty: 250,000 C-bills (Maj. James Dedrickson, Jr. and command staff, each), 100,000 C-bills (other Devils warriors). Last known location: Midale (FedSuns)

Lord Byron von Dante (solo aerospace fighter/Elite): Charged with: Extreme Breach of Faith (6 counts), War Crimes (3 counts), Attacks against civilians (1 count), Acts of Piracy (5 counts)—Bounty: 8,000 C-bills. Last known location: Dante (Outworlds Alliance)

* Dead or Alive Bounty

MERCENARIES ON THE FRINGES



deep-rooted issues about your own self-worth). If, on the other hand, a third party pays you his lunch money to beat someone up, *then*, my friend, you are a mercenary. The fact that you were hired to do the job, that it's all business and not unadulterated thievery. That's what it takes to be a merc, and not a pirate.

Of course, that definition immediately gives rise to the question, "Well, then what's the difference between a *rogue* mercenary and a pirate then?"

Good question! Because *that* line, if you can believe, is thinner still.

I suppose it could be said that the rogue mercenary is the one who, for some reason or another, fell into that fifty percent of merc outfits that die off in their first year, or the eighty percent who don't survive their first five. Maybe they were framed for crimes they didn't commit, or they took the fall for the ones they *did* commit. In this business, it's all too easy to be the guy who stands at the corner, covered in grime and waving that tattered cardboard sign that lets everyone know what you're prepared to do to get a hot meal.

Now, can you imagine if that same vagrant you ignore daily also happened to be a crack shot with his Mydron autopistol, the only remaining prized possession he has left?

That is the rogue mercenary, my friends. A down-on-his-luck wash-out with skills to market but no marketability left, tenaciously clinging to the last lingering threads of his profession in the hope that someone will give him that job for food, so he doesn't have to beat someone up for their lunch money.

The universe, sadly, is filled with guys and girls just like that. And for some—no, scratch that; for *all*—of them, the line grows thinner every day, and it frays in some places, forcing a former merc to sacrifice his ethics and sense of justice more and more with each day. Some go over completely, turning pirate. A very rare few of these folks ever come back.

It's a danger every single active and prosperous merc faces on a daily basis, and to some it's just a single battlefield defeat that can transform a hopeful outfit like today's Black Thorns into tomorrow's Vinson's Vigilantes.

WHERE THE ACTION IS

So where are all those renegades and misfit mercs we've been talking about? Well, like all good hired guns, they go where the action is. And, despite what you may have heard about the end of the FedCom Civil War and the upcoming Whitting Conference that's supposed to shine light on a kinder, gentler Sphere, there's precious few places for professional—or less-than-professional—soldiers to find paying work.

BREAKING NEWS: ENDGAME ON HALL?

HARNEY (HALL) – [MercNet] – Heavy fighting erupted in and around the city of South Harney today, marking what many believe may be the final major offensive by the Allied Mercenary Command after a week-long bid to oppose the handover of the Hall government to Free Worlds League leadership and presumed Word of Blake control. Led by elements from Baker Battalion of the Third Dismal Disinherited mercenary command and backed by the mercenary company Burton's Brigade, the AMC forces launched a blitzkrieg against suburbs in the capital region, facing off against elements of the Free Worlds League's Fourth Oriente Hussars, the Stealthy Tigers mercenary command, and the command company of Emperor Wilhelm Baranov's Republican Guards.

Casualty figures—both civilian and military—could not be independently verified at this hour, but MercNet sources have cited substantial damage to the city infrastructure after hours of relentless combat, which will doubtless add to the massive energy crises already created by the significant damage done to Hall's worldwide power grid. Of the combatants, we are told that both the Third Disinherited and the Republican Guard suffered the most severe casualties, including the apparent loss of Baranov's own Zeus—a prized memento of his time as commander of the AFFC's Third Republican RCT. Sources in the planetary government could neither confirm nor deny whether Baranov himself, who assumed control over the planetary government a decade ago amid the collapse of the Sarna March, was piloting the Zeus in that battle, and, if so, whether he was wounded or killed.

The fighting in South Harney ended with no clear winner on either side, but witnesses noted the withdrawal of the AMC forces as sunset approached, as well as great plumes of smoke rising from the ruins of a government-controlled ammunition depot in the city's western sector, where Guard forces apparently held back the Disinherited's advance.

Just last week, the war for Hall began when the AMC forces, led by Colonel John Marik-Johns of the Third Disinherited, forcefully opposed the landings of the first DropShips of Hussars forces at the Harney spaceport. The Hussars, invited personally by Baranov, were to accept full military responsibility for securing Hall under the eagle's banner, but the AMC forces—which include mercenary company Burton's Brigade, a known supporter of Baranov's late rival Count Radcliffe McNally—attempted to halt the transfer after Colonel Marik-Johns publicly declared the transfer of power a "Blakist farce".

Though still lacking hard evidence to back up his claim, Marik-Johns repeated his claims about Baranov's collusion with the Word of Blake and his Disinherited's opposition to the extension of a Blakist protectorate in the Chaos March as an active commander in the AMC. Baranov, who warned the Allied forces to depart when the official declaration of League membership was made, has repeatedly denied these claims, countering that the AMC has been duped by the legacy of the late Count McNally into fighting an unnecessary war against a legitimate planetary authority.

—from *MercNet News Extra*, 11 October 3067



MERCENARIES ON THE FRINGES

The Periphery is one place to start looking, with the recent break-up of the Taurian Concordat and the shift of the New Colony Region from loose confederation to independent state. And the Circinians and Marians, since their last clash, continue to gear up for what many consider to be an inevitable second round. The Outworlds Alliance may no longer be a hiring nation if the rumored relations with Clan Snow Raven prove to have more substance than fiction to them, but that still leaves independent planetary governments free to call in some added fire support when state aid proves insufficient. Then, of course, there's the Deep Periphery, a whole new market recently opened up, just waiting for a promising merc outfit or two to thoroughly exploit.

The Great Houses may be tired of fighting from the last round, but that's not stopping their various sub-factions from getting riled up and calling out their neighbors. Provincial rulers, from the March Lords of the Federated Suns and the various Free Worlds duchies to the dukes and margraves of the Lyran Alliance, are all hiring mercs in droves to boost their weakened state defense forces. Most of these, of course, get the overall state's sanction, and the appropriate Great House puts its stamp on the contracts. But the wise merc knows that, when fur starts to fly, it isn't the Archon, Captain-General, or Prince who will be paying your checks, but the local leaders who have political agendas all their own.

And, of course, there's the favorite newcomer, the Chaos March. Beyond the five Great Houses, there are also two Periphery players and a host of lesser powers interested in the ongoing fighting there, plus the Word of Blake, ComStar, and even the Wolf's Dragoons' Allied Mercenary Command. Missions there, even in the heart of the Inner Sphere, can run the gamut from planetary assault to bandit hunting. It's like having a little slice of the Periphery's most chaotic fronts in our very own backyard.

THE ALLIED MERCENARY COMMAND

The newest employer on the block, of course, is the Allied Mercenary Command (AMC). Brainchild of Commander Jaime Wolf and a host of like-minded modern-day mercenary paladins, the AMC selects only the best and most trustworthy into its small circle. So, for those of you newbs thinking these are the guys to give you your lucky break, sorry; you don't get in unless old Jaime, some Northwind elder, or the Disinherited's chief General Kreiger say so—no offense to any of the named parties.

AMC members receive the benefits of full salvage and independent command (liaison for probationary members), with nary a quip from the negotiators. They also receive the kind of generous pay only the Wolf's Dragoons can pull off, plus a discount on supplies purchased through Outreach that's only non-applicable on the black markets (of course). Clantech is another matter, but since most mercs can't maintain the stuff anyway, the possibilities are still pretty endless.

Sound like a sweet deal? Sure, till you get the missions; sending you to the jungles, cities, and deserts of the Chaos March, to battle the Word of Blake before they can subsume all those worlds and forge their great Blakist Protectorate. Worthy cause? Maybe. In my opinion, it all comes off as a bit reactionary to fight against the only guys who seem to be able to turn the lights on and get the maglevs running on time, just because they also happen to be heavily armed pseudo-religious zealots half the time.

But, hey, the pay and salvage are good, right?

FRINGES OF A DIFFERENT FLAVOR: ALTERNATIVE MERCS

Now, mercenaries have always come in all shapes, sizes, and flavors, but only recently has anyone cared to list the non-'Mech mercs on the mighty rolls of TO&Es they keep publishing everywhere. Having kicked around in a couple foot-slogger commands and one bluewater company myself (remind me to tell you the stories sometime, folks!) I can honestly tell you that such

WHO'S WHO IN THE AMC

The following list of noteworthy mercenary commands (in order of general size) demonstrates the present strength of the Allied Mercenary Command. Though some members remain under contract to other employers, all may be called upon to hold the line against "Blakist imperialism" in the March.

- Wolf's Dragoons:** 5 Regiments (3 currently under foreign contracts), Elite
- Northwind Highlanders:** 5 Regiments (3 currently under foreign contracts), Elite
- Dismal Disinherited:** 3 Regiments, Veteran
- Always Faithful:** 1 Regiment, Regular
- 51st Dark Panzers:** 1 Regiment, Veteran
- Grim Determination:** 1 Regiment, Veteran
- Wild Geese:** 1 Regiment (currently under foreign contract), Veteran
- The Furies:** 1 Armored Regiment, Regular
- The Dioscuri:** 2 Battalions (currently under foreign contract), Veteran
- Tooth of Ymir:** 2 Battalions, Veteran
- Lindon's Battalion:** 1 Strengthened Battalion, Veteran
- 13th Stalking Horse:** 1 Strengthened Battalion (currently under foreign contract), Veteran
- Crimson Crusaders:** 1 Mixed Battalion, Veteran
- Burton's Brigade:** 1 Company, Regular



groups not only exist, and that there's plenty more of them around than the tin can drivers want you to think, but that many of them—a great many—are actually damned good.

Sure, if you're a planetary duke eager to protect your ample assets from a Capellan horde, you aren't going to station the likes of a Killer Bees or Mick's Blue Skye Rangers without backing from some serious walking steel. But can we interest you in the likes of the Medusans for some major spaceborne fire support? Or perhaps the massive technical support of Skibinski's Salvage, who may not fight on your front lines but will damned well assure that your 'Mechs stay fit even after weeks of relentless warfare? In today's day and age, there are mercs for every season and every reason, and though some may think the concept of non-'Mech mercs is a waste of time—or “over-specialized” to those of you with that hyper-professional vocabulary—

ask yourself if you'd rather have Stalwart Support or Raging Horde holding your thousand year-old cities against foreign guerillas, or some BattleMech heavyweights who could crush streets, buildings, and people underfoot just finding a defensive position to blow apart.

Okay, so maybe I'm being harsh on the 'Mech jocks. But I hope the point is clear enough. The modern employer knows (or should know) when the BattleMech just doesn't cut it for a job. BattleMechs aren't weapons of subtlety, and many mercs in the field who choose 'Mechs do so at the cost of other valuable forms of fire support. For those mercs and for employers across the Sphere, thank your stars that the “specialists” exist who can provide the smooth operators, or the sea, air, land, and space support needed to get a job done right.

MERC IN THE SPOTLIGHT

Good evening, viewers. I am Harry Noxford, and welcome to another edition of MercNet's *Mercenaries in the Spotlight*. Tonight on MTS, we continue our series on some of the Inner Sphere's most unique new mercenary commands with a look at one that—I'm sure you'll agree—is about as unique as they come.

There are, of course, many occasions when a successful outfit comes along that doesn't depend on the almighty BattleMech, even in this day and age. And such is the case for these men and women, whose force is comprised almost entirely of battle armor. But these troops are not just any type of armored infantry. Indeed, their weapon of choice is nothing short of the original Clan-designed Elemental battlesuit.

Originally formed entirely by and of former Clansmen, the Elemental warriors of this unit forsook their Clan heritage in order to survive these tumultuous times we live in by selling their skills to the highest bidder. Though losses forced them to open their ranks up to Inner Sphere armored infantrymen, new members only gain entrance to this unit after passing Elemental-style training and a Trial of Position.

Recently returned from a debacle in the Pleiades System only to learn that their manager, Bartholomew Alexander, cleaned out their bank account, Captain Caroline MacIntosh, spokeswoman for this unique command, sat down with me to discuss their experiences briefly. Avid viewers, I present to you the Raging Horde.

[Cut to interview room: Noxford sits across from a heavily muscled woman with close-cropped hair and a scarred face]

[Noxford] Thank you for coming, Captain MacIntosh.

[MacIntosh] You're welcome. Thank you for asking.

[HN] I understand the Horde had a tough go of it against the Taurians?

[CM] Nothing we couldn't handle.

[HN] Really? Reports allege the Taurians forced you all into hiding on Lindsay.

[CM] That's a load of [bleeped]! We held the town of Acanthi for two weeks before our lack of ammo forced us to leave.

[HN] I thought Clanners didn't run.

[CM] First, we're not *all* Clanners. Secondly, only an idiot fights to the death. We left a company of the bull crappers' 'Mechs in smoking ruins before lifting.

[HN] So tell me about how Bartholomew Alexander cashed out your account.

[CM] That son of a [bleeped]! He [bleeped] us royally. No sooner after he learned we'd been caught behind enemy lines, he stole our money and disappeared.

[HN] What will you do about it?

[CM] Do? You've got to be [bleeped] kidding me? That's [bleeped] obvious. We're going to [bleeped] kill the lot of them! The colonel has issued a Trial of Annihilation against Alexander and his family.

[HN] What do you want to say to him?

[CM] Bartholomew Alexander, give your soul to the Almighty, because your ass is *ours*! [camera fades out]

Well there you have it. We apologize for the language. After the break, *Mercenaries in the Spotlight* will further explore the unique arrangement of the Horde before we turn our focus to Blanc's Coyotes, whose return from the mysterious unknown has set tongues wagging across the Inner Sphere...



THE MERCENARY'S ATLAS

In our previous two publications, the “Mercenary’s Atlas” detailed key hubs of the mercenary trade as it stands today. Many of those hubs—principally Outreach and Galatea—represent the most prominent centers for the industry, worlds where most of the local economy and infrastructure is tailored to the unique needs of the mercenary life. Others—such as Northwind and Arc-Royal—represented more exclusive markets, whose affairs are largely dictated by the needs and policies of the local mega-mercenary commands that dominate such worlds. Still others—Fletcher, Solaris VII, and Westerhand—became hubs of the industry as an outgrowth of their own economic and political climates, drawing in mercenaries as a supplemental source of revenue, and supported by the “convenience” of local hostilities that continuously underscore the need for such professional warriors within their respective regions.

But there are, of course, many more centers for the mercenary trade throughout the Inner Sphere. Though less centrally located, the most prominent of these secondary markets never seem to suffer from a dearth of soldiers for hire. Those which lie beyond the boundaries of the Inner Sphere, in fact, have enjoyed remarkable upswings of mercenary activity over the last decade, a trend that many analysts attribute to the rising prominence of the Periphery itself in Inner Sphere politics.

This edition of the Mercenary’s Atlas thus focuses primarily on the secondary mercenary hub worlds of the Periphery, particularly the worlds of Antallos, Astrokaszy, and Herotitus—by far the three most popular and active hubs in their regions. Also featured is the world of Noisiel, a world not normally found among the ranks of major mercenary business centers, but significant as an example of how even a world far removed from hostile borders and clashing politics can draw in professional soldiers and serve as a place for such men and women to establish a place in the trade.

ANTALLOS: THE SCOUNDREL’S PORT

First settled in 2674 by a conglomerate of trading companies from the Draconis Combine, Federated Suns, Outworlds Alliance, and Terran Hegemony, Antallos was originally envisioned as a Star League trading outpost. One of just a handful of such places, Antallos—jointly ruled by both Inner Sphere and Periphery powers—was to be a planet where merchants of all League member states could conduct their business on equal footing, unfettered by the economic influence of any one nation.

Managed by the Terran Hegemony, the bold experiment proved an unqualified success in the Star League’s heyday. Wealthy entrepreneurs, eager to establish their own fortunes on the otherwise barren frontier world, founded wildly successful enclaves that drew in billions of Star League dollars in revenue and eventually prompted the SLDF to plant bases of its own on Antallos in the interests of security.

But time and fate eventually conspired against this world; barely a century after its founding, the Star League that gave birth to this merchant’s Mecca fell in on itself, igniting the Succession Wars. Over the next three hundred years, Antallos—once a jewel of the Periphery—was ravaged for its precious Star League technology in continuous raids by pirates and Combine forces. At the same time, warring city-states, based loosely on the old trading enclaves of the Star League era, fell upon one another as resources grew scarce and the Hegemony government vanished into the ashes of history.

Today, the barren wastes of Antallos are home to some of the worst dregs of humanity, much of its vast wastelands made even more dangerous by roving gangs and the fallout of biological and chemical warfare. Pirates and renegades now call Antallos home, and the world economy—such as it is—is supported largely by the most illegal of trades.

ANTALLOS AT A GLANCE

Antallos is a hot, dry, and largely barren world. Close to ninety percent of the planetary surface is land, most of which varies between featureless, lifeless deserts and rugged badlands, many rendered nearly uninhabitable by hostile native wildlife and the residue of chemical and biological agents used during the city-state wars of long ago. Beyond the shores of the planet’s five large seas and lakes, two small polar ice caps—each barely 100 kilometers in diameter (even during the winter months)—and the thick, untamed jungle that swirls about the equatorial region (and mostly surrounds the aptly named Sea of the Green) break up this monotony of desolation.

Dominating the northern hemisphere, the Sea of Despair is a vast desert all but devoid of native life, yet surrounded by a few thriving city-states which trade across this barren waste. In the south, the Shatter Wastes—a badlands region several thousand kilometers long—holds the distinction of ranking among the roughest lands of the Periphery. It is home to most of the planet’s vicious native predators, as well as several hidden oases that have spawned small communities over the centuries.

Scattered about these regions, oftentimes in spite of the very environment itself, just over thirty city-states provide a semblance of shelter and order for the vast majority of Antallos’ population. Lacking a unified central authority, most of these city-states are complete-

FACT SHEET: ANTALLOS

Political Ruler: None (Vance Rezak)

Star Type (Recharge Time): K4IV (195 hours)

Position in System: 3rd

Time to Jump Point: 4.34 days

Number of Satellites: 2 (Quincy and Zeke)

Surface Gravity: 0.92

Atm. Pressure: Standard (Tainted)

Equatorial Temperature: 49° C (Desert)

Surface Water: 11 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Birds

Population: 5,035,000

Socio-Industrial Levels: D-D-C-D-C





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ly autonomous, providing only their own residents with security against the roving Zone Gangs who wander the no-man's lands (often dubbed "Free Zones") between settlements. These cities often subsidize their existence through the most nefarious of trades, including slavery and narcotics trafficking, and only a few have attained worldwide prominence over the years.

More recently, Antallos has even become home to a small but growing collection of survivors apparently hailing from the shattered Smoke Jaguar Clan. Now relegated to the Clans' Dark Caste, these survivors—including technicians, laborers, and warriors both trueborn and freeborn—have formed their own version of the infamous Zone Gangs. With some even still possessing Clantech weaponry, these "Jaguar Gypsies" (as some have termed the stragglers pseudo-societies) now often prey on travelers and other gangs while occasionally bidding their services to local warlords for basic supplies.

PORT KRIN: THE OPEN CITY

The wealthiest and largest city on Antallos, Port Krin was first established by Hegemony merchant prince Quincy Krin soon after the first colonists arrived on this world. Nestled on the eastern shores of the vast TaliSea, "the Port"—as it came to be known—evolved into a freshwater fishing community, largely failing to become the "trading Mecca" its founder had dreamt of, despite a brief gold rush in the early 2700s. Along with the rest of Antallos' city-states, the fall of the Star League and the start of the Succession Wars devastated Port Krin as Combine and pirate raiders repeatedly sacked the unprotected, unclaimed world.

The city-states that managed to survive the worldwide loss of trade and constant raiding were soon forced to rebuild their economies through criminal enterprises, and Port Krin was no exception. Beginning with the rule of Controller Samuel Jenkins in the mid 29th century, the Port became a haven for smugglers and slavers, and also one of the most aggressive city-states to rise from the ashes of the first two Succession Wars. Though Jenkins' ultimate plans to conquer all of Antallos through his city-state and its army of slaves failed, they did set the standard for politics on Antallos, and his emphasis on supporting the slave trade made Port Krin a haven for pirates eager to hide from authorities or sell their captives and other ill-gotten gains.

Even today, the cutthroat politics of the Port (estimated population: just under two million) remain as deadly as ever. Recent memory alone may recount Vinson's Vigilantes' 3059 coup that toppled Controller Gringe Whiplash (who himself had seized power eight years earlier), and the subsequent usurpation by the pirate Vance Rezak and his Band of the Damned. Despite this, the Port itself is remarkably organized and well run for a den of thieves. Murder and thievery are officially considered crimes worthy of brutal punishment, and such punishment is often meted out by the city's ragtag police force on the spot—assuming, of course, that the culprits are foolish enough to be caught in the act or poor enough to fail in bribing away their guilt. This brand of law enforcement helps maintain enough order for the city Controllers to collect their taxes and assures that the local trades suffer no major disruptions.

A wealthy city, Port Krin thrives not only on the local slave,

drug, and weapons trades, but also on the secondary industries provided by its own dueling circuit. In mimicry of the gaming venues of Solaris VII, the Port hosts its own arenas for both BattleMech and man-to-man combat. The DeathRain Arena in the city's northwest side and Hanes Hollow in the southern merchant's quarter are the anchors of the local vehicular and BattleMech blood sports, while the Carrion Pit north of the eastern Portside neighborhoods provides spectators with the pure carnage of pit fighting. As with the gladiatorial arenas on Solaris, an entire entertainment industry has grown up around the Port Krin circuit, including gambling, nightclubs, and even a local mass media, centered on the rogue Krin Entertainment, Incorporated—a music and trideo conglomerate that caters to renegades, privateers, and other shining examples of Port Krin's unique clientele.

THE MERCENARY TRADE ON ANTALLOS

Nothing resembling a dedicated hiring hall exists on Port Krin—or anywhere else on Antallos, for that matter—but as the last refuge of many a renegade mercenary or privateer, the world is home to no shortage of professional soldiers eager for work. Either through circumstances beyond their control or some past transgression—real or imagined—most of the hired guns to be had here would find themselves in irons on more respectable mercenary worlds like Outreach or Galatea. Indeed many, like the decimated Vinson's Vigilantes, even have prices on their heads, yet take the risk to make themselves available for hire in the generally vain hope of escaping their renegade status and reclaiming some modicum of legitimacy.

For those seeking employment, Antallos is a maze of intrigue and challenge. By far, the best deals to be made here are done in shadowy backrooms—the best of which are often found in Port Krin's walled Inner Sanctum neighborhood. Bribery and blackmail may be necessary just to land an interview with a seedy would-be employer whose agenda could be anything *other* than what is written on the contract, and who may negotiate terms with the edge of his blade or the barrel of his gun. Pirates may even become a desperate mercenary's employer on Antallos, forcing the professional soldier to choose between morality and his next meal.

Finding work on Antallos is an exercise in caution, strength, and no small degree of ethical flexibility.

ASTROKASZY: NO MAN'S LAND

On the far side of the Inner Sphere from Antallos, yet strikingly similar in many ways, lies Astrokaszy. Like Antallos, Astrokaszy is hot, dry, and windswept, despite having over three times the surface water. Dominated by a single, mammoth landmass, the world's two oceans cling to the poles, while inland seas are too few and far between to support a thriving native agriculture. Although its limited ecosystem supports native animal life, and the world boasts generous deposits of precious stones, little else recommends this world to settlers. Astrokaszy was left largely uninhabited until the survivors and dependents of a shattered mercenary brigade, the Crimson Reapers, made



planetfall here in 2892, bringing with them the heavy influence of their dominantly Muslim beliefs and customs.

Soon after their arrival, however, the Reapers' command cohesion crumbled as various subcommanders clashed bitterly over how to use their meager resources to settle their new home. Company by company, the mercenaries fragmented into ever-smaller camps and scattered across most of the northern deserts, eventually forming the cores of the nomadic tribes and Caliphates that persist today, wearing down their remaining military strength in battle against local pirates and each other.

The society the Reapers tried to build endures in the form of small manufacturing centers and mining enclaves that often anchor the Caliphate city-states near scattered oases, and the distinctly Arabic Muslim overtones of the planet's decidedly male-dominant culture. Still clinging to the philosophies and traditions of his ancestors, today's Astrokaszy is a fearless fighter and horseman. Blood



sports—one of the few diversions available on this barren planet—are a common pastime here, as well as the favored means among the various Caliphs and Pashas for keeping their respective subjects in line.

HOT AS IT GETS: THE MERCENARY TRADE ON ASTROKASZY

Even less organized and populous than Antallos, Astrokaszy is a dangerous climate for the new mercenary to seek work, lacking any rule of law beyond the will of the local Caliphate rulers. Here, there are no hiring halls, no neutral meeting centers, no training grounds, and no DropPorts. Finding an employer on this world and negotiating a contract thus carries with it all of the dangers of the mercenary trade on Antallos without even the benefit of the flimsy order imposed by local police and security forces, as what passes for law and order on Astrokaszy is often little more than the whims of the local sultan or caliph.

The closest exception to this rule is the Shervanis Caliphate and its capital city of Shervanis City. Recent conflicts, however, have ravaged even this bastion of semi-civilization, which includes both a small spaceport and the planetary HPG. A short conflict in 3058, involving Capellan, Canopian, and (allegedly) Word of Blake forces, toppled then-Caliph Malachye Shervanis and led to the rise of Caliph Srin Rashier, whose brief, two-day reign consisted almost solely of changing Shervanis City's name to Freedom City. But his rule swiftly ended when the Avanti's Angels mercenary command, then under Confederation employ, deposed him.

Ahmed Shervanis, Malachye's wandering son, then returned to reclaim his birthright with a small army of followers and restored the Shervanis Caliphate to the days of Malachye. Since then, Shervanis has clashed with other Caliphates as well, including the recent war with the Rajjir Caliphate that erupted soon after Caliph Shervanis' nephew, Badr, was found murdered, apparently on the orders of Najiyah Rajjir, his betrothed. Shervanis' forces, which include a few BattleMechs, remain weakened by the fighting, but—apart from Rashier's Order of the Faithful band—they remain the strongest of all fighting groups on Astrokaszy today.

[Editor's note: Srin Rashier's pirate group, the Order of the Faithful, arose soon after his surprising emergence as leader of the Desert Winds Tribe, with support from unknown sources. Yet despite being so well armed and clearly basing his operations off Astrokaszy, he has curiously refrained from retaking the Shervanis Caliphate, apparently more interested in preying on the local space lanes and near-by worlds than in settling old scores.]

Despite the recent upheavals, the Shervanis Caliphate remains a hub of commerce and mercenary activity. Mercenaries desperate enough to do business here, however, must often do so by first negotiating with the local city rulers to gain entry into their domains and meet with any potential employer representatives who may be there. Even then, the risk of being shanghaied or killed by locals eager to gain a mercenary's weapons and 'Mech remains uncomfortably high, as most of the local rulers would rather steal a warrior's ride for their own troops' use than entrust their agendas and security to a mere hiring. Nevertheless, it is not uncommon for a green mercenary, desperate for employment, to spend time running errands—

FACT SHEET: ASTROKASZY

Noble Ruler: None
Star Type (Recharge Time): G4V (185 hours)
Position in System: 3rd
Time to Jump Point: 7.98 days
Number of Satellites: 3 (Delsia, Ralston, Vannora)
Surface Gravity: 1.03
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 62° C (Desert)
Surface Water: 36 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammals
Population: 698,000
Socio-Industrial Levels: F-F-C-D-C



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often illegal and highly dangerous ones—just to stay on the local caliph's good side in the hopes of finding that one lucky break to escape Astrokaszy forever.

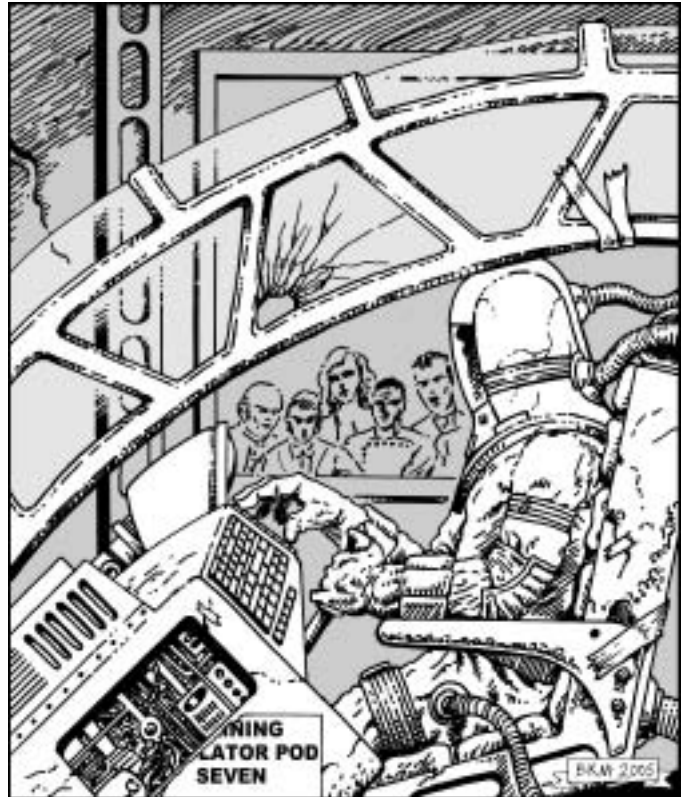
All the factors that make Astrokaszy an undesirable place for mercenary commands to seek employment, however, also make it an ideal place to find recruits. Combined with the generalized urge to get off the planet, the barbaric lifestyle required to simply survive on this harsh world creates an almost endless stream of trained fighters—most of whom would jump at any opportunity to join a real mercenary command that can promise both freedom and financial security.

HEROTITUS: BUSINESS BEFORE PLEASURE

A temperate world of abundant water as well as native plant and animal life, Herotitus is far more pleasant than most independent Periphery worlds and certainly a far nicer place for today's mercenary to do business on the fringes. With mild seasons and long growing cycles, much of the world's land—particularly in the northern continents of Baccali and Pomona—has been given over to the local farming and ranching industries. The more developed southern continent of Marpessa, by comparison, is better known for its majestic mountains and steep canyons, both of which draw an ample tourist trade already well supported by the presence of most of the planet's major cities nearby—including the planetary capital of New Hedon.

Originally founded jointly by the Taurian Concordat and the Magistracy of Canopus just prior to the Reunification War, Herotitus became one of the earliest and greatest examples of Canopian-Taurian cooperation in history, a quaint agrarian idyll of minimal industrial capacity or military value. After the Star League's fall, the Taurian, Canopian, and Capellan governments all claimed Herotitus for themselves, but the planet's utter lack of military resources spared it the worst of the Succession Wars. Its proximity to several larger states also kept piracy to a minimum, preserving the planet from damage beyond that of the occasional raid.

At the close of the thirtieth century, the New Hedons, a philosophical dissident sect from the Taurian Concordat, landed on Herotitus and quickly dominated the local economic and political landscape through sheer numbers and the allure of their simple "eat, drink, and be merry" philosophy. Over the next fifty years, the New Hedons transformed Herotitus from a simple agro world into a center for a host of thriving pleasure industries rivaled only by those of the Magistracy of Canopus itself. The draw of its many resorts and casinos, catering to every sensual pleasure imaginable, brought with it an economic boom and increased trade between the planet and the neighboring states.



FACT SHEET: HEROTITUS

Political Ruler: President Allison Carver
Star Type (Recharge Time): G3IV (184 hours)
Position in System: 2nd
Time to Jump Point: 8.52 days
Number of Satellites: None
Surface Gravity: 0.98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Warm-Temperate)
Surface Water: 72 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Reptiles
Population: 16,631,000
Socio-Industrial Levels: C-D-B-D-B

Although the pleasure industry remains strong and viable in the cities, however, the culture of the New Hedonists has recently begun to decline as a more puritanical Christian fundamentalism has taken root among the outlying farming communities and is even now working its way into the cities. The recent election of Allison Carver, a devout Catholic, to the planetary presidency, has worried many of the planet's New Hedonist leadership so much that many are openly wondering if the movement will have to find a new home elsewhere—a prospect that has many locals in both the government and the entertainment industry worried.

BALANCING ACT: THE MERCENARY TRADE ON HEROTITUS

Having gone out of its way to avoid significant military presence ever since its founding—despite brief periods of occupation by foreign neighbors—Herotitus' status as a center for trade and recreation has made it a natural draw for mercenaries and potential employers alike. Thanks to its central location between five major states (three Great Houses and two large Periphery realms), its policy of openness to all visitors, and its liberal laws since the early part of the century, Herotitus has



become a convenient waystation for travelers, traders, and Periphery-based mercenaries. As a result, the world has undergone a massive population boom over the last four decades, with the latest census figures—taken in 3065—finding nearly 17 million people now living in the scattered cities and towns across the planet, a far cry from the 240,000 estimated in 3025. (Local fundamentalist officials are quick to point out that in the 3020s, next to no formal system for measuring the population existed on Herotitus, leading to such gross errors that it crippled the planetary tax base. To the fundamentalists, this served as yet another proof that the New Hedonist party, for the sake of the economy as well as the souls of the people, should abandon its “inherently flawed” philosophies.)

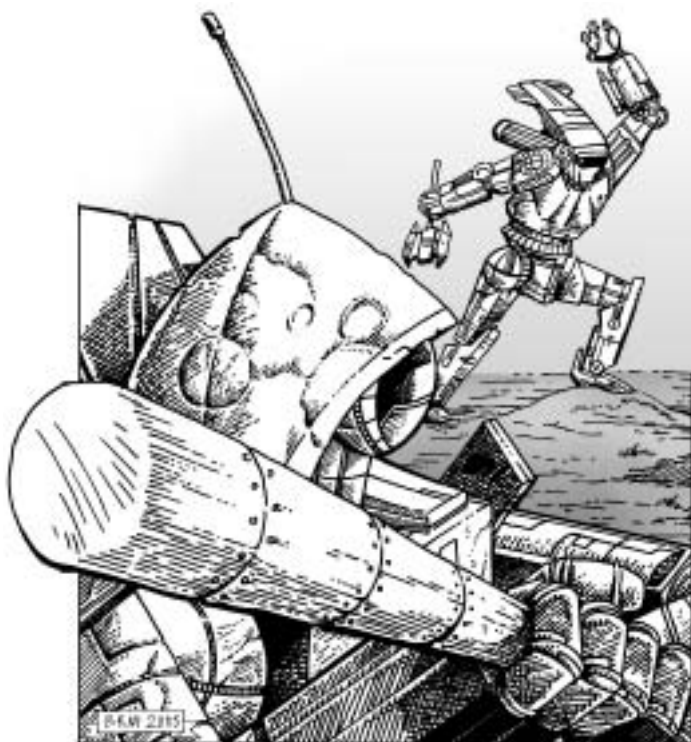
New Hedon, the capital city, forms the informal center of this world's unofficial mercenary trade, with hotels, casinos, conference centers, and even the local HPG station all possible venues for mercenaries and employer representatives to meet. The planetary spaceport, located in the heart of the city, is not equipped for military traffic, however. Thus, mercenaries with heavy equipment—including BattleMechs—must keep such gear stowed during their stay in New Hedon and make use of the city's high-priced local transportation.

In the suburbs of Myrmos, on the outskirts of New Hedon, there are some informal training centers available to military personnel and mercenaries, which rely on antiquated simulator pods. These facilities—colloquially dubbed “the Arcade”—form the core of an unofficial school and exposition center for professional soldiers, and it is often here that prospective employers gauge the abilities of any local talent. Occasional simulator duels are even fought in Myrmos, giving rise to a feeble secondary gambling and gaming economy tailored to combat aficionados. Additionally, many mercenary commanders on Herotitus are known to scope Myrmos and its Arcade for new recruits.

Close to half the mercenary trade conducted on Herotitus occurs in New Hedon and Myrmos, with the rest taking place in the handful of smaller cities scattered across the planet. Ironically, though no shortage of trained warriors pass through the spaceports and cities of this world, a large percentage of the mercenaries recruited here tend to fill supporting roles in their new commands. Indeed, a recent MRBC study revealed that medical and technical specialists hired on Herotitus tend to be among the best in the industry.

NOISIEL: BREAD AND CIRCUSES

Nestled in the heart of the Lyran Alliance's Alarion Province, Noisiel is a fairly tranquil, modestly industrialized world of average resources. Its three primary landmasses—Mahoken, Romaha, and Teppokhan—boast an equal mix of farmlands and urban sprawls, with enough unspoiled land in between to support a generous, but hardly remarkable, tourist trade. However, it is not the postcard scenery that draws professional soldiers and media stars to this world year after year, but an annual martial tradition established by the wealthy Alextep family who rule here: the Noisiel Summer Games. Although these annual BattleMech-only competitions have far less to do with the politics and business of warfare than those seen on Solaris, Westerhand, and Antallos,



the fact that they draw some of the best MechWarriors in the Inner Sphere every year has spawned side industries in gambling and mercenary activity.

THE NOISIEL SUMMER GAMES

The first Noisiel Summer Games were held in 3047, when Duke Michael—founder and CEO of Alextep Engineering Services (an interstellar producer of civilian and military engineering vehicles and equipment)—challenged his son and chief business rival, Heinrich (himself founder and CEO of Heinrich SupporTech Interstellar), to a unique form of BattleMech duel. Intended to resolve a professional conflict over who would bid on a government contract, the Alexteps planned to hold their duel in public on the rolling hills of Duke Michael's Teppokhan Prime estate and invited all citizens to attend. The modest ticket price, both men also decided, would be divided evenly among local charities and a fund to pay for any repairs needed on the two family-owned *Atlases* used in the duel.

But while both Alexteps were accomplished MechWarriors and their

FACT SHEET: NOISIEL

Political Ruler: Duke Michael Alextep
Star Type (Recharge Time): KOV (161 hours)
Position in System: 3
Time to Jump Point: 5.46 days
Number of Satellites: None (dust ring)
Surface Gravity: 0.74
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 33° C (Warm-Temperate)
Surface Water: 63 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Birds
Population: 431,011,000
Socio-Industrial Levels: B-B-C-B-C



THE MERCENARY'S ATLAS

machines would carry live ammunition, this was not to be a conventional duel by any stretch of the imagination. Instead, Duke Michael's challenge amounted to a one-on-one game of BattleMech-sized rugby, with a large, half-ton, ballistic-polymer sphere serving as the ball and a full square kilometer of the Alextep estate serving as the playing field.

The event, advertised by local media consortiums on several neighboring worlds, brought scores of spectators and proved an amazing success, and in the wake of the Clan invasion—after the younger Alextep served a tour in the AFFC on the Clan front—the Noisiel Summer Games became a part of local tradition and a huge boost for the planet's tourism and entertainment industries.

In the years after the Clan invasion, the Alextep family has vastly expanded their Games to include a wide range of sports and opened the competitions to MechWarriors from Solaris and well as mercenaries looking for a break from the backstabbing politics of normal Inner Sphere life. Now a 12-day event held every local summer, the Games are part 'Mech show and part talent competition, but one which emphasizes more piloting skill and finesse than kill ratios. MechWarriors taking part in the Games are expected to compete in a variety of sports “upgraded” to BattleMech scale, including baseball, football, hockey, and chess. Unique BattleMech-based “talent shows”, parades, and pageants round out these festivities.

Although all combat in the Games uses live ammunition, the Alexteps ensure the best medical and technical care for all contestants and their machines. This enables those who come here to compete in the Games to focus solely on winning these “BattleMech Olympics” and makes such competitors much more accessible to any visiting Solaris talent scouts or Great House employers who might like what they see in the Games.

THE GAMES PEOPLE PLAY

I've been a mercenary 'Mech jock for close to twenty years now, and let me tell you, there ain't no satisfaction quite like strapping yourself into the command seat of fifty tons of walking metal and feeling your avatar of power come to life with the thrum of a nuclear reactor three meters below your butt. I've fought for kings and queens, barons and knaves, with my own trusty *Enforcer*, “Lucille”, but it wasn't till I saw the vids on those Noisiel Games that I saw what had to be the most inspired stroke of genius—or madness—in the universe.

So, natch, “Lucille” and I had to check this out.

Imagine, if you will, a festival that's got all the features of an air show and a classic groundcar exposition, but with 'Mechs instead of aircraft and cars. My first day there, I saw a stretch of tarmac outside the Mount Tutenka Spaceport large enough to land two *Overlords* that was filled with BattleMechs on display. There were maybe a battalion of the machines there—customs and stock jobs, new and old alike—all roped off so the throngs of 'Mech fans and their kids and SOs could just gawk at them. Gazing up at this one modified *Atlas* they had there, painted up like a giant statue of Santa Claus—complete with a fluffy white beard of myomer bundles—I couldn't believe that people actually would waste good C-bills on this kind of “art.”

Imagine my shock when I found out that “Santa 'Mech” won a bronze medal—and a good five thousand kroner in prize money—for that look. And damned if I didn't actually see that the “medal” was made at BattleMech scale, and hung from heavy industrial chain around that *Atlas*' head by the end of the first day!

But if the shock of seeing one *Atlas* decorating another for dressing up like Saint Nick wasn't enough, the show really got started the next day, when the first of the “talent competitions” began. Ever see BattleMechs relay race through a river valley? Or how about a game of BattleMech football—old American rules, by the look of it? If not, you're missing out, and let me just say right now that a Gauss rifle is one hell of a way to sack the quarterback, and five flights of LRMs makes for a hell of a blitz!

The next few days, I saw even more amazing feats of 'Mech piloting that made me come away feeling inadequate after a lifetime in my own “Lucille's” hot seat. BattleMech basketball and baseball were some of those most memorable 'Mech-scale sports I've ever seen, played by pilots who could make sixty tons of war machine move in ways my instructors told me simply wasn't possible. Luckily for the spectators they don't have to dribble that half-ton “ball” in basketball, and the sight of a *Hatchetman* sliding toward home to win a three-inning baseball game can be as frightening as it is inspiring.

Taking the cake, however, had to be the one-on-one BattleMech dance-offs and “Mech-fu” tournaments. I'm not kidding, here; I never would have thought having the ability to make your *Phoenix Hawk* do a handstand would ever be considered a marketable skill, but seeing one do it in the middle of a three-minute set to the blaring tune of Jonah and the JumpShips' “Stellar Renegades” put that notion to rest. The pilot—some hotshot from the Solaris dueling circuit—won a platinum “medallion” valued at an easy 100,000 kroner for that stunt!

During this gala event, there had to be at least a dozen mercenary commands represented in the Games and at least fifty folks whose names regularly graced the Solaris scandalvids. Rubbing elbows with that kind of crowd made me think that maybe fighting and bleeding for someone else's politics was the wrong way to go, after all. I mean, in all the competition back there on Noisiel, I didn't see anything worse than a concussion come of all the 'Mech-scale horseplay going on, and I hear the pay for it all wasn't half bad even for the guys who came in dead last.

Next year, maybe, I'm gonna look into buying “Lucille” a dress. May yet be the easiest and most rewarding kroner we'll ever earn.

—Excerpt from *Postcards from the Kill Zone: A MechWarrior Retrospective*, Skye Net Press, 3062



FORCE BRIEFS SUPPLEMENTAL

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

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



'Mech



AEROSPACE



ARMOR



SPECIAL



INFANTRY

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

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

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



FORCE BRIEFS SUPPLEMENTAL



ACE DARWIN'S WHIPLTS: BURNT BY THE STARS

One of the more unique mercenary units in the known universe, Ace Darwin's Whiplts consists of Ace Darwin and as many of his friends as he can assemble. Despite this haphazard unit composition, the Whiplts were generally successful, and things were going well for Ace until disaster struck: Ace became famous.

In a recent Immortal Warrior Vid, a character based upon Ace was introduced, helping to save the day at the dramatic climax with his collection of elite warriors. Word spread through entertainment circles and soon Ace was the favorite mercenary of the stars. Transformed into a mascot for spoiled entertainers, Ace quickly learned to enjoy the attention. His Whiplts rarely did any missions, however, as Ace grew more interested in enjoying his new, luxurious lifestyle than in heading into enemy fire.

Then the fickle fortunes of fame shifted and Ace became yesterday's news. He found himself sitting around, waiting for a star to call, his bank account sucked dry by his newly expensive tastes. He was even forced to check into rehab for a reported Kay-Zee habit, and it was only after his recovery that Ace learned who his true friends were.

In 3065 an old friend of Ace's, Major Kenneth Petruzzelli of Harlock's Warriors, reconnected with him on Outreach and encouraged him to get back in the saddle. Together, they assembled a new group of Whiplts for a mission to an unusual objective: a monastery on a dead world.

The Marian Hegemony had taken Austerlitz, a once-inhabited Periphery world just outside the Lyran Commonwealth, and were staging several raids from a large monastery located on the planet. There, while one-time Solaris co-Champion Elizabeth O'Bannon held down Marian troops with her custom *Marauder II*, the lighter Whiplts 'Mechs—led by Ace himself—snuck under the monastery through ancient sewers and outflanked the enemy. After defeating the Marian commander in personal combat, Ace held the severed head of his opponent's *Wolf Trap* high, parading it all the way back to the Whiplt's DropShip. He was back on top.

Ace's re-integration into the mercenary market since then has been remarkably smooth. Recovering his roots, Ace once again forms his Whiplts only after signing a new contact, gathering friends and relatives into an ad hoc unit he often augments en route to the objective. This arrangement leads to wildly varying skills within the Whiplts, but it also prevents any potential enemy from ever knowing what to expect until battle is joined. Most employers are willing to put up with the inconsistency of the rest of the unit as long as they know they are getting Ace.

The Whiplts have no unifying paint scheme. Instead, Ace's insignia, a pink cat's paw, is placed on the left heel of all Whiplts BattleMechs, regardless of the member's chosen color scheme. This insignia refers to Ace's *Panther*, which is painted light pink.

Dragoons Rating: C-

OFFICERS

Ace is generally a nice, down-to-earth guy with a side that likes to enjoy life to the fullest. He is slowly rebuilding bridges he burned in the past and getting back to being his old, pre-fame self. He takes great care of his *Panther* and is often found working with Brother Soling, an engineer-turned-monk-turned-engineer-again who assisted the Whiplts during their Austerlitz mission and joined the unit full-time afterward.

With a limited grasp of tactics and no formal command training, Ace's primary asset is his charisma. His ability to work with his buddies keeps his unit loose and generally loyal to their boss.

TACTICS

Ace's best tactics hinge on chaos and opportunism. While his friends go about the early stages of a mission, Ace roams the back lines of the fight, waiting for an opportunity. When he thinks the enemy has forgotten about him or lost track of his location, he moves, hoping to spring up where least expected. The sight of a large pink 'Mech plunging unexpectedly to aid a friend in combat has unnerved many a foe.

SUPPORT

Ace usually expects warriors to maintain their own equipment; however, if Brother Soling is available, he tends to help everyone out. At times, the unit has been known to hire additional astechs to help out (or make beer runs). For interplanetary transportation, the Whiplts rely almost exclusively on their employer, Ace having only once called upon his lone friend who captains an independent DropShip.



The Whiplts

Varied Size/Varied Skill/Reliable

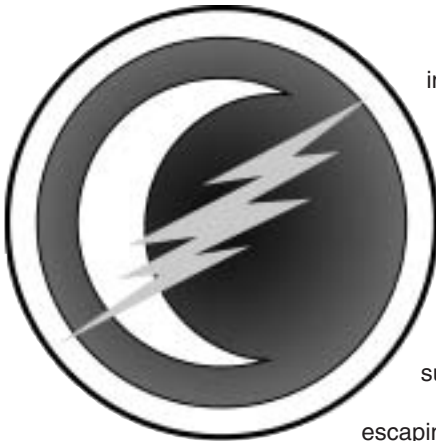
CO: Ace Darwin

The Whiplts usually rank as regular troops on the lower end of the reliability scale. Ace himself is a veteran pilot and has more than one elite friend. Rarely do the members have much in

the way of advanced technology, though Ace's pink *Panther* tends to sport more than most with its extended-range PPC and double heat sinks. Using parts from the Marian *Wolf Trap* he defeated on Austerlitz, Ace has made his own cockpit roomier, going so far as to install a beverage cooler, right beneath his lucky fuzzy dice.



BAD DREAM: WARRIORS NOT ACCOUNTANTS



The Bad Dream began as an understrength battalion of Capellan warriors abandoned within the Draconis Combine during the First Succession War. Over the following centuries, they grew to a full 'Mech regiment, supported by two battalions of armor and a full wing of aerospace fighters, mainly serving the Combine and the Federated Suns. Then, in 2866, the Dream signed a lucrative contract with the Lyran Commonwealth, a major coup considering House Steiner's dire need for lighter, faster 'Mech forces. Early on, the Lyrans employed the mercenaries as raiders against the Free Worlds League, which prompted the Dream to invest heavily in its own transports to improve flexibility. But after over a century of continuously renewed or extended contracts, the unit found itself spending more and more time defending Newtown Square rather than conducting offensive missions. By the close of the Third War, as the raids tapered off and support needs mounted, the Dream eventually fell into penury when supplies and revenues dried up and they borrowed heavily to keep up with payroll and inflation.

Heavily in debt, the Bad Dream skipped out two years early on their last Lyran contract, escaping into Free Worlds space during the War of 3039. The FWL, well aware of the unit's strength, gladly signed the mercenaries to garrison its Periphery border. Although little combat happened along this region, the Dream was able to make ends meet, and they thought they had escaped their tremendous debt to the Lyran Commonwealth. The price of their new prosperity, though, was the unit's combat edge, and by the time Henry Bortman took command in 3048, the lack of recent activity had left the unit stagnant, its warriors reliant on simulator training rather than a proper regimen of combat drills.

As the Bad Dream warriors continued to grow apart, they suffered for their poor decisions. The unit received a message from the Mercenary Review and Bonding Commission in April of 3062, ordering the Dream to assemble its representatives and commanders at Outreach for an appearance before the board to explain their outstanding debt to the Lyran Commonwealth (now the Lyran Alliance). The board sided with the Alliance, declaring the Dream had ample opportunity to clear its debt in the decades since its departure. Fortunately, a settlement was reached that allowed the Dream to retain its most critical equipment, but at the cost of the unit's vaunted space-borne assets.

The Bad Dream's color scheme is red and yellow, though the Nightcrawlers armor command only uses this for parades. The unit's insignia is a lightning bolt crossing a crescent moon inside a circle.

Dragoons Rating: C-

OFFICERS

Colonel Henry Bortman—well known as both an avid and extremely unskilled player of four-card Drax—leads the Bad Dream, at least in name. In fact, the most capable leaders in the Dream today are Lt. Colonel Yusef Lochsmitt and the various company commanders throughout the regiment. As a result, most of the fighting the Bad Dream sees today is of a more political, internal variety.

TACTICS

The Bad Dream 'Mech forces rely primarily on only the most basic and least surprising tactics and strategies in battle. The Nightcrawlers, however, undergo more regular drills and are masters at "overrun" tactics, moving through and disrupting opposing formations.

SUPPORT

Almost devoid of internal support, the Bad Dream relies heavily upon its employers for technical and transport needs. Most of the Bad Dream's aerospace assets were sold off to the Lyran Alliance in 3062, and only the Nightcrawlers' *Triumph* remains under the unit's ownership.



The Bad Dream
Regiment/Veteran/Reliable
 CO: Colonel Henry Bortman
 XO: Major Ronald Hoffman

Colonel Bortman's independent command lance consists of fast heavy 'Mechs, while the remaining 'Mechs of his regiment are primarily mediums, with a few lights and some heavies dispersed throughout. Most of these 'Mechs make use of some form of advanced technology (commonly double heat sinks, ER lasers, and LB-X autocannons) but a few are actually newer models.



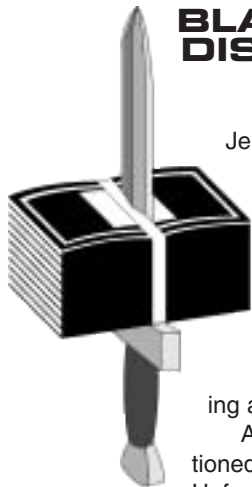
Nightcrawlers
2 Battalions/Elite/Questionable
 CO: Lt. Colonel Yusef Lochsmitt
 XO: Major Pierre Macquer

Lt. Colonel Lochsmitt runs a disciplined and well-equipped force of mostly medium-armor units that works hard to maintain their level of excellence, in contrast to the Bad Dream's MechWarriors. Highly loyal to one another, the Nightcrawlers often maintain a separation from the rest of the unit. Growing tired of Bortman's incompetence, Lochsmitt is said to be contemplating separating the Nightcrawlers from the rest of the Dream.



FORCE BRIEFS SUPPLEMENTAL

BLACK ANGUS BOYS: DISHONOR BEFORE DEATH



As a Captain in the service of the Free Worlds League, Angus Black shared the same low tastes as Colonel Jerom Merz, his commanding officer in the Eighteenth Marik Militia. Black's promising career was prematurely terminated in 3066 when SAFE's Analysis Branch detected "irregularities" concerning the Captain's company. By the most incredible of coincidences, the deployment of Black's troops coincided with a string of bank robberies executed by mysterious gray BattleMechs. After each raid, the nearest 'Mech lance of Black's unit went racing off in a valiant (but invariably unsuccessful) attempt to intercept the attackers.

When SAFE's analysts also noted the Militia company was consuming large quantities of purple paint, Angus decided that an "extended leave of absence" on sunny Herotitus was in order. Strangely enough, his MechWarriors likewise chose to vacation in the same periphery holiday spot.

Building around his old command, Black toured the fleshpots of New Hedon, recruiting personnel and forming a new mercenary command dubbed the Black Angus Boys.

A sharp negotiator, Black quickly won a garrison contract for the Magistracy of Canopus. The Boys had been stationed on Booker for less than a month when several companies from the Order of the Faithful attacked the world. Unfortunately for the people of Booker, the wording of the contract with the Black Angus Boys specifically charged them with defending government property, not the world as a whole. Thus, Angus Black refused orders to engage the pirates so long as they were pillaging private businesses and residences. The raiders were quick to grasp this technicality and left Booker with their DropShip holds bulging with booty.

Following the debacle, an infuriated Magistracy terminated the Boys' contract, and the unit returned to Herotitus in early 3067, where they were recently hired by the Taurian Concordat. Taking greater care in the wording of the contract than the Magistracy, the Concordat has deployed the mercenaries to support the Third Battalion of the Third Taurian Lancers on Celentaro. So far, Brigadier Aaron Wells has been unimpressed with the hired help, and he spends almost as much time keeping an eye on the mercenaries as he does guarding against the dreaded Davion threat.

The Black Angus Boys have adopted a dagger impaling a stack of C-bills as their insignia. Equipment is painted gray with purple trim.

Dragoons Rating: F

OFFICERS

Ugly rumors, dating back to Angus Black's short but colorful career with the Marik Militia, persist in connecting Black with the death of Isadara Alvarez (Colonel Merz's predecessor). Though a passable tactician, Black's greatest talent is his sharp negotiating skills and ability to creatively interpret his orders to minimize combat damage while keeping his command in the black.

Captain Rico Iglesias' past is, if anything, even shadier than that of his commander. Rumored to have extensive Mafia contacts, Iglesias pulls double duty as executive and logistics officer.

The recruitment of Lieutenant Ariel Sommerset is one of Black's stranger moves. Previously a dancer in a Herotitus cabaret show, many of the Boys suspect that it is not her natural aptitude for 'Mech piloting that landed her a position in the command lance.

TACTICS

The Boys lack anything approaching cohesive tactics, but fight ferociously when backed into a corner. Possessing an exceptionally well-developed sense of self-preservation, the mercenaries often seek to avoid direct conflict by stretching the terms of their contract as far as possible.

SUPPORT

Following their hasty departure from Marik service, Black's old company brought little in the way of support with them. Recruiting personnel to fill support roles has proven difficult, and the battalion can only meet half its maintenance requirements.

Though lacking transports of any kind, Captain Iglesias seems to know many skippers who "owe" him a favor. Even within the Periphery, the Boys can usually summon transport in under a month.



Black Angus Boys Battalion/Regular/Questionable

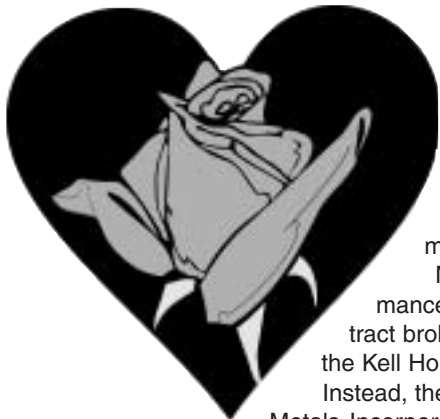
CO/1st Company: Major Angus Black

XO/2nd Company: Captain Rico Iglesias

Favoring medium and heavy BattleMechs, the Black Angus Boys are organized into two outsized companies. Their equip-

ment is a curious mix of vintage Succession War equipment (courtesy of the Eighteenth Marik Militia) and modern designs (like the new *Thanatos*) purchased from Inner Sphere manufacturers.

While Major Black refers to his MechWarriors as his "Boys," about a third of them are actually female.



BLACK HEART ROSES: MARRIAGE OF CONVENIENCE

The improbably named Black Heart Roses mercenary command is an amalgamation of Sara Heart's Stone Hearts BattleMech company and the Briar Patch Guard, an infantry battalion commanded by Johann Rose. The pair met after both commands were hired to defend Great X for the newly formed Arc Royal Defense Cordon. After a whirlwind romance between the two commanders, the two units were combined, creating the Black Heart Roses.

More noteworthy for an eccentric passion for collecting BattleMechs than for battlefield performance, the Roses did not remain in the Cordon for long. In mid-3064, negotiations to extend their contract broke down after the Kell Hounds refused to include Morgan Kell's old *Archer* (now a prize exhibit in the Kell Hounds Museum on Arc Royal) as partial payment for the Black Heart Roses' services.

Instead, the command accepted a contract from Baronet Simon Cleave, CEO of the Rahne branch of Zettle Metals Incorporated. As leader of a pro-Victor faction during the FedCom Civil War, Cleave wished to counter Duke Etsuya Endo's military buildup in Rahne City. Hired to defend Shawmut Springs, the melting season thankfully prevented the pro-Katherine Duke from launching a serious campaign, but sporadic skirmishes between the two subterranean cities continued until the end of the conflict.

Recently, continuing concerns over the Marian Hegemony's intentions prompted the Niops Association to hire the Roses to bolster their growing defense force. Lacking the personnel to operate some of their new equipment, the Association's deal with the Roses included components and aid from Association technicians to refurbish some of the Star League-era machines in the mercenaries' collection.

The Black Heart Roses uses no standard color scheme. Instead, individual 'Mechs commonly employ the colors of other famous commands, with the unit insignia—a red rose on a black heart—replacing the original unit or house markings.

Dragoons Rating: D

OFFICERS

Where other women might collect jewelry, Sara Heart-Rose collects BattleMechs. Having grown up around 'Mechs as a mercenary brat, she developed a fascination for the machines, reportedly renovating a *Javelin* pulled from the scrap heap at the tender age of fifteen. By the time she was eighteen, she had restored an *Assassin* and was well on her way to getting her current 'Mech—a *Black Knight*—fully operational.

Inheriting command of her father's small mercenary company expanded the scope of Sara's "hobby" dramatically, and her collection has grown significantly over the years. Unfortunately, her administrative and tactical skills are not at the same level as her technical abilities.

TACTICS

What few tactics the Black Hearts Roses have devised center around isolating individual enemy BattleMechs in order to force their surrender or render them more susceptible to anti-'Mech infantry attack.

SUPPORT

In addition to fielding a full battalion of 'Mechs, the Black Heart Roses possesses an additional battalion's worth of equipment in varying states of repair. Colonel Heart-Rose has taken great pains to build up her support staff to help renovate all of these 'Mechs, and the Roses currently has sufficient technical support for a full regiment.

Having sold its only *Union*-class DropShip to supply funds to purchase more 'Mechs, the Roses currently lacks any transport assets.



Black Heart Roses
Battalion/Regular/Questionable
 CO: Colonel Sara Heart-Rose
 XO: Major Shah Khan

The battalion of forty 'Mechs fielded by the Black Heart Roses is a hodgepodge of equipment. The most prized possessions include an *Axman* (rumored to have belonged to General Adam Steiner), Grey Noton's *Rifleman*—the "Legend Killer", a *Victor* (sold for scrap by Katherine Steiner-Davion when she seized control of the Federated Commonwealth), an antique *Striker*, and two exceptionally rare *Spartans*.



Briar Patch Guards
2 Battalions/Regular/Questionable
 CO/1st Battalion: Lt. Colonel Johann Rose
 XO/2nd Battalion: Major David Ling

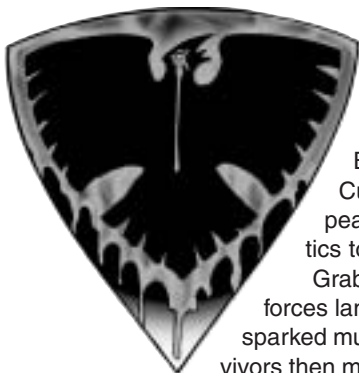
Commanded by the handsome and dashing Johann Rose, the Briar Patch Guards are well-trained in anti-'Mech operations and skilled at collecting vanquished units from the battlefield.

The Guards were in serious financial trouble when they joined with the Stone Hearts, and it was unsurprising that Rose would seek aid to bail them out. That he would apparently be willing to marry to secure such aid did not really shock anyone who knew him, but what did surprise everyone was that Rose didn't abandon his rather plain-looking spouse at the first opportunity.



FORCE BRIEFS SUPPLEMENTAL

BLACK OMEN: WARRIORS OF PROPHECY



“Black omen” is a term invoking bleak warnings and prophetic signs of the future. For the Black Omen mercenary unit, this name has proved accurate—sometimes as a warning to their enemies, other times foretelling their own fate. Throughout its checkered history, the Omen earned the reputation for doing whatever necessary to achieve victory, regardless of honor or morality. During the Ghost Bear invasion of Rasalhague in 3050, the unit found itself facing a very dark fate when the Eighth Cuirassiers’ Thirty-fourth Striker Trinary landed on Damien. Going to ground, the Omen simply disappeared and was presumed withdrawn. However, two months later, they resurfaced, using unorthodox tactics to overrun the small garrison force left behind.

Grabbing what salvage they could, the Omen sent out a distress signal and finally escaped when DCMS forces landed. However, their “treachery” in hiding from battle only to strike at inferior forces later is said to have sparked much of the Ghost Bears’ intense hatred toward mercenaries, which remains to this day. The Omen’s survivors then made their way to Memmingen, where they combined forces with the Outlaws, another mercenary command that had been battered by Clan Wolf. In November of 3051, the combined commands faced elements of the Wolves’ Thirty-seventh Striker Cluster.

Memmingen nearly destroyed the combined unit, but they were able to withdraw, even managing to capture supplies and weapons, including a couple of ‘Mechs. After the death of Major Trent (the de facto leader of both commands), the battered mercenaries went to Ueda to rest and repair as best as they could. The danger over, the surviving members of the original Black Omen decided it was time to part with the Outlaws. Captain Richard Smith, the Omen’s lone surviving officer, assumed command of the reborn Omen and vowed to keep in touch with his one-time comrades in the newly christened Black Outlaws. The Omen made its way to Outreach to complete repairs and secure a contract.

With the aid of Dragoons techs, the Omen completed its rest and refit on Outreach before accepting a contract with the Draconis Combine for special raiding missions out of Wolcott. During Operations Bird Dog and Bulldog, the Black Omen operated behind Jaguar lines as a reconnaissance unit and saboteur force. During the Ghost Bear invasion, Captain Smith and his command jumped at the opportunity to gain some retribution against their old enemies. In keeping with their contract, they used their creative control in selecting targets and employing tactics. From Wolcott, the Omen secretly penetrated the Dominion and waged a McCarron’s-style campaign against the worlds of Pinnacle, Holmsbu, and Thule, disabling each planet’s HPG and destroying munitions depots along the way. The Black Omen struck at Damien where they once again overran a small garrison unit. This time, however, Captain Smith destroyed the Bear’s military depots and repair facilities as well, and captured as much booty as the Omen could carry. For their final act, Captain Smith unfurled a large flag with the Omen’s crest over the capital, leaving the Bears their calling card.

Black Omen MechWarriors paint their machines black with blood-red trim and highlights. The unit insignia, a spread-winged raven set over a field dripping with red, is placed on the upper left torso.

Dragoons Rating: C+

OFFICERS

Captain (*Tai-i* during the Omen’s Combine contract) Richard Smith, known for his disdain for tradition and customs, is described as iconoclastic by those who admire him and heretical by those who do not. His strange sense of humor generally strikes observers as irreverent or impious. But despite his idiosyncrasies, Smith is a dedicated commander fiercely committed to fulfilling his contract and ensuring the safety of his command. His favorite saying, “There are no dishonorable tactics when your life hangs in the balance,” has become the unit’s motto.

TACTICS

The Black Omen specializes in guerrilla operations as well as fast “raid-and-fade” tactics. They sow confusion and baffle their enemy by doing the unexpected.

SUPPORT

The Black Omen possesses two DropShips; a *Union* and *Union-C*, the latter captured on Damien. The unit now can transport enough support personnel and supplies to give them an 80 percent support rating.



Black Omen

Company/Veteran/Questionable

CO: Captain (*Tai-i*) Richard Smith

The Black Omen deploys one light/medium lance and

two heavy lances of BattleMechs, many of which have been refitted with captured Clan tech or advanced Inner Sphere weapons supplied by the DCMS. Captain Smith pilots the Omen’s only Clan ‘Mech, a *Mad Cat* he has nicknamed “Bear Skinner”.



BLANC'S COYOTES: LONESOME SCAVENGERS

Many mercenary commands come, go, and sometimes disappear, only to return after long convalescences. However, very few vanish and return decades later as Blanc's Coyotes did when they emerged on Galatea in 3066, thirty-six years after their parent unit was presumed lost to a misjump. Colonel Blanc thus had every-one's attention when he told the story of his unit's great adventure.

In 3030, after twenty years of relative inactivity, the Coyotes' FedSuns contract expired and the regiment departed for Canopus. Apparently, somewhere along the way their *Star Lord*-class JumpShip, *Geronimo*, misjumped, sending the ship and regiment to an uncharted system, their navigational systems fried. After a month charting local space to get their bearings, the Coyotes jumped again, only to find themselves even further off-course and deeper into the Periphery. The *Geronimo's* problems compounded when its helium seals ruptured, stranding the Coyotes in a twelve-planet system. After picking up radio transmissions from two of the planets and unknown local spacecraft, the Coyotes dispatched a heavy scout force to each world, while the *Geronimo's* crew began the arduous task of repairing their vessel—a task that would take nearly thirty-three years to complete.

Flanked by aerospace fighters, the Coyote DropShips were confronted by indigenous atmospheric fighters of a type not seen since before the Star League, and swept them aside after a brief, lopsided engagement. After landing, Coyote forces deployed and were attacked again by well-organized mechanized armor and infantry regiments. However, after a brief and intense engagement, the attackers retreated, apparently startled by the unit's BattleMechs. Later, the planetary government—identifying itself as the Samoyedic Colonies—sent emissaries to discuss peace, which the Coyotes readily accepted and even countered with an offer to help defend against pirates and raiders. While the ground forces settled in, the Samoyedians assisted the JumpShip crew in repairing their drive. Over the years, they helped locate raw materials to manufacture needed parts and rebuilt the burned out navigational database by pinpointing some familiar Inner Sphere worlds through the use of local astronomical facilities.

Unfortunately, indigenous viruses wiped out many of the Coyotes who settled on the Colony worlds before Samoyedian vaccines could spare the rest. The unit's descendents grew immune to the effects, but to replace their denuded numbers, they began training select Samoyedians to fill in their gaps. When the *Geronimo* finally departed in 3063, less than a battalion of MechWarriors agreed to leave. The remaining chose to stay behind to defend their new home, supported by leftover Coyote assets, including three DropShips. Colonel Blanc and his Coyotes to this day have refused to reveal any more information on the Samoyedic Colonies, making their remarkable story difficult to verify independently.

The Coyotes' logo is a coyote standing vigil on a rock, imposed over a setting sun on a golden disc. Their 'Mechs are painted in standard Star League army colors.

Dragoons Rating: C

OFFICERS

Martin Blanc, the strikingly handsome grandson of former unit commander Colonel Enzo Wylie, is highly respected as a strong field leader and a shrewd tactician, though he is somewhat of an unknown quantity in the Inner Sphere since he assumed leadership during the Coyotes' long absence. Tamil "Light Foot" Fawcett, his executive officer is a second-generation warrior, like the rest of the unit's members. Rumor has it, he is also a direct descendent of Crazy Horse from the Lakota Tribe of Terra's North American continent.

Captain Brittany Wolfgang, Blanc's chief security officer, is described as a homely woman. Tall and lanky, she drives her *Black Knight* like a cold, calculating killer.

TACTICS

The Coyotes fight with a pack mentality. Their companies move in lance formations to attack from one direction, then fade back while another company repeats this tactic from another direction.

SUPPORT

Coyote MechWarriors are proficient in maintaining their own 'Mechs and their technicians are master scavengers; consequently, the unit's tech support is rated at 100%. The Coyotes have two very old but serviceable *Overlord* class-DropShips. The *Geronimo*, though spaceworthy, is so quirky and specially modified that only the ship's personnel are allowed to work on her.



**Blanc's Coyotes
Battalion/Regular/Questionable**

CO/Able Company (*Pack Hunters*): Colonel Martin Blanc

XO/Baker Company (*Desert Hounds*): Captain Brittany Wolfgang

Charlie Company (*Scrap'n Scavengers*): Major Tamil "Light Foot" Fawcett

Able company is the command's strike unit, fielding medium BattleMechs, while Baker fields nothing but heavies and assaults, serving as the Coyote's backbone in any operation. Charlie Company is a pursuit/scout unit, deploying extremely fast light and medium 'Mechs. Most of the Coyotes' machines have been replaced with upgraded Project Phoenix designs and upgraded Star League designs provided by their newest employer, the Word of Blake.



BROADSTREET BULLIES: ORANGE CRUSH

In 3057, the Broadstreet Bullies formed from surviving elements of the Fifth Lyran Regulars' Third Battalion, who were on loan to the Capellan government when the rest of the Fifth fled its postings on Saiph and Tall Trees. Abandoned by his superiors and left for dead, an embittered Hauptmann Daniel Grover decided it was time for his men to look out for themselves. He and his company declared themselves mercenary, adopted a new name and color scheme, and immediately began advertising their services for hire to anyone with a readily available stack of C-bills. Though they remained within the Chaos March, the Broadstreet Bullies maintained an office in the Hiring Hall on Outreach in the hopes that they could use a Dragons rating to get better contracts and additional recruits.

For a time, business was good.

All that changed, however, on Genoa, a world that had suffered through many long battles.

The Bullies took a garrison contract from the corporate-backed planetary government and settled in.

All went smoothly until Hauptmann Grover got into an argument with the Genoa Militia commander over a supply snafu. After declaring that his unit would leave the planet at once, Grover got the bright idea to launch an "objective raid" on several towns near their base. Looting stores, robbing banks, and wreaking what havoc they could, the Bullies pillaged a swath of Genoa's countryside in a night of rage before abandoning the planet for the funeral world of Fletcher.

In response to the Genoa incident, the MRBC officially declared the Bullies rogue and placed a bounty on the heads of every unit member. Since then, reports have surfaced of units in Broadstreet colors—a distinctive orange and white scheme with black trim—being spotted on Acamar, where they sacked the estate and landhold of a local baron. Since then, however, the Bullies appear to have vanished entirely from the Chaos March, and are believed to remain at large, possibly in the employ of the Word of Blake.

The Bullies' insignia is a red B offset upon a white B, set against a black circular field.

Dragons Rating: Wanted/Rogue

OFFICERS

Sergeant Robert Clark has the dubious distinction of being the only member of the AFFC to have ever been court-martialed three times without being summarily cashiered. No stranger to trouble, the assault lance commander is surly, abrasive, arrogant, and has no problem at all with using physical force to intimidate others into doing what he wants.

TACTICS

The Broadstreet Bullies love to use concentrated-fire tactics to bring down enemy units and are not above fighting in densely populated areas, using civilians as "human shields".

SUPPORT

Reportedly, the Bullies have only three techs of their own and rely on their employers for the remainder of their support needs. At last report, they possessed only one *Union*-class DropShip and no JumpShip assets.



Broadstreet Bullies

Battalion/Regular/Questionable

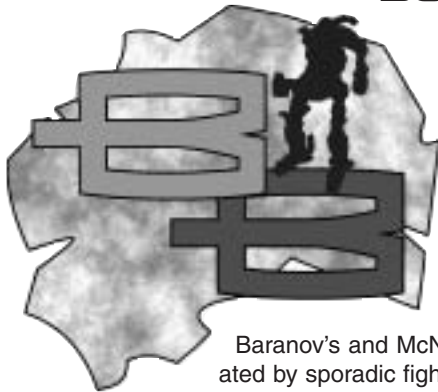
CO: Colonel Daniel Grover

XO: Major Trevor Stevenson

The Bullies' outlaw status forced them to adopt an "all for one" mentality out of a sense of self-preservation. However, rumors recently surfaced of a former Bullies lieutenant who tried to leave the unit on Fletcher with his lance. The current whereabouts of this "defector" and his comrades are unknown, and it is feared that his fellows may have decided to eliminate them as a threat to the rest of the command.



BURTON'S BRIGADE: IN WITH BOTH FEET



In the waning days of 3057, Burton's Brigade was a newly minted mercenary BattleMech command five lances strong when Count Radcliffe McNally of Hall hired it to help defend his holdings against self-styled "Emperor" William Baranov and his Republican Guard (formerly the AFFC's Fourth Republican). Formed around a core of veteran officers but dominated by raw recruits fresh from the Outreach proving grounds, the Brigade undertook its first mission under Captain Elly Burton's command, scarcely aware of the decade-long trial to come.

Divided among three factions, with Baranov's forces claiming the upper hand after seizing the planetary capital, spaceport, and HPG at Harney, Hall quickly devolved into a quagmire of feuding warlords. Within months of the Brigade's arrival, however, the shattering of Cater's Cohorts—a rebel force broken off from Baranov's command early in the fighting—left only

Baranov's and McNally's forces standing as the dominant military powers on Hall. A precarious balance, punctuated by sporadic fighting, characterized the next six years. In the thick of much of it was Burton's Brigade, supported by minor mercenary commands like Critchley's Cavaliers and their employer's personal militia, the McNally Guard.

Then, in 3065, the tide turned with the arrival of the Stealthy Tigers, a mercenary regiment hired by Baranov to break the stalemate once and for all. Having taken time to recover from their own battles on Carver V, the fresh Tigers intensified the war for Hall as McNally's forces, now seriously outnumbered, went to ground, joining with stragglers from Cater's Cohorts and various other anti-Baranov factions.

Together, they waged a yearlong guerilla war that culminated in a final assault against Harney itself in mid-3066. Though initially successful during the battle, a Tigers combat drop at the peak of the fighting took out much of the McNally Guard, including Count McNally himself. Faced with overwhelming fire, the Brigade fell back, an act that sealed the fate of their allies Critchley's Cavaliers.

Baranov's ultimate victory was denied, however, when the Third Dismal Disinherited, attached to Jaime Wolf's recently created Allied Mercenary Command, arrived on Hall. Desperate for relief, Captain Burton quickly linked her command—which now included survivors from the Cavaliers and McNally's Guard—with the Third, officially making the Brigade a functional part of the AMC. This act finally forced Baranov to back off his relentless hunt for McNally's survivors, unwilling to draw the ire of the Dragoons or other powerful AMC members, and created an uneasy peace for Hall.

The Brigade uses a tan color scheme with dusty purple highlights. The unit's logo is two "B"s, one blue-gray and the other purple, set upon a tattered tan field. The silhouette of a BattleMech stands atop the purple "B".

[Editor's Addendum: Just over a week ago, the peace on Hall was shattered when the Third Dismal Disinherited and Burton's Brigade launched an attack on Harney, hoping to expose suspected Word of Blake machinations behind Baranov's recent surprise call for Free Worlds League membership. While some details remain sketchy, the information below reflects the latest data MRBC has received on Burton's Brigade since their most recent fighting in the South Harney suburbs.]

Dragoons Rating: D

OFFICERS

Captain Thanh Bondanza was the only surviving commissioned officer in Burton's Brigade prior to the recent fighting in South Harney, when Elly Burton's death left him effectively in charge of the unit. Thrust in the hot seat unprepared, Bondanza is currently considering an offer from Colonel Marik-Johns to formally merge the surviving Brigade elements into the battle-damaged ranks of his Third Dismal Disinherited.

As his BattleMech of choice is a lightweight *Javelin*, Bondanza is often shadowed on the field by the GLT-4L *Guillotine* piloted by his newly appointed executive officer and bodyguard, Amando Flockheart.

TACTICS

Having fought a guerilla war for the better part of the last year, the warriors of Burton's Brigade have proven most adept in jungle or thickly wooded terrain, where they can make the most of the available cover.

SUPPORT

The Brigade's tech support has only now achieved a respectable 75 percent capacity, due to the unit's combat losses after the last battle with Baranov's pro-League forces. The Brigade has no DropShips.



Burton's Brigade
Company/Regular/Fanatical
 CO: Captain Thanh Bondanza
 XO: Lieutenant Amando Flock

At present, Burton's Brigade consists of only six functional BattleMechs and two tanks, of which only one machine—the CDA-3F *Cicada* piloted by MechWarrior Robert Fieselman—sports any advanced technology.



DEDRICKSON'S DEVILS: STIRRING THE POT



Once a reputable mercenary outfit for several decades, a bitter pay dispute between Dedrickson's Devils and the Armed Forces of the Federated Commonwealth started the Devils down the path to piracy in the early 3040s. Intolerant of several years of shorted pay, the Devils skipped out on a long garrison contract in 3041, striking out for greener pastures in the Taurian Concordat. Taurian border guards over Pinard, however, refused the unit's passage through Concordat space, suspecting "Davion treachery". In retaliation, the Devils raided Pinard and fled into the Deep Periphery. With no safe haven nearby, the Devils turned to raiding lightly defended systems for supplies in order to survive.

To avoid detection and the ire of the major powers, the Devils began to paint their BattleMechs to match the colors of the closest opposing force, normally either the Federated Suns or the Taurian Concordat, even going so far as to study and train in the tactics of those units they mimicked. This tactic has so far fooled both sides a number of times, and on more than one occasion a single raid by the Devils has sparked a series of retaliatory raids between the Suns and the Concordat. The confusion on both sides has supported numerous raids by this rogue unit over the years and proved particularly effective during the recent Taurian campaign against the Pleiades Cluster.

Recently, however, when the Devils made planet fall on Midale under the guise of the Taurian Guard, they unleashed a maelstrom. The defending mercenary unit, Hansen's Roughriders, having recently suffered grievous casualties and the massacre of their dependents at Taurian hands, flew into a berserker rage at the mere sight of the Devils' Taurian insignia. Several hours and two dozen destroyed machines later, the battered Devils fled Midale, empty-handed.

When not employing false colors, Dedrickson's Devils used an original parade scheme of forest green with silver highlights. Their insignia—a stylized "D"—normally appears in addition to those of any unit they set out to imitate, but is located inconspicuously on the back of their BattleMechs' lower legs, for purposes of identification between members.

Dragoons Rating: Wanted/Rogue

OFFICERS

James Dedrickson, Jr. is the son of the man who led Dedrickson's Devils into exile and then into piracy. His unease with the unit's current fate has been reflected in the Devils' recent performance, and he is starting to have troubles keeping his soldiers in line. In addition to the lost lives, another half-dozen MechWarriors disappeared from the command while on Midale.

SUPPORT

The Devils have enough transport capability for their entire force and have a single *Invader* Class JumpShip, the *Devil's Chauffeur*. Though they have enough technical support to maintain all of their naval assets, they only have enough to maintain forty percent of their ground forces.



Dedrickson's Devils
Battalion/Regular/Questionable
CO: Major James Dedrickson, Jr.
XO: Lieutenant Anthony Bertoni

Most of the remaining dozen or so combat-worthy machines are light- to medium-weight with little advanced technology. All are jump capable.

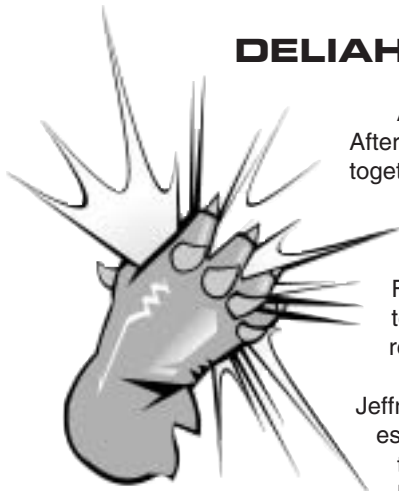


Dedrickson's Angels
2 Squadrons/Regular/Questionable
CO: Captain Danielle Daly
XO: Lieutenant Eddie Peto

Dedrickson's Devils contain two squadrons of medium fighters, all older designs. Dedrickson mainly uses them for clearing drop zones for his BattleMechs.



DELIAH'S GAUNTLET: LOOKING TO THE STAR



A fitting name, Deliah's Gauntlet was the force that once crushed the foes of the Fist of Mokai. After freeing Capolla in 3057, the beleaguered forces of the Terracap Confederation needed to put together a defensive force quickly, not only to deter attacks from other systems, but also to keep *Zhanzheng de guang* terrorists from spreading their violence. The Fist's Major Rocco Valdez sent Captain Deliah Finn and her lance to Capolla in the company of eight new recruits, all equipped with BattleMechs taken and repaired from the fighting on Sheratan and Terra Firma. While setting up a defensive position around Capolla's lone spaceport, Deliah encountered members of One Star Faith at the neighboring observatory. Gradually, their discredited religion appealed to her, not only by saving her soul but her life as well.

In 3066, terrorists struck on both worlds, kidnapping Major Jeffreys, commander of Jeffreys' Own, on Terra Firma and poisoning the barracks on Capolla, though Captain Finn escaped because she was at a One Star meeting. Later that night, when the terrorists tried to take the spaceport with a lance of light armor, they were repulsed by Captain Finn's *Akuma*. Broken, but not crushed, the Liaoists withdrew to regroup. Deliah desperately pleaded for relief from Terra Firma, but with Major Jeffreys' death and terrorist attacks of their own, no aid was forthcoming. With most of the locals too terrified to help, assistance came from a strange source: the One Star Faith. Though normally a pacifist organization, many of the Faith on Capolla included veteran MechWarriors and a few qualified AgroMech pilots eager to defend their home. With their support, Deliah's Gauntlet was reborn.

The terrorists returned in two companies of armored vehicles. While enough to crush Captain Finn, they proved no match for a full BattleMech company, even one whose pilots were mostly greener than NAIS recruits. The Gauntlet crushed the attack and tracked the terrorists back to their base camp, returning the violence that had been visited upon them. When Major Valdez asked how his unit was doing, Captain Finn replied that he should look around him; Capolla was defended by Deliah's Gauntlet, a new—and quite independent—mercenary command.

Deliah's Gauntlet's insignia is a lady's glove with spikes upon the knuckles, gathered into a loose fist with rays of light (presumably from the One Star) shining through the cracks between the fingers. They use a blue and silver color scheme unless they are actively fighting a foe, as most of their garrison duty is fairly benign.

Dragoons Rating: B-

OFFICERS

Captain Finn is young but is growing into her command. She has worked hard to bring her troops up to an acceptable experience level. A one-time veteran of Clan combat—having originally served in the AFFC—Deliah is an excellent pilot but still struggles to balance battlefield command while engaged in combat.

Her executive officer, Lieutenant Elsa, is a former Steel Viper warrior who was captured and converted to the One Star Faith. She pilots her *Stalker* like a demon on the battlefield but is very meek outside of the cockpit.

TACTICS

The Gauntlet's tactics are very unorthodox, a remnant of their chaotic birth. Their lances will seem to gang up on one opponent only to switch to another in the blink of an eye. To experienced veterans, this tactic seems inefficient, but it has yet to fail in practice. The unit is fanatically loyal to each other, choosing their fellow soldiers over their employers any time.

SUPPORT

Deliah's Gauntlet has managed to recruit more than enough technicians from the One Star Faith, and the unit's equipment is kept in pristine condition. The unit has no transportation at present, but has yet to need any, having remained on Capolla ever since their inception.



Deliah's Gauntlet
Company/Regular/Reliable
 CO: Captain Deliah Finn
 XO: Lieutenant Elsa

The unit sports mostly assault BattleMechs, though they have a screening lance that is made of fast heavies and medi-

ums. The original 'Mechs from Deliah's lance have the latest technology, but the rebuilt machines that make up the rest of the unit have equipment dating back to the turn of the century and has been struggling lately to procure enough parts to upgrade Lt. Elsa's war-weary *Stalker*.



DEVIL'S BRIGADE: NEVER FEAR THE UNKNOWN

Though the Devil's Brigade is a wet-behind-the-ears mercenary force, it has ties to an organization stretching back centuries.

Interstellar Expeditions—a private group, disparaged by many as “mercenary archeologists”—has needed its own security force at times, even beyond the various specialized mercenary commands they regularly employ. Whether protecting a valuable find or providing escort duty for a long-range Deep Periphery expedition against pirates and rogues, those few who work full-time for the IE in a military capacity have usually done so through familial circles, for decades and often centuries.

However, for Major Alex Keller and those who followed him, that abruptly ended in 3066, after an operation in conjunction with the Periphery Star Guard in the coreward region of the Lyran Alliance. As is always the case with Interstellar Expeditions, the exact details of what occurred are sketchy at best and non-existent at worst. However, IE apparently dealt with a pirate group called the Green Ghosts and an appearance of the dreaded Bounty Hunter. Colonel Janice Annapoulis of the Periphery Star Guard has nothing but glowing praises to sing of Major Keller, but he insists that he cannot explain what occurred.

Whatever the cause for the schism, the IE apparently cut Alex Keller and his followers loose without apparent repercussions. However, despite the previous connections to one of the richest private organizations in known space (as rumor has it), the Devil's Brigade has almost no cutting-edge technology to speak of, with most of its units centuries old and held together with spit and bailing wire. This has led many to believe that the departure of Alex and those who followed him came at the price of a low-tech restriction.

More interesting is how, upon reaching Galatea, the Brigade almost immediately tripled in size, all with men and women who arrived in their own low-tech, spit-and-wire machines. Considering how quickly the Brigade increased in size, and how it seemed to attract nothing but older machines, rumors about the price the Devil's Brigade paid to leave the IE are still flying.

Despite the Brigade's rather unique origins, and its lack of upgraded technology so many other mercenary forces now a days consider so critical to success, the unit has proven its mettle in several recent life-fire battles on the rough and tumble proving grounds on Galatea, to the point that several contract offers are currently sitting on Major Keller's desk.

The Brigade's logo is a blood red, stylized “DB” set against a black circle, rimed in red. The unit has poured its few resources into general repairs and a few upgrades and so eschews even a camouflage pattern, leaving units in their factory primer, except for a red and black band on the right arm of Brigade 'Mechs and battle armor, the right wing of aerospace fighters, or the turret of vehicles.

Dragoons Rating: D

OFFICERS

Alex Keller, along with several other members of his Brigade, can trace a lineage through Interstellar Expeditions and beyond, to the Star Group founded in 2889, and—for Keller and three of his most trusted officers—even back to the Millennium Foundation. Though he strives to bury that relationship behind a veneer of civility, his oft-times brooding and brusque manner can be off-putting; still, none of those currently in the Brigade can be heard to say anything bad about Keller. This has only further stirred up the rumor mill, making other mercenary forces (and House liaisons) wonder what is truly going on within this “new” mercenary force.


TACTICS

Liquid quick, the Devil's Brigade generally deploys fast units, heavy on energy weapons, light on ammo-dependent weapons, and are seemingly able to pull more speed from a machine than is normally possible. All their battle armor is attached to fast hover transports, allowing for quick deployment.

SUPPORT

The Brigade only has the technical staff to meet fifty percent of their repair and supply needs at any given moment, a situation they are looking to remedy.

The Brigade has access to two venerable DropShips, the *Union-class Druid* and the *Seeker-class Two Bucks*, as well as an ancient *Merchant-class JumpShip, A La Dios*. This vessel is so decrepit looking, however, that other mercenary units—generally those offended by Major Keller's sometime caustic manners—have come to call it the *Devil's Coffin*.

 **Devil's Brigade**
Battalion/Regular/Reliable
CO: Major Alex Keller

The Brigade is composed of a hodgepodge of BattleMechs, vehicles, infantry, and aerospace assets, all of Succession Wars-

era vintage. What new technology they have is centered almost entirely around the unit's infantry, who are all battle armor-equipped, and the improved C³ system used by most of the force's BattleMechs (the fact that the Brigade refuses to divulge the sources of this system is yet another source for rumors).



DRAGON'S BREATH: PLAYING WITH FIRE

Debt is an unpleasant part of life for many mercenary commands, with an unfortunate amount of them eventually falling prey to “company store syndrome” or succumbing altogether to the call of a bill collector. For Dragon’s Breath, however, managing their debt load (and staying one step ahead of their creditors) has become an art form.

In 2989, the Dragon’s Breath was formed on Skye by several members of the Seventeenth Skye Rangers who had decided that managing their own destiny was infinitely preferable to taking orders from social generals. After resigning their commissions and absconding en masse with their vehicles, Hauptmann Demorris Lee and his men traveled to Galatea and advertised that the Breath was available for hire.

Ironically, the Breath’s first contract took them right back into the Lyran Commonwealth, where the new command was offered equipment and supplies on credit. Lee accepted the LCAF’s offer, but immediately sought to make his force self-sufficient to avoid owing anything to an obvious company store scheme. Using parts of his force as collateral, he secured loans from several Commonwealth banks in order to pay the LCAF back for whatever supplies he purchased. Though

this technique effectively shifted the Breath’s debt to banks rather than governments, it also forced Lee to move his command from contract to contract, occasionally skimming choice bits of salvage for sale on the black market just to keep his creditors at bay. This tactic is still employed by the unit’s current CO, Colonel Peter Tate, and he has so far used it successfully.

The Breath saw minimal action during the Clan invasion and was fortunate enough to survive the heavy fighting of the recent FedCom Civil War in fair condition. Currently stationed on Kiesen in the Draconis Combine, the Breath is serving out a long garrison contract. Reportedly, nearly a third of this contract’s proceeds are being paid directly to the Alliance Bank on Tharkad in the ongoing effort to reduce the Breath’s outstanding debt.

The Breath’s insignia is a dragon on its hind legs, wielding a sword in its right hand and a shield in the left. The unit’s colors are navy blue and white, trimmed with gold accents and silver across the shoulders.

Dragoons Rating: D

OFFICERS

Colonel Peter Tate is the grandson of Hauptmann Megan Tate, one of the Breath’s founding members. A shrewd businessman with a knack for negotiation, Tate managed to talk Alliance Bank into consolidating Demorris Lee’s old—and, in a couple cases, defaulted—loans in order to “better manage what credit we have left.” Since his business acumen doesn’t translate well to the battlefield, Colonel Tate is more than happy to leave the strategizing to his second-in-command, Major Andrew Dellamore.

TACTICS

The members of Dragon’s Breath have become good marksmen, thanks to their continual attempts to take down opponents with as little damage as possible—all in the interests of acquiring marketable salvage.

SUPPORT

Dragon’s Breath has two *Union*-class DropShips (the *Haruspex* and the *Klauth*) at their disposal and a modest technical staff capable of supporting two-thirds of the command’s transport and support needs.



**Dragon’s Breath
Regiment/Regular/Reliable**

CO: Colonel Peter Tate

XO: Major Andrew Dellamore

Dragon’s Breath moved its offices from Outreach’s Hiring Hall to Galatea prior to their 3054 contract with the Draconis Combine. Thus, the most recent Dragoons rating for this unit reflects their poor (at the time) credit rating. The only advanced-tech units in the Breath belong to Colonel Tate and Major Dellamore.



ERIKSSON'S EINHERJAR: ODIN'S CHOSEN

The aftermath of the Clan Invasion left the Rasalhague Republic in ruins. Much of its Kungsarmé had been shattered, and the nation as a whole had to recast its identity, moving from growing Inner Sphere power to ComStar protectorate. This has been a difficult undertaking for much of the populace, especially for many members of the Kungsarmé, warriors disillusioned to the point of despair and desiring to face the Clans one last time so they may die in defense of their ruined homelands. One such warrior was Överste Johan Eriksson, who surrounded himself with several like-minded individuals, all devoted to one last vengeful assault against the hated Clans. After repeated declines for punitive expeditions into Clan space, however, Eriksson and his followers deserted the Kungsarmé and went mercenary, immediately taking their first anti-Clan contract with the Federated Commonwealth.

All four companies of the newly formed Eriksson's Einherjar made landfall on Jabuka in July of 3052, facing the elite First Viper Guards. Unfortunately, while the Guards were weakened from their recent campaign against the FedCom, and while the Einherjar managed to confront them in the close quarters of the Caspern foothills, the battle did not go well for the mercenaries. Eriksson initially threw his

fanatical force against the Clan OmniMechs, inflicting heavy damage, but the Vipers recovered quickly and devastated the Einherjar, successfully deploying a Viper's Maw maneuver and employing their Elementals to crippling effect. Realizing his unit faced complete destruction, Eriksson attempted a desperate breakthrough rather than have his command slaughtered wholesale. Little more than a company of Einherjar BattleMechs escaped the carnage—with Eriksson himself among the casualties.

Eriksson's successor, Mika Bergström, though equally dedicated to the anti-Clan fight, proved more pragmatic than Eriksson upon assuming command and has accepted a broader variety of contracts in order to raise enough capital to rebuild the Einherjar's lost companies. The retirement of two original members, along with signs that several other members may soon return to the Republic, have made Bergström's efforts somewhat more difficult of late. Nevertheless, Bergström appears confident that his latest assignment for the Circinus Federation may help rebuild much of the command's lost morale and damaged equipment.

The Einherjar's insignia is the silhouette of a crowing cock with a golden comb set on a black square with gold lining. Their parade scheme—used only once as far as anyone knows, as the command favors appropriate camouflage in combat—consists of a pale flesh-tone with a multitude of bloody gashes painted across their entire surface.

Dragoons Rating: F

OFFICERS

Mika Bergström treads a thin line between irrational fanaticism and dry pragmatism with an unpredictability that is evident in much of his nature and actions. This pragmatism has succeeded in sustaining the unit rather than exhausting it against the Clans in heroic but futile combat, but the unit's underlying fierce desire to face the Clans at any cost still affects him and has prevented his command from attaining any reliability rating beyond Questionable.

TACTICS

"Victory through superior firepower" best summarizes the operational profile of the Einherjar. In battle, they tend to maneuver so the maximum amount of firepower can be brought to bear against their enemies, and they do not shy away from running the heat of their 'Mechs up to extreme levels.

SUPPORT

The Einherjar possess little support beyond a handful of technicians that either share their sympathies or are attracted to the rugged men and women that make up the unit. Also available is a *Union*-class DropShip, *Sleipnir*.



Eriksson's Einherjar

2 Companies/Regular/Reliable

CO/Bergström's Hammare: Överste Mika Bergström

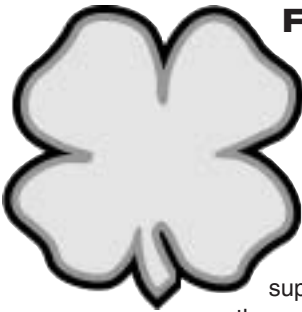
XO/Sundby's Kavallerie: Överste-Löjtnant Ursula

Sundby

The Hammare contain the majority of the sparse high-tech weaponry available to the Einherjar, as well as most of the unit's heavy and assault 'Mechs. In order to compensate for their rela-

tively low speed, the Hammare has become proficient at dropping directly into an enemy's position.

The Kavallerie are more mobile by dint of being lighter. Typically they function as additional firepower to the Hammare, but on a few occasions Bergström has utilized their mobility to pin down an enemy until the whole of the Einherjar could be brought to bear.



FIGHTING SHAMROCKS: FOREWARNED DARING

Though accounts of a Fighting Shamrocks mercenary command may be found as far back as two centuries ago, the unit that today carries the name bears no direct relation the original, which apparently vanished during the early Succession Wars while operating along the border between the Lyran and Free Worlds states. Sufficient evidence exists to suggest that the mercenaries who today serve the Circinus Federation formed less than forty years ago, having simply co-opted the name of a well-reputed unit from the past in an effort to bolster their own reputation.

Specialists in reconnaissance, the Shamrocks' first Circinus contract came from Major Fritz Donner to support his Black Warriors in an action against Federated Commonwealth in 3054. However, Angus O'Leary, the unit's commander, balked at his orders, determining that the assigned "diversionary" strike against Teyvareb was a suicide mission. When Donner dismissed that evaluation, O'Leary broke contract, withdrawing his company from the operation. Yet despite his insistence that Donner deliberately "set up" his command, O'Leary never contested the "Questionable" rating his action earned the Shamrocks. However, President McIntyre's later decision to hire them to defend Thadora's Land against the Marian Hegemony indicates a level of trust inconsistent with that rating.

Prior to the Circinus Federation's war with the Hegemony, the Fighting Shamrocks rarely appeared on Thadora's Land in full strength. Instead, McGregor Williamson, commander of the infantry company and a native of nearby New St. Andrews, often provided a means for elements of the Shamrocks to contract themselves out as security for trading missions between the combined McGregor and Stewart Clans of his homeworld, picking up additional capital on the side.

The Shamrocks have also subcontracted to larger units on occasion in raids against pirate strongholds, but one such action recently ended in disaster when another subcontracted unit, Gray's Ghosts, abandoned their flank position during a combined operation. Unaware the Ghosts were gone, a lance of Shamrocks 'Mechs was obliterated before the unit could regroup. O'Leary has since sworn to destroy the Ghosts, but so far the lack of transport has made that oath impossible to fulfill.

In 3065, pay incentives and the promise of upgraded tech—including the possibility of new 'Mechs—prompted O'Leary to consolidate his force on Thadora's Land. Though the promised upgrades never materialized, the Federation has supplied enough spare parts, support materiel, and munitions for the Shamrocks to operate independently for years. Well-provisioned and better prepared than ever, the Shamrocks appear to be in good shape today. Once O'Leary is sure of the new political landscape, it's a safe bet the unit will resume looking for outside contracts to increase revenues.

The Fighting Shamrocks camouflage their 'Mechs with a dull motley of grays, greens, and browns. The unit insignia is a green shamrock with a double outline of scarlet and black.

Dragoons Rating: D

OFFICERS

Captain Angus O'Leary joined the Fighting Shamrocks as XO thirty years ago. A popular leader with his men, known for keeping his men alive and employed, he has commanded the Shamrocks for the last two decades and is an ardent believer in skilled reconnaissance and intelligence evaluation.

TACTICS

O'Leary seldom commits his forces without full recon evaluation, but once he knows the lay of the land, the Fighting Shamrocks are known for quick, precise strikes. The Shamrocks' two lances of older jump-capable 'Mechs operate as the primary unit during any actual assaults, often making rapid advances and withdrawals with a selection of well-rehearsed leapfrog maneuvers the Shamrocks call "hopscotch."

SUPPORT

The Fighting Shamrocks must rely on others for transportation and maintenance. New St. Andrews once routinely transported any elements in its employ, but the Circinus Federation has been loath to provide off-world transportation for troops operating as a mere planetary garrison. Though the unit's MechWarriors are adept at minor repairs and general maintenance, they must hire skilled technicians for more delicate or major repairs.



Fighting Shamrocks

Company/Regular/Questionable

CO/Able Lance: Captain Angus O'Leary

XO/Charlie Lance: Lieutenant Phaedra Weldon

Currently the Shamrocks are down one lance. Able Lance is comprised of medium to assault-class 'Mechs, including O'Leary's *Crockett*. Charlie, the recon unit, is made up of fast, maneuverable light 'Mechs.



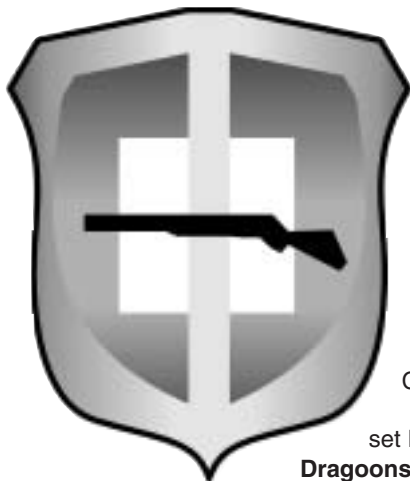
Adders

Company/Regular/Questionable

CO: Captain McGregor Williamson

XO: Lieutenant Josephina Archer

The Shamrocks' infantry company specializes in recon and security, two sides of the same coin. Each platoon is adept at working independently.



Dragoons Rating: D

GABHARDT'S CARABINEERS: LAST GASPS

A veteran command dating back to the Second Succession War, Gabhardt's Carabineers have been hanging on by their fingernails for decades. Caught in a vicious spiral of competing with better-equipped foes while lacking the funds to acquire upgrades, the Carabineers were facing dissolution. Only the infusion of troops and equipment accompanying Major Vic Kantov when he defected from Wolf's Dragoons saved the mercenaries.

Bumping from one two-bit contract to the next, they drifted from employment in the failing St. Ives Compact to the Chaos March and finally out to the Lyran Periphery. Based on Timbuktu, Gabhardt's Carabineers are deployed piecemeal over a half-dozen worlds and have clashed several times with the so-called "Green Ghosts"—mysterious raiders who attack archeological and religious sites up and down the border. These actions have invariably gone against the Carabineers, who remain too thinly deployed to stand against a foe equipped with Clan technology.

The Carabineers' emblem is a yellow shield bearing a white on red square. An archaic carbine is set horizontally set across both squares. The command uses a basic tan color in all environments.

OFFICERS

Colonel Alexis Gabhardt is the last living member of the dynasty who created the Carabineers after defecting from the Free Worlds League. Devoted to her people, she has kept the command going far beyond the point where any reasonable person would have accepted defeat, somehow remaining one step ahead of her creditors.

Major Vic Kantov was once a battalion commander in Wolf's Dragoons' Gamma Regiment. When his troops broke a contract with House Marik and engaged in acts of vandalism and looting, the MRBC fined the Dragoons one hundred million C-Bills and banned Jamie Wolf from battlefield command for a year. Rather than face Wolf in a Trial of Grievance, Kantov hurriedly departed Outreach. His stint with Olson's Rangers ended due to a clash of personalities between him and Timothy Rain, before the ex-Dragon again switched banners to find a more comfortable niche in Gabhardt's Carabineers, where he was followed by fellow ex-Gamma Dragoons who left (or were dismissed) after the MRBC hearing.

TACTICS

Major Kantov may be a disgraced Dragoon, but he still rose to the position of battalion commander in the Inner Sphere's pre-eminent mercenary command before his disgrace. Under his guidance, the Carabineers have evolved a tactical doctrine that uses their speed and mobility to deliver maximum firepower in pinpoint strikes.

Unfortunately, because of their dispersed deployment, the Carabineers have difficulty applying these tactics on anything above company level.

SUPPORT

The Carabineers' dreadful finances are reflected in their substandard technical support. Overworked technicians provide only two thirds of the maintenance required. Major Kantov's men brought a treasure-trove of Star League and Clan technology with them. Though invaluable in the field, it only adds to the headaches facing the technical staff.

The Carabineers lost what DropShip and JumpShip assets they once had years ago.



Gabhardt's Carabineers Regiment/Veteran/Reliable

CO: Colonel Alexis Gabhardt

XO/1st Battalion: Major Vic Kantov

2nd Battalion: Major Jason Fuller

3rd Battalion: Major Klaus Yanowich

Gabhardt's Carabineers field a medium BattleMech regiment, with each battalion led by an independent command lance of heavy and assault models. Colonel Gabhardt's independent command company consists of medium and heavy 'Mechs.

The Irregular Horse is all that remains of a regiment of militia armor that accompanied the Carabineers into exile. Today, the surviving battalion is a mishmash of hover and tracked vehicles, backed by a platoon of ancient Sniper artillery.



Tucker's Swallows Squadron/Regular/Reliable

CO: Captain Franz "Catnip" Tucker

XO: Lieutenant Vernon "Guppy" Smith

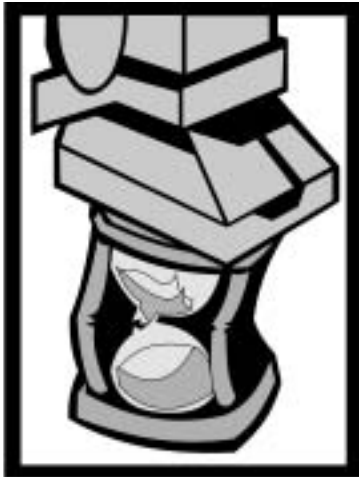
With only a squadron of aerospace fighters, Colonel Gabhardt is painfully aware that half her command lacks air cover, and the other half has to make do with a paltry two fighters apiece. Captain Tucker does his best to rotate his meager force between ground detachments, but dangerous gaps remain in their coverage.



Pitermartenzburg Irregular Horse Battalion/Regular/Questionable

CO: Major Shaun Kilpatrick

XO: Captain Lee Maxwell



GAEL'S GRINDERS: LIVE TO FIGHT ANOTHER DAY

When Louise Holley raised her unit in 3055 using her connections and personal funds, the Grinders appeared destined to become a statistic. Languishing in various lower-end assignments, Holley jumped at the chance to accompany the First and Second McCarron's Armored Cavalry to Hsien during Operation Guerrero. After defeating the FedCom units on Hsien, both MAC regiments were reassigned, leaving Holley under the command of Capellan-appointed governor, Robert Thormay. Almost immediately, a pro-Davion noble, Baron Luis Montong V, declared that Hsein would forever remain under FedCom rule. Montong engineered the assassination of Governor Thormay and sent his personal guard, the Montong Musketeers, after Gael's Grinders.

Hsein's populace refused to follow Montong. They elected a new Capellan governor, James Venten, shortly after Thormay's death, but only a month later, Prime Minister Roland Martin of the planet's Dendeez Province withdrew his holdings from the Capellan government, raising a conventional regiment to defend its independence. Now faced with a two-front war, Montong consolidated what he could, but maintained pressure on the Grinders, perceiving them to be his main military threat. Despite the ongoing fighting, however, Venten successfully secured a peace treaty between

the three warring factions in late 3058, defining the borders of all three realms which have held for the last decade or so, despite occasional raids.

This balance of power remained relatively stable until 3064, when Venten invited the Word of Blake to administer Hsien's HPG. The Word stationed a Level III on site, as well as the Hsien Hotheads (a mercenary command led by Brenn Twohy, whose family once ruled Hsein). Montong and Martin countered this development with a temporary truce and hired the Always Faithful mercenary command. Both developments effectively sidelined the Grinders as a military factor, though the unit remains on world.

Recently, rumors have surfaced that the peace of 3058 was built and held by means neither military nor diplomatic. Supported by a growing pile of eyewitness testimony and the discovery of Louise Holley's own past career as a high society madam on Solaris VII, many now believe that James Venten, armed with knowledge of Holley's past and a considerable cash bonus, called upon Holley's hidden skills to turn her entire command into active agents in a campaign of "bedside diplomacy," directed against key military commanders within the Dendeez Defense Force and the Montong Musketeers. Supporting this belief is the fact that the Grinders did indeed vanish from the public eye for months leading up to the cease-fire, and the fact that—between 3058 and 3064—the majority of all skirmishes on Hsein have been between the Dendeez forces and those of Baron Montong, leaving the Capellan government largely unscathed.

Even more damning is the scandal which broke just months ago involving Grinders MechWarrior Aimee Sodol, who was exiled from all Confederation territories by Governor Venten for running a prostitution ring. While Louise Holley publicly denies that these rumors have any substance, and while she immediately fired MechWarrior Sodol from the Grinders, the specter of these accusations and Holley's own past casts a shadow over her entire unit. Worse still, as these rumors are considered a welcome break from the near-constant speculation about Brenn Twohy's intentions, they show no immediate signs of dissipating.

The Grinders' insignia is a BattleMech's foot crushing an hourglass into the ground. The Grinders are seen in as many parades as Governor Venten can plausibly organize and are painted in the green commonly seen on Liao units, accented by Capellan insignia.

Dragoons Rating: C

OFFICERS

Captain Louise Holley, beleaguered CO of the Grinders, has visibly aged since the recent scandals about her past and her unit's alleged activities became common knowledge on Hsien.

TACTICS

Exhibiting an uncanny patience in combat and maneuvering, the Grinders live up to their name by grinding their opposition to dust, dragging battles on for days if necessary and using frequent hit-and-fade tactics.

SUPPORT

The Grinders rely on their employers for all technical and transport support, lacking techs or DropShips of their own.



Gael's Grinders
Company/Green/Reliable

CO: Captain Louise Holley
XO: Lieutenant Samantha Davies

The Grinders' medium and heavy 'Mechs sport some isolated advanced technology, but are typically older designs with a penchant for speed. Holley often uses her FS9-O *Firestarter* to cover the unit's retreat by setting fires.



GOLDEN BOYS: THREE POINTS FOR NEW OSLO

Highs and lows often come close together, a lesson New Oslo's militia basketball team—affectionately known as the Golden Boys—learned the hard way. While on Thun, receiving their longed-for trophy for first place in the Republic Cup, a message from the frontlines obliterated all joy: New Oslo and Rasalhague had been invaded by Clan Wolf. Prince Magnusson had fled the capital and ultimate defeat was not far away. Shocked, enraged, and almost certainly drunk, the members of the team along with several fans vowed to avenge their families, lovers, friends, and the Republic in general by assembling a military unit.

The next day, life went on and cooler heads prevailed. Although sports life in all of Free Rasalhague—like so many other luxuries—came to a halt, the Golden Boys played on, hoping to unite their little community of New Oslo refugees and keep spirits high as the Clan invasion became another sad fact of life. More than once, the team pondered donating their earnings to the Kungsarmé and the war effort, but such ideas were dismissed as fast as they came up. The team languished after the war, destined for obscurity—until the longest-standing members recalled their nearly forgotten vow of revenge.

The remaining Golden Boys, led by their former coach, Charice Kush, decided to leave militia service and turn mercenary at the next opportunity. Such a chance came faster than expected in the form of an out-of-luck outfit on its way into the Outworlds Alliance in 3056. A few well-placed credits encouraged the former commander into long-overdue retirement and made the former military athletes proud owners of the Golden

Boys, a fully equipped battalion ready to wreak havoc in the Periphery.

It was not long, however, before they found out that a real soldiers' life differed greatly from the basic militia training they received years back. Fortunately for the Boys, the important lessons were quickly learned and—despite setbacks—the unit survived its extended tour in the Outworlds Alliance. Recently released, the Golden Boys have since turned up on Herotitus—far from home and their diminished fame, but very much alive.

The Golden Boys paint their 'Mechs and vehicles bright red, with a wide, dark blue stripe (framed between two thinner, white stripes) on each side. Unit numbers are large, white digits, framed in black, often prominently displayed on torsos or limbs. The unit's insignia is a white basketball shirt with the number "2" in dark blue upon it. The "2" indicates that the Boys once were first, but came out second in life.

Dragoons Rating: D-

OFFICERS

Still referred to as "Coach", Charice Kush has only the faintest grasp of battle doctrine and her knowledge of military behavior stems from too many cheap holovids. She can, however, work with people, putting the right men in the right places at the right time, motivated to give her their all. For the rest—assuring that those men do the right thing the right way—she relies on her fellow officers, including experienced veterans like Esko Tuominen, her executive officer and retired Kungsarmé tank commander.

TACTICS

The Boys' tactics constantly change, depending on the experience of the officers currently employed. Considering the current fluctuation in the upper ranks, this handicap will likely remain for the near future. Rumors abound, however, that Major Kush is eyeing Noisiel as a future business opportunity, in hopes of returning her Boys to more the familiar venue of the sports business—albeit with a new twist.

SUPPORT

Apart from the occasional tech staying with the unit until the next offer comes along, the Golden Boys are completely dependant on outside help for their technical and transportation needs. However, the unit's medical staff—including a masseur and a psychiatrist—is excellent. In addition, their contract negotiator is one of the best on Herotitus, and the unit even boasts a group of "Cheerleaders" who work hard to uphold morale.



Golden Boys
2 Companies/Regular/Questionable
CO: Major Charice Kush
XO: Captain Esko Tuominen

First Company fields the only 'Mechs in the unit: five old, battered machines whose fighting capabilities are highly questionable. The rest of the company, however, consists of heavy hover-tanks in far better shape. Second Company consists of a mix of artillery and other fire support vehicles, augmented with a lance of light scouts.



GORDON'S ARMORED CAVALRY: NON-NEGOTIABLE HATRED

In an effort to bolster their weakening front line forces during the early 3020s, House Liao began exercising a little-known clause in many of their mercenary contracts to strip away salvage rights. All of the affected mercenaries grumbled about it, though the larger units found it tolerable enough as their pay was high enough to eat such a loss. The smaller, company-sized commands, for whom such salvage was a unit's life blood, however, could not. All attempts at a compromise failed, so several bitter units banded together under the leadership of then-Captain Nicholas Gordon, creating Gordon's Armored Cavalry.

Immediately defecting to the Taurian Concordant, the now-sizeable Cavalry found quick employment and was stationed on the border of their former employer. Despite constant petitions from the Cavalry to perform punitive raids into Confederation space, the Concordat moved them to various systems bordering the Federated Suns and known pirate hold-

ings. Though disappointed, the Armored Cavalry remained a loyal mercenary regiment, following all orders.

The formation of the Trinity Alliance changed that. One of the many outspoken critics of the negotiations when Sun-Tzu started bringing in Taurian soldiers in 3060, the unit was prepared to go rogue if ordered to head across the border. Their contract came up for renewal shortly after, and Colonel Gordon announced that his command would refuse to even come to the table unless their contract explicitly stated that under no circumstances were they to be sent to fight for the Capellan Confederation. Protector Shraplen was reportedly furious when he heard the news, but relented, as his military needed the veteran unit. Instead of fighting Sun-Tzu's wars, the TDF re-assigned the Armored Cavalry to offensive duties against the Calderon Protectorate, to probe their former comrade-in-arms for any weaknesses.

The insignia for Gordon's Armored Cavalry is a knight riding atop of a *Galleon* light tank. The unit uses a dust brown and white paint scheme.

Dragoons Rating: D

OFFICERS

The oldest of five siblings and the father of eight kids, Colonel Nicholas Gordon tries to run the Cavalry like he does his own family; with a lot of love, time, and effort. Though publicly citing historical issues about fighting for the Capellan Confederation, he is privately concerned about unneeded casualties in all of House Liao's recent fighting. The last thing he wants is one or more of his family members being sent home in a coffin, as Gordon's Armored Cavalry is one of the few regiments with full-arms support that has a single family in all command officer slots.

TACTICS

A lighter-than-average unit, Gordon's Armored Cavalry prefers quick, mobile battles, and many of its machines are configured for speed and raw firepower. Colonel Gordon often tries to coordinate with his available air assets for a simultaneous volley of weapons fire, splitting his enemy's attention between the ground and the skies.



**Gordon's Armored Cavalry
Regiment/Veteran/Questionable**
CO: Colonel Nicholas Gordon
XO: Major Serina Gordon



**Gordon's Air Cav
Wing/Green/Reliable**
CO: Major Dominick Gordon
XO: Captain Larry Gargano



**Gordon's Groundhogs
Company/Veteran/Questionable**
CO: Captain Grant Gordon
XO: Lieutenant Miguel Ramirez

Two Lances of Gordon's Groundhogs are composed of hover tanks while the third is a lance of Combat VTOLs.

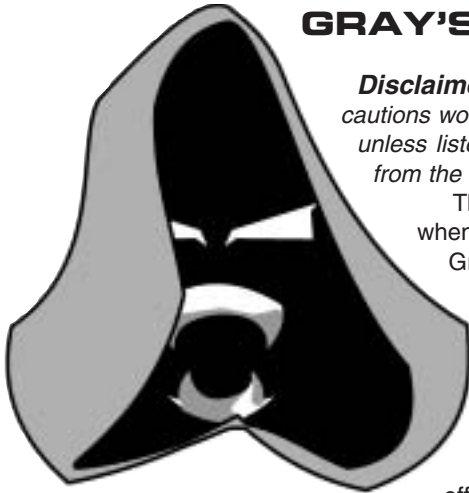


**Gordon's PBI
Battalion/Regular/Reliable**
CO: Major Samantha Gordon
XO: Captain Margaret Bethany

All of Gordon's PBI is either motorized or jump-pack equipped. Most platoons carry support machine guns or portable flamers.



GRAY'S GHOSTS: NO JOB TOO SMALL



Disclaimer: The MRBC is currently investigating the Gray's Ghosts of certain accusations, but cautions would-be employers that any unit is considered to be innocent and endorsed by the MRBC unless listed as Rogue by the Review Board. This report, completed with only minor cooperation from the Gray's Ghosts, should be taken with that fact in mind.

The Gray's Ghosts mercenary company was formed in 3062 under Captain Vince Chevalle when he and his company of career misfits left the AFFC. Presumably taking their name from Gray "Ghost" Noton of Solaris VII fame, Gray's Ghosts attempted to prolong their precarious existence by taking contracts few others would. While apparently very successful at crowd control and counter-insurgency, accusations of atrocities committed by members of the Ghosts began to surface almost immediately after their first assignments. The amount of civilian casualties and collateral damages attributed to the Ghosts is quite substantial, but it must be noted that, while several investigations remain ongoing, all concluded investigations to date have acquitted the Gray's Ghosts due to insufficient evidence. Other rumors circle around the Ghosts concerning the large numbers of offspring whose parentage is attributed to their ranks, with varying amounts of consent

involved in the alleged conception. Yet so far not a single case has been definitively linked to the mercenaries.

From an employment perspective, the Ghosts appear to deserve their unreliable rating. So far they have broken three contracts in their short history, and two more cases are currently under arbitration. This does not take in to account the many times they have failed to provide cover to friendly units, as units like the Fighting Shamrocks can readily attest (indeed, as of this writing the Shamrocks commander Angus O'Leary has sworn vengeance over this issue, though Captain Chevalle appears unconcerned).

The Ghosts are currently stationed in the Circinus Federation, involved in a hunt for some insurgents who are receiving off-world support, even as authorities and the MRBC continue to investigate the most recent allegations made against them. These charges focus on a recent raid on Sierra, which included the assault of all of the daughters of Baron Gustav Feltmann. One of the Feltmann daughters did not survive the attack, while another is pregnant and comatose, and the third—rendered paraplegic—miscarried only weeks after the incident. Feltmann, convinced that members of Gray's Ghosts are to blame, has tagged several bounties on the heads of the mercenaries. These bounties have provided further motivation for a number of the Ghosts' enemies to hunt down and destroy the unit, and, unsurprisingly, the Fighting Shamrocks may be the front-runners in that race.

The Ghosts' insignia is a gray ghost with bloody teeth. They favor camouflage appropriate to their environment while in the field and have never used a recognized parade scheme. However, when operating in an urban environment, Ghost MechWarriors often elect to paint their machines blood red. One Ghosts' MechWarrior has been quoted as saying that it cleans easier that way.

Dragoons Rating: F (Under Review)

OFFICERS

Vince Chevalle remains in command of the unit despite five years of scandals and accusations, which he appears to take in stride while ensuring his more hedonistic needs are met. Off duty, Chevalle does not seem to care what his troops do and often turns a blind eye to accusations or incidents of substance abuse. On occasion, when the incident cannot simply be ignored, he refers it to his unit's lawyer, Spence McWaters.

TACTICS

The Gray's Ghosts prefer only to engage hostile forces at considerably superior odds and take few prisoners in battle. The majority of their assignments have featured few, if any, 'Mech-equipped opponents.

SUPPORT

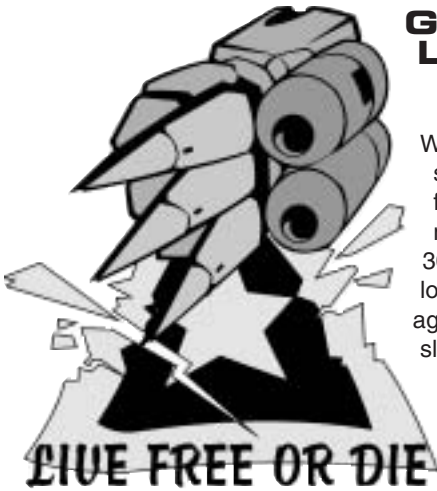
The Ghosts have no support beyond their lawyer (on retainer), relying instead on their employers for support and transport. Their equipment is in a predictably poor state of repair as a result.



Gray's Ghosts
Company/Green/Questionable

CO: Captain Vince Chevalle

This medium-weight company's only advanced technology is an upgraded *Valkyrie* left over from its AFFC days. Captain Chevalle pilots an older *Enforcer* he claims has been a part of his family for generations.



GREEN MOUNTAIN BOYS: LIVE FREE OR DIE

As a Lyran citizen who endured seventeen years under the childhood moniker of “Woody,” Woodrow Ethan Allen finally took to using his middle name for all formal affairs after his admission to the prestigious Nagelring Academy. Though he performed well there, Allen lacked the family ties for more promising career options and wound up accepting an enlisted post in a minor mercenary unit known as Jureck’s Jaegers after only a single tour of duty in the LCAF. In 3035, while serving with the Jaegers on the Outworld Alliance world of Risin, the discovery of a lostech cache led to the arrival of the outlawed Blades of Death mercenary unit. The Blades savaged the Jaegers and then, in their typical fashion, killed the unit’s officers, claiming the rest as slaves, including Allen.

After the Blades took their lostech booty to their unknown employers for the remainder of their fee, Allen remained a Blades slave for many years before being sold to newer, crueler masters in the Marian Hegemony. Eventually, however, Allen led a successful revolt and escaped the Hegemony world of Islington during a Canopian raid. Though most of his fellow slaves were killed, Allen and 27 others managed to abscond with a lance of captured

Hegemony BattleMechs. Combining these units with money from some of the freed captives’ families and a little support from the Magistracy, Allen formed the Green Mountain Boys in 3039, taking their name from a group of rebels led by another Ethan Allen in Terran history. In 3042, while serving a short tour in the Taurian Concordat, the Boys received a boon when Ian Calderon, heir to then-Protector Thomas Calderon, joined the Boys along with a host of fellow Taurian nationals. Thus it was a much larger Green Mountain Boys that returned to Canopian space in 3048, assigned to defend the fringe world of Thraxa from Marian raiders.

Unfortunately, while on Thraxa, a Thraxan devourer consumed the Boys’ royal celebrity. The tragedy sparked scandal and outrage though no one could be faulted. Except for a rotating tour within the New Colony Region, the Boys have remained in Canopian employ ever since and are currently stationed on New Abiliene.

The Boys’ insignia shows Major Allen’s *Pillager* crushing the triangular insignia of the Caesar in its hand, surrounded by the unit’s motto, “Live Free or Die”. Their ‘Mechs are painted green and brown while the infantry use appropriate camouflage.

Dragoons Rating: B-

OFFICERS

Major Allen would like to add some armor units, but the economic shape of the Boys doesn’t allow for it. Under his leadership the unit has started to recover from the debts it owes to the militaries that helped provide vehicles and has expanded each company to include four lances.

Major Lincoln Coleman has become an expert at training dispossessed warriors and interlacing them in his unit to support professional infantrymen. Amazingly there is little resentment among the infantry, the dispossessed being seen as supplemental units that are very enthusiastic.

Captain Everett is the son of Rachael Sullivan, the former lover of Ian Calderon. The question of Thomas’ sire has never been brought up and the unit prefers to keep it that way. Investigative reporters are thus not treated well by the troops.

TACTICS

The Boys have trained extensively in mobile combat, using their superior speed to draw the enemy into indefensible positions. The four-lance companies often confuse an unprepared foe.

SUPPORT

As of yet, the Boys lack transportation assets but have solid tech support that draws on the assistance of many of the dispossessed pilots from the Old Men of the Mountain battalion to eliminate any need for their employers’ assistance.



Green Mountain Boys
Reinforced Battalion/Veteran/Reliable
CO/Major Ethan Allen
XO/ Captain Thomas Everett

The battalion consists of mainly of light and medium ‘Mechs, half of which sport upgraded or new technologies as a result of the Trinity Alliance. The Boys also have a few MechWarriors from the Federated Commonwealth who fled the civil war with their machines.



Old Men of the Mountain
Battalion/Regular/Reliable
CO/Major Lincoln Coleman
XO/ Captain Vinson Smith

The Old Men consist of a large amount of dispossessed MechWarriors with established infantry leading them. The unit has extensive anti-Mech training, geared toward capturing enemy vehicles.



HAMPTON'S HESSENS: TO THE HIGHEST BIDDER

Hampton's Hessens, also known simply as "The Hessens", started out as a social organization for current and retired military personnel born on New Hessen (a world which once was often referred to as the "Capellan Solaris"). Over time, this group decided that their system could use more of an active militia presence, and they formed the First New Hessen Irregulars. With so many prominent (and wealthy) military families eager to support their home-grown militia, the Irregulars expanded through a flow of private donations and semi-retired veterans, eventually swelling to a garrison force three 'Mech regiments strong. Never straying far from their home in service to the Capellan Confederation, Hampton's Hessens diligently protected their lands until the Fourth Succession War, when the New Ivaarsen Chasseurs decimated two Hessens regiments and killed Colonel Patterson Hampton, the Hessens' long-standing leader.

With New Hessen under FedSuns rule and the paranoid Romano Liao purging anyone she even suspected of helping the Federated Suns (either intentionally or through incompetence), Kurt Festerling, commander of the surviving Hessens, decided that his troops no longer owed allegiance to House Liao. After brief negotiations, the AFFS hired the surviving Hessens as a mercenary regiment on the condition that they would defend their ancestral homeworld on a long-term contract. Thus, the New Hessen Armored Scout regiment protected New Hessen and its surrounding systems for twenty years until its contract finally expired just a few months before the first reports of the Clan Invasion started filtering in. Refusing to sign on for what would most certainly be a death sentence, the New Hessen Armored Scouts instead entered the employ of the local government, providing an economical garrison force for the system, and over time and with generous donations from some of the older nobility, the Hessens expanded their forces from three battalions to five. The unit remained peacefully on New Hessen until 3062.

Not wishing to bring the erupting FedCom Civil War to his home world, General Festerling decided to move his unit off New Hessen to the Mercenary's Star of Galatea, hoping to leave no tempting targets on New Hessen for either side. He also announced his intention to rebuild the Hessens to their full three-regiment strength, and only when the unit was complete would it be up for hire. The prospect of getting three fresh regiments enticed many factions, who have been sending General Festerling an abundance of aid packages—including munitions, discounts on 'Mech purchases, and even advanced technology—in an effort to woo the Hessens to their banner. These "donations" have finally enabled the Second New Hessen Irregulars to reach their full strength, completing Festerling's goals. True to his word, the mercenary commander has begun reviewing contracts from all major powers.

COMMAND

General Kurt Festerling has been in charge of Hampton's Hessens since the death of Patterson Hampton during the defense of New Hessen. Despite only one 'Mech regiment to command, Festerling justified his rank by being in charge of New Hessen's defense force, leaving the operations of the Armored Scouts to Colonel Fillippe Asaeu. With the re-activation of the Hessens' sister regiments, General Festerling has taken command of the First New Hessen Irregulars.

FORCES

While continuing to defend New Hessen on a private contract to the government, the unit rebuilt itself, and in 3054 reactivated one of its sister regiments by diverting half of their five battalions to the new command. Thanks to the wide array of investors over the past decade—including the Capellan Confederation, the Federated Suns, and the Word of Blake—all three regiments have finally reached full strength, though complimentary support elements remain almost nonexistent.

SUPPORT

Hampton's Hessens, in their rapid growth, have also acquired enough technical support to meet seventy percent of all their maintenance requirements. Their transportation, however, is severely lacking, and they can only transport approximately forty percent of their force at any time.

COLORS AND INSIGNIA

Hampton's Hessens still use their original Capellan uniform, sans the Liao insignia. Their insignia, which all three regiments use, is a yellow "H" and a sword against a black oval.



NEW HESSEN ARMORED SCOUTS: RECON IN FORCE

Up until 3054, the New Hessen Armored Scouts were the last remnants of Hampton's Hessens still on the rolls, a rather bleak distinction. The fact that this occurred only because they were not engaged during the Fourth Succession War only compounded the unit's morale problem for several years.

Despite this, the Scouts defended their homeworld and the surrounding systems from occasional pirate and Confederation raids for twenty years until their contract with the Federated Commonwealth expired. Refusing to fight the then-invincible Clans, the Hessens instead continued to protect their home. Being in a relatively safe area, however, the unit's experience rating began to slip as skills atrophied and long-time members rotated out. Still, thanks to the connections of many prominent New Hessen military families, the Scouts were soon flooded with seasoned MechWarriors from the Clan front, many of whom wanted to join the prominent group their grandfathers once belonged to. The regiment swelled to five battalions, and in 3054, General Festerling decided to split the command into two regiments.

The fallout from Operation Guerrero and the secession of the Lyran half of the Commonwealth created yet another flood of seasoned soldiers, and Colonel Asaeu was able to bring the Armored Scouts back up to full strength, while Festerling focused on the First Irregulars. The unit is currently residing on Galatea, waiting for Festerling to choose a contract from multiple offers. Though appreciative of all the aid from various organizations their commanding officer has managed to procure, the unit has begun to grow impatient with the lack of action.

The New Hessen Armored Scout regiment uses navy blue paint scheme with sky blue trim.

Dragoons Rating: C

OFFICERS

Colonel Fillippe Asaeu has competently led the Armored Scouts since 3030, and is looking to retire in a few months. What has General Festerling worried is that Colonel Asaeu has yet to groom a possible successor.

Major Karen Dillon is a relative infant compared to the rest of the Scouts' officer corps. At the age of thirty-two, Dillon is part of a group mostly in its fifties, and she often feels out of place among her peers.

TACTICS

Where other units prefer to use scout lances to recon potential hotspots, the New Hessen Armored Scouts prefer to use an entire company to ensure superior numbers and firepower in any chance encounters during opening maneuvers. The company often splits up to harass opposing forces from multiple sides at once.



New Hessen Armored Scouts Regiment/Elite/Reliable

CO/1st Batt: Colonel Fillippe Asaeu

XO/2nd Batt: Major John Jameson

3rd Batt: Major Karen Dillon

The Armored Scouts are full of older warriors and veterans who came out of retirement, along with their aging 'Mechs. Because of this, the unit is rated elite, but only a third sport upgraded technology. Most are light and medium 'Mechs, supplemented by swift heavies.



New Hessen Star Buccaneers 2 Wings/Elite/Reliable

CO: Colonel Melissa Broodah

XO: Major Rob Gypcreet

Instead of expanding their numbers, the Star Buccaneers have instead concentrated on improving the quality of their technology. The two wings are fully upgraded and are looking to add a third wing to their ranks.



FIRST NEW HESSEN IRREGULARS: THE CRAZY 108

Reinstated in late 3054, The First Irregulars were celebrated as the beginning of the return to good times for New Hessen. Despite the need for them to depart immediately to spare the world from fighting in the FedCom Civil War, the planetary populace on the whole rejoiced at the regiment's resurrection.

Like the Armored Scouts, the First Irregulars have benefited from an overabundance of returning military personnel from both the Clan front and the Civil War. While most went to the depleted Armored Scouts, many also filled out the ranks of the First Irregulars. This earned the relatively new command a higher-than-average experience rating, boosting the mercenary brigade's overall rating for prospective employers.

After the First Irregulars reached full strength, General Festerling made the announcement that after the third and final regiment was formed, they would put the unit up for hire at last. Though most of the resulting flood of aid was invested in the third regiment, a substantial portion was diverted to the First Irregulars. This boosted morale, and even though the regiment lacks combat experience as a cohesive whole, the First Irregulars feels confident that it can meet any challenge thrown at it, and it has already proven

this during many war games on Galatea's proving grounds.

The First Irregulars' paint scheme is light green with dark green highlights.

Dragoons Rating: C

TACTICS

The First New Hessen Irregulars like to keep their opponents off-balance through unpredictability. The unit will strike at a string of seemingly unimportant and lightly defended targets to spread out a garrison as much as possible and then decisively attack the key objectives en masse, taking all of them in one fell swoop before the defenders can regroup.



First New Hessen Irregulars **Regiment/Veteran/Reliable**

CO/1st Batt: General Kurt Festerling
XO/2nd Batt: Major Roberto Smythe

3rd Batt: Major Jonathan Carrey

The First Irregulars are the heaviest regiment out of the three, with two companies of assault 'Mechs, four heavy companies, and the rest evenly split between medium and lights. Roughly half of the regiment utilizes upgraded technology.



128th New Hessen UDR **Regiment/Regular/Fanatical**

CO/1st Batt: Colonel Murray William
XO/2nd Batt: Major Jack Durgan

3rd Batt: Major William Perot

The 128th New Hessen Urban Defense Regiment is a unit drafted by General Festerling to provide armor support for the rest of the brigade. Mostly comprised of heavy tanks, the regiment provides a solid anchor for the rest of the Irregulars.



SECOND NEW HESSEN IRREGULARS: NEW KIDS ON THE BLOCK

Officially re-formed in late 3066, the Second New Hessen Irregulars holds the record for the shortest time between formation and being listed as a hundred percent strength. Though still lacking in support units, proper training, and transportation, the regiment contains 108 fully functional BattleMechs and pilots. The financial strain for this endeavor has been hard on the unit but not impossible due to all the aid being provided by various parties, both small and large.

The Second Irregulars have the highest percentage of advance technology out of the three Hessens regiments, but that is only because General Festerling invested most of the donations and aid packages into the fledgling unit. Only a third of the Second Irregulars' MechWarriors have seen actual combat, having come from other units. The rest were recruited from the various minor academies that dot the landholds of New Hessen's wealthiest families.

The Second Irregulars have not seen any combat outside of live-fire simulations. Even though they have shown remarkable skill and competence in these exercises, their lack of any actual combat keeps them from acquiring a regular experience rating. The Second Irregulars paint their 'Mechs blue with gold trim. Their Insignia is the standard Hessens' crest.

Dragoons Rating: C

OFFICERS

Colonel Pat "Ton" Hampton is the grandson of Hampton's Hessens' former CO, General Patterson Hampton. Not old enough to take over the command for himself, then-Major Hampton led one of the first groups of volunteers to splinter off and form the core of the Hessens' third regiment. Well aware of his responsibility and destiny to lead the unit, Pat strives to be ready for that day.

TACTICS

The Second Irregulars has not been around long enough to develop any preferred tactics. Colonel Hampton has been attempting to hone the unit's urban warfare tactics, but this has proven to be a long, slow process.

SUPPORT

Though the regiment can meet most of its day-to-day technical needs, it does not possess a single DropShip for transport. General Festerling, who has spent exorbitant amounts of funds just to gather the newly formed regiment on Galatea, insists that the next contract he signs will provide transportation for the Second, or at least significant compensation for it.



Second New Hessen Irregulars Regiment/Green/Reliable

CO/1st Batt: Colonel Pat "Ton" Hampton

XO/2nd Batt: Major Tom Mardul

3rd Batt: Major Paul Buchwald

The Irregulars carry a mix of heavy and light 'Mechs, with a few mediums spread throughout. The regiment is roughly two-thirds upgraded, most of which focuses on improved weaponry.



FORCE BRIEFS SUPPLEMENTAL



HANNIBAL'S HERMITS: SHELL GAMES

Formed at the end of the thirtieth century by Helmut Aufkophen, Helmut's Hermits grew to regimental size by 3023, when the Draconis Combine hired them. Stationed on the Lyran front, the Hermits were overwhelmed by elements of three Lyran RCTs during the first wave of Steiner's Fourth Succession War offensive. With Colonel Aufkophen dead, Hermann Aufkophen's first act as commander was to surrender. Following Takashi Kurita's infamous "Death to Mercenaries" order, the Hermits elected to remain interned. After the war, the battered regiment signed on to garrison Fatima for the Lyrans.

Hermann's Hermits sat out the War of 3039 and the first year of the Clan Invasion. But when the Clan offensive renewed under a new ilKhan in 3051, the Hermits were ordered to Quarell. Fearing the invaders, Colonel Aufkophen dragged his feet, spinning out preparations to depart until his command's assigned station fell to the Clans. An infuriated AFFC could do little, for the Hermits contract expired shortly afterwards.

The Hermits languished on Outreach for almost a year before the Free Worlds League offered them a contract. Stationed to guard against Periphery raiders, all went well until SAFE operatives alleged that the Hermits were accepting bribes from smugglers. An independent team of Word of Blake investigators was called in, and after three months they published findings that exonerated the mercenaries. With the FWL contract winding down in 3059, Word of Blake recruiters approached Colonel Aufkophen. Grateful for Blakist aid in refuting SAFE's unfounded allegations, the colonel was most receptive to their offer of employment.

The first of many mercenary commands to overcome their reservations and take service with the Word of Blake, the Hermits traveled to Terra. Unfortunately, Hermann Aufkophen died en route after contracting the Thurrock flu, leaving his son, Hannibal, to assume command. Receiving fair treatment from their employers, the Hermits have since become the example for Blakist recruiters to parade before other mercenary commands.

The Hermit's insignia is a crab carrying a conch shell on its back. BattleMech parade colors consist of a white torso and head with tan limbs.

Dragoons Rating: C

OFFICERS

Hannibal Aufkophen has worked wonders rebuilding the Hermits' reputation after the damage it suffered under his father's command. The years spent on Terra have been a godsend for the mercenaries, allowing them to retrain and re-equip before their deployment on Keid in 3067, where they relieved elements of the Word of Blake's Third Division.

Otto Unrhu is the Hermits' logistics officer, as well as commander of their Assault Battalion. Blakist investigations have categorically disproved more than twenty allegations that he has extensive contacts with various organized crime groups scattered throughout the Inner Sphere and beyond.

TACTICS

On the offensive, the Hermits' Second Battalion seeks out the enemy, and their First Battalion pins them in place. Third Battalion then splits into two sections that execute a pincer movement to envelope the foe, offering little chance of survival.

Defensively the Hermits have Third Battalion dig in while First Battalion operates as a fast reaction reserve. Second Battalion is then released to screen against enemy light units or harass the enemy's rear as appropriate.

SUPPORT

The Hermits' support staff is currently twenty percent below the unit's minimum maintenance needs. However, the Word of Blake has supplied additional technical staff to make up the difference.

A fleet of *Union*- and *Leopard*-class DropShips allows the Hermits to lift almost half their BattleMechs, but their antiquated *Leviathan*-class JumpShip lacks the capacity to carry them all.



Hannibal's Hermits
Regiment/Regular/Reliable
CO: Colonel Hannibal Aufkophen
XO/1st Batt: Major Charles DuVaul

2nd Batt: Major Ximena Chu
3rd Batt: Major Otto Unrhu

The Hermits field three full battalions, each with an independent command lance. First Battalion is a medium screening force, Second Battalion operates as a dedicated reconnaissance unit, and Third Battalion is the Hermits' knockout punch as a powerful, reinforced assault battalion.

With new BattleMechs marching off Terra's production lines,

the Word of Blake have sold many older designs to the Hermits at a preferential rate, and thus many Star League and Marik designs now fill their ranks.



Sand Crabs
2 Battalions/Regular/Reliable
CO/1st Batt: Lt. Colonel Franklin Bourne
XO/2nd Batt: Major Lukas Pfannenschmidt

A short regiment consisting of two battalions of mechanized infantry, the Sand Crabs possess a company of combat engineers who often work closely with the Third Battalion.



HEAVYHELL RAISERS: TAKING A STAND



During Operation Guerrero, Stapleton's Grenadiers, under constant pressure to prove their worth to the State, assaulted the world of Sarna alongside the mercenary Tooth of Ymir. They lost air superiority to the cadets of the Sarna Martial Academy and were mauled terribly, forcing them to abandon the Tooth and flee off world. After the Maskirovka culled the surviving command for its failure, the husk of the Grenadiers languished until it was reborn as the First Capellan Defense Force under Xin Sheng.

However, according to Manu Sharma—attached to the Grenadiers' infantry command—those “facts” hide a deeper malignancy. By his account, the Grenadiers were systematically and ruthlessly left short-changed on supplies and training. Furthermore, he contends that the Strategios knew of the Sarna academy aerospace cadets' prowess and specifically used that to target the aerospace assets of the Grenadiers, allowing parts and supplies to lag behind until it was a foregone conclusion they would lose air superiority, thus leading to their demise. This would allow the Strategios to rid themselves of a “troublesome” unit, while simultaneously creating a newer, more “loyal” force.

Though Major Sharma contends other officers of the defunct Grenadiers share his views, none have so far come forward. Nevertheless, Major Sharma left the service before the unit even returned to Capellan space, and slowly built his own mercenary command from similarly disenfranchised warriors and shattered units: all with the same burning hatred of House Liao.

The HeavyHell Raisers' logo is a flaming trident with a devil's tail. The unit utilizes a forest green color scheme with slight, dark purple highlights.

Dragoons Rating: C

OFFICERS

Strangely enough, though a good portion of the Raisers' assets are BattleMechs, Major Manu Sharma cannot pilot one. Though trained in the Special Forces of the Capellan Confederation, he was not a Death Commando (which is likely why he is still alive) and so is not fully versed in the operation of a 'Mech. Nevertheless, his intimate knowledge of all aspects of 31st century warfare allows him to place his assets with absolute precision. Though soft spoken and possessing unassuming features, Sharma's brilliant intellect and extraordinary charisma combine with this expert knowledge to create a leader any MechWarrior might follow, even one who is a “mere PBI.”

TACTICS

The HeavyHell Raisers use a complete combined arms philosophy and hold to no rigid TO&E within the command. Instead, Major Sharma assigns units into lances and companies as appropriate for a given mission. Though other forces might find this confusing, leading to a breakdown in performance, the close-knit Raisers constantly train with all aspects of the command, mitigating this potential problem. It also means that, from one engagement to the next, no enemy will be able to pin down the Raisers' precise organization and tactics.

This unorthodox thinking is backed by a punch delivered with an overabundance of assault 'Mechs. Major Sharma does not hold any romantic notions of BattleMech combat and uses whatever tactics and means necessary to achieve his objectives. When it comes to fighting House Liao, those means can quickly turn ugly.

SUPPORT

As a direct result of the events in the Chaos March that led Major Sharma to leave the Capellan Confederation and form his mercenary command, the HeavyHell Raisers include an expert cadre of technicians that enables them to cover one hundred percent of their repair and supply demands.

The Raisers have no JumpShips and only one DropShip—the *Overlord*-class *Frances*—that has been modified slightly to carry the command's disparate elements. However, many of the force's infantry and vehicles are often simply strapped into the cargo holds as best able. Thus, whenever the resources become available, Sharma plans to further modify the *Overlord* to more comfortably berth his strange mix of units.



HeavyHell Raisers
Battalion/Regular/Questionable
 CO: Major Manu Sharma

Though BattleMechs make up the largest block of units within the Raisers, the force also fields vehicles, aerospace fighters, battle armor (all Inner Sphere standard) and standard infantry (a Special Forces company, commanded directly by Major

Sharma). Though the Raisers once had the opportunity to increase beyond battalion size, Sharma felt this would be detrimental to their unusual brand of warfare and refused.

After their last contract in the Periphery, the Raisers are currently only at ninety percent strength and have returned to Galatea for recruiting, rest, and refit.



FORCE BRIEFS SUPPLEMENTAL



KRAKEN UNLEASHED: RIDING THE WAVE

Kraken Unleashed is a highly specialized mercenary force with expertise in aquatic and amphibious warfare. Only recently formed, the Krakens are on their first deployment on Remshield.

During the first Star League era, the desert world of Remshield was extensively terraformed. With the loss of technology during the Succession Wars, the planet had begun to revert to desert, and the equipment maintaining the environment began to fail piece by piece. Captured by the Federated Suns in the Fourth Succession War, the NAIS (with the aid of data from the Grey Death Memory Core) began an ambitious project to repair the equipment—once more transforming

Remshield from a dry, cracked badlands into an oasis of blue-green seas. Unfortunately, all that technology made Remshield an extremely tempting target for raiders operating in the Chaos March, even after the Capellan Confederation recaptured the world in the late 3050s.

With aid from Chancellor Liao slow in coming, Remshield's government finally took matters into their own hands, by hiring the Krakens to defend their recently restored atmosphere and water processing plants as well as the network of artificial waterways and lakes that make up the planet-wide irrigation system.

The next group of raiders to attack Remshield received a very nasty surprise.

Advancing towards Water Processing Plant Number Twelve with two lances of BattleMechs and a company of mechanized infantry, the bandits were thrown back in confusion when skimmers and hydrofoils emerged to contest their crossing of a local water channel. Thinking they would be safe from the attack once submerged, the bandit 'Mechs moved off to the south and attempted to cross a reservoir—only to run afoul of a squadron of Neptune submarines.

As a hail of torpedoes turned their BattleMechs into fish food, the bandit infantry tried to pull back to their DropShips, only to find their retreat cut off by Kraken infantry that had been rapidly deployed via the defending hydrofoils. The infantry had made clever use of the processing plant water channels to cut off any retreat, and the bandits, trapped on land with their DropShips lifting off, had no choice but to surrender.

The mercenaries employ as their emblem the image of a mighty sea monster ripping a diminutive *Atlas* apart with its tentacles. Aquatic camouflage of a solid blue-gray with green stripes is always used, even on land

Dragoons Rating: D

OFFICERS

Before taking up the life of a mercenary, Major Phil McBain was a proud member of both the Free Skye Movement and the New Glasgow Yacht Club on Skye. Following the Movement's latest failure to secure an independent Isle of Skye, McBain decided it would be far healthier to relocate.

Nielson Gousteau's deep and murky past lies in SAFE's Eagle Corps. Choosing a career as a freelance operative after Thomas Marik returned from the dead to take control of the League, Gousteau's expertise in amphibious infantry operations and underwater demolitions has proven invaluable to McBain.

TACTICS

The Krakens' tactics inevitably center on using artificial or manmade waterways and bodies of water. Infantry can infiltrate rear areas, either aboard submarine APCs or under their own power. Combat subs spring ambushes at river crossings or protect coastlines from amphibious assault.

In a departure from conventional tactics, the Krakens' small BattleMech contingent is usually relegated to a supporting role.

SUPPORT

With fellow members of the New Glasgow Yacht Club to call upon, McBain has assembled a technical support team whose skills are second to none in the field of wet-naval technology.

After arriving on Remshield, the Krakens converted several cargo hulls to serve as tenders for their waterborne elements. Even if the mercenaries possessed DropShips and JumpShips, these vessels are far too large to transport off world.



Kraken Unleashed Battalion/Green/Reliable

CO: Major Phill McBain

XO: Captain Celina Pescados

While the Krakens deploy a company of light and medium BattleMechs (many swapping jump jets for experimental underwater maneuvering units from Solaris markets), their main striking power lies in three companies of surface and subsurface watercraft.



The Mermen 2 Battalions/Green/Reliable

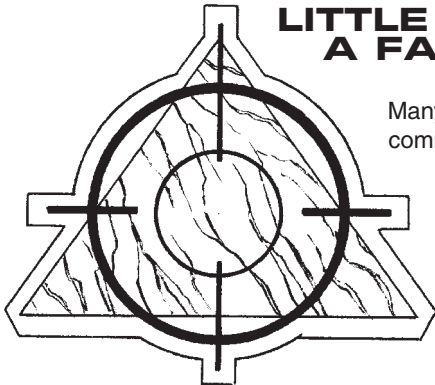
CO: Major Nielson Gousteau

XO: Captain Henri Solomon

Though lacking combat experience, Gousteau's Mermen are highly skilled divers. Each battalion includes a company of combat engineers trained for underwater demolitions work.



LITTLE RICHARD'S PANZER BRIGADE: A FALLEN LEGACY



Many historians claim that the decline of the Panzers began when this once-fanatical mercenary command left the Lyran Commonwealth upon the announcement of Hanse Davion's intent to marry then-Archon-Designate Melissa Steiner. But the actual fall of the Brigade really took place during the later stages of the FedCom Civil War, the inevitable end result of that fateful union. In the late stages of the war, the Brigade, under a Capellan contract, launched an unsanctioned attack against the Chaos March planets of Genoa and Arboris in the hopes of taking advantage of the confusion. The Panzers believed their forces would easily persuade the Genoan leadership into returning to the Capellan fold, but they had not counted on Duke George Hasek acting to stop the Capellan mercenaries' incursion into *his* March; he sent the Twelfth Vegan Ranger's Beta regiment.

Beta Regiment, assisted by smaller mercenary units and the Genoa Home Guard, tore into the Brigade as soon as contact was made. Though Richard fought a magnificent tactical battle, he was outclassed by a vastly superior force of battle-hardened veterans. Beta Regiment's relentless attacks on Richard's Panzers drove them across the desolate surface of the world. Befitting the Panzer's heritage, the Rangers showed Richard's command little mercy, and within two weeks of the Rangers' landing the Panzer Brigade began an orderly retreat for their DropShips to leave the world behind them. However, the Rangers had other intentions. Pushed into the Brigade's LZ, they destroyed two Panzer DropShips, completely annihilating their armor, infantry, and remaining aerospace forces.

The Brigade fled to Arboris, where they believed they could call for reinforcements from their Capellan employers. Any hopes of help evaporated when the pursuing Rangers emerged at a pirate point in system and made landfall. Under orders to destroy the Panzer Brigade once and for all, Beta Regiment unleashed another week of unrelenting attacks, reducing Richard's once-proud regiment to a mere seven lances of operational BattleMechs and forced them to withdraw from the Chaos March with nothing to show for their expedition except the loss of all supporting units and over two-thirds of their 'Mech forces. As a sad note to a unit with a tumultuous history, Richard "Sugar Baby" Whitman died of his wounds after the withdrawal.

Whitman's daughter, Regina, assumed command of the shattered Panzers and returned back to Pleione. Shortly after making landfall, however, she learned that the Capellans had censured her command, pulling all support and nullifying their contract. Currently, the Panzers are still on Pleione, isolated in their encampment only because the planetary governor hasn't found a unit to replace them.

The insignia for Little Richard's Panzer Brigade is a crosshair superimposed on a triangle of fire. Panzer 'Mechs are painted dark gray with black trim.

Dragoons Rating: F

OFFICERS

Affectionately known as the "Gila Queen," Colonel Regina Whitman is an attractive woman who is well-spoken and cheerful. She is as deadly as she is colorful, however, a fact recently proven in the fighting on Genoa and Arboris. Her solid grasp of tactics and hands-on leadership helped unite the survivors of her command's recent disasters.

Major Malcolm Powell, once Richard's second in command, is Regina's staunchest supporter as well as her lover. He is the unit's strategic and tactical planner.

TACTICS

The Panzers are known (and reviled) for skirting the edges of honorable combat. They treat all enemies with little mercy, a fact that returned to haunt them on Genoa. In the past, the unit used every trick in the book to win, including using false colors and bogus IFF transponders. However, Regina knows that in order for her command to survive, she will have to change all that, and she is instituting changes to show potential employers this is not the unit of old.

SUPPORT

Colonel Whitman sold off all of the Brigade's transportation assets except for two DropShips; an *Overlord* and a *Union*. Their lone *Invader*-class JumpShip is being used for re-supply missions, bringing much needed parts and munitions to the command. The Brigade has enough technicians to give them a 100% tech support rating.



Little Richard's Panzer Brigade
Battalion/Veteran/Questionable
 CO/Alpha Battle Co.: Colonel Regina Whitman
 XO/Bravo Assault Co.: Major Malcolm Powell

Charlie Striker Co.: Captain Arlene Specter

Currently the Brigade is an under-strength battalion. Alpha Company fields fast medium and heavy 'Mechs, while Bravo deploys heavies and assaults. Charlie is comprised of light and medium 'Mechs, many of them upgraded Capellan designs.



LONE WOLVES: LAISSEZ-FAIRE MERCENARIES

In some ways, the drawn out, low-intensity warfare so common in the Third Succession War was harder on the soldiers who fought it than the swift ferocity of the first two conflicts, as constant fighting can destroy a warrior's nerves. Most persevere, but some snap, refusing to follow orders they don't like or simply running off in the heat of battle. A group of such warriors from various Houses met on Galatea sometime in the mid-thirtieth century and formed the unique and unconventional Lone Wolves mercenary command. Over time, their infamy grew, and oftentimes rebellious soldiers would be told by their commanders to "go and join the Lone Wolves" as a polite way of kicking them out of their units.

The Lone Wolves are one of the few well-established mercenary forces who have never in their history registered with the MRBC, relying instead on word of mouth more than any other marketing strategy. The lack of MRBC sanction has also allowed them more freedom in interpreting a contract loosely rather than adhering to strict codes of conduct that many in the unit

so loathe.

Though technically a single command, during the FedCom Civil War the Lone Wolves' unique structure enabled them to approach a system and offer "package deal" services, where one or more lances or companies would be separated from the main outfit. This kept the Wolves "under the radar" for the entire war, and this practice would likely have gone unnoticed if "The Committee" had not announced it after the war's end. In an odd turn of events, the Lone Wolves recently regrouped on Outreach, assembling en masse to offer the planetary government its services and saying they would register with the MRBC if hired. Although the cause of this sudden reversal has intrigued many, the Outreach government has balked at the offer so far, since they already have access to the formidable Wolf's Dragoons.

The Lone Wolves use no paint scheme. Their Insignia is a wolf's face on a blue and gold disk.

Dragoons Rating: Unrated

OFFICERS

The Lone Wolves' command company and its integrated support staff, known simply as "The Committee," run all operations for the unit. These officers are warriors who have been with the Lone Wolves the longest. Most were kicked out of their former outfits or simply had their fill of regulations, uniforms, or their old bosses. The Committee negotiates all contracts, sets all internal pricing for supplies, and ensures that every soldier who fights gets paid each morning.

TACTICS

Due to their unusual command structure and abnormally high turnover rate, the Lone Wolves have not developed any signature tactics or strategy. However, many of their smaller commands bring tactics from their previous units along with them. The one thing the Lone Wolves are known for is their ability to smell a fight coming and their tendency to mysteriously appear shortly before it erupts.

SUPPORT

The one constant in the Lone Wolves is its impressive repair and refit facilities. Its technical staff is top notch, and the fees charged to the MechWarriors reflect that. Every scrap or armor, every myomer strand, and every bullet must be purchased out of pocket by individual soldiers.



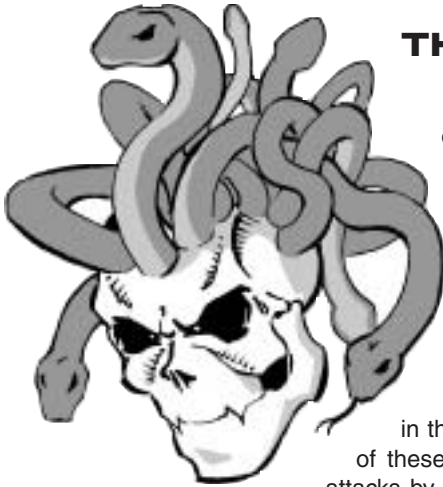
Lone Wolves
Regiment/Regular/Reliable
CO: The Committee

The Lone Wolves BattleMech regiment leans toward the light side, though a few lances are composed solely of assault 'Mechs.



Lone Wolves' Support
Battalion/Regular/Questionable
CO: The Committee

The Lone Wolves' support force is a hodgepodge of infantry, armor, and aerospace fighters. Its size, composition, and technology all tend to fluctuate from week to week.



THE MEDUSANS: LOOKS CAN KILL

During preparations for Operation Bulldog, the combined allied commands gave careful consideration to the resistance they could expect when approaching worlds held by the Smoke Jaguars. While they hoped to avoid the bloody battles postulated by their “Worst Case Scenarios”, the allies elected to supplement what was already an impressive naval contingent with mercenary forces, just in case the worst actually happened. However, exercises demonstrated a worrisome lack of cohesion between hired vessels and allied commands, especially in conjunction with DCMS forces. In a bid to resolve the problem, several independent mercenary ships were grouped into squadrons. Though still under the overall supervision of a task force commander, these hired forces generally operated under their own command structure.

This approach paid off handsomely when the ad-hoc squadrons distinguished themselves in the lightning-fast campaign through the Smoke Jaguar Occupation Zone. Over Yamarovka, one of these mercenary space squadrons, the Hydras, warded the First Davion Guards against frantic attacks by Jaguar fighters during the run in from the jump point. Though the mercenary squadron took casualties, their actions preserved the Guards’ fighter strength for the landings themselves.

Many of these mercenary squadrons dissolved with the conclusion of Operation Bulldog, but some independent DropShip commanders appreciated the improved effectiveness (and survival odds) offered by the concept. Adding marine and BattleMech elements to their force, two such Bulldog squadrons—Hydra and Basilisk—eventually pooled their resources, forming the Medusan Mercenary Fleet Command (a designation that was quickly truncated to “the Medusans”).

In 3061, after a year of anti-piracy patrols in Lyran space, the Medusans entered into a five-year contract with Duke George Hasek. Initially charged with safeguarding shipping routes in the Capellan March, the Medusans were redeployed to escort supplies into the beleaguered St. Ives Compact when the Capellan Confederation invaded that realm.

Eager to retain their services for operations in the Pleiades Cluster against the Taurian incursion, Duke Hasek offered the Medusans incentives to extend their contract for another three years. Since then, the mercenary squadrons have been successful at intercepting Concordat supply convoys—effectively starving the invaders of desperately needed war materiel.

COMMAND

When operating as a single force, Admiral John Jellicoe directs Medusan operations from the command section of the *Invader*-class *Canterbury*. Jellicoe retains command of one squadron centered on this vessel when the Medusans deploy as separate formations, leaving Vice Admiral Samantha Harrington to command the others. As Medusan JumpShips and DropShips can be separated by light-minutes or even -hours, actual combat command often rests with Rear Admirals Harwood and Beatty.

On the ground, command passes to the senior officer of the deployed ground component.

TECHNICAL AND TRANSPORTATION SUPPORT

All Medusan technical support and transport functions are centralized in the Command and Support Squadron. *Invader*-class JumpShips are the workhorses of the Medusans’ fleet, both because of their limited armament, as well as the sophisticated computers and comm. systems that make them ideal command platforms. The fleet possesses sufficient JumpShip capacity for both squadrons.

Two *Quetzalcoatl*-class JumpShips provide transport for the Medusans’ formidable fighter screen.

Though stretched by the challenge of maintaining so many vessels, the Medusan technical crews manage to keep up, aided by preferential access to the FedSuns shipyards in the Capellan March. The technical element is headed by the *Glasgow*—a *Model 97 “Octopus”* tug—supported by a clutch of cargo ships that are often called upon to serve double duty as tankers.

COLORS AND INSIGNIA

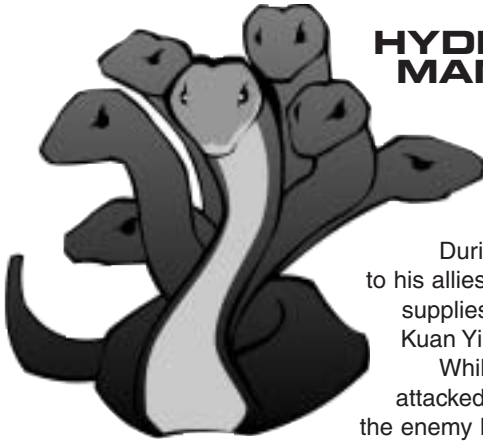
The Medusans’ insignia is a skull surmounted by a writhing mass of snakes in place of hair. All Medusan units employ a basic gray color scheme, with trim colors based on the squadron. The Command and Support Squadron employs gold trim, while Hydra Squadron uses red, and Basilisk Squadron uses blue.

The Medusa head is displayed on the on the right leg or wing of ‘Mechs or aerospace fighters, and squadron insignia is displayed on the on the left leg or wing. Individual sub-commands also employ their own insignia in addition to the medusa’s skull, which is displayed on the side fuselage of their fighters and the torsos of BattleMechs.

All Medusan JumpShips display only the medusa-skull head, as do the DropShips and small craft of the Command and Support Squadron. DropShips, vehicles, and small craft from the other two squadrons display both the medusa head and squadron insignia.



FORCE BRIEFS SUPPLEMENTAL



HYDRA ASSAULT SQUADRON: MANY HEADS MAKE LIGHT WORK

The Hydra squadron has clashed with pirate forces several times—first while under contract to Nashan Shipping in the Lyran Alliance, and later along Capellan March shipping routes—but they faced their greatest challenge in the St. Ives Compact during the height of the Capellan invasion.

During the conflict, Duke George Hasek funneled both humanitarian aid and military supplies to his allies and redeployed Hydra Squadron to cover a convoy carrying desperately needed medical supplies. Accompanying the convoy were four hundred volunteer aid and medical personnel led by Kuan Yin Allard-Liao.

While distributing aid on Targa, a Death Commando strike team, arriving via pirate point, attacked this convoy. Fortunately, Hydra Squadron was on the far side of the planet at the time. As the enemy DropShips burned in, Rear Admiral Harwood ordered the convoy's freighters to ground on the planet, while his own vessels matched their orbit. The substitution went unnoticed, and the surprised

Capellans ran straight into the massed firepower of an assault squadron that vaporized one company of Death Commandos instantly and sent a second screaming to their deaths in Targa's atmosphere.

The action cost the Medusans one *Leopard CV*, but the capture of a *Kuan-Ti*-class DropShip offset the loss.

The Hydras' squadron insignia is a fearsome seven-headed serpent.

Dragoons Rating: B

OFFICERS

Rear Admiral Henry H. Harwood served both the LCAF and AFFC but was forced into retirement following the formation of the Lyran Alliance. He jumped at the chance to get back into space when offered command of one of Operation Bulldog's mercenary squadrons. In combat, he rejects the conventional wisdom that it is impossible to achieve surprise in a modern naval engagement.

TACTICS

In space, Hydra's DropShips and fighters normally concentrate fire against a single target, usually the most heavily armed element of an opposing force. On the ground, the squadron's marines and 'Mech forces often deploy close enough to their charges to benefit from the extra fire their assault DropShips can bring into play.



Hydra Assault Squadron Squadron/Veteran/Reliable

CO: Rear Admiral Henry H. Harwood

XO/1st Div: Commodore Patricia Woodhouse

2nd Div: Captain Isabella Parry

3rd Div: Captain Jonathan "Hooky" Bell

The core of Hydra Squadron is Woodhouse's First Division, consisting of the *Fortress*-class *Ajax* (which also serves as Harwood's flagship) and *Cumberland*, supported by the *Intruder*-class *Exeter* and *Ambuscade* of Second Division. Parry commands the squadron's most mobile elements, the *Achilles*-class *Achilles II* and the *Kuan Ti*-class *Petard* (formerly the *CCSS Shen Zhen*).



Harpy Fighter Wing Wing/Regular/Reliable

Wing Cmdr: Major Robin "The Greek" Demetriadis

Demetriadis commands a wing of medium aerospace fighters. Skilled in interception and space combat, the Harpy wing's performance in an atmosphere is less impressive.



Minotaur Marine Battalion Battalion/Veteran/Reliable

Infantry Cmdr: Colonel Eric Vanderchamp

The Minotaurs provide the marine forces for the Hydra Assault Squadron. Employed for boarding parties or LZ security, the Minotaurs occasionally act as a light raiding force as well. The squadron's *Fortress*-class DropShips carry a company of APCs for such operations.



Gargoyle BattleMech Battalion 2 Companies/Regular/Reliable

CO: Lt. Colonel Kenny White

Fielding a mix of jump-capable medium and light BattleMechs, the Gargoyles travel aboard the Squadron's two *Fortress*-class DropShips and are normally called upon to provide LZ security while Hydra DropShips are grounded. The Gargoyles have also trained for Zero-G and vacuum operations.



BASILISK ASSAULT SQUADRON: WINNING THE STARING MATCH

At the start of 3060, the LAAF remained focused on the Clan Occupation Zones, waiting for a response from the other Clans to the Jaguars' expulsion from the Inner Sphere. Meanwhile, the interior of Alliance space suffered from increased pirate activity. To counter this, Nashan Shipping contracted the Medusans to provide additional protection for their widespread mercantile activities.

One particularly daring pirate band attempted to seize a cargo shipment from the Nashan warehouses located on the Gulf Breeze space habitat in the Gulf Breeze system (formally CMO 26). Fortunately, the Basilisk squadron was on hand, overseeing the transfer of other cargo.

A swirling melee of DropShips and AeroSpace fighters ensued, and in the confusion the raiders succeeded in landing BattleMechs on Gulf Breezes' massive hull. In response, Rear Admiral Beatty ordered his own BattleMech forces into the fray. Chimera Company's 'Mechs held off the raiders long enough for the Basilisk squadron to repulse the raider DropShips, cutting off the bandits' escape.

Choosing death to surrender, the surviving raider MechWarriors ejected rather than be captured. Neither the identity of the raiders nor the specifics of the cargo they were so intent on taking has been determined.

The Basilisk—a mighty serpent—serves as this squadron's insignia.

Dragoons Rating: B

OFFICERS

Considered by many to be a loose cannon, Rear Admiral David Beatty approaches space combat with all the subtlety of a bull in a china shop. Doubtless this is why Admiral Jellicoe chose Commodore Naper as Beatty's second in command.

Standing over two meters in height with flaming red hair and beard, many expect Trevlyyan Naper to share his Admiral's temperament. Appearances can be deceptive, and Commodore Naper remains calm and collected even in the face of scathing outbursts from his commander.

TACTICS

"Go for the throat" is the unofficial motto of the Basilisks. Opponents who attempt fancy maneuvers often find themselves buried in an avalanche of assault DropShips and aerospace fighters, so anyone daring to take this force on head-to-head with anything less than a WarShip can expect to suffer heavily in the exchange.



Basilisk Assault Squadron Reinforced Squadron/Veteran/Reliable

CO: Rear Admiral David Beatty

XO/1st Div: Commodore Trevlyyan Naper

2nd Div: Captain Robert Arbuthnott

3rd Div: Captain Hugh Evan-Thomas

Commodore Naper's *Bellerophon*, an old *Excalibur*-class DropShip modified as an assault vessel, serves as Rear Admiral Beatty's flagship. The *Fortress*-class *Marksman* completes the First Division's complement. Arbuthnott's oversized division comprises of the *Acasta*, *Active*, and *Agincourt*—three fleet *Avenger*-class assault DropShips, while Third Division consists of the *Intruder*-class *Fearless* and *Leopard CV*-class *Tiger*.



Gryphon Fighter Wing Wing/Veteran/Reliable

Wing Cmdr: Major Lee "Big Wing" Mallory

The Gryphon fighter wing employs a mix of light fighters for interception duty and heavy fighters for assault missions.



Manticore Marine Battalion Battalion/Veteran/Reliable

Infantry Cmdr: Lt. Colonel Victor Ekenberg

Colonel Ekenberg's troops are highly experienced in Zero-G and space operations. The Basilisk squadron carries a number of assault shuttles that the battalion employs for boarding actions. Ekenberg would dearly like to equip his men with battle armor as well, but the expense of such a move is prohibitive.



Chimera BattleMech Company Company/Veteran/Reliable

CO: Major Ezekiel Hazard

Like the Gargoyles, the Chimera Company provides security for grounded Basilisk DropShips. Their skills at operating in a vacuum were put to the test when they were deployed on the hull of Gulf Breeze, the largest space habitat in the Inner Sphere, while battling a particularly bold band of pirates. Fielding jump-capable medium and light BattleMechs, the Chimera travels aboard the *Marksman*.



MICK'S BLUE SKYE RANGERS: ANNOYANCE FROM ABOVE

As the son of a pro-Steiner family living on Skye, Keith Mick learned the hard way during the first Free Skye Rebellion that not all of the planet's inhabitants supported the Archon as much as his parents—both customs officials—did. With nothing more than a childish promise to wipe out the separatists, he left as a deck hand on a private DropShip bound for Galatea even before their funeral had ended.

Over the years, Mick learned the mercenary trade as a VTOL pilot and took a special liking to this cheap, unobtrusive, yet fast-hitting method of fighting. Years of hard work, determination, and sheer luck eventually enabled him to form his own command in early 3056, which he named the Blue Skye Rangers as a play on his heritage and his pro-Steiner leanings.

Mick's plans for bringing Skye "home to the Archon", however, were cut short when the Second Skye Rebellion erupted, and he realized that a single company of infantry with air support was not going to make a notable difference on battlefields teeming with 'Mechs. Stalled again, Mick took on short-term jobs within the newly formed Lyran Alliance and what remained of the Federated Commonwealth, only to find out that he did not find the new Archon or her politics very appealing. Suddenly, Mick found himself in a very awkward situation, both politically and emotionally.

Fortunately for Mick, before he had to make a decision between principles, the FedCom Civil War broke out. Though the war proved far from effective in quelling the Skye separatist movement, and his Rangers took very little part in it, Mick at least found the new Archon far more acceptable than the old. Reportedly, he plans to return his command to serve the nation of his birth as soon as his present FedSuns contract expires, which should occur in early 3070.

Typically, Rangers' fuselages are painted a dark Steiner blue, decorated with light gray wisps of clouds to resemble the Skye Rangers insignia, with undersides painted to match the local skies for camouflage reasons. Occasionally, the top colors are also replaced by camouflage appropriate to the unit's operational area.

Mick's Blue Skye Rangers' main insignia consists of the Skye Rangers logo without clouds and gripped by a Steiner fist. However, a variation omitting the fist and replacing the sun with the FedSuns starburst was used during the FedCom Civil War and still may be seen on some of the unit's equipment.

Dragoons Rating: C+

OFFICERS

Captain Keith A. Mick is a man of strong principles, bent on upholding them at all costs—verbally, at least. When the time comes to act on his beliefs, however, Mick always seems to get just halfway there. In truth, Mick may actually be quite satisfied with his life as a mercenary, and is not about to let his politics or past get him killed for the sake of a hopeless dream. This state of mind is echoed by the men and women under Mick's command, creating a notably reasonable and friendly climate.

TACTICS

"Far from guns, a soldier ages" might be the key tactical doctrine for the Rangers. Although they advertise themselves for scout and infiltration missions, the company actually prefers to act as an "airborne police force", performing patrol duties on sparsely populated worlds where its pilots and troopers can log a lot more flight hours than combat hours.

As lazy as they sound, however, the Rangers are extensively trained and constantly drilled in all aspects of air raid, quick-strike, and guerilla operations, making them surprisingly effective on the occasions when combat occurs.

SUPPORT

Lacking JumpShip or DropShip capability, the Rangers rely entirely on their employers for transport. Once on planet, however, they use their own Planetlifters and a lance of Karnovs to move troops, personnel, and materiel quickly. Combined with a reliable tech staff and seasoned combat engineers trained to set up temporary airfields, the Rangers are able to provide their own infrastructure during missions, making them nearly autonomous.



Mick's Blue Skye Rangers **Company/Regular/Reliable**

CO: Captain Keith A. Mick

XO: Sergeant Hermann Geiger

Due to the fragility of VTOLs, force composition changes pretty often. Nonetheless, a general composition of one combat

VTOL lance, one infantry-transport lance, and a third lance of conventional fighters is the standard Captain Mick tries to employ at all times. The pride of the company is its lance of *Mechbuster* fighters, always held in reserve for "that special occasion." The Rangers' infantry support—often raised from local sources—varies from mission to mission.



ONE-EYED JACKS: BLIND JUSTICE

The Blackjack School of Combat was once the only major privately run MechWarrior academy in the Lyran Commonwealth. Its infamous curriculum and faculty led to the common Lyran belief that while the Nagelring ensures its graduates a glorious career and a warrior's funeral, going to Blackjack guarantees graduates a long life and the ill-gotten wealth to enjoy it. Desperate for talent, the Lyrans valued the school despite its seamier aspects, and the Jade Falcon Clan came to respect its graduates. The Steel Vipers ultimately destroyed the school when they claimed Blackjack in the wake of the Clan invasion, and many a graduate was upset by the elimination of their alma mater.

Former Blackjack alum Colonel Darrel "Ramrod" Duke resigned his commission in the Fourteenth Lyran Guards in 3062 to start up his own mercenary unit comprised of other former Blackjack students. With an eye toward avenging the loss of their old stomping grounds, he recruited a surprising number of warriors to his new command. After only a few months of training, the vengeful warriors of the One-Eyed Jacks raided the Falcon-held world of Sudeten, striking at the Second Falcon Jaegers who originally took Blackjack. Fighting with typical Blackjack tenacity and underhandedness, the unit did well against the Falcons and

retired with heavy casualties. Their vengeance sated for the time being, the unit returned to the Inner Sphere to regroup, restoring their depleted ranks with more former Blackjack alums plus a few warriors who had not graduated from Blackjack.

In the aftermath of the FedCom Civil War, the One-Eyed Jacks scored their first real contract since demonstrating their prowess against the Clans. Finding employment not with the Lyran Alliance or Federated Suns but from Caesar Steiner, the unit was placed on retainer and has since been stationed on Giasar to fortify the weakened Cavanaugh Theater against possible incursions by House Marik. The fact that Duke Caesar hired the unit personally, rather than working through the normal LAAF chain of command, has many wondering if he has any special and interesting plans in store for the One-Eyed Jacks.

The Jacks' insignia is similar to that of the Blackjack School of Combat, using a jack of spades playing card as its base, but instead of wielding a club, this one-eyed jack bears a hatchet similar to the one used by a *Hatchetman* BattleMech. The Jacks use camouflage appropriate to the local terrain while on missions, but for formal occasions they adopt a color scheme of dark greens and blues (or dark green and gold for non-graduates of Blackjack). The unit donates a portion of their contract toward a fund to rebuild the Blackjack School of Combat now that the world of Blackjack is again in Lyran hands.

Dragoons Rating: D+

OFFICERS

"Ramrod" Duke is an old school warrior, expecting everyone in his command to bust their humps and look out for each other. He pushes his troops hard and makes sure they party hard as well. He is a strong tactician and strategist but by no means a genius. He prefers to lead by example, with his *Templar* always at the forefront.

One of the gems of Duke's recruiting effort was Derek Henson, who had been captured as a cadet by the Jade Falcons. He eventually become a warrior after years of bondsmanship, but was always distrusted because of his heritage. He abandoned the Falcons during a raid by Storm's Metal Thunder and hitched a ride home with them, bringing along a disenchanting Clan MechWarrior, Mercedes, who is now his wife.

TACTICS

The regiment prefers ambushes and heavy numerical superiority but won't shy away from combat if they do not possess either advantage. The most common maneuver that the Jacks practice is wheeling opposing forces into one another and taking advantage of the confusion.

SUPPORT

All warriors are expected to perform basic maintenance on their machines, but the unit must hire additional techs when heading out for a mission. The Jacks do not possess any JumpShips but do have a pair of *Unions* and an *Overlord*, allowing them to move most of the regiment. The Jacks have a pair of coolant trucks and a number of recovery vehicles used for advanced technology salvage.



One-Eyed Jacks
Regiment/Veteran/Reliable
 CO: Colonel Darrel "Ramrod" Duke
 XO: Major Derek Henson

The Jacks favor heavier 'Mechs, like most Lyran composed units, but they also deploy a scout company led by Mercedes Hanson in her *Puma*. For the most part, the Jacks' 'Mechs are older models, but they do possess a few upgrades and even a handful of OmniMechs. Many of the older machines have been

with their families for generations and have undergone some form of modification, either through necessity or through desire.



AeroJacks
2 Squadrons/Veteran/Reliable
 CO: Major Tom Kazanski

The AeroJacks prefer heavier fighters and are excellent at breaking through planetary defenses. The unit has tried to procure some *Eisensturms* but has been put on the waiting list.



PERIPHERY STAR GUARD: ENEMIES OF ENTROPY

The Periphery Star Guard is a mix of several smaller mercenary commands that first became acquainted while working with ComStar's Explorer Corps. When funding for the Corps drastically reduced, a large number of these hyper-specialized mercenaries suddenly found themselves without work. A handful of these "Corps orphans" managed to pool their resources—and their talents—to create a single, larger unit, thus creating the Periphery Star Guard—one of the most successful explorer-mercenary combinations currently on the market.

Most recently, the Guard has been active coreward of the Lyran Alliance, supporting efforts of groups like Interstellar Expeditions. These missions have brought the Guard into several encounters with the mysterious Green Ghosts pirate group, whose cutting-edge equipment caused the Guards significant damage but also unified them in the crucible of combat.

Star Guard BattleMechs, vehicles, and fighters are painted in a flowing coat of black and dark blues to emulate the night sky. Tiny white dots are meant to represent stars the unit has visited, while kills are represented by larger white dots.

Dragoons Rating: D

OFFICERS

Colonel Janice Annapoulis became a MechWarrior simply for the personal satisfaction of piloting a BattleMech. As she matured, her skills in matters economical and diplomatic allowed her to become a more well-rounded leader, and has allowed her to keep the Periphery Star Guard unified, despite the predations of pirates and the harshness of the unknown.

TACTICS

The Star Guard has, by nature, specialized in what they refer to as "armed support". Their personnel and equipment is ramped mainly towards engineering, exploration, scouting, and repair, enabling them to act as convoy and field supply support, transporting equipment and personnel for other combat units as needs demand.

SUPPORT

The Guard's support is outstanding. With more than enough technicians for their own needs, they typically use this asset as a selling point during negotiations. These techs are battle-hardened individuals used to making do with whatever is on hand in the field.



Star Guard BattleMechs
2 Companies/Green/Reliable

CO: Colonel Janice Annapoulis
XO: Captain Alfred Young-Davion

The MechWarriors of the Guard typically provide escort for other elements of the command and are often expected to work independently for extended periods of time, either during long-range exploratory missions or during scout patrols. This necessitates a reliance on non-combat skills that make the MechWarriors versatile but also poorly skilled for combat conditions.



Star Guard Aerospace
Wing/Regular/Reliable

CO: Major Hellen Estevez

The command's aerospace pilots are specialized in DropShip escort and aerospace superiority missions.



Star Guard Armor
Battalion/Green/Reliable

CO: Major Franklin Raines

The armor unit consists almost entirely of infantry support vehicles and medium tanks for convoy escort.



Star Guard Infantry
Two Battalions/Regular/Reliable

CO/First Batt: Major Louise Epstein
XO/Second Batt: Major Florence Vermeer

The Star Guard Infantry's First Battalion is specialized in

security assignments, and deploys the heavier weaponry of the infantry force. It also boasts full APC support and even an attached artillery company for added firepower. Second Battalion's combat engineers are specialized in tasks from bridge building and fortification construction to mine laying and the destruction of enemy fortifications. Their APC support includes VTOLs and two companies of artillery units, including a Long Tom.



Star Guard Engineers
Battalion/Green/Reliable

CO: Major Gale Siemens

The Engineers are essentially a specialized version of the Second Infantry Battalion. Focused almost entirely on the construction of bases, fortifications, supply depots, and permanent bridges, the Star Guard Engineers typically see little to no combat action. Lacking combat vehicles, they instead have a broad range of engineering vehicles and equipment with them on their DropShip.



Star Guard Naval Support
Company/Green/Reliable

CO: Commodore Allison Kennedy

The Naval Support group, specialized in aquatic operations, joined the Star Guard during one of its many formative mergers. Commodore Kennedy often provides solutions to strategic dilemmas that make the best use of her unit's maritime capabilities.



PREY'S DIVISIONALS: FAMILY IN CRISIS

Believed by some to have originated in the Tortuga Dominions as part of Paula “Lady Death” Trevaline’s pirate band, the unannounced arrival of Prey’s Divisionals in the Taurian Concordat in 3049 nearly triggered the battalion’s end before it could begin its mercenary career. Though paranoid TDF commanders over Cyrtion mistook them for Davion raiders, Damascus Prey, then-commander of the Divisionals, managed to clarify matters after an initial exchange of fire and subsequently offered his force up for hire. Desperate to augment their military defense forces, the TDF granted a long-standing garrison contract on New Vallis to the Divisionals, assigning them to the newly formed VI Corps.

It was during the early years of this contract that a young Jeffrey Calderon, fulfilling his legal requirements for military service, first met Captain Talia Martens, commander of the battalion’s First Company and executive officer to the unit’s new commander, Major J. “Bad Karma” Benderoth. A romance soon blossomed, facilitated in part by VI Corps commander Cham Kithrong. But by 3053, Calderon’s responsibilities to his realm—including secret negotiations with the Canopians and the increasing crises of then-Protector Thomas Calderon’s reign—forced this relationship into a brief hiatus.

The Divisionals remained on New Vallis and found their contract renewed with a significant increase in pay soon after Jeffrey Calderon became Protector. It was just after Calderon’s inaugural tour of the realm that he and Martens renewed their secret affair, which resulted in the birth of their son, Erik, in 3056. Though Martens never publicly revealed who the father was, her fellow Divisionals—and Marshal Kithrong—were fully aware. The matter remained unnoticed until soon after Calderon’s death in 3061.

Although the secret of Erik Martens’ parentage was protected by an oath taken by all Divisionals and Marshal Kithrong, as Grover Shraplen’s administration grew increasingly paranoid and reactionary over the years, Kithrong finally broke the silence in 3063 and accepted the unofficial title of regent to the young boy. This declaration quickly eroded Protector Shraplen’s faith in Kithrong, leading to the inevitable full-scale rebellion by Kithrong’s VI Corps against Shraplen’s government in 3066.

Just prior to this, Kithrong appealed to Major Benderoth and Captain Martens to join his resistance effort, so he could better protect the “true heir to the Concordat”, but Benderoth swore that “the Divisionals’ family is the whole of the Concordat, not any one of her citizens.” Martens agreed to follow Kithrong, however, taking with her both her son and her company command lance—all without a fight from her former comrades. Ever since, the Divisionals have refused several requests from Shraplen to engage any elements of the Calderon Protectorate. Walking a fine line between insubordination and betrayal, they remain on the FedSuns front.

Prey’s Divisionals use a color scheme of black and blue, with red highlights. The battalion’s insignia is the letter “P” set inside a sideways letter “D” that looks like a mouth—complete with bloody fangs—in the process of devouring the “P”.

Dragoons Rating: D

OFFICERS

Major J. “Bad Karma” Benderoth served as Colonel Prey’s executive officer until the senior officer’s death from a drug overdose in 3051. Like the other “first generation” Divisionals, he refuses to discuss much of the unit’s past, except to acknowledge that he “once ran on the wrong side of the law.” This secrecy even extends to his first name, which remains unpublished even in the unit’s internal documents. What *is* known about Benderoth is his fanatical devotion to his unit, its members, and the state for which they now serve, and his willingness to fight to the death to protect all three.

TACTICS

Their insistence on not engaging Protectorate forces has limited the Divisionals’ role in the Concordat’s defense strictly to repelling pirate and Inner Sphere aggressors. Having been a garrison force for well over a decade now, they favor defensive tactics at all times, preferring to draw enemy forces away from population centers so they may fight unhindered and minimize casualties.

SUPPORT

Allegedly, the Divisionals recently sold off their aging *Scout-Class* JumpShip to a local corporation, leaving them a sole *Overlord* for transport assets. The revenue for the sale is reportedly being pumped into expanding the unit’s support and supply base, including the hiring of additional techs to meet the battalion’s glaring needs.



Prey’s Divisionals

Battalion/Regular/Reliable

CO/Second Co.: Major J. “Bad Karma” Benderoth

XO/First Co.: Captain Lynell Nickolavich

One lance short of a full battalion since Martens’ departure,

the remainder of Prey’s Divisionals consist primarily of vintage medium-heavy machines, with a scattered assortment of upgrades acquired in the early years of the Concordat’s alliance with the Capellans.



RAGING HORDE: THE MONGREL HUNS

In a universe where BattleMechs dominate the battlefield, lesser units are normally overlooked or ignored. The Raging Horde is changing that. Though mercenary units comprised mostly of infantry are not unheard of, it is the fact that the unit was founded exclusively by ex-Clansmen that sets it apart from all others. Though most of the Horde appears to hail from the Nova Cat Clan, survivors from other invading Clans are represented as well. How they managed to come together under one roof is a testament to the leadership abilities of their current commander, Colonel Calvin Moon.

Allegedly, the Horde's formation was not happenstance but pre-ordained by a vision Moon is presumably following. However, many of these former Clansmen are still adjusting to their new mercenary identity; old ways die hard, and the mercenary profession still carries with it a certain stigma even among ex-Clansmen. To help overcome this, most still follow Clan customs within the unit, maintaining their beliefs to keep their past alive.

The Horde's command issue was settled the only way its founders knew how: by combat. After numerous Trials of Position, a Diamond Shark and Nova Cat emerged as the unit's co-leaders. But when obtaining a contract, neither commander had any experience in business and negotiation. Fate would shine on them, however, when an eccentric lesser noble—Bartholomew Alexander—agreed to sponsor the Horde for a “modest” twenty percent fee.

Thanks to Alexander, the Horde won its first few contracts against the Falcons and Crusader Wolves before casualties took their toll on the unit. Alexander recommended bringing in veteran Inner Sphere battle-armored troopers to supplement their losses, but the Clansmen agreed only if the troopers passed their Trials of Position. Enough passed to bring the Horde back to full strength again, but even today conflicts occasionally flare up between the Clan and Spheroid warriors.

The Horde was garrisoned on Lindsay when fate turned against them. During the Taurian's campaign for the Pleiades Cluster, the world was overrun, stranding the Horde behind enemy lines. Upon learning of this, Alexander emptied the unit's account and vanished, believing the unit destroyed. The Horde eventually escaped Lindsay with an appropriated Taurian JumpShip and returned to Galatea only to discover what Alexander had done. Vowing revenge, the Horde recently sold off two of their four *Sassanid* DropShips and started planning a relentless hunt to find and kill Alexander.

The Horde's insignia is a bull with red eyes and flaming nostrils, covered in black armored plates trimmed in silver. All Horde armor is painted in a red desert camouflage pattern.

Dragoons Rating: C

OFFICERS

Colonel Calvin Moon is small for an Elemental, yet his size belies his strength. Moon is an inspirational and strong-willed commander, and a master of headhunter tactics. A Nova Cat by birth, he is also the unit's mystic and is believed to see into the future.

Major Roberto Maine failed his Trial to remain active and left Clan Diamond Shark, finding himself on Galatea when the Horde formed. Equally adept at infantry tactics as he is at logistics and futures trading, Maine maintains contact with friends in his former Clan's merchant caste.

Captain Jason Henne, a former Com Guard armored infantry officer, left the Order after Anastasias Focht retired. Henne is a giant of a man who regularly works out with Colonel West.

Captain Caroline MacIntosh, a survivor of FedCom Civil War, left after Yvonne Steiner-Davion returned to the throne. She calls herself “Bulldog” because of her build and pug dog looks.

TACTICS

The Horde combines Inner Sphere and Clan infantry/anti-Mech techniques, specializing in ambushes, headhunting, and swarming tactics.

SUPPORT

With their captured *Invader*-class JumpShip, the Horde can easily transport their two *Sassanids* (*Slasher* and *Pouncer*) and one *Triumph* (*Stormbringer*). Battle damage has forced them to replace both of the *Sassanids*' weapons with their Inner Sphere equivalents. The Horde has full technical support.



Raging Horde

Cluster/Veteran/Questionable

CO/Command Star: Colonel Calvin Moon

XO/Alpha Trinary: Major Roberto Maine

Omega Trinary: Captain Jason “Verlog” Henne

Gamma Trinary: Captain Caroline “Bulldog” MacIntosh

The Horde's Clansmen use various types of Elemental armor, while the Spheroid troops deploy mostly Longinus and

Infiltrator Mk II suits. The unit uses Clan organization, but each Star contains either four Points of Spheroid suits or five Points of Clan. Alpha Trinary deploys mostly Clan troopers with a few Spheroids, while Omega and Gamma are made up of mostly Inner Sphere troopers. Currently, the unit is short roughly one Star per Trinary. During downtimes, the Horde's stars engage in intramural sports, including Elemental hockey, football, and lacrosse.



REED'S BREW: MORE FILLING, LESS FLAVOR

As the Federated Commonwealth fed unit after unit into the meat grinder of the Clan Invasion, individuals began to realize that following their orders was effectively a death sentence. Several soldiers ordered to the front banded together and fled to the Periphery. Calling themselves "Reed's Brew" after their commander, Burly Reed (and his legendary affinity for alcohol), this handful of deserters made their way to the Circinis Federation, where they immediately found work bolstering the Black Warriors. The Brew was happy for the most part with their assignment to Clayborne II, with the sole difficulty being the lack of adequate beer. Quite vocal about this drawback, Burly Reed was finally told by one of his many bartenders in 3056 that if he was not satisfied, he should go and brew his own.

That's exactly what Reed did.

By 3060, "Reed's Beer Brew" had become the most purchased beer in the Circinis Federation.

Though still legally under contract to the Federation, Reed's mercenaries became more of a corporate entity, providing security to Reed's own massive brewery and the nearby cities at their leisure and enlisting more soldiers to protect their modest facilities elsewhere. As a combat unit, the Brew did not see

much action until the Marian Hegemony invasion of 3066, when a brief raid by Marian forces near the brewery forced the mercenaries into a battle that claimed Major Reed's life. His younger brother, Lucas "Hurly" Reed took control of both the command and the brewery, and decided that not only were the tensions between the Periphery powers more than he was comfortable with, but that Reed's Beer Brew had reached the point where it should expand its market. After several weeks of deliberations, Lucas and his staff decided to open up a second facility on Galatea as soon as their contract expired in early 3067.

Though popular in the poor Circinus Federation, Reed's Beer Brew has only struggled alongside the more established brands found on the Mercenary's Star. To cover all the expenses in moving and building a new state-of-the-art facility, Major Reed has had to move his unit from brewery security back to traditional mercenary operations. Unfortunately, lack of combat experience over the past few years has withered their Dragoons and experience ratings, preventing any employer from taking them seriously. The Brew thus remains unemployed at this time.

Reed's Brew's parade colors are dark blue with red highlights. Their insignia is an *Atlas* toasting with an overflowing mug of beer.

Dragoons Rating: D

OFFICERS

Despite starring in several self-made commercials to push his product, Major Lucas Reed remains a relatively unknown figure to the public, as the Reed's Beer Brew remains unpopular in the Inner Sphere. This has not, however, stopped him from playing the part of the star. Lavish parties, large entourages, and outrageous outfits are all normal parts of Lucas' lifestyle.

SUPPORT

With a fully staffed maintenance division for the two breweries, Major Reed has seen to it that all employees of Reed's Beer Brew Inc. have some sort of BattleMech technical skills as well. This has given the military arm of the company full technical support.



Reed's Brew Battalion/Veteran/Questionable

CO: Major Lucas "Hurly" Reed

XO: Captain Samuel "Whig" Smada

While officially listed at sixty percent strength, Major Reed owns most of the battalion's 'Mechs outright. Once MechWarriors are hired to pilot the machines, their strength will rise quickly. Roughly a third of the battalions sports upgraded technology.

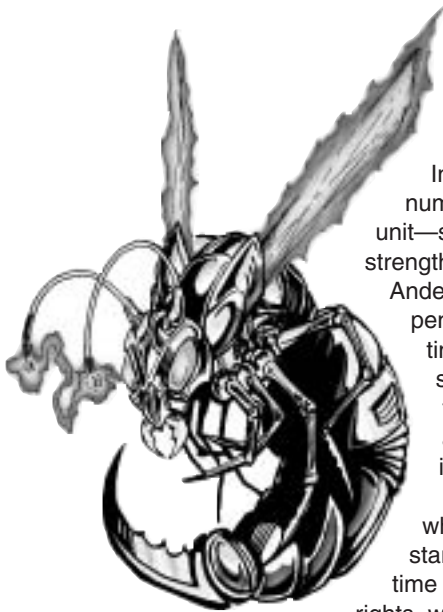


Reed's Roughnecks Company/Veteran/Reliable

CO: Captain William "Bud" Ironman

XO: Lieutenant Mick "Old Man" Lobenstein

Reed's Roughnecks provide security for the base and brewery, as well as Major Reed when out in public.



RUBINSKY'S RENEGADES: UP CLOSE AND PERSONAL

Maxophilia Rubinsky has been the consistently successful commander of her small unit, Rubinsky's Renegades, since defeating a Smoke Jaguar Binary at the unit's inception in 3057. In an era when the Inner Sphere could only hope to defeat the Clans through vastly superior numbers in combat, this feat deserved considerably more respect than it received. It also left the unit—survivors from the Grover's Heavy Guard mercenary company—a mere six BattleMechs in strength. Unfortunately for Rubinsky, she was still bound by the contract signed by the late Grover Anderson, her deceased commander, which surrendered all salvage to House Kurita. Well-compensated for her mission, Captain Rubinsky spent the time leading up to Operation Bird Dog refitting and training her unit in close-quarters combat. This made her Renegades a natural for inclusion in Bird Dog, where they successfully harassed the Third Jaguar Cavaliers on Hyner before the arrival of the Second Sword of Light. Operation Bird Dog reduced Rubinsky's command to a mere two OmniMechs, but the funds and salvage she received enabled her to recover within a year.

Since then, the Renegades have mostly performed objective raids in the Chaos March, where their small size has made them a favorite for such activities. Though attrition has been substantial, Captain Rubinsky has so far been successful in reconstituting her unit's strength each time with considerable speed, often thanks to favorable damage compensation and high salvage rights, which she insists upon before each mission.

Rubinsky's Renegades are currently resting and refitting on Galatea, pending a new contract. In the meantime, several Renegades MechWarriors have become quite active in the local dueling circuit.

The Renegades' BattleMechs use camouflage paint schemes appropriate to match the terrain in which they are operating. The command's insignia is a polished-chrome mechanical wasp, which is painted on the upper left leg of each 'Mech.

Dragoons Rating: B

OFFICERS

A rugged and crude individual, Captain Rubinsky tends to care a great deal about the people serving under her. This does not appear obvious considering the unit's casualty rates, but Rubinsky has few qualms about the lethality of her particular style of mercenary assignments, and her MechWarriors follow her with few reservations. They and their commander greatly value their independence, and it is unlikely that Captain Rubinsky will join her estranged father's command, the Rubinsky's Light Horse, despite the elder Rubinsky's annual appeals to do so.

TACTICS

The Renegades specialize in close quarters combat at any odds and have been known to pull through against superior numbers through sheer aggression and brute force—albeit invariably with heavy casualties. They have grown adapt at demonstrating that even a small force can be immensely dangerous behind enemy lines or when facing an enemy on their terms.

SUPPORT

Though fiercely independent, there has been an active technician-exchange program between the Light Horse and the Renegades since 3063, allowing Light Horse technicians to gain experience operating in hostile environments while allowing the Renegades to function with near-full support at all times.



Rubinsky's Renegades
Demi-Company/Veteran/Reliable
CO: Captain Maxophilia Rubinsky

With only a single low-tech BattleMech and two OmniMechs, the Renegades are extremely well equipped. Rubinsky typically sold off high-tech salvage rather than have it break down due to poor maintenance, but the exchange program has allowed her to be more selective about her inventory. Most 'Mechs are liberally customized to maximize the fighting style the Renegades prefer.



SKIBINSKI'S SALVAGE: WE GET IT FIXED

Tired of managing a chain of local fast food establishment on Hesperus, Edward Skibinski decided to take his life in a different direction. Fascinated by the workings of BattleMechs, he took a job at Defiance Industries managing a team of BattleMech techs. Though a rewarding job in and of itself, Skibinski grew tired of the upper management constantly harping on his team's performance ratings, even when they ranked among the top troubleshooters in the complex, and so he proposed the idea of opening up an independent shop to his subordinates.

At the suggestion that any independent tech team would find more work if it did not have the Inner Sphere's largest 'Mech producer in its back yard, Skibinski and his followers decided to relocate to Arc-Royal. After liquidating his assets (including all of his remaining restaurants) and convincing his partners to do the same, Skibinski was able to purchase an aging, surplus *Union*, and he took his new outfit to Arc-Royal in 3065. Skibinski's Salvage was born.

As the men and women involved with the company are there because they are all professionals, the company has adopted a dress code and uniform standard, which is echoed on their equipment. All field personnel are required to wear neutral grey jumpsuits with red and gold high-

lights. A shoulder patch on the company uniforms (as well as Skibinski's fighters and DropShip) bears the unit's emblem, four rings in a box formation.

Dragoons Rating: C

OFFICERS

A fireplug of a man, Edward Skibinski is rarely seen without a smile on his face or a bottle of water out of reach. His business sense and ability to work with any person on any problem has allowed him to turn a group of assorted technicians into a profitable business. To expand that business, Skibinski has kept a good relationship with Defiance's training program, looking to steal their top graduates.

TACTICS

As Skibinski's Salvage is not a combat unit, they do not have a general tactical scheme. When in the field, the unit always deploys within its employer's defense perimeter, and the Salvage's fighters are only used for unit defense and DropShip escort duties.

SUPPORT

Captain Josh Ihmoud is the commanding officer of the *Four Rings*, the *Overlord*-class DropShip that recently replaced the unit's dilapidated *Union*. Half of the vessel's BattleMech bays were removed to increase the cargo capacity and allow for the installation of additional repair equipment. Captain Ihmoud's command also consists of the two *Stingray* and four *Lucifer* aerospace fighters used to escort the DropShip through contested space (something that always worries Skibinski).



The Room With Two Doors Administrative Group/Veteran/Reliable

CO/Company President: Edward Skibinski

The administrative section of Skibinski Salvage, The Room is responsible for all contract negotiations, human resources, payroll, and all other administrative duties. As Skibinski himself prefers a hands-on approach to upper-level management functions, he is usually found working directly with the staff.



Skibinski's Salvage 'Mech Technician Company/Regular/Reliable

CO/Elliott's Ghouls: Team Leader Joe Wasson

XO/Finch's Fixers: Team Leader Jim Finch

Wojack's Wreckers: Team Leader Dan Wurzer

The technicians of Skibinski's Salvage are arranged in a fashion similar to standard infantry companies, with each 28-man team led by a Team Leader (Lieutenant) and a Lead Tech (Sergeant). Of the three teams, the most experienced are Elliott's Ghouls, overseen by Team Leader Joe Wasson and his Lead Tech, Elliott Baumgartner. The Ghouls only just obtained their

veteran status after picking up a new tech from Defiance Industries of Hesperus II. Although Baumgartner himself is a graduate of Defiance's program with ten more years than the rest of his colleagues under his belt, the program itself was in its infancy when he attended. Thus, he missed out on some of the more recent graduates' specialized training.

The most dedicated of the Service Team Leaders, Lead Tech Mike Patton of Finch's Fixers is second only to his own number two man, Kyle LeGrand, in devotion to duty, often performing quality repairs under heavy fire. Rumor has it that Defiance Industries has expressed an interest in bringing LeGrand back to their programs, but the Assistant Lead Tech has repeatedly refused these offers.

Under Lead Tech Mike Wojak, Wojack's Wreckers have long suffered from a reputation for immaturity, and their experience level recently dropped to regular after an influx of new techs from Defiance. However, these new techs have brought along an air of professionalism that has simultaneously balanced the team's reliability rating, bringing it on par with the rest of Skibinski's technical teams.



13TH STALKING HORSE: IRON HORSEMEN



Over the last seventeen years, the many wars fought throughout the Inner Sphere have produced many by-products; refugees, orphans, wrecked economies, sundered infrastructures, and displaced veterans. The Thirteenth Stalking Horse is one such by-product. Formed in 3064 by disenchanting members of the First Ceti Hussars, the Stalking Horse has become a melting pot of soldiers from various Houses and Periphery militaries. Warriors disillusioned and disgusted with their former liege-lords in just about every Inner Sphere realm found their way to Outreach to sell their skills. Among them was Colonel Jeffrey Morgan, founder of the Stalking Horse.

Morgan used his connections to obtain sponsorship for his new command from Commander Jamie Wolf himself, who lent his support to bolster smaller mercenary commands throughout the Inner Sphere. Once the Stalking Horse had registered as an active force, Wolf invited his friend to join the Allied Mercenary Command along with the Wild Geese, whose commander, Brigadier Alisande Faulkner, was a long time friend of Colonel Morgan's. The Iron Horsemen wasted no time getting into action against the Word of Blake.

The Stalking Horse was conceived around the concepts behind the CCAF's augmented lances (combined lances of BattleMechs, ground units, and aerospace/air assets) and the Ceti Hussars Combat Command. The Horsemen's unique organization promotes strong unit integrity and speed while maximizing flexibility and firepower. The command is comprised mostly of fast medium and heavy 'Mechs while supported by heavy armor (both track and hover) including a company of battle armor.

During the FedCom Civil War, the Thirteenth saw action in the Capellan March against both Katherine's Loyalist forces and Word of Blake Militia. On Sheratan, they held the line against elements of the Blakists' Fifth Division while the Wild Geese maneuvered into the enemy's rear and attacked. Morgan personally led the final assault that broke the Word's line, driving them from the field, but their victory was short-lived as enemy reinforcements returned en masse and pushed Morgan back. Forced into a fighting retreat, both the Stalking Horse and the Wild Geese left Sheratan in good order, and both currently garrison Alta Vista.

The Stalking Horse insignia is a stylized horse-headed Grim Reaper, wielding a bolt of lightning upon a rust-red disc background. The unit uses appropriate camouflage for the terrain in which they operate.

Dragoons Rating: B

OFFICERS

A graduate of Blackjack School of Conflict, Colonel Jeffrey Morgan loves unorthodox tactics and excels in mobile warfare. Morgan is a brilliant tactician and a naturally gifted MechWarrior.

Captain Janan "Ra" Keb, a former member of the Fourth Arkab, left his command because of his inability to accept the Nova Cats into the Kuritian fold. Keb specializes in recon/scout operations.

Lieutenant Josie "Bunny" Dred joined the Stalking Horse after leaving the Canopian Highlanders in disgust due to her realm's collusion with the Confederation.

Lieutenant Joseph "Bane" Twocrows is a Plains Indians descendant from the Free Worlds League. He possesses an uncanny ability to pinpoint the OpFor commander when performing strafing runs in his *Stingray*. When asked how he does it, he simply replies, "Old Indian trick."

TACTICS

Although a new command, the Thirteenth's experienced officers and members quickly developed the tactics that define their unit today, including cavalry maneuvers, ambushes, combat drops, and hit and fade strikes.

SUPPORT

The Horsemen have a single *Triumph* and two *Union DropShips*, and an *Invader*-class JumpShip purchased from Wolf's Dragoons. Horsemen technicians and members provide enough support for a rating of 80 percent.

★ **13th Stalking Horse**
Reinforced Squadron/Veteran/Fanatical
 CO/HHQ Command Troop: Colonel Jeffrey "Fred" Morgan

XO/Alpha Troop (Temperamental Templars): Major Coleen "Amazon" Leve

Bravo Troop (Dirty Dozen Ronin): Captain Janan "Ra" Keb
 Charlie Troop (Bottled Lightning): Captain Sean "Stomper"

Southern

The Stalking Horse is a cavalry squadron or reinforced bat-

alion. Each troop is an augmented company, organized into three augmented lances called platoons. HHQ Troop is the Horse's command unit. Alpha Troop's platoons field mixed-weight elements, with the third platoon consists of VTOLs and fast hover tanks. Bravo Troop fields the command's lighter elements, specializing in recon and lightning assaults, while Charlie Troop possesses the heaviest augmented platoons of the entire command, including Grey Death Scout and Cavalier battle-suits awarded to them by Duke George Hasek for their service during the FedCom Civil War.



STONE PONIES: HEART OF GOLD

Every mercenary unit, it is said, works solely for profit. While there are plenty of examples to the contrary—such as the Kell Hounds, the Wolf's Dragoons, or the Eridani Light Horse—the Stone Ponies are a lesser-known example of a unit that places principle ahead of the bottom line.

This small unit was formed from stragglers that were seeking some kind of purpose in life, mercenaries burned out on fighting merely for the sake of a C-bill or two and three meals of field rations a day. Captain Lyndsey Reinstadt, formerly of the Black Omen, spent several years on Outreach after leaving that command, looking for professional soldiers who sought a purpose in life beyond being someone else's cannon fodder in some vain hope for "a big score."

The Stone Ponies were the result of these efforts.

The Ponies spent the remaining years of the Clan War (and the years since) wandering the rimward sections of the Periphery, taking contracts on small, independent worlds that otherwise could not afford protection. Their contracts were—and are—unique in that the unit asks only for transportation to the planet, a facility to work on their machines, and just enough money to buy any parts and supplies needed, plus a very modest profit margin for the members of the unit (on combat contracts only).

Currently, the Ponies are stationed on Clayborne II in the Circinus Federation.

The Stone Ponies use a rough, rust-and-black camouflage scheme for parade and field operations. Their unit insignia is a herd of wild horses thundering across a barren wasteland.

Dragoons Rating: C

OFFICERS

Master Sergeant Franco Klein serves two purposes in the Stone Ponies: he not only leads the unit's Charlie Lance as a tank commander, but he also puts his logistical acumen to work as the unit quartermaster. During the Ponies' stay at a duty station, Klein will often rustle up volunteers for what he calls "public relations work" and take a small crew around the planet to perform community service projects.

TACTICS

The Stone Ponies tend to fight on the run in order to draw any attackers away from populated areas, in the hopes of minimizing civilian casualties and collateral damage.

SUPPORT

The Stone Ponies have no independent support assets, and hire transportation from contract to contract. All maintenance and repair is done by members of the unit, with occasional help from local mechanics.



Stone Ponies

Company/Regular/Reliable

CO: Captain Lyndsey Reinstadt

XO/Able Lance: Lieutenant Edmund Brown

Baker Lance: Lieutenant Arthur Chubarov

Charlie Lance: Master Sergeant Franco Klein

The Stone Ponies have a grand total of six BattleMechs, which make up Able and half of Baker Lances. The rest of the company—including all of Charlie Lance—is comprised of medium to heavy armored combat vehicles.



TIGER SHARKS: IN AT THE DEEP END

There are many independent mercenaries scattered throughout the Inner Sphere. Some prefer the freedom of answering to no higher authority. Others are just one step away from banditry. It is from the ranks of the latter group that the Tiger Sharks were formed.

Tired with scratching out a living escorting merchants and guarding warehouses, Jason Timmus gathered together a mishmash of soldiers from Noisiel, Astrokaszy, and the back streets of Outreach. Serving for several years as a Periphery garrison force for the Free Worlds League, the Sharks managed to at least give the illusion of reliability.

The confusion surrounding the Lyran secession and the formation of the Chaos March offered all mercenaries golden opportunities for employment. Seeking to prevent Acamar's pro-Capellan nobility from dragging their world back under Capellan domination, desperate local merchants of the Acamar Merchants Freedom Guild hired the Tiger Sharks.

On paper, the Sharks seemed up to the task, and a string of early successes gave the merchants the upper hand until Liao troops counterattacked and halted further gains. Aiming to regain the initiative, Timmus launched an assault on the planetary capital, killing several prominent nobles and acquiring an impressive collection of loot. However, at the same time, Capellan troops attacked the city of Flat, home of the AMFG. With their employers dead or scattered and no other central authority on planet after the Sharks leveled several government buildings, the mercenaries bought passage back to Outreach.

The Chaos March continued to provide the Sharks with rich pickings over the next decade. With myriad factions in the market to hire some muscle, they have gone wherever Timmus believed there was plunder to be had. Curiously, however, since their recent return to Outreach, the Tiger Sharks have turned down several offers of employment in the past few months. Clearly they are waiting for something, or the mercenaries have so far rebuffed all questions on the subject.

The Tiger Sharks always use camouflage appropriate to their assignment. In addition, the lower arms and legs of their BattleMechs and wings of aerospace fighters are banded with black tiger stripes on yellow. Armor adds these same colors in a strip running down the center of the hull. A yellow shark with black stripes is their insignia.

Dragoons Rating: F

OFFICERS

Claiming to hail from Dante in the Outworlds Alliance (hard to substantiate due to the Omnis's aversion to computerized records), Major Timmus first appeared in the Inner Sphere shortly after the Truce of Tukayyid halted the Clan invasion in 3052. Living a hand-to-mouth existence, Timmus drifted into the Free Worlds League, where he formed the Tiger Sharks.

One of Timmus's favorite techniques for securing employment is to arrive unannounced on a Chaos March world where two or more small groups are at odds. Each faction is then faced with the danger that somebody else will offer the Sharks employment. Timmus likes to stir the pot by paying courtesy calls to the leaders of each faction, knowing that sooner or later someone will offer him a contract, even if just to remove the danger that an enemy may do so. By keeping the contract lengths short, Timmus can easily switch sides in local conflicts several times, creating a frenzied bidding war to drive up the price to acquire—or retain—the Sharks's services.

Second Company's Lieutenant Jackson Stragy made a name for himself as a bounty hunter in the years leading up to the Clan invasion. Just why a loner like Stragy joined a mercenary command is a mystery, though some speculate that he could be using the Sharks as a cover to fulfill an exceptionally rich contract.

TACTICS

Individuals in the Tiger Sharks retain a wide streak of independence, which shows in their poor battlefield coordination. Mobbing tactics, not finesse or skill, are the order of the day.

SUPPORT

The Tiger Sharks are critically short of skilled technical staff, resulting in very poor combat readiness. Up to half their equipment is sidelined at any time. They possess one ancient *Union*-class DropShip, taken as a prize during their service in the Chaos March, but lack JumpShips.



Tiger Sharks

Battalion/Green/Questionable

CO/1st Co.: Major Jason Timmus

XO/2nd Co.: Captain Eva Vault

3rd Co.: Captain Holt Frazier

The Tiger Sharks field a mix of heavy and light BattleMechs with infantry, armor, and aerospace fighter support. They do not operate an independent battalion command lance.



VINSON'S VIGILANTES: KICKING AND SCREAMING

Once considered a reliable mercenary force, if not a terribly noteworthy one, Vinson's Vigilantes emerged from the chaos of the late Third Succession War from a collection of smaller commands, and over the next several decades served each of the five Great Houses. But the arrival of the Clans and the refusal of upgrade packages in preparation for a mission against them prompted Colonel Pada Vinson to abandon his employer—the Federated Commonwealth—in late 3052, raiding several AFFC armories before departing aboard a hijacked JumpShip. Declared rogue by the MRBC for the unwarranted murder of the armory personnel and JumpShip crew, the Vigilantes fled the Inner Sphere, eventually seeking refuge—and a power base—on the lawless Periphery world of Antallos.

Outlawed and hunted, the Vigilantes began to fall apart as factions within clamored for a return to the Inner Sphere. Instead, Vinson attempted to unite his command by taking control of Antallos' principal city, Port Krin, in 3059. With an eye toward securing all of Antallos as his personal fief, Vinson (now calling himself "Governor-Colonel" to stress his control over Port Krin) succeeded in unifying his command, but only for the short-term. Before long, deepening divisions between the rogue commander and executive officer Major Dominique Madrôve hampered efforts to expand the Vigilantes' control beyond the Port Krin city-state.

Making matters worse was the presence of Vance Rezak, one of the richest and most notorious pirate leaders in the region, whose estates and connections on Antallos rivaled Vinson's own. In a second attempt to solidify his authority by directing his troops against a common foe, Vinson guided the Vigilantes toward an inevitable showdown with Rezak's Band of the Damned, confident that his abridged BattleMech regiment could overwhelm the mixed regiment despite the latter's comparative edge in technology.

Instead, the arrival of the Snow Ravens and their conquest of Rezak's Hole led Rezak to act first. By 3065, he established a power base on Antallos so formidable that, on the eve of the final confrontation with Vinson, well over two-thirds of the Vigilantes simply went over to Rezak's side without a shot fired—swayed by the promises and wealth of the pirate leader. Though Vinson's remaining forces attempted to put up a fight, the overwhelming firepower and unexpected groundswell of local support for their opponants forced the one-time Governor-Colonel to flee Port Krin for the Free Zones beyond its walls.

In their focus to merely survive, the Vigilantes have abandoned all hope of employing a unified color scheme, and many of their BattleMechs range from a flat primer to a generic camouflage scheme to a motley mix of colors from salvaged and mismatched armor plates. Only the unit's logo—the fog-enshrouded silhouette of a man wielding a large gun set against a full moon—identifies a Vigilantes 'Mech.

Dragoons Rating: Wanted/Rogue

OFFICERS

Having seen his command betrayed and decimated by his own executive officer and a man he considers to be a "two-bit bandit king"—all just as he was about to claim command over an entire world—Colonel Pada Vinson is reportedly giving in to bitterness and paranoia. Since retreating from Port Krin, it is said he is now eyeing avenues for a return to Port Krin by building a power base in some other Antallosan city, such as Proctor or Hermantown.

TACTICS

Utterly demoralized since their loss in Port Krin, the Vigilantes have begun to demonstrate a marked lack of cohesion during the few battles observed between them and various Zone Gangs. This lack of coordination only worsens when encountering their former comrades among Rezak's Band, and some reports have identified Vigilantes units retreating from battle against the Damned after putting up only token resistance.

SUPPORT

A hefty portion of the Vigilantes' already meager tech staff were killed or defected during the unit's final defeat in Port Krin, leaving only a handful of techs to tend to Vinson's ten remaining BattleMechs. Worse still, in their retreat, Vinson was able only to claim one of the Vigilantes' three *Overlord* DropShips, and his captured *Invader*-class JumpShip was recently claimed by Rezak's Band as well.



Vinson's Vigilantes
Company/Veteran/Questionable
 CO: Colonel Pada Vinson
 XO: Captain Kenise Dumas

Ten BattleMechs of medium to heavy weight comprise all that remains of Vinson's Vigilantes. Of these machines, only one—a battle-scarred *Axman*—sports any advanced technology. All are in various stages of disrepair.



FORCE BRIEFS SUPPLEMENTAL



WILD GEESE: SWORDS AND SPURS

One of Ian and Hanse Davion's best-kept secrets has been the Wild Geese. For years, this unit paraded around the Federated Suns, operating much like the FedSuns Armored Cavalry. However, the Wild Geese only masqueraded as a Davion line unit. This gave the AFFS plausible deniability when operations failed or a propaganda windfall when they succeeded. For the Geese, not receiving fame or glory didn't matter; protecting their homes and family was a far greater calling.

Brigadier General Allen Faulkner formed the Wild Geese after leaving the AFFS before Ian Davion became First Prince. Faulkner was an ardent advocate of cavalry tactics and mobile warfare, a belief that made him an enigma among his peers. But he and his Geese got Ian Davion's attention in 3006 after stopping and forcing both the Blackwind Lancers and Marion's Highlanders off Valexa. Ian offered Faulkner a lucrative contract that gave his command exclusive operation rights with one condition: they must fly colors of other Davion units while deployed. The Prince explained that this would confuse the enemy and bolster his own military's sagging morale.

For the next forty-plus years, the Wild Geese fought more battles than many prestigious line units in the AFFS. Then, in 3051, they faced Clan Jade Falcon in a classified raid on Blackjack. Faulkner fought a brilliant campaign, but the Falcons' superior training and technology proved too much to handle. Faulkner ordered his battered forces to retreat while he and his command company fought a rearguard action, and he died in the effort to save his command.

Battered and demoralized, the Geese returned home to mourn their fallen comrades. Hanse Davion ordered them to stand down, agreeing to continue their payments until they were fully ready for duty again, a process that took nearly a decade to complete and included a reorganization of the entire regiment. After the Clans' defeat at Tukayyid, the Geese's new commander, Alisande Faulkner, took an extreme interest in the Com Guards organization and adopted it for her unit, and by 3062 the Wild Geese returned for action—only this time under their own colors. During the Capellan-St. Ives war, the Geese helped the Blackwind Lancers escape Ambergrist, and later joined with the Allied Mercenary Command to fight alongside the Thirteenth Stalking Horse on Sheratan. The Geese are currently stationed on Alta Vista.

The Wild Geese colors are varying shades of tan and brown, with highlights representing each squadron in the regiment. Their insignia is a stylized bronze goose with its wings extended forward over bronze-trimmed black background.

Dragoons Rating: A

OFFICERS

Brigadier Alisande Faulkner, granddaughter of Allen Faulkner, assumed command of the Geese after she resigned from the First FedSuns Armored Cavalry. She is a gifted tactician and student of mobile warfare, who has kept the Geese from collapsing through sheer force of will.

Major Sandy Reich is a true assault pilot, piloting a *Thug* retrofitted with jump jets and Clan weaponry. A former Com Guard warrior, she joined the Geese in 3060 after Operation Bulldog. Her experience with Com Guard tactics has been invaluable. She bears a strong resemblance to Alisande that prompts many to wonder if they may be sisters.

Colonel Paul Bowman, the Geese's tactical commander and disowned grandson of the Duke of Tikonov, is an unusual man with a penchant for collecting information—the darker the better.

Leftenant-Colonel "Crazy" David Stutenroth is the regimental XO. He commands the units aerospace squadrons comprised of *Stukas*, and is fond of saying "You will die slowly..." during ground support operations.

TACTICS

Embracing mobile warfare tactics of General George S. Patton (an ancient Terran military commander), the Geese use their armor and infantry to pin targets in place while their BattleMechs and aerospace fighters destroy them.

SUPPORT

The Geese have enough DropShips to move their entire regiment and all support units with the help of three *Invader* class-JumpShips. Their technicians provide enough support to give them a 90 percent rating.



Wild Geese
Reinforced Regiment/Veteran/Fanatical

CO: Brigadier General Alisande Faulkner

XO/Regimental Headquarters Troop: Leftenant Colonel Dave Stutenroth

CO/Blackhorse Squadron: Colonel Paul Bowman

CO/Ironhorse Squadron: Major Sandy Reich

CO/Darkhorse Squadron: Major Alexander Zehnder

Each Wild Geese squadron is a reinforced battalion composed of six companies (called troops). Blackhorse Squadron fields jump capable 'Mechs of fifty-five tons and heavier, while Ironhorse deploys heavy and assault 'Mechs. Darkhorse is comprised of fast light and medium 'Mechs. All squadrons are further supported by hover armor, VTOLs, and battle-armored troops.



MERCENARIES SUPPLEMENTAL II

MERCENARY DEPLOYMENT SUPPLEMENTAL

(Deployment as of 10 October 3067)

This list supplements the deployment list given in the previous Mercenary Supplemental (published by the Mercenary Review and Bonding Commission) and covers only those units referenced in this volume. It should be noted, as always, that there are well over a thousand known mercenary commands at large throughout the Inner Sphere and Periphery at any given time.

CAPELLAN CONFEDERATION

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)	Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Gael's Grinders (Company) (CO: Captain Louise Holley)	G/R	Hsien	90%	0/45/10(B)	Hydra Assault Squadron (DropShip Squadron) (CO: Rear Admiral Henry H Harwood)	V/R	New Syrtis	100%	0/50/0(C)

CHAOS MARCH

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)	Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Burton's Brigade (Company) (CO: Captain Elly Burton)	G/R	Hall	75%	0/35/0(C)	Mick's Blue Skye Rangers (Company) (CO: Captain Keith A. Mick)	R/R	Kawich	90%	0/35/0(B)
Deliah's Gauntlet (Company) (CO: Captain Deliah Finn)	R/R	Capolla	100%	0/40/0(C)	13th Stalking Horse (Battalion) (CO: Colonel Jeffrey "Fred" Morgan)	V/F	Alta Vista*	85%	0/100/20(A)
					Wild Geese (CO: Brigadier Alisande Faulkner)	V/F	Alta Vista	90%	0/100/25(A)

CIRCINUS FEDERATION

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Eriksson's Einherjar (2 companies) (CO: Mika Bergström)	R/R	Circinus	85%	0/15/0(F)
The Fighting Shamrocks (Company) (CO: Captain Angus O'Leary)	R/Q	Thadora's Land	65%	0/20/0(D)
Gray's Ghosts (Company) (CO: Vince Chevalle)	G/Q	Andiron	110%	0/10/0(F)
Stone Ponies (Mixed Company) (CO: Captain Lyndsey Reinstadt)	R/R	Clayborne II	100%	0/15/0(F)

DRACONIS COMBINE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Black Omen (Company) (CO: Captain Richard Smith)	V/Q	Wolcott	80%	10/30/15(C)
Dragon's Breath (CO: Colonel Peter Tate)	R/R	Kiesen	95%	5/60/5(B)

FEDERATED SUNS

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Medusans Command and Support Squadron (JumpShip Squadron) (CO: Admiral John Jellicoe)	V/R	New Syrtis	100%	0/100/0(C)

FREE WORLDS LEAGUE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Bad Dream (CO: Colonel Henry Bortman)	V/R	Kendall	105%	0/85/15(B)

LYRAN ALLIANCE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Gabhardt's Carabineers (CO: Colonel Alexis Gabhardt)	V/R	Timbuktu	75%	5/40/10(B)

MAGISTRACY OF CANOPUS

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Green Mountain Boys (Battalion) (CO: Major Ethan Allen)	V/R	New Abilene	125%	0/50/0(C)

NIOPS ASSOCIATION

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Black Heart Roses (Battalion) (CO: Colonel Sara Heart-Rose)	R/Q	Niops V	100%	0/52/0(C)

TAURIAN CONCORDAT

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Black Angus Boys (Battalion) (CO: Major Angus Black)	R/Q	Celentaro	80%	0/20/0(D)



MERCENARY DEPLOYMENT SUPPLEMENTAL

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Gordon's Armored Cavalry (CO: Colonel Nicholas Gordon)	V/Q	Amber Grove	70%	0/35/0(D)
Prey's Divisionals (Battalion) (CO: Major J. Benderoth)	R/R	New Vallis	90%	0/45/0(D)

WORD OF BLAKE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Blanc's Coyotes (CO: Colonel Martin Blanc)	R/Q	New Home	80%	0/60/10(C)
Broadstreet Bullies (Company) (CO: Captain Daniel Grover)	R/Q	Unknown**	65%	0/35/0(F)
Hannibal's Hermits (CO: Colonel Hannibal Aufkophen)	R/R	Keid	115%	0/70/5(B)

INDEPENDENT/UNCONTRACTED

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Ace Darwin's Whipits (1-2 Lances) (CO: Ace Darwin)	R/R	Outreach*	variable	0/25/0(D)
Dedrickson's Devils (Battalion) (CO: Major James Dedrickson, Jr.)	R/Q	Unknown**	45%	0/10/0(F)
Devil's Brigade (Battalion) (CO: Alex Keller)	R/R	Galatea*	75%	0/30/0(D)
Golden Boys (2 Companies) (CO: Major Charice Kush)	R/Q	Herotitus*	100%	0/35/0(D)
Hampton's Hessens New Hessen Armored Scouts (CO: Colonel Fillippe Asaeu)	E/R	Galatea*	100%	0/34/0(D)
1st New Hessen Irregulars (CO: General Kurt Festerling)	V/R	Galatea*	100%	0/50/0(C)
2nd New Hessen Irregulars (CO: Colonel Pat "Ton" Hampton)	G/R	Galatea*	100%	0/66/0(B)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
HeavyHell Raisers (Battalion) (CO: Major Manu Sharma)	R/Q	Galatea*	75%	0/30/0(C)
Kraken Unleashed (Battalion) (CO: Major Phill McBain)	G/R	Remshield*	125%	0/45/0(C)
Little Richard's Panzer Brigade (Batt.) (CO: Colonel Regina Whitman)	V/Q	Pleione*	85%	0/100/20(A)
Lone Wolves (CO: The Committee)	R/R	Outreach*	110%	03/46/5(C)
Periphery Star Guard (CO: Janice Annapoulis)	G/R	(Periphery)	85%	0/5/0(F)
Raging Horde (1 Cluster) (CO: Colonel Calvin Moon)	V/Q	Galatea	80%	60/40/0(B)
Reed's Brew (Battalion) (CO: Major Lucas "Hurly" Reed)	V/Q	Galatea*	60%	0/35/5(D)
Rubinsky's Renegades (1.5 Lances) (CO: Captain Maxophilia Rubinsky)	V/R	Galatea*	100%	0/75/35(B)
Skibinski's Salvage (1 tech company) (CO: President Edward Skibinski)	R/R	Arc-Royal*	100%	—/—/— (C)
Tiger Sharks (Battalion) (CO: Major Jason Timmus)	G/Q	Outreach*	92%	0/18/0 (D)
Vinson's Vigilantes (Company) (CO: Colonel Pada Vinson)	V/Q	Antallos**	85%	0/25/0(F)

PRIVATELY CONTRACTED

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
One-Eyed Jacks (CO: Colonel Darrel "Ramrod" Duke)	V/R	Caesar Giausar Steiner	100%	5/10/5(C)

* Unit is currently uncontracted

** Unit is Wanted/Rogue



MERCENARY COMMANDS

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

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

Mapsheet Terrain: In these rules, when a terrain type such as Urban, Wooded, or Mountain Terrain is mentioned, it is specifically referencing the Terrain-Specific Mapsheet Tables (see p. 107, *BMR*). As such, if a rule specifies "Urban Terrain," it specifically means those maps found under Table 7: Urban Terrain Table (see p. 107, *BMR*).

Terminology: In these rules, the term *unit* is used as it is in the *BMR*, to refer to a single battlefield unit such as a 'Mech, vehicle, or infantry platoon. The term *force* is used when specifically referring to the mercenary *force* that a player will build.

USING HIDDEN UNITS RULES

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

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

OVERLAPPING ABILITIES AND ADVANTAGES

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

BANKING INITIATIVE

Some mercenary commands possess an innate grasp of the ever-changing battlefield. They can take advantage of this by

electing to give up initiative only to seize it later in combat.

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

FORCING THE INITIATIVE

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

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

OFF-MAP MOVEMENT

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

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

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

If a returning unit is supposed to enter the map in a hex containing an enemy unit or containing a friendly unit that would vio-



MERCENARY COMMANDS

late the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any adjacent enemy unit may immediately attack it using the rules for *Point Blank Shots from Hidden Units* (see p. 83, *BMR*). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

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

OVERRUN COMBAT

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

When rolling Initiative for overrun-capable forces, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the number of individual units that may move, designate their targets, and fire before any other units move and fire. "Extra" successes (such as when the player has more successes than there are units available to move) do not carry over to later turns. For example, an overrun-capable force makes an initiative roll of 11, while its opponent rolls a 6. That gives the overrun-capable force a margin of success of 5, allowing two units to move and fire before any opposing units may move (5 divided by 2 is 2.5, rounding down to 2).

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

EQUIPMENT RATINGS

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

NAMED MERC UNITS EQUIPMENT RATING TABLE		
Rating	Description	Example
A	Heavy Upgrades	Little Richard's Panzer Brigade
B	Good Upgrades	Gabhardt's Carabineers
C	Fair Upgrades	HeavyHell Raisers
D	Average Upgrades	Tiger Sharks
F	Poor Upgrades	Vinson's Vigilantes

according to the rules starting on page 137 of *FMMercs*.

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

FORCE-SPECIFIC RULES

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

ACE DARWIN'S WHIPLITS (F)

Before the start of any scenario, the Whiplits' controlling player must designate a command unit. No enemy unit may fire at the Whiplits' designated commander if that unit has a line-of-sight to a closer Whiplits BattleMech (regardless of whether or not modifiers make hitting the closer 'Mech more difficult or impossible). Warriors or mercenary commands with a special ability to target enemy commanders are exempt from this rule *only* if modifiers make hitting the closer unit impossible.

Warriors who participate in three missions with Ace Darwin and put the Whiplt insignia on their machines may consider Ace a 1-point Contact per *CBT: RPG* rules.

BAD DREAM (B)

Bad Dream 'Mech units suffer a -1 initiative penalty for every one of their battalion commanders (majors) who is involved in combat; these units must be designated before the start of any scenario. If Colonel Bortman is leading (the unit must be designated as such before the start of any scenario), the controlling player rolls 1D6. On a 1 the Colonel has had a good night at Drax last night and cancels all Initiative penalties, adding an additional +1 Initiative modifier. On a 2 or 3 he had an uneventful night, which does not affect the force. On 4-6, he has had a bad night and inflicts an additional -1 Initiative penalty. Furthermore, if the Bad Dream unit casualties ever outnumber those of the opposing force by two to one or more, Bortman orders an immediate retreat.

The Nightcrawlers may roll a separate Initiative from the rest of the Dream if they so choose. When doing so, treat the Nightcrawlers as a third force during the Movement Phase and Weapon Attack Phase. In addition, the Nightcrawlers gain a modified Overrun Combat special ability when they are the only force deployed in a scenario and may move one unit for every point by which their Initiative result exceeds that of the opposing force.

BLACK ANGUS BOYS (D)

When randomly assigning BattleMechs to this command, the Black Angus Boys may roll on the F column of the Random 'Mech Assignment Table: Free Worlds League (see p. 126, *Field Manual: Free Worlds League*) or Random Unit Assignment Table: Free Worlds League (see p. 226, *Field Manual: Updates*), rather than the D column of the Random Unit Assignment Table (see p. 126, *FMMercs*). For every BattleMech assigned in this fashion, however, one Black Angus 'Mech may be rolled up on B of the Random Unit Assignment Table (see p. 126, *FMMercs*).

BLACK HEART ROSES (C)

All Black Heart Roses infantry possessing anti-BattleMech

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training suffer a +1 modifier to the base to-hit target when making anti-BattleMech Leg and Swarm Attacks (see p. 72, *BMR*).

BLACK OMEN (D)

Adept at night fighting, the Black Omen suffers only a +1 to-hit penalty for Night Combat (see p. 87, *BMR*). Additionally, if any enemy unit fires a point-blank shot using the Hidden Units rules (see p. 83, *BMR*); the Omen player gains a +2 Initiative modifier for the next 2 turns.

Clan Ghost Bear forces receive a +2 Initiative modifier for the first turn in any scenario when facing the Black Omen. However, for every turn in which no Black Omen 'Mechs are destroyed, this bonus is decreased by 1 (to a minimum of 0). For every turn thereafter that no Black Omen 'Mechs are destroyed, the Black Omen player *gains* a +1 Initiative modifier (to a maximum bonus of +2).

BLANC'S COYOTES (B)

At the beginning of the scenario, the controlling player can place any Coyote units on the board as many hexes from his home edge as the unit has running MP.

Blanc's Coyotes are extremely adept at close range combat and receive a -1 to-hit modifier to medium-range attacks, and a -2 to-hit modifier for short-range attacks, but suffer a +2 to-hit modifier at long range. They may also ignore all Attacker Movement modifiers for walking or running.

Blanc's Coyotes suffer a -2 Initiative penalty when facing any Clan force.

BROADSTREET BULLIES (F)

When fighting in Urban Terrain, the Bullies may use the Hidden Units rules (see p. 83, *BMR*) for all or part of their forces, and they also receive a +1 Initiative modifier.

BURTON'S BRIGADE (C)

Burton's Brigade receives a +1 Initiative modifier when fighting in any wooded or jungle terrain and may reduce all to-hit modifiers for woods or jungle terrain by -1 per hex (to a minimum modifier of 1 each).

DEDRICKSON'S DEVILS (F)

Before the start of the game, the controlling player may choose to mimic the special rules of any force from the Taurian Concordant or the Federated Suns, provided the opposing side is not the same affiliation.

DELIAH'S GAUNTLET (C)

Deliah's Gauntlet is very effective at combining fire upon the enemy when they have the Initiative but are much more hesitant when the enemy is dictating the fight.

To reflect this, if the Gauntlet player wins Initiative by more than 1 point, all Gauntlet attacks against one opposing unit—chosen randomly by the Gauntlet player—receive a -1 to-hit modifier. If, on the other hand, the Gauntlet player loses Initiative by more than 1 point, attacks against one opposing unit—chosen randomly by the opposing player—receive a +1 to-hit modifier.

Deliah's Gauntlet characters may receive a +1 skill bonus in

two of the following skills at no cost: Interest/One Star Ideology, Interest/Astronomy, Navigation/Space, or Fast-Talk. However, Gauntlet characters with any of these skills also automatically receive a one-point Stigma/One Star Faith Trait.

DEVIL'S BRIGADE (F)

When randomly determining units using the Random Unit Assignment Table (see p. 126, *Field Manual: Mercenaries, Revised*) the controlling player may choose to re-roll any unit that does not have a Walking/Cruising/Safe Thrust MP of 5 or better, but the player must take the new unit rolled.

At the controlling player's choosing, any 'Mechs fielded in a scenario can mount the Improved C³ Computer (see p. 135, *BattleTech Master Rules, Revised*). However, the 'Mech must be a legal design after mounting the C³, so an appropriate mix of 2.5 tons of equipment must be removed (this can be any combination of equipment/weapons/armor) and there must be the required two slots available in a single location.

If the Brigade fields only units (this requirement excludes infantry) found in *Technical Readout: 3025* and *Technical Readout: 3026*, their Walking/Cruising/Safe Thrust MP is modified by +1 for all units with 3 to 5 standard Walk/Cruise/Safe Thrust MPs and by +2 for all units with 6 to 8 standard Walk/Cruise/Safe Thrust MPs. Units with a standard Walk/Cruise/Safe Thrust of 2 MPs or less or more than 8 MPs do not receive these modifiers.

Note that these MP bonuses affect only the unit's Walk/Cruise/Safe Thrust MP and any resulting weapons and physical attack modifiers but do *not* affect Running/Flanking/Maximum Thrust MP or any jumping capability. Note also that losing enough MPs from damage to reduce a unit's base Walk/Cruise/Safe Thrust MP to 0 also eliminates these bonus MPs as well, so a *Commando*, which would enjoy a Walk MP of 8 under these rules, that loses 6 MPs due to battle damage would be reduced to 0 MP as a result.

DRAGON'S BREATH (B)

The MechWarriors of Dragon's Breath are very good at placing their shots so that enemy forces are brought down with a minimum of damage (the better to be salvaged).

Because of this, the penalty for Called Shot is reduced by 1.

ERIKSSON'S EINHERJAR (F)

To reflect their intense hatred of the Clans, the Einherjar suffers a -1 Initiative modifier when fighting Clan forces, but they also receive the Force the Initiative special ability.

FIGHTING SHAMROCKS (D)

Due to their skill and thoroughness in reconnaissance, in any scenario where the Fighting Shamrocks are the defenders, the player controlling this force may veto the first map sheet chosen by the opposing player.

In addition, the Shamrocks also receive a +3 Initiative modifier for the first turn, +2 for the second, and +1 for the third turn. Subsequent Shamrocks Initiative rolls apply no further bonuses.

However, because they do not adapt well to the unexpected, these values are reversed when the Shamrocks are the attack-



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ers in a scenario, imposing a -3 Initiative modifier for the first turn, -2 in the second, and -1 in the third. Subsequent Shamrocks Initiative rolls apply no further penalties.

GABHARDT'S CARABINEERS (B)

When operating with twelve or fewer units, the Carabineers may employ the Off-Map Movement special ability.

GOLDEN BOYS (D)

Every Golden Boys MechWarrior may ignore the effects of the first pilot damage during a battle (they don't need to make a Consciousness roll) due to their mental strength and relaxed muscles. For each subsequent hit, however, the damage effects are treated normally.

During contract negotiations, add an additional +1 modifier to all Contract Negotiations Checks to reflect the Boys' expert lawyers.

GORDON'S ARMORED CAVALRY (D)

All characters affiliated with Gordon's Armored Cavalry automatically receive a 1-point Quirk/Hates Capellans Trait.

GAEI'S GRINDERS (B)

Louise Holley counts as a Veteran negotiator, and, when using *CBT: RPG*, has a Seduction skill bonus of +6.

GRAY'S GHOSTS (F)

All Gray's Ghosts characters automatically receive a 2-point Bad Reputation Trait. The Ghosts' lawyer counts as a Veteran negotiator in all contract negotiations as well as contract breach and criminal litigations. (in *CBT: RPG* terms, this lawyer rates a +6 in Negotiation/Legal).

GREEN MOUNTAIN BOYS (C)

If it forgoes firing for that turn, any Green Mountain Boys unit may elect to run/flank at twice its normal walk rate. This ability cannot be used if the unit cannot run/flank.

If the Green Mountain Boys are the defender in a scenario, they may use Hidden Unit rules (see. 83, *BMR*) for up to half of their force (round down).

HAMPTON'S HESSENS

New Hessen Armored Scouts (D)

The New Hessen Armored Scouts gain a +2 Initiative modifier during any scenario, but only as long as all of their BattleMechs and vehicles have a Walking/Cruising MP of 6 or more.

First New Hessen Irregulars (C)

The First Irregulars may use both the Banking Initiative and Off-Map Movement special abilities.

Second New Hessen Irregulars (B)

If there is one building or less on the playing area, the Second Irregulars' player suffers a -2 initiative penalty for the duration of the scenario. If more than one building is present, this penalty is reduced to a -1.

HANNIBAL'S HERMITS (B)

When randomly determining units, the Hermits may use either the B column of the Random Unit Assignment Table (see p. 126, *FMMercs*), or the B column of the Word of Blake Militia on the Random 'Mech Assignment Table: ComStar (see p. 131, *Field Manual: ComStar*), or Random Unit Assignment Table: Word of Blake (see p. 220, *Field Manual: Updates*).

The Hermits' heavy and assault 'Mechs may use the Off-Map Movement special ability.

HEAVYHELL RAISERS (C)

For every four 'Mechs fielded in a scenario, one 'Mech must be an assault 'Mech.

If the HeavyHell Raisers field 'Mechs, vehicles, and infantry in a given scenario, the controlling player can choose *one* of the following special abilities for that scenario (the ability is chosen after the maps are placed, but before units are placed on the board):

- All vehicle units gain a -1 to-hit modifier to all long-range weapon attacks.
- All assault 'Mechs gain +1 Running MP (Walking MP is unaffected)
- All infantry gain a -2 to-hit modifier to all weapon attacks (not physical attacks)
- All aerospace fighters choose from 1 to 7 consecutive hexes for strafing attacks, rather than the standard 5.

KRAKEN UNLEASHED (C)

The player controlling Kraken Unleashed can elect to replace the jump jets on any of their BattleMechs with UMUs (see pp. 62-63, *MapPack: Solaris VII*).

During each turn that more than half of the Kraken player's units begin in (or on) a water hex, the command receives a +1 Initiative modifier.

LITTLE RICHARD'S PANZER BRIGADE (A)

The rough tactics for which the Panzer Brigade is infamous gives them an ability to intimidate any opposition.

To reflect this ability, the Brigade cancels any opposing force's positive Initiative modifiers whenever the Brigade destroys more enemy 'Mechs than it loses to the opposing side in a given turn. Once the opposition loses its bonuses, the Brigade player can generate his own bonuses through total 'Mech kills. For every lance of BattleMechs destroyed by the Brigade in excess of those destroyed by their opponents, the Brigade receives a +1 Initiative modifier.

Enemy units may not fire point-blank shots using the Hidden Units rules (see p. 83, *BMR*) against the Brigade on any Flatlands Terrain.

LONE WOLVES (C)

Up to half of the Lone Wolves force may enter the board on any edge except the opposing force's home edge, but must be at least five full-hexes away from the opposing force's home edge.

MERCENARY COMMANDS



THE MEDUSANS

When randomly determining Medusan BattleMechs, reroll any result that yields a unit without jump jets.

All Medusan aerospace fighters receive a +1 modifier to Piloting and Gunnery rolls while operating in space and a -1 modifier when operating in atmosphere.

Hydra Assault Squadron (C)

Hydra Squadron DropShips receive a +1 modifier to Gunnery rolls in any turn that only a single enemy unit is targeted.

Basilisk Assault Squadron (C)

All Basilisk Squadron DropShips receive a +1 modifier to Gunnery rolls at short range.

MICK'S BLUE SKYE RANGERS (B)

To reflect their favoritism toward airborne units, the Rangers gain a +3 Initiative modifier as long as their force consists entirely of conventional fighters or VTOLs.

The Rangers' highly experienced techs receive a +1 modifier on all rolls made to repair conventional fighters or VTOLs.

ONE-EYED JACKS (C)

The One-Eyed Jacks create confusion against uncoordinated groups.

To reflect this, if there are ever two or more groups of enemy forces without an overall command unit designated before the start of the scenario (two lances without a captain among them, two Trinaries without their Star Colonel, and so forth), the Jacks gain a +1 Initiative modifier for each enemy group present.

This bonus, however, is negated if the enemy has a Mobile HQ unit. If negated in such a fashion, in fact, the enemy can see through the Jacks' tactics and the Jacks suffer a -1 Initiative penalty instead of a bonus.

The Jacks receive an automatic and additional +1 Initiative modifier if any of the opposing forces they are facing include Steel Vipers.

PERIPHERY STAR GUARD (F)

The Periphery Star Guard's excellent technical support and willingness to offer them to support employer units affords them the same effect as a veteran-rated support administrator during contract negotiations.

Furthermore, their ability to make repairs on the fly in the heat of battle allows them to perform "Rush Job" repairs (see p. 92, *BMR*) at the half-time rate without an experience level reduction. Quarter-time and eight-time rush jobs still require the 2-level and 3-level experience reductions, respectively.

PREY'S DIVISIONALS (D)

When acting as the defender in any non-Urban Terrain, Prey's Divisionals automatically receives a +2 Initiative modifier. If fighting in Urban Terrain, the Divisionals loses this modifier but gains the Forcing the Initiative special ability.

If any of the opposing forces consist of regular or mercenary troops employed by the Calderon Protectorate, Prey's

Divisionals loses all of the above special abilities, and must instead withdraw from the map along the shortest possible route using any desired movement mode. These retreating Divisionals may not make physical attacks of any kind against Protectorate-affiliated units but may deliver weapon attacks at a +2 to-hit modifier.

RAGING HORDE (A)

The Raging Horde can never be intimidated. When any Horde unit is within six hexes of a target, it gains a -1 to-hit modifier for any direct-fire (non-missile) weapon. If any non-Elite enemy unit is within three hexes of a Raging Horde squad/Point, the Horde player can intimidate the unit.

To resist intimidation requires a successful Piloting Skill Roll (or Gunnery Skill Roll for units without Piloting skills) on the part of the unit being intimidated. Veteran units receive no modifiers to this roll, while Regular units suffer a +2 penalty, and Green units suffer a +4 penalty. If the roll fails, the intimidated unit must move its maximum run/flank MP away from the Horde unit that intimidated it in the following turn. Afterward, the unit may function normally.

Raging Horde units receive a -2 to-hit modifier for any anti-BattleMech Swarm or Leg Attack (see p. 72, *BMR*). However, if the opposing 'Mech is not disabled after the initial attack, the Horde infantry must continue attacking it until the unit has been destroyed (or until the attacking Horde unit is destroyed).

Raging Horde characters may automatically receive a +1 skill bonus in Interest/Football, Interest/Soccer, Interest/Lacrosse, Interest/Rugby, or Interest/Hockey.

REED'S BREW (D)

Reed's Brew receives a +2 Initiative modifier when acting as the defender in any scenario.

RUBINSKY'S RENEGADES (B)

If the scenario allows for it, up to one-third (rounding down) of the Renegades units may be placed using the Hidden Units rules (see p. 83, *BMR*).

Rubinsky's Renegades units receive an additional +1 to-hit modifier when using partial cover, but only if the attacker is farther than six hexes away. The additional +1 modifier does not apply to any opposing unit six hexes away and closer, but the Renegade unit receives a -1 to-hit modifier against that unit.

If the Renegades' designated command 'Mech (must be designated before the start of the scenario) is destroyed, the Renegades suffer a +1 to-hit and +1 Piloting Skill Roll modifiers for the remainder of the scenario.

SKIBINSKI'S SALVAGE (C)

Due to their training and experience working with Defiance Industries of Hesperus, Skibinski's Salvage gain a +1 modifier on all repair rolls (see p. 90, *BMR*) to any BattleMech that appears on the Random 'Mech Assignment Table: Lyran Alliance (see p. 127, *Field Manual: Lyran Alliance*) or Random Unit Assignment Table: Lyran Alliance (see p. 227, *Field Manual: Updates*).



CBT: RPG RULES

13TH STALKING HORSE (A)

The Thirteenth Stalking Horse receives a +2 Initiative modifier at the beginning of the turn in any scenario when they deploy a mix of vehicles, infantry, and BattleMech units, and a -2 Initiative penalty if fighting in Urban Terrain. These Initiative modifiers stack, so a combined-arms force loses its modifier if fighting in Urban Terrain.

The Stalking Horse cannot be intimidated when its controlling player deploys two or more platoons of infantry. If all infantry platoons target a single enemy unit in a turn, each unit receives a +1 to-hit modifier in that turn.

Finally, while operating in open terrain, Stalking Horse BattleMechs may increase their Running MPs by +1 to simulate the Horsemen's affinity for mobile warfare. Doing so, however, imposes an additional +1 attacker movement modifier for all attacks made by the speeding unit(s).

STONE PONIES (F)

When acting as the defenders in a scenario, the Stone Ponies reduce all to-hit modifiers for attacker movement by 1 (to a minimum of 0).

TIGER SHARKS (D)

On any turn in which more than one Tiger Shark unit remains in play, all Tiger Shark units can elect to combine fire against a single opposing target. All such attacks against this "favored target" receive a -1 to-hit modifier, but *all* active Tiger Shark units capable of making ranged attacks must have a valid line of sight to this target and be within range of at least one weapon (which must be fired). When using this ability during a turn, the Tiger Sharks may make no additional ranged attacks against any other targets.

VINSON'S VIGILANTES (F)

Before the start of any scenario, the Vigilantes player must roll 1D6 for every 'Mech the Vigilantes field, and deliver that many 7-point hits to that unit, determining hit locations on the Front/Back chart. Note that any damage which penetrates armor may deliver a critical hit as normal, but any ammo, cockpit critical, second gyro or third engine hits must be re-rolled.

The Vinson's Vigilantes suffer a -1 Initiative penalty in all engagements due to their lack of cohesion. If opposing Vance Rezak's Band of the Damned or Clan forces of any kind, this penalty becomes -2, *and* the entire Vigilantes force must immediately begin to retreat on any turn where they lose the Initiative by 6 points or more.

WILD GEESE (A)

Point-blank shots from Hidden Units (see p. 83, *BMR*) may not be directed on Wild Geese units.

The Wild Geese receives a +2 Initiative modifier unless and until their designated commander's 'Mech (which must be designated before the start of any scenario) is disabled or destroyed, and the unit receives an additional +1 Initiative modifier if the designated command unit of the opposing force is disabled or destroyed. Should the Wild Geese commander lose her 'Mech, however, the unit automatically loses the Initiative for the next turn and suffers a -2 Initiative penalty for the remainder of the scenario.

Any Jade Falcon forces that oppose the Wild Geese receive a +2 Initiative modifier.

CBT: RPG RULES

This section provides new Life Paths to supplement those found in the character creation rules provided in the *Classic BattleTech RPG (CBT: RPG)* and the *Classic BattleTech Companion (CBTComp)*. These rules enable players and gamemasters to create characters better tailored for mercenary-based campaigns.

ADDITIONAL PATHS

The following section contains two new Life Paths unique to the mercenary life. Players and gamemasters can use these paths in conjunction with those presented in *CBT: RPG* and the *CBT: RPG Companion*. Both of these Paths feature a unique list of events similar to the paths presented in the *CBT: RPG* rulebook. Use the standard rules for determining character events (p. 24, *CBT: RPG*) with one exception: instead of rolling 2D6, players roll 2D10 to select an event. In addition, each EDG point spent to affect an event roll on these tables can be used for a re-roll or to modify the result by 1 or 2 points.

TOUR OF DUTY: ROGUE MERCENARY

Mercenary or Bandit Kingdom Affiliation only.

Becoming a legitimate mercenary is hard enough; staying legitimate is even harder. Those who can't play by the rules are considered to have "gone rogue," wanted and often hunted by the MRBC or other authorities to stand trial for the crime of not living up to the standards.

Time: 3 years

Attribute Minimums: WIL 3

Traits: Bad Reputation, Enemy, Bloodmark

Skills: Scrounge +2, Survival +2, Escape Artist +1, +2 to any three military field skills

Previous Paths: Any Tour of Duty path

Next Path: Tour of Duty: Rogue Mercenary (4), Tour of Duty: Pirate (4), Ne'er Do Well (4)

Tour of Duty: Rogue Mercenary Events

- The worst part about going rogue is being caught. [Interrogation +2, Add 1d6 years to time spent in this path, Unattractive, Glass Jaw, lose all Well Equipped and Wealth



- traits, next path must be Ne'er Do Well]
- 3 Those cowards said they'd follow you to hell and back, but did they? Of course not! [Combat Paralysis, Dark Secret, Madness/Paranoia]
 - 4 Is it sabotage, or just bad luck? [Enemy (2), Perception +2, Survival +2, and Choose either Vehicle -1 and Gremlins, or Poorly Equipped and Unlucky]
 - 5 Certain parties have taken an active interest in your operations and want to end them. [Enemy (2), BloodMark, Perception +2]
 - 6 You'll never get to be legitimate if you continue to ignore the rules of warfare. [Bad Reputation (2)]
 - 7 You're running from your employers not just because of contract breaches, but because of what you did to their kids. [Seduction +2, Fast Talk +2, Enemy (3), Dependent]
 - 8 They don't know why you went rogue, and you don't want them to know either. [Dark Secret (3), Deception +2, Fast-Talk +1]
 - 9 Your boys remained loyal to the last ... even while you escaped with the spoils. [Wealth, Well Equipped, Quirk/Selfish, Choose either Dark Secret (2) or Bad Reputation (2)]
 - 10 Pickings are slim for mercs wanted by the MRBC. [Poverty, Survival +2]
 - 11 A good soldier is always in demand, no matter his methods. [+2 to any two military field skills]
 - 12 That unsanctioned raid netted you supplies to last a while. [Well Equipped, Bloodmark, +2 to any two military field skills]
 - 13 These profit margins are better than when you were legit. [Wealth, +1 to any four military field skills]
 - 14 The noble doesn't care about your rating, merely your effectiveness [Contact, Negotiation +2, +2 to any military field skill, +1 to any other skill]
 - 15 The rock you were hiding under turned out to be someone's hidden supply cache. Take it, or leave it? [If you take the treasure and run, take Wealth, Well Equipped, Owns Vehicle, Bloodmark (2) and Enemy (2). Otherwise, take Poverty, Contact (2), and Good Reputation (2)]
 - 16 Certain parties have taken an active interest in your operations and want to help. [Contact (2), In For Life, Well Equipped, Scrounge +2, Perception +2, Intimidation +2]
 - 17 The populace has nicknamed you "Robin of Port Krin" [Good Reputation (2), Well Connected]
 - 18 To hell with being a rogue merc! You're going to be a Bandit King! [Wealth (2), Well Equipped, Bad Reputation, Property (2), Quirk/Paranoid, Leadership +3, SOC +2]
 - 19 Choose one event or roll twice and apply both results.
 - 20 Choose two events or roll three times and apply each result.

TOUR OF DUTY: FREELANCE MERCENARY

Inner Sphere and Periphery Affiliations only.

You're a mercenary among mercenaries. You've been in so many units you've lost count, and you like it like that. You don't like staying with a single group for too long, and you have your

reasons why.

Time: 2 years

Attribute Minimums: WIL 3, BOD 4, INT 4 EDG 5

Traits: Stigma/Unreliable (2), Brave, Vehicle, Impatient

Skills: Survival +3, Perception +2, +2 to any three military field skills

Previous Paths: Any Military path

Next Path: Tour of Duty: Rogue Mercenary (4), Tour of Duty: Mercenary (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Freelance Mercenary (4), Ne'er Do Well (4), Travel (4)

Tour of Duty: Freelance Mercenary Events

- 2 That unit whose equipment you "salvaged" has come to take it back—with interest. [Escape Artist +2, +2 to any three combat skills, Bad Reputation, BloodMark (2), Disabled, Enemy (2), Lose all Wealth, Well Equipped, and Vehicle traits, next path must be Ne'er Do Well]
- 3 That last assignment left you a wreck. [+2 to any skill, Madness/Any, Choose two of the following: Combat Paralysis, Lost Limb (2), Glass Jaw. May take no further mercenary, pirate, or military paths]
- 4 You left a lot behind you that you'd rather not remember. [Dark Secret (3), Life Debt, +1 to any two skills]
- 5 You're freelance because the units you stick with have a habit of getting destroyed. [Choose two: Bad Reputation (2), Dark Secret (2), Introvert, Unlucky]
- 6 The problem with being freelance is you have no safety net for the slow periods. [Poorly Equipped, Poverty]
- 7 You saw the double cross coming, but couldn't prevent it from happening. [Enemy (2), Quirk/Paranoid, Introvert, Sixth Sense]
- 8 This contract wasn't exactly easy. [+2 to any three combat skills, EDG -1, Choose either Disabled or Lost Limb]
- 9 You gained fame and fortune, but at what cost? [Lost Limb (3), Clumsy, Unattractive, Wealth (2), SOC +2, Promotion (2), +1 to any two military field skills]
- 10 You've picked up a few tricks this last go around. [+1 to any two skills]
- 11 You're a better negotiator than your agent is. [Wealth, Negotiation +2]
- 12 That tour left you not only better off, but with a family as well. [Dependent, Well Equipped]
- 13 This raid was easier than they said it would be. [+1 to any two military field skills]
- 14 You hit the jackpot with this contract. [EDG +1, Wealth (2)]
- 15 You're owed a lot of favors. [Contact, Well Connected]
- 16 This long-term contract was just too good to pass up. [In For Life, Wealth, Well Equipped (2), Negotiation +2, Fast Talk +1, add 2D6 years to this path]
- 17 Your reputation has attracted a circle of confidants. [Contact, Contact (2), Gregarious, Leadership +1, Negotiation +1]
- 18 Ace Darwin has nothing on you! [Fast Talk +2, Leadership +2, Gregarious, Owns Vehicle, Vehicle, Well-Connected]
- 19 Choose one event or roll twice and apply both results.
- 20 Choose two events or roll three times and apply each result.



BKM-2005



MERCENARY RULES ANNEX

This section provides rules to supplement those found in *Field Manual: Mercenaries, Revised (FMMercs)* and are intended for use in *BattleTech* games. Although tailored primarily for mercenary-based games, many of these rules may be applied to other game settings and scenarios as well. References to the *BattleTech Master Rules, Revised* are abbreviated as *BMR*. References to the first *Mercenaries Supplemental* are abbreviated as *MS1*.

Terminology: In these rules, the term *unit* is used as it is in *BMR*, to refer to a single battlefield unit such as a 'Mech, vehicle, or infantry platoon. The term *force* is used when specifically referring to the mercenary *force* that a player will build.

UNIT COMPOSITION TABLE EXPANSIONS

In previous *BattleTech* sourcebooks, random BattleMech, vehicle, and fighter tables have been published that, when combined with the *Creating Scenarios* rules (see p. 97, *BMR*), allow players to rapidly generate an effective mix of combat units for use in *BattleTech* scenarios. However, while these tables detail the BattleMech units of various forces, reflecting their technology levels and faction-specific designs as of 3067, they do not cover all aspects of force composition, such as variable equipment levels for non-'Mech unit types or scenarios set in different eras of play.

For more variety, the following rules expansions to the various Random Unit Assignment Tables (found in the *BMR* and the *Field Manual* series) enable players to generate a wider range of forces. These rules may be used as appropriate to generate non-'Mech forces over different equipment rating categories as well as combat forces played in *BattleTech* eras beside the current 3067.

RANDOM VEHICLE/FIGHTER TABLE EXPANSIONS

The Vehicle and Aerospace Fighter Equivalency Tables (see p. 76, 79) expand upon the utility of existing random vehicle tables found in the various *Field Manuals* published to date (including *Field Manual: Updates* and *FMMercs*). However, rather than merely listing expanded random tables for every faction, these tables provide equivalent units for any vehicle assignments randomly determined using existing tables, based on the equipment rating of the force in question.

To use these equivalency tables, the player must begin by generating non-'Mech units using the appropriate random vehicle table for their force's faction. These vehicles then become known as the Base Unit Type, which defines the motive type and weight of the vehicle or fighter in question. The player then determines the final vehicle or fighter model by choosing from those listed in the Vehicle Equivalency Table as follows:

Within the same force equipment level (Inner Sphere "A", Clan Front-Line, and so forth), the player may choose any vehicle of equivalent motive type (or weight class, for aerospace units) that falls within the same weight class of the vehicle or fighter ran-

domly assigned to them. Players may alternatively choose their vehicle equivalent from a lesser equipment rating (or weight class for fighters), but doing so forces the player to limit the selection only to units of equivalent motive type and tonnage.

So, while a player whose force has an equipment rating of B and a randomly rolled 50-ton tracked vehicle may choose from any tracked vehicle between 40 and 75 tons on the Inner Sphere "B" lists, the same player may only choose 50-ton vehicles if opting for a vehicle of "C" equipment rating or less (the purpose of this rule is to encourage a selection appropriate to the equipment level of the unit in question).

Factions, Level 3 Units, and Conventional Fighters

Note that these tables may be used to modify the vehicle and aerospace forces for any faction, not just mercenaries. Players generating Clan forces, however, may not choose from the Inner Sphere/Periphery "A" listings when opting for units of a "lesser" equipment rating, because such units are (generally) extremely new and/or limited in numbers. Instead, a Clan force player may select "lesser" units (below Clan second-line) from the Inner Sphere "B" listings or lower as if they are a ComStar/Word of Blake force (reflecting their access to the Star League-era designs ComStar and Word of Blake also maintain).

Faction-specific units and Level 3 designs (units designed using non-standard *CBT* rules) are marked on the tables as well, reflecting their extremely limited or restricted deployment. Such units should be considered one equipment level higher than their listed ratings on the table by any force generated that is not from—or employed by, in the case of mercenaries—that faction. Thus, a B-rated vehicle marked as belonging specifically to the Lyran Alliance is considered to be an A-rated vehicle to any non-Lyran (or non-Lyran mercenary) force.

Conventional fighters, on the other hand, represent a more primitive and accessible solution in the case of aerospace units. When determining alternative aerospace designs, selecting a conventional craft allows the player to ignore tonnage restrictions completely, granting the player access to all conventional fighter designs at or below the unit's equipment rating. However, the effective equipment level upgrades for Level 3 and faction-specific designs still influence the actual level of the unit in question.

Note that equipment rating modifiers only stack when a unit is both limited to a faction *and* classified as a Level 3 design. Units limited to two or more factions only increase the rating by one level. A-rated Inner Sphere faction-specific units and Clan first-line faction-specific units are considered unattainable if their ratings are raised above their highest respective levels due to faction exclusivity or Level 3 design rules, as are designs pushed above the highest Periphery "A" listings to Periphery forces. So, if the sample unit mentioned above were limited to the Alliance *and* the Federated Suns, it would still be considered A-rated to a non-Lyran/non-FedSuns force. If the unit were also considered to be a Level 3 design, however, the unit would be completely unattainable to non-Lyran/non-FedSuns units, as its rating would be driven above an Inner Sphere "A" classification.



MERCENARY RULES ANNEX

VEHICLE EQUIVALENCY TABLE

Inner Sphere "A"

Hover

Minion [20]^{CC,FS,LA}
 Minion (TAG) [20]^{CC}
 Minion (T. Computer) [20]^{FS}
 Stygian [40]^{FW}
 Stygian (Armor) [40]^{FW}
 Musketeer [50]^{FS}
 Musketeer (Armor) [50]^{FS}

Tracked

Main Gauche LST [30]^{FW,WB}
 Main Gauche (C3) [30]^{FW,WB}
 Main Gauche (XL) [30]^{FW,WB}
 Manteuffel [70]^{†FS,LA}
 Padilla HAT [75]^{CC,CS,WB}
 Fury [80]^{CS,WB}
 Glory [85]^{FS}
 Glory (Lt. Gauss) [85]^{FS}
 Ajax [90]^{†FS,LA}

Wheeled

Morningstar [60]^{CC,FS}
 Morningstar (Comp. Cmd.) [60]^{CC,FS}
 Morningstar (Laser) [60]^{CC,FS}
 Fortune WAV [80]^{LA}
 Shiltron [80]^{†DC,FS,FR}

VTOL

Mantis [15]

Inner Sphere "B"/Periphery "A"

Hover

Hi-Scout (NapFind) [2]*
 Gabriel [5]^{CS,FR,WB}
 Beagle [15]^{CS,WB}
 Lightning [35]^{CS,WB}
 Pegasus (C3) [20]^{DC,FS,LA}
 Gladius [40]
 Zephyr [40]^{CS,FS,WB}
 Kanga [50]*^{CS,WB}

Tracked

Hi-Scout (PathTrack) [3]*
 Badger [30]^{†WD}
 Bandit [50]^{†WD}
 Chaparral [50]^{CS,WB}
 Vedette (RAC) [50]^{FS}
 Hi-Scout Carrier [60]*
 Pike (RAC) [60]^{FS}
 Po (Lt. Gauss) [60]^{FW}
 Marksman [65]^{CS,WB}
 Magi [70]^{CS,FR,FW}
 Pilum (Arrow IV) [70]^{FS,LA}
 Burke [75]^{CS,WB}
 Demolisher (Arrow IV) [80]
 Partisan (Comp. Cmd.) [80]
 Partisan (Lance Cmd.) [80]
 Partisan (RAC) [80]^{FS}
 Rhino [80]^{CS,FR,WB}
 SturmFeur (Hvy. Gauss) [85]^{LA}
 Alacorn Mk. VII [95]^{LA}
 Mobile Long Tom [95]
 Ontos (Lt. Gauss) [95]^{CC,FW}
 Puma [95]^{CS,FR,WB}
 Demolisher II [100]^{DC,LA}

Wheeled

Rotunda [20]^{CS,WB}
 Mobile HQ [25]
 Hetzer (LB-X) [40]^{CC}
 Glaive [45]^{LA}
 Thor Artillery [55]^{CS,WB}
 Demon [60]^{CS,FR,WB}
 Demon (Horned) [60]^{CS,WB}
 Typhoon (RAC) [70]^{FS,LA}

VTOL

Ripper [10]^{CS,WB}
 Sprint (C3) [10]^{DC,FS,FR,LA}
 Kestrel [25]^{WD}
 Nightshade [25]^{CS,WB}
 Cyrano [30]^{CS,WB}
 Pinto [30]^{CS,WB}

Inner Sphere "C"/Periphery "A"

Hover

Maultier APC [15]^{CC}
 Centipede [20]
 J. Edgar (TAG) [25]
 Pegasus (3058) [35]^{DC,FS,LA}
 Saladin (LB-X) [35]
 Saladin (Ultra) [35]
 Saracen (MRM) [35]^{DC}
 Scimitar (TAG) [35]
 Regulator [45]^{CC}
 Drillson (Streak) [50]^{LA}
 Fulcrum [50]

Tracked

Scorpion (MRM) [25]^{DC}
 Scorpion (SRM) [25]
 Galleon (3058) [30]
 Hunter (3058) [35]
 Goblin ISV (3058) [45]^{CS,FS,LA}
 Vedette (3058) [50]^{CC}
 AC/2 Carrier (LB-X) [60]
 LRM Carrier (3058) [60]
 Manticore (3058) [60]^{LA}
 Pike (LB-X) [60]
 SRM Carrier (3058) [60]

Wheeled

Skulker [20]
 Chevalier [35]^{CS,DC,FS,WB}
 Chevalier (Active Probe) [35]^{CS,WB}
 Chevalier (Speed) [35]^{CS,WB}
 Striker (3058) [35]^{DC,FS}
 Striker (Narc) [35]^{DC,FS}
 Tokugawa [60]^{DC}
 Typhoon [70]

VTOL

Sprint [10]^{DC,FS,FR,LA}
 Sprint (Laser) [10]^{DC,FS,FR,LA}
 Warrior H8 [20]^{FS,FR,LA}
 Hawk Moth [25]
 Hawk Moth (Armor) [25]
 Yellow Jacket [30]
 Yellow Jacket (Ammo) [30]

MERCENARY RULES ANNEX



Vehicle Equivalency Table (Cont.)

Maxim (3058) [50] ^{DC,FS,FR}	Patton (Ultra) [65] ^{LA}
Maxim (Anti-Pers.) [50]	Rommel (Gauss) [65] ^{LA}
Maxim (Fire Supp.) [50]	Pilum [70]
Maxim (Infantry) [50]	VNL-K75N Von Luckner [75]
	Demolisher (Gauss) [80]
	Demolisher (MRM) [80] ^{DC}
	Heavy LRM Carrier [80]
	Partisan (LRM) [80]
	Partisan (XL) [80]
	Challenger X MBT [90]
	Alacorn Mk VI [95] ^{CS,FS,LA,WB}
	Ontos (3058) [95]

Inner Sphere "D"/Periphery "B"

Hover

Savannah Master [5]
 Blizzard [25]
 Harasser [25]
 Harasser (Laser) [25]^{FW}
 Harasser (LRM) [25]^{FW}
 J. Edgar [25]
 J. Edgar (Flamer) [25]
 J. Edgar (Kurita) [25]^{DC}
 J. Edgar (MG) [25]
 Plainsman [35]^{DC,FR,FW,LA}
 Saladin [35]
 Condor (Davion) [50]^{FS}
 Condor (Laser) [50]
 Condor (Liao) [50]^{CC}
 Drillson [50]
 Drillson (SRM) [50]
 Maxim [50]

Tracked

GAL-100 Galleon [30]
 GAL-200 Galleon [30]
 Hunter [35]
 Light SRM Carrier [40]
 Myrmidon [40]
 Goblin [45]
 Goblin (Inf. Support) [45]^{CS,FS,LA}
 Goblin (LRM) [45]^{CS,FS,LA}
 Goblin (SRM) [45]^{CS,FS,LA}
 Vedette (Liao) [5v0]^{CC}
 Vedette (NETC) [50]
 Bulldog [60]
 Bulldog (AC/2) [60]
 Bulldog (LRM) [60]
 LRM Carrier [60]
 Pike [60]
 Po [60]
 Patton [65]
 Rommel [65]
 Brutus [75]
 VNL-K65N Von Luckner [75]
 Zhukov [75]
 Partisan [80]
 Partisan (AC/2) [80]
 Partisan (Air-Def.) [80]
 Schrek PPC Carrier [80]
 SturmFeur [85]
 Ontos (LRM) [95]
 Behemoth [100]
 Behemoth (Flamer) [100]
 Behemoth (Kurita) [100]^{DC}

Wheeled

Swift Wind [7.5]
 MASH Truck [20]
 Packrat LRPV [20]
 Striker [35]
 Striker (LRM) [35]
 Hetzer [40]

VTOL

Ferret [5]
 Ferret (Armor) [5]
 Ferret (Cargo) [5]
 Sprint (Infantry) [10]^{DC,FS,FR,LA}
 Warrior H-7A [21]
 Warrior H-7C [21]
 Cavalry [25]
 Cavalry (Inf.) [25]
 Cavalry (SRM) [25]
 Karnov [30]
 Karnov (3058) [30]

Inner Sphere "F"/Periphery "C"

Hover

Hover APC [10]
 Heavy Hover APC [20]
 Hvy. Hover APC (LRM) [20]
 Hvy. Hover APC (MG) [20]
 Hvy. Hover APC (SRM) [20]
 Pegasus [35]
 Saracen [35]
 Scimitar [35]
 Condor [50]

Tracked

Tracked APC [10]
 J-27 Ord. Transport [10]
 Hvy. Tracked APC [20]
 Hvy. Tracked APC (LRM) [20]
 Hvy. Tracked APC (MG) [20]
 Hvy. Tracked APC (SRM) [20]
 Scorpion [25]
 Engineering Vehicle [40]
 *Mech Recovery Vehicle [50]
 Vedette [50]

Wheeled

Swift Wind (ICE) [7.5]
 Wheeled APC [10]
 Flatbed Truck [10]
 Flatbed Truck (Armor) [10]
 Flatbed Truck (SRM) [10]
 Hvy. Wheeled APC [20]
 Hvy. Wheeled APC (LRM) [20]
 Hvy. Wheeled APC (MG) [20]
 Hvy. Wheeled APC (SRM) [20]
 Coolant Truck 135-K [30]

VTOL

Warrior H-7 [21]
 Peregrine [30]



MERCENARY RULES ANNEX

Vehicle Equivalency Table (Cont.)

Vedette (AC/2) [50]	Hvy. Mech Recovery [70]
AC/2 Carrier [60]	
Manticore [60]	
SRM Carrier [60]	
Demolisher [80]	
Ontos [95]	

Clan Front-Line

Hover

Shamash [11]^{CBS,CSA}
 Hephaestus [30]^{†CHH}
 Svantovit IFV [35]
 Epona [50]^{†CHH}

Tracked

Badger (Clan) [30][†]
 Badger (Clan 2) [30][†]
 Bandit (Clan) [50][†]
 Bandit (Clan 2) [50][†]
 Hachiman [50]
 Enyo [55]^{CHH}
 Oro [60]
 Athena [75]^{CHH}
 Morrigu [80]^{CBS,CFM}
 Morrigu (Laser) [80]^{CBS,CFM}
 Heimdall [95]^{†CWX}
 Mars [100]
 Mars (ATM) [100]
 Mars (XL) [100]^{CHH}

Wheeled

Indra [35]
 Ku [50]^{CGB}

VTOL

Donar [21]
 Donar (Recon) [21]^{CGB}

Clan Second-Line

Hover

Asshur [20]
 Svantovit (Streak) [35]
 Tyr [45]^{CGB}
 Maxim (Clan) [50]

Tracked

Mithras [25]
 Zorya [35]
 Ares [40]^{CHH}
 Pike (Clan) [60]
 Demolisher (Clan) [80]
 Huitzilopochtli [85]

Wheeled

Odin [20]
 Ishtar [65]
 Shoden [70]^{CNC}
 Shoden (Streak) [70]^{CNC}

VTOL

Anhur [30]

* Level 3 Unit
 CC: Capellan Confederation
 CS: ComStar
 DC: Draconis Combine
 FR: Free Rasalhague Republic
 FS: Federated Suns

† Omni Unit
 FW: Free Worlds League
 LA: Lyran Alliance
 WB: Word of Blake
 WD: Wolf's Dragoons (Mercenary)
 CBS: Clan Blood Spirit

CFM: Clan Fire Mandrill
 CGB: Clan Ghost Bear
 CHH: Clan Hell's Horses
 CNC: Clan Nova Cat
 CSA: Clan Star Adder

Using the Vehicles column of the Random Unit Assignment Table from *FMMercs*, Dave obtains a 50-ton Drillson heavy hover tank for his B-rated mercenary command. Using the Vehicle Equivalency Table, he finds that the Drillson is actually a D-rated hover vehicle (though the Streak-SRM variant has a C rating, or B if Dave's mercenary command did not happen to be working for the Lyran Alliance at this stage). The only vehicle of equivalent weight and movement type at an Equipment Rating of B is a Kanga jump tank. But as the Kanga is marked as a ComStar/Word of Blake design and a Level 3 unit, it is actually considered to be two

levels higher in equipment rating, putting it well beyond Dave's reach, so his only real options at a B equipment rating are the Gladius or the Zephyr—both of which weigh in at 40 tons (within the 10-ton alternate unit range).

Dave may thus choose to take the Gladius or the Zephyr, or he may select any of the less sophisticated 50-ton equivalents under the C, D, or F Equipment Rating listings. As Dave actually likes the Drillson, he opts for the Streak-SRM variant listed on the tables for an Equipment Rating of C.

MERCENARY RULES ANNEX



AEROSPACE FIGHTER EQUIVALENCY TABLE

Inner Sphere "A"

Conventional

AB-18C Raubvogel [45]LA

Light

CRX-O Corax [30]†OA,CSR

S-4C Sai [40]DC, CNC

S-7 Sai [40]DC

DARO-1 Dagger [45]†FS

Medium

LX-2 Lancer [50]FW

LX-2A Lancer [50]FW

DFC-O Defiance [55]†CC,WB

ON-1 Oni [55]DC

CMT-3T Troika [65]TC,MC

CMT-3U Troika [65]TC,MC

MIK-O Tatsu [70]†DC

Heavy

HSC-1-O Huscarl [75]†CS,FR

SHV-O Shiva [85]†FW

AHB-X Ahab [90]CS,WB

EST-O Eisensturm [95]†LA

EST-R3 Eisensturm [95]†LA

Inner Sphere "B"/Periphery "A"

Conventional

Heavy Strike Fighter [45]FW

Medium Strike Fighter [25]

Light

S-4 Sai [40]DC

TRN-3T Trident [20]CS,WB

SWF-606 Swift [25]CS,WB

SPD-502 Spad [30]CS,WB

ZRO-114 Zero [35]CS,WB

RGU-133E Rogue [40]CS,WB

RGU-133F Rogue [40]CS,WB

RGU-133L Rogue [40]CS,WB

THK-53 Tomahawk [45]CS,WB

THK-63 Tomahawk [45]CS,WB

Medium

HCT-213B Hellcat II [50]CS,WB

GTHA-500 Gotha [60]CS,WB

IRN-SD1 Ironsides [65]CS,WB

Heavy

HMR-HD Hammerhead [75]CS,WB

RPR-100 Rapier [85]CS,WB

AHB-443 Ahab [90]CS,WB

Inner Sphere "C"/Periphery "A"

Conventional

Boomerang Spotter Plane [5]

Light Strike Fighter [10]

Guardian (B) [20]

'MechBuster (Laser) [50]

Light

SYZ-Z2A Seydlitz [20]FS,FR,LA

SYZ-Z3A Seydlitz [20]FS,FR,LA

SYZ-Z4 Seydlitz [20]FS,FR,LA

F-11RR Cheetah [25]FW

F-14S Cheetah [25]FW

SPR-6D Sparrowhawk [30]

Medium

F-92 Stingray [60]

LCF-R16 Lucifer [65]

LCF-R16KR Lucifer II [65]

SL-17R Shilone [65]DC

Heavy

TR-13A Transgressor [75]

SL-15R Slayer [80]

CHP-W7 Chippewa [90]

F-700 Riever [100]FW

F-700A Riever [100]FW,DC

STU-D6 Stuka [100]

Inner Sphere "D"/Periphery "B"

Conventional

Boeing Jump Bomber [20]

'MechBuster (SRM) [50]

Light

SYD-Z2 Seydlitz [20]FS,FR,LA

SYD-Z3 Seydlitz [20]FS,FR,LA

F-11R Cheetah [25]FW

F-12S Cheetah [25]FW

SB-27 Sabre [25]

TR-7 Thrush [25]

SL-21L Sholagar [35]DC

Medium

CSR-V12M Corsair [50]FW

CSR-V20 Corsair [50]FS,LA

SL-25 Samurai [50]DC

TR-11 Transit [50]CC

F-90S Stingray [60]FS,LA

F-94 Stingray [60]

LCF-R16K Lucifer II [65]DC

LCF-R20 Lucifer [65]

SL-17AC Shilone [65]DC

Heavy

TR-14 Transgressor AC [75]

SL-15A Slayer [80]

SL-15B Slayer [80]

SL-15C Slayer [80]

CHP-W10 Chippewa [90]

F-100A Riever [100]FW,DC

F-100B Riever [100]FW

STU-K10 Stuka [100]

STU-K15 Stuka [100]

Inner Sphere "F"/Periphery "C"

Conventional

Guardian [20]

'MechBuster [50]

Planetlifter [50]

Light

SYD-Z1 Seydlitz [20]FS,FR,LA

F-10 Cheetah [25]FW

CNT-1D Centurion [30]

SPR-H5 Sparrowhawk [30]FS,LA

Medium

CSR-V12 Corsair [50]

LTN-GL5 Lightning [50]

TR-10 Transit [50]CC

F-90 Stingray [60]

Heavy

EG-3 Eagle [75]

TR-13 Transgressor [75]

SL-15 Slayer [80]

CHP-W5 Chippewa [90]



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Aerospace Equivalency Table (Cont.)

SPR-H5K Sparrowhawk [30] ^{DC}	HCT-213 Hellcat [60]	F-100 Riever [100] ^{FW}
SPR-8H Sparrowhawk [30] ^{FS}	LCF-R15 Lucifer [65]	STU-K5 Stuka [100]
SL-21 Sholagar [35] ^{DC}	SL-17 Shilone [65] ^{DC}	TRB-D36 Thunderbird [100]

Clan Front-Line

Conventional

	Light	Medium	Heavy
—	Bashkir [20]†	Turk [50]†	Sabutai [75]†
—	CRX-O Corax [30]† ^{OA,CSR}	Visigoth [60]†	Jenghiz [80]†
—	Avar [35]†	Sabutai [70]†	Scytha [90]†
—	Batu [40]†		Kirghiz [100]†
—	Sulla [45]†		

Clan Second-Line

Conventional‡

	Light	Medium	Heavy
Light Strike Fighter [10]	Chaeronea [25]	Tyre [55]	Xerxes [85]
Guardian [20]	Chaeronea 2 [25]	Tyre 2 [55]	Xerxes 2 [85] ^{CHH}
Guardian (B) [20]	Chaeronea 3 [25] ^{CSR}	Ammon [65]	Hydaspes [95]
'MechBuster [50]	Vandal [30]†		Hydaspes 2 [95]
'MechBuster (Laser) [50]	Issus [40]		
'MechBuster (SRM) [50]	Issus 2 [40] ^{CSR}		
Planetlifter [50]	S-4C Sai [40] ^{CNC,DC}		

*Level 3 Unit

CC: Capellan Confederation

CS: ComStar

DC: Draconis Combine

FR: Free Rasalhague Republic

†Omni Unit

FW: Free Worlds League

LA: Lyran Alliance

WB: Word of Blake

MC: Magistracy of Canopus

‡Represents similar design type

TC: Taurian Concordat

CHH: Clan Hell's Horses

CNC: Clan Nova Cat

CSR: Clan Snow Raven

BATTLE ARMOR ASSIGNMENTS

With the arrival of the Clans and their advanced technologies—including their powerful Elemental battle armor—an arms race unparalleled in Inner Sphere history began. In just fifteen years, the number of battlesuit designs deployed by both the Clans and the Inner Sphere has shot up from one to roughly thirty unique models ranging from lightweight power armor (PA(L)s) to massive assault battlesuits.

Not all of these designs are widely available, however. To date, few (if any) Inner Sphere, Periphery, or mercenary commands with equipment ratings of C or lower can afford the resources and support to field even a squad of standard battle armor. Thus, only a handful of unique designs may be available outside of the major Inner Sphere powers or the Clans themselves.

To reflect this, the Battle Armor Equivalency Table (see p. 81) enables players to field a more appropriate mix of battle armor based on affiliation, weight class, and equipment ratings. To use the table, the force to be played must be either a Clan force, an Inner Sphere force with an equipment rating of C or higher, or a Periphery force with an equipment rating of B or higher. The force's controlling player must first determine the weight classes of all battlesuit squads (Points, for Clan forces) using the standard Random Weight-class Tables (see p. 109, *BMR*). Then, for each squad or Point, the player rolls 1D6 and consults the target number (TN) given in the tables below to see what suits are available, noting the factions as appropriate. A-rated Inner Sphere forces and Front-Line Clan forces may add

+1 to these 1D6 rolls, while B-rated Periphery and C-rated Inner Sphere forces apply a -4 modifier to their rolls.

Any modified roll result that fails to equal or exceed the listed TNs for all battlesuits possible in the given weight class indicates that the force may not field battle armor in that weight class. In such cases, the player may make a second 1D6 roll on the next-lower battlesuit weight class to determine what suits are available instead, modifying this roll as normal.

In addition to the generic models, mercenary forces may have access to any battle armor designs normally restricted solely to the faction currently employing them. Other forces may also check for the availability of battlesuits specific to another faction as well but must make a roll equal to or better than the suit's TN plus three (TN+3) in order to have access to such battle armor designs, and then only if the suit appears on the appropriate chart (Inner Sphere for Inner Sphere/Periphery forces or Clan for Clan forces).

Remember that the results determine what suits are available, not what suits must be used for a given weight class. Players pick the battlesuits they wish from those that are available, deploying them in squads of four troopers or Points of five, all of which use the same suit model.

The Kell Hounds, an A-rated mercenary command, regularly fields battle armor. For one scenario, the player controlling the Hounds (who are working for the Lyran Alliance, of course) rolls up a squad each of medium and assault battle armor. As an Inner Sphere A-rated

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force, the Hounds may roll 1D6+1 for each squad. The Hounds player rolls a 2 on the assault squad and a 4 on the medium squad. With the Hounds' A-rating, the results become 3 and 5, respectively.

Because the roll for the assault squad failed to reach the 4+ necessary to score a Fenrir assault squad, the Hounds player may roll again on the heavy column (though only the Sloth is available there, since both Phalanx designs are specific to other factions). The Hounds player thus must settle for only one choice in the assault squad, and she fields a four-man squad of heavy Sloth battlesuits.

The roll result of 5 on the medium squad opens broader possibilities up for the Hounds player, however. On the table, the Inner Sphere standards (with a TN of

1+), the Gray Death Standard battlesuit (2+), and even the brand new Rottweiler battlesuit (TN of 5+) become possible options. Of these, the Hounds player chooses Gray Death Standard suits, hoping that their firepower and durability will offset the limited use of the Sloths.

Had the medium squad roll result been a 7 (a roll of 6, plus 1 for the Hounds' A equipment rating), the mercenaries would have seen even more options for their medium battle armor squad, as the roll would have been sufficient to make everything outside of the basic and Lyran factions—such as the Cavalier, the Fa Shih, the Longinus, and even Elemental armor—available for their force, since they would have met those suits' TNs by 3 or more (TN 4+3 = 7).

BATTLE ARMOR EQUIVALENCY TABLE

Inner Sphere "A-C"/Periphery "A-B"*

Light/PA(L) [TN]	Medium [TN]	Heavy [TN]	Assault [TN]
Gray Death Scout [1+]	Inner Sphere Standard [1+]	Sloth [3+]	Fenrir [4+] ^{LA}
Infiltrator (Mk 1) [3+]	Grey Death Standard [2+]	Phalanx (FWL) [5+] ^{FW,WB}	Kanazuchi [4+] ^{DC}
Kage [4+] ^{DC}	Cavalier [4+] ^{FS}	Phalanx (WoB) [6+] ^{WB}	Grenadier [5+] ^{FS}
Aerie [6+] ^{OA}	Elemental [4+] ^{WD}		HauberK [7+] ^{FS}
Kobold [5+] ^{CS,FR}	Fa Shih [4+] ^{CC}		
Tornado PA(L) [5+] ^{CS,WB}	Longinus [4+] ^{FW,WB}		
Nighthawk XXI PA(L) [5+] ^{CS,WB}	Raiden [4+] ^{DC}		
	Infiltrator (Mk 2) [5+] ^{FS}		
	Purifier [5+] ^{WB} [6+] ^{CS}		
	Rottweiler [5+] ^{LA}		
	Trinity (Asterion/Theseus) [5+] ^{CC,MC,TC}		
	Clan Battle Armor [6+] ^{DC}		
	Trinity (Ying Long) [6+] ^{CC}		
	Void [5+] ^{DC}		

Clan Front-Line/Second-Line*

Light/PA(L) [TN]	Medium [TN]	Heavy [TN]	Assault [TN]
Sylph [4+] ^{CCC,CSR,CDS}	Elemental [1+]	Gnome [4+] ^{CHH,CGB}	Golem [5+] ^{CGB}
Aerie [5+] ^{CSR}	Clan Battle Armor [4+] ^{CDS,CNC}	Corona [5+] ^{CSA}	
Nighthawk XXI PA(L) [5+]	Salamander [4+] ^{CFM,CHH}		
	Undine [4+] ^{CGS}		
	Afreet [5+] ^{CIH}		
	Void [6+] ^{CNC}		

*A-rated Inner Sphere or Front-Line Clan units add +1 to the 1D6 roll result when determining available battlesuit designs. B-rated Periphery or C-rated Inner Sphere forces add -4 to the die roll result when determining suit availability.

†The HauberK may not be deployed prior to 3070. It is included on these charts for the sake of completeness.

CC: Capellan Confederation
 CS: ComStar
 DC: Draconis Combine
 FR: Free Rasalhague Republic
 FS: Federated Suns
 FW: Free Worlds League
 LA: Lyran Alliance
 WB: Word of Blake

WD: Wolf's Dragoons (Mercenary)
 MC: Magistracy of Canopus (Periphery)
 OA: Outworlds Alliance (Periphery)
 TC: Taurian Concordat (Periphery)
 CDS: Clan Diamond Shark
 CFM: Clan Fire Mandrill

CGB: Clan Ghost Bear
 CGS: Clan Goliath Scorpion
 CHH: Clan Hell's Horses
 CIH: Clan Ice Hellion
 CNC: Clan Nova Cat
 CSA: Clan Star Adder
 CSR: Clan Snow Raven



MERCENARY RULES ANNEX

ALTERNATE BATTLETECH ERA EXPANSIONS

The scenario creation rules currently in use reflect equipment and technologies available to *BattleTech* units in the present-day (3067) era. For campaigns set during other eras, however, the following additional rules enable players to approximate force compositions typical of *BattleTech* scenarios set during the Age of War, the Star League era, or even the various Succession Wars. Designed to work with all currently published tables for the present-day era, these rules can apply equally well for mercenary and non-mercenary forces alike.

The Age of War Era (2398-2569)

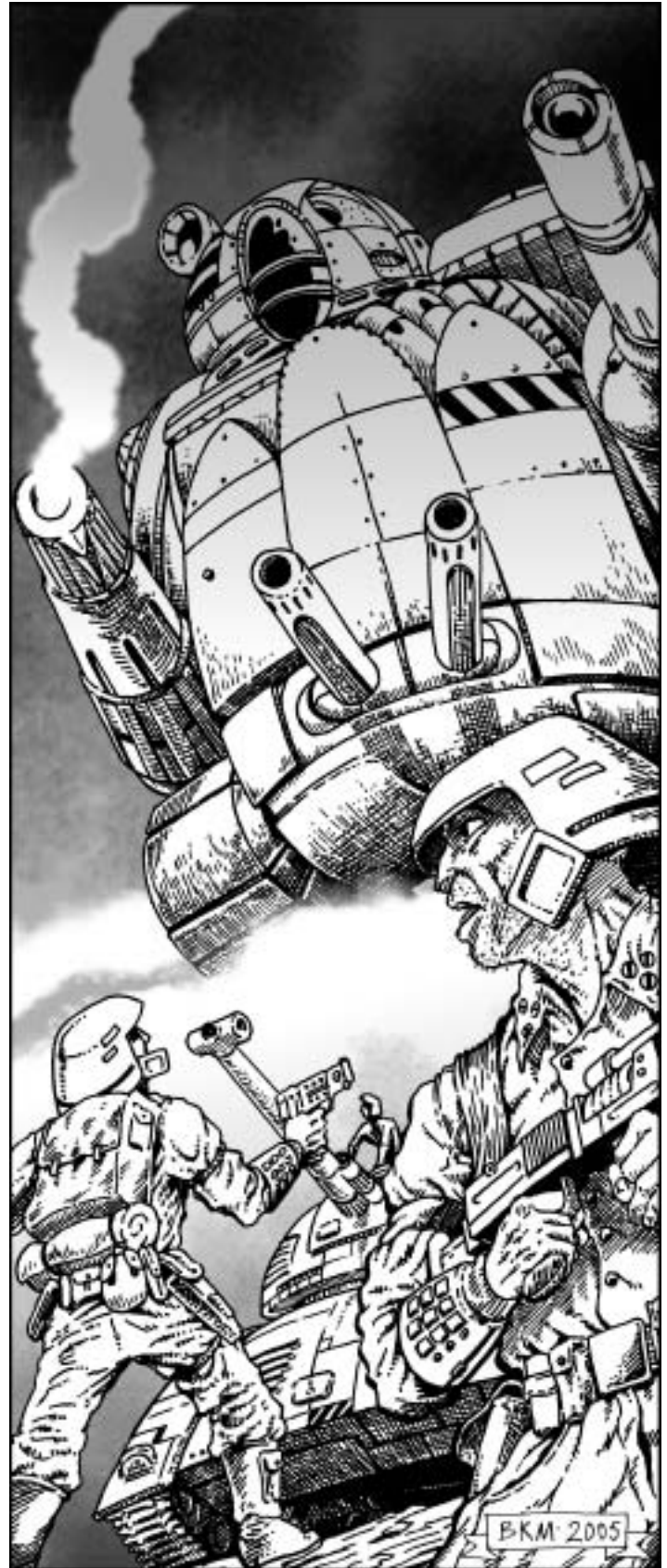
The Age of War, which predated the Star League and saw the rise of the Great Houses in size and power, was also the dawn of the BattleMech age. At the start of this era, BattleMechs did not exist, and conventional armies waged war using tanks, infantry, and aerospace fighters. The Terran Hegemony's debut of the *Mackie* changed all that, bringing about a revolution in tactics, but it would take decades before these machines became a common sight on the battlefield.

In this era, the only major factions were the six Great Houses of Cameron, Davion, Kurita, Liao, Marik, and Steiner, plus a handful of Periphery states (notably the Rim Worlds Republic, the Taurian Concordat, and the Outworlds Alliance—with the Magistracy of Canopus appearing very close to the end). The Clans, Free Rasalhague Republic, ComStar, and Word of Blake, did not exist in this time period (though the Principality of Rasalhague—an officially independent minor power—did exist as an effective military protectorate of the Draconis Combine). Pirates and mercenaries were commonplace, though few were as well armed as the House armies.

Developing forces for scenarios set during the Age of War is a tricky business. To date, no *BattleTech* products have provided game statistics for equipment used before the advent of BattleMech technology. However, the following basic rules provide a rough approximation of the type of forces used during the Age of War.

Force Types: All forces generated during the early half of the Age of War—prior to the spread of BattleMech technology—must be limited to conventional infantry, conventional combat vehicles, and aerospace fighters only. When rolling to determine the units deployed in these forces, use the F column only, regardless of the command's present-day equipment rating (see the rules for expanded vehicle/fighter assignments, p. 75, to determine the appropriate units for "F" rated vehicles or fighters). Note, however, that all randomly rolled combat vehicles and fighters simply provide a baseline from which the command's actual units are defined; none of the combat vehicles and few of the aerospace fighters in use by 3067 existed during this era. Thus, a randomly rolled *Stuka* or a Patton tank should not be taken for an actual *Stuka* or Patton, but merely a fighter or vehicle of the same tonnage, motive system and basic design philosophy (see *Combat Vehicles and Aerospace Fighters* below for more information).

BattleMechs, which come into widespread use only after 2443, are covered later in this section.



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Note that many formations employed during this era tended to be homogenous groups of same-model units, regardless of the force type. To reflect this, players may roll once per lance or company when determining weight classes and unit models, rather than making multiple rolls for individual units.

Heavy Weapons: During the Age of War, only a few of the weapon systems seen in *BattleTech* today were widely available for use on vehicles, fighters, and (eventually) BattleMechs. Prior to 2460, these weapons were the machine gun, flamer (standard and vehicular), standard LRMs and SRMs, all standard lasers, standard AC/2s and AC/5s, and the Thumper and Sniper artillery pieces. After 2460, production models of the AC/10, PPC, and Long Tom artillery weapon became widely available. Finally, the AC/20, developed specifically as a 'Mech-killer weapon system, emerged as a production weapon after 2500.

Note that, as production-quality equipment, all of the weapons listed above function exactly as normal in *Classic BattleTech* games. Players interested in more depth, however, may opt to deploy units that use some of these newer weapons as early as ten years before they enter full-scale production. Such "experimental" weapon models function as normal but also apply the following basic rules: energy weapons produce 50 percent more heat when fired (rounding up), while ballistic weapons suffer a jam on any to-hit roll of 2 and may carry only three-quarters of their listed ammunition capacity (rounding up) per ton. Thus, an AC/20, which appeared in the 2500s, could be fielded in the 2490s but carries only 4 rounds of ammo per ton ($0.75 \times 5 = 3.75$, rounded up to 4) and is as prone to weapon jams as a modern Ultra AC.

Combat Vehicles and Aerospace Fighters: To reflect the overall inferiority of Age of War-era combat units prior to the advent of the BattleMech, all conventional combat vehicles and aerospace fighters randomly assigned throughout the Age of War adhere to the following rules.

First, to reflect the less efficient chassis and engine designs available to units in this era, all combat vehicles and fighters must sacrifice 20 percent of their total mass in weapons, equipment, heat sinks, power amplifiers, and (if necessary) engine size. This mass is then replaced by a single item of equipment to reflect the extra mass older units had to spend on less efficient chasses, engines, controls, and so forth. While the weight of this archaic equipment varies, it is treated as a single item of equipment for purposes of construction (occupying one equipment slot on vehicles, located in the body) but has no effect in combat and cannot be damaged. For example, a 100-ton Age of War *Stuka* analogue would have to lose 20 tons' worth of engine weight, weapons, ammunition, and/or heat sinks, while a 65-ton Age of War Patton tank analogue would have to sacrifice 13 tons somewhere to fit in its bulkier archaic equipment.

Note that in some cases, this may force the vehicle to decrease its movement and opt for a smaller engine. If so, it is then up to the controlling player to redesign the vehicle or fighter based on its original tonnage and motive system, bearing in mind the heavy weapons restrictions noted above. Remember that any combat vehicle or aerospace fighter randomly determined from the F tables and reconstructed by these rules should not be confused with the unit that was used as its basis for its

design, but merely reflects a machine of similar tonnage, motive system, and overall function that was produced during the Age of War, before such designs ever emerged. To differentiate between the original base vehicle and its Age of War analogue, players should give the redesigned vehicle a new name as well. Virtually none of the combat vehicles and fighters published to date existed during the Age of War era.

Finally, prior to the advent of the BattleMech, all combat vehicles and aerospace fighters in the Age of War possessed much weaker armor than is used today. To reflect this, all such units deployed prior to 2470 may suffer penetrating critical hits (even if armor still remains in a hit location) any time they suffer damage from a single hit that delivers more than 7 points of damage. To determine if a penetrating critical has occurred in such cases, the attacker (or the controlling player, in the case of accidental damage) makes a standard roll for critical hits any time the vehicle or fighter sustains more than 7 points of damage in a single hit. This penetrating critical roll is modified by -1 , so critical hits of this nature may only occur on rolls of 9 or higher, rather than the traditional 8+. The effects of these penetrating critical hits are then resolved as normal for the vehicle type.

Note that this rule is identical to the penetrating critical hit rule for Support Vehicles as presented in *Combat Equipment*. Checks for penetrating critical hits are made in addition to any standard critical hit checks and effects for special hit locations or damage done directly to internal structure. Such standard critical hits are checked as normal for all vehicle types, with no modified rolls.

As an optional alternative, players with access to the Support Vehicle Construction Rules presented in *Combat Equipment* may reconstruct these randomly rolled vehicles and fighters using the Support Vehicle rules instead. In such cases, disregard the 20 percent "ancient equipment" rule for combat vehicles and instead construct these vehicles with a maximum *CBT: RPG* Tech Level of C and a maximum armor BAR of 7, even with the Armored Chassis modification. The weapons restrictions listed above still apply to all Age of War vehicles created in this fashion.

BattleMechs: In 2443, with the battlefield debut of the Terran Hegemony's *Mackie* against Combine tanks on Styx, the age of the BattleMech dawned in the Inner Sphere. Compared to the present day, only a small fraction of new designs surfaced over the next century as these marvelous new engines of war gradually proliferated. Of these, only those most common and proven have been addressed in past publications. To reflect this limited selection, the Age of War Random BattleMech Assignment Table below replaces the standard Random BattleMech Assignment Tables used in other scenario/force creation rules, and also precludes the need for random rolls to determine weight class.

Only the best commands of the day would have rated BattleMechs during the Age of War, so only those House forces with an equivalent equipment rating of A or B today may roll for random BattleMech assignments in the Age of War and may choose to roll on the column representing the time of their formation or any column prior to that within their faction. For the sake of argument, assume that all non-militia Terran Hegemony



MERCENARY RULES ANNEX

regiments have an equivalent equipment rating of A or B during the Age of War. Mercenary forces and Periphery states may roll for random BattleMechs using the columns appropriate to their employer or nearest Inner Sphere neighbor, but may only do so for equipment one column "earlier" than that employer/neighbor, starting in the year 2470. This reflects the fact that BattleMechs began as a House-only weapon system during this era. Pirate forces during the Age of War never obtained BattleMechs in significant numbers.

Spacecraft: For all intents and purposes, the construction of DropShips, JumpShips, and WarShips used during the Age of War differed very little from the spacecraft of the thirty-first century, though DropShips (and docking collars for such vessels) prior to 2470 did not exist as such. Instead, DropShip-like vessels (some as large as 5,000 tons in mass) made use of pressurized bays on board their parent vessels. BattleMech cubicles likewise did not exist prior to the 2470s, forcing BattleMechs to be transported and deployed as cargo. Players wishing to reflect such

AGE OF WAR RANDOM BATTLEMECH ASSIGNMENT TABLE

Faction	Year			
	1D6 roll	2443-2470	2470-2500*	2501-2570
<i>Terran Hegemony (House Cameron)</i>				
	1	BNC-3E Banshee	LCT-1V Locust	SHD-2H Shadow Hawk
	2	MSK-5S Mackie	WSP-1A Wasp	GRF-1N Griffin
	3	MSK-5S Mackie	GRF-1N Griffin	TDR-5S Thunderbolt
	4	MSK-5S Mackie	TDR-5S Thunderbolt	WHM-6R Warhammer
	5	MSK-6S Mackie	ARC-2R Archer	VTR-9A Victor
	6	MSK-6S Mackie	BNC-3E Banshee	STC-2C Striker
<i>Capellan Confederation (House Liao)</i>				
	1	None	WSP-1L Wasp	LCT-1V Locust
	2	None	GRF-1N Griffin	WSP-1L Wasp
	3	None	MSK-5S Mackie	SHD-2H Shadow Hawk
	4	None	MSK-5S Mackie	TDR-5S Thunderbolt
	5	None	MSK-6S Mackie	STC-2C Striker
	6	None	MSK-6S Mackie	MSK-6S Mackie
<i>Draconis Combine (House Kurita)</i>				
	1	None	WSP-1K Wasp	STG-3R Stinger
	2	None	ARC-2R Archer	LCT-1V Locust
	3	None	MSK-5S Mackie	GRF-1N Griffin
	4	None	MSK-5S Mackie	WHM-6K Warhammer
	5	None	MSK-6S Mackie	VTR-9A Victor
	6	None	MSK-6S Mackie	MSK-5S Mackie
<i>Federated Suns (House Davion)</i>				
	1	None	WSP-1A Wasp	LCT-1V Locust
	2	None	DV-6M Dervish	WSP-1A Wasp
	3	None	MSK-5S Mackie	DV-6M Dervish
	4	None	MSK-5S Mackie	TDR-5S Thunderbolt
	5	None	MSK-6S Mackie	WHM-6D Warhammer
	6	None	MSK-6S Mackie	MSK-6S Mackie
<i>Free Worlds League (House Marik)</i>				
	1	None	STG-3R Stinger	WSP-1A Wasp
	2	None	TDR-5S Thunderbolt	STG-3R Stinger
	3	None	MSK-5S Mackie	GRF-1N Griffin
	4	None	MSK-5S Mackie	TDR-5S Thunderbolt
	5	None	MSK-6S Mackie	ARC-2R Archer
	6	None	MSK-6S Mackie	MSK-6S Mackie
<i>Lyran Commonwealth (House Steiner)</i>				
	1	None	COM-2D Commando	COM-2D Commando
	2	None	GRF-1N Griffin	CLN-7N Chameleon
	3	None	BNC-3E Banshee	GRF-1N Griffin
	4	None	MSK-5S Mackie	TDR-5S Thunderbolt
	5	None	MSK-6S Mackie	STC-2C Striker
	6	None	MSK-6S Mackie	BNC-3E Banshee

* A-rated Lyran and all Terran forces may deploy these BattleMechs as early as 2460, reflecting their head start on other factions.



vessels in Age of War-era games should build such vessels using these simple facts as a guide as they build units using the *AeroTech 2, Revised Construction* rules; detailed construction rules for such units are beyond the scope of this book.

The Star League Era (2570-2750)

Finally weary of wars without end, the Great Houses united under the Star League, ushering in a Golden Age of technology, relative peace—and hidden feuds. House Cameron, stewards of the Terran Hegemony and “first among equals,” held a distinct edge in military technology over the other League members, with better weapons, armor, and engineering making everything from their tanks and fighters to their BattleMechs and WarShips easily superior to those of their erstwhile allies. Even this edge, however, could not overcome the ambitions and rivalries that would tear down mankind’s greatest experiment in its prime.

The factions present during the Star League era were all those that surfaced or existed during the Age of War. As various edicts forcibly reduced the size of House armies, an upsurge of mercenaries and other private forces also surged, though mercenaries rarely saw much overt use during this time period.

Star League technology refined many weapon systems in this era, much of which found their way into the hands of the Camerons and the SLDF. All factions, however, had access to conventional infantry, combat vehicles, aerospace fighters, and BattleMechs, supported by DropShips, JumpShips, and WarShips. Battle armor and ProtoMechs did not yet exist in this era.

When determining force compositions for the factions in this era, use the following rules:

Mercenary, Periphery, and pirate forces are always assumed to have an equipment rating of F when randomly determining BattleMech, combat vehicle, and aerospace fighter assignments. Mercenaries may roll on either the Random Unit Assignment Table (see p. 126, *FMMercs*) or that of their employing state, so a mercenary command employed by the Lyran Commonwealth may roll on the F column of the Random BattleMech Assignment Table (see p. 127, *Field Manual: Lyran Alliance*), or Random Unit Assignment Table: Lyran Alliance (see p. 227, *Field Manual: Updates*). Periphery states may roll on either their faction table or that of their nearest Inner Sphere neighbor.

Houses Davion, Kurita, Liao, Marik, and Steiner may deploy troops using the D and F assignment columns of their appropriate factions’ Random Unit Assignment Table (as presented in the *BMR* or *Field Manual* series). If the unit has a present-day (3067) equipment rating of A or B, the roll should be made using the D column. Otherwise, the unit has an equipment rating of F.

House Cameron, representing the Terran Hegemony and the SLDF, may use the B columns of the Com Guard and Word of Blake Militia on the Random ‘Mech Assignment Table: ComStar (see p. 131, *Field Manual: ComStar*), or Random Unit Assignment Table: ComStar or Random Unit Assignment Table: Word of Blake (see pp. 219 and 220 respectively, *Field Manual: Updates*). Terran Hegemony forces may use either column at will, or may roll on the F column of the Random Unit Assignment Tables of any of the other five Inner Sphere House factions. Star

League Defense Force forces may roll on the same columns as House Cameron or use the D column of the Great House faction in whose territory they are currently based.

Also note that many formations employed during this era tended to be homogenous groups of same-type units, regardless of type. To reflect this, players may roll once per lance or company when determining weight class and unit type, rather than making multiple rolls for individual elements.

Legal Weapon Systems: Note that, in some cases, BattleMechs or vehicles that did not actually exist in the Star League era may appear using the above methods. In such cases, the controlling player must reroll the result. Alternatively, the player may simply swap out any “illegal” weapon systems and equipment used by the offending unit for legal equipment of equal tonnage to represent a limited production run or prototype model.

In the Star League era, machine guns, flamers, all standard autocannons, all standard lasers, PPCs, all standard LRMs, and all standard SRMs were “legal” equipment, as well as the Long Tom, Sniper, and Thumper Artillery pieces. Also introduced during this age were the ER Large Laser, ER PPC, pulse lasers (large, medium, and small), as well as the LB 10-X AC, standard Gauss rifle, Arrow IV missile launcher, Ultra AC/5, Streak SRM 2, standard Narc Missile Beacon, Artemis IV fire-control system, anti-missile system, Beagle active probe, Guardian ECM suite, TAG, CASE, MASC, ferro-fibrous armor, endo-steel internal structure, and double heat sinks. All other equipment—including BattleMech hatchets, swords, and other melee combat weapons—were not in use.

The Succession Wars Era (2751-3030)

The fall of the Star League brought about three centuries of endless conflict known collectively as the Succession Wars. Even before the actual start of the First War in 2786, the rival Houses, each claiming the right to rule the shattered League, began to tear the Camerons’ legacy asunder, eventually launching a holocaust that consumed the Terran Hegemony and burned away the technological progress of the previous two centuries in nuclear fire and relentless warfare. Beginning with the departure of Kerensky’s Star League Defense Force and the formation of ComStar, the Succession Wars finally ran their course with the rise of the Steiner-Davion alliance and their short-lived Federated Commonwealth.

Campaigns set in the first two Succession Wars would see the waning of Star League technology thanks to the rampant use of nuclear and biochemical warfare, while the Third War saw a resultant decline of military sophistication as resources grew increasingly scarce. Signs of recovery, however, began to appear with the Fourth Succession War. These effects are reflected by the following rules:

First, the Great Houses of Davion, Kurita, Liao, Marik, and Steiner, plus the three major Periphery states (Magistracy of Canopus, Outworlds Alliance, and Taurian Concordat) all exist at this stage, as does ComStar (though the Order remains secretive, and its military might is hidden throughout this time). The Clans have no impact on the Succession Wars era. Mercenaries and pirates are commonplace.



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SUCCESSION WAR UNITS TABLE

Present-Day Force Faction/Unit Rating	Succession War Eras				
	First War (2751-2821)	Second War (2822-2864)	Early Third War (2865-2950)	Late Third War (2951-3025)	Fourth War (3026-3030)
Inner Sphere/A	D1, B3	D2, B2	D3, B1*	D3, B1*‡	D4, NA
Inner Sphere/B	D2, B2	D3, B1*	D4, NA	D4†, NA	D4†, NA
Inner Sphere/C	D2, B2*	D4, NA	F4, NA	F4†, NA	F4†, NA
Inner Sphere/D	F3, B1*	F4, NA	F4†, NA	F4‡, NA	F4†, NA
Inner Sphere/F	F4, NA	F4†, NA	F4‡, NA	F4§, NA	F4‡, NA
Periphery/A	B2, B2	B3, B1*	B3, B1*‡	B4, NA	B4, NA
Periphery/B	B3, B1*	B4, NA	B4, NA	C4†, NA	C4, NA
Periphery/C	C3, B1*‡	C4, NA	C4†, NA	C4‡, NA	C4†, NA

*Downgraded Star League technology. Replace 1D6 Level 2 items in one of these units with an appropriate Level 1 item.

†Lightly Damaged Unit: One of these units (chosen at random) receives 1 point of damage for every 5 tons of weight, distributed randomly in 5-point (or fraction thereof) groups. Do not roll critical effects, even if internal structure is damaged.

‡Moderately Damaged Unit: One of these units (chosen at random) receives 2 points of damage for every 5 tons of weight, distributed randomly in 5-point (or fraction thereof) groups. Determine one critical hit to a random location, as well as any possible critical hits suffered from any internal structure damage. Disregard any hits that would immobilize or kill the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems and gyros.

§Heavily Damaged Units: Two of these units (chosen at random) each receive 4 points of damage for every 5 tons of weight, distributed randomly in 5-point (or fraction thereof) groups. Determine two critical hits per unit, each to a random location, in addition to any possible critical hits suffered through internal structure damage. Disregard any hits that would immobilize or kill either unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems and gyros.

To determine the BattleMech, combat vehicle, and aerospace fighter forces available to the various Inner Sphere and Periphery factions during the Succession Wars, the Succession War Units Table (see above) provides a guide that approximately translates an Inner Sphere or Periphery force's present-day (3067) Equipment Rating with its equivalent rating for each given era. Forces that do not have a present-day Equipment Rating may assume a rating of C in their home faction for the purposes of determining their Succession Wars-era compositions.

Each listing provides two letter-number codes, separated by a comma. These letter-number combinations yield the equivalent equipment rating (on present-day tables) for a certain number of units per each four-unit grouping (i.e. BattleMech or combat vehicle lances). The first letter-number code indicates the number of units for each group that the force determines from the appropriate column of its "home faction" Random Unit Assignment Table. The second combination designates the equipment ratings and number of units per group that may be rolled on the present-day ComStar or Word of Blake Random Unit Assignment Tables (at the player's option). A listing of "NA" for this second letter-number combination means the group may not roll on the ComStar or Word of Blake tables at all. So, for instance, an A-rated Lyran BattleMech force in the present day receives a listing of "D1, B3" during the First Succession War, meaning the controlling player rolls once per lance on the "D" column of the Lyran Alliance Random BattleMech Table (in either *Field Manual: Updates* or *Field Manual: Lyran Alliance*) and rolls three times per lance on the "B" column of the ComStar or Word of Blake Random Unit Assignment Tables. The same force in the Fourth Succession War, however, may only use the "F" column of the Lyran Random Unit Assignment Tables for all four BattleMechs per lance, reflecting the end result of three hundred years of attrition.

As time passed during the Succession Wars, technology gradually downgraded, and many units began to ride into combat in increasingly poor states of repair. To reflect this, some entries on the Succession War Units Table indicate when certain units must suffer downgrades or some form of pre-existing damage.

Downgrades: In the case of downgrades, the controlling player must roll 1D6 for the affected unit and reduce that many Level 2 (and Level 3, if any) items—including armor, heat sinks, and engines—to an equivalent in Level 1 technology (see p. 154, *FMMercs*, for a listing of all Level 1 equipment). Note that a unit cannot downgrade more systems than it already has, so a downgraded unit that sports ferro-fibrous armor and double heat sinks as its only Level 2 equipment need only downgrade its armor and sinks to their standard versions, even if the controlling player rolled up 6 items to downgrade. However, once all downgrades have been made, the downgraded unit must still be legal by the construction rules presented in the *BMR*.

Pre-Existing Damage: Units that receive pre-existing damage suffer the indicated amount of damage and critical hits, determining the locations and any critical hits randomly against the affected units. For BattleMechs, use the Front/Back column to determine the locations of all damage. Aerospace fighters and conventional aircraft use the Above/Below column. For conventional combat vehicles, determine the location of any damage by first rolling a direction of attack (using the BattleMech Facing After a Fall chart) before rolling the hit location of any damage. Note that no units may take to the field if it has suffered any critical damage that would render it completely inoperative or immobilized, so any critical damage that would destroy a unit or reduce its mobility to 0 must be rerolled. If the second result also destroys or immobilizes the unit, disregard both results and simply apply an additional 5 points of damage to a random location.

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The Post-Succession War Eras (3031-Present)

The era following the Fourth Succession War saw a series of significant but smaller conflicts, including the War of 3039, the Ronin Wars, and the Andurien-Canopian War, as the Great Houses collectively adjusted to a radically altered Inner Sphere. The discovery of the Helm Memory Core by the Gray Death Legion mercenary command heralded a renaissance of lost technologies, leading to a recovery of some of the weapons once claimed solely by House Cameron, the SLDF, and their successors in ComStar.

The recovery proved fortuitous, for on the eve of the 3050s, Kerensky's descendants returned to the Inner Sphere with a vengeance, posing a threat so great that it briefly united the warring factions they left behind and even heralded the creation of a new Star League. The Clan invasion in particular sparked a surge in the development of military technology that continues even today, including an explosion of new BattleMech, combat vehicle, and aerospace fighter designs.

Campaigns set in the post-Succession Wars era would see the return of Star League technology thanks to the Helm Core and a rising tide of refits that vastly improved the capabilities of existing designs. Surges of new development soon followed during the conflicts of late 3030s and the Clan invasion that began barely a decade later. These effects are reflected by the following rules:

The Great Houses of Kurita, Liao, and Marik, and an alliance between the Steiner and Davion Houses, dominated much of the Inner Sphere, along with smaller powers such as the Free Rasalhague Republic and the St. Ives Compact. The Magistracy of Canopus, Outworlds Alliance, and Taurian Concordat were joined in the Periphery by numerous smaller realms, the largest and most aggressive of which were the Marian Hegemony and the Circinus Federation. ComStar's mili-

tary might finally surfaced during this age, and the Clans became a major influence after 3050. Mercenaries and pirates were commonplace, with some—such as the Wolf's Dragoons and Belt Pirates—even achieving sufficient size to make their own distinctive impact on the interstellar scene. Moreover, the fallout from the Truce of Tukayyid and the fraying of the Steiner-Davion alliance would create major upheavals in the political landscape, including the formation of the Word of Blake splinter groups, the separation of the Lyran and FedSuns states, a scattering of minor independent worlds and micro-factions in the Chaos March, and even the creation of a new Star League.

To determine the BattleMech, combat vehicle, and aerospace fighter forces available to the various Inner Sphere and Periphery factions during the post-Succession Wars eras, the Post-Succession War Units Table below follows the same basic guide for approximately translating a 3067-era Inner Sphere or Periphery force's Equipment Rating with its equivalent for each given era. (As before, forces that do not have a present-day Equipment Rating may assume a rating of C in their home faction for the purposes of determining their post-Succession Wars-era compositions.)

As with the Succession Wars Units Table, each listing in the Post-Succession Wars Units Table provides two letter-number codes, separated by a comma. These letter-number combinations yield the equivalent equipment rating (on present-day tables) for a certain number of units per each four-unit grouping (i.e., BattleMech or combat vehicle lances). The first letter-number code indicates the number of units for each group that the force determines using its appropriate "home faction" column of the appropriate Random Unit Assignment Table, while the second combination designates the equipment ratings and number of units a group may roll on the present-day ComStar or Word of Blake Random Unit Assignment Tables (at the player's option). A

POST-SUCCESSION WAR UNITS TABLE

Present-Day Force Faction/Unit Rating	Post-Succession War Era (3031-3039)	(3040-3049)	(3050-3060)	(3061-3067)
Inner Sphere/A	D3§, B1*	D2§, B2*	B2, B2	A4, NA
Inner Sphere/B	D3§†, B1*	D3§, B1*	C3, B1	B4, NA
Inner Sphere/C	D4, NA	F3§, B1*	D3§, B1*	C4, NA
Inner Sphere/D	F4†, NA	F4, NA	F4§, NA	D4, NA
Inner Sphere/F	F4‡, NA	F4†, NA	F4, NA	F4, NA
ComStar and WoB/A	B2, B2*	B3, B1*	A2, B2	A4, NA
ComStar and WoB/B	B1, B3*	B2, B2*	A3, B1	B4, NA
Periphery/A	B4*, NA	B3, B1*	A3, B1	A4, NA
Periphery/B	C4, NA	B4, NA	C4§, NA	B4, NA
Periphery/C	C4†, NA	C4, NA	C4†, NA	C4, NA

*Downgraded Star League technology. Replace 1D6 Level 2 items in one of these units with an appropriate Level 1 item.

†Lightly Damaged Unit: One of these units (chosen at random) receives 1 point of damage for every 5 tons of weight, distributed randomly in 5-point (or fraction thereof) groups. Do not roll critical effects, even if internal structure is damaged.

‡Moderately Damaged Unit: One of these units (chosen at random) receives 2 points of damage for every 5 tons of weight, distributed randomly in 5-point (or fraction thereof) groups. Determine one critical hit to a random location, as well as any possible critical hits suffered from any internal structure damage. Disregard any hits that would immobilize or kill the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems and gyros.

§Upgrade: Replace 1D6-1 (minimum of 1) Level 1 items on one unit with an appropriate Level 2 item chosen from the Upgraded Technologies Table below, based on faction and date of availability.



MERCENARY RULES ANNEX

UPGRADED TECHNOLOGIES TABLE

<i>Post-Succession War Era</i> Weapon/Item (order introduced)	Year of Upgrade Availability (by Faction)						
	CC	DC	FS	FW	LA	CS/WB	Periphery*
<i>3031-3039 (and earlier):</i>							
BattleMech Axe/Hatchet	3030	3028	3025	3030	3022	3030	3025
Artemis IV FCS	3040	3045	3045	3035	3045	Always	3065
Endo-Steel Internal Structure	3042	3035	3040	3042	3040	Always	3065
Narc Missile Beacon	3040	3045	3045	3035	3045	Always	3065
Streak SRM 2	3040	3040	3040	3035	3040	Always	3054§
XL Engine	3045	3045	3048	3045	3035	Always	3065
LB 10-X AC	3040	3040	3035	3040	3037	Always	3065
Ultra AC/5	3040	3040	3035	3040	3037	Always	3065
MASC	3035	3040	3040	3040	3040	Always	3065
CASE	3042	3036	3040	3045	3040	Always	3065
Pulse Lasers (Small, Med., Large)	3040	3037	3042	3039	3042	Always	3054§
ER Large Laser	3045	3037	3045	3039	3042	Always	3065
ER PPC	3040	3037	3042	3039	3042	Always	3065
<i>3040-3049:</i>							
Double Heat Sinks	3045	3047	3040	3045	3042	Always	3052§
Ferro-Fibrous Armor	3045	3040	3042	3045	3042	Always	3045§
Anti-Missile System	3045	3045	3040	3045	3040	Always	3065
Gauss Rifle	3045	3040	3043	3040	3040	Always	3065
Beagle Active Probe, Guardian ECM	3045	3050	3048	3047	3048	Always	3065
<i>3050-3060:</i>							
C ³ System (Master & Slave)	3060	3050	3058	3060	3058	3060	NA
Triple-Strength Myomer	3050	3059	3055	3060	3055	3065	NA
Pod (Omni) Technology	3060	3052	3057	3058	3057	3058	3065
A-Pod	3056	3056	3056	3057	3056	3055	3065
Light Gauss Rifle	3063	3065	3065	3056	3065	3061	NA
Ultra AC/2, Ultra AC/10	3058	3061	3059	3057	3060	3059	3067
Streak SRM 4, Streak SRM 6	3060	3058	3059	3059	3059	3059	3067
MRM	3065	3058	3063	3064	3063	3065	NA
BattleMech Sword	3060	3058	3060	3060	3060	3060	3060
LB 2-X AC, 5-X AC, and 20-X AC	3060	3060	3058	3060	3059	3061	NA
ER Small and Medium Lasers	3060	3061	3059	3058	3060	3059	3067
Ultra AC/20	3061	3061	3060	3060	3059	3061	NA
<i>3061-3067:</i>							
Heavy Gauss Rifle	NA	3066	3067	3066	3061	NA	NA
Light Engine	3067	3067	3066	3067	3062	3067	NA
Targeting Computer	3067	3067	3062	3067	3065	3067	NA
Rotary Autocannon/2, and /5	3067	3067	3062	3067	3065	3067	NA
Improved C ³ Computer	NA	NA	NA	3067	NA	3062†	NA
Improved Narc Missile Beacon	NA	NA	NA	3067	NA	3062†	NA
Stealth Armor	3063	NA	NA	3067	NA	3067‡	NA‡
Rocket Launcher-10/-15/-20	3065	3067	3066	3067	3067	3067	3064¥

*Unless otherwise noted, Periphery dates reflect availability to Taurian Concordat, Magistracy of Canopus, and Outworlds Alliance only

†Word of Blake, 3065

‡Magistracy of Canopus and Taurian Concordat only, 3067; Other Periphery states and ComStar, NA

§Taurian Concordat only; Magistracy of Canopus, Marian Hegemony, and Outworlds Alliance, 3055; Others 3065

¥Marian Hegemony only; Magistracy of Canopus and Taurian Concordat, 3065; Other Periphery states, 3066

CC: Capellan Confederation (and St. Ives Compact)

FS: Federated Suns

LA: Lyran Alliance (Commonwealth)

DC: Draconis Combine (and Free Rasalhague Republic)

FW: Free Worlds League

CS/WB: ComStar/Word of Blake



listing of “NA” for this second letter-number combination means the group may not roll on the ComStar or Word of Blake tables at all.

With the ending of the Succession Wars, the discovery of the Helm Core, and the arrival of the Clans, technology gradually improved across the Inner Sphere. Though some units still rode into combat in some degree of disrepair, others began to emerge sporting upgraded technologies. To reflect this, some entries on the Post-Succession War Units Table indicate when certain units must suffer downgrades or pre-existing damage and when some may receive upgrades.

Downgrades: The rules for Succession Wars-era downgrades remain the same for the post-Succession Wars era.

Pre-Existing Damage: The rules for Succession Wars-era pre-existing damage remain the same for the post-Succession Wars era.

Upgrades: Starting around the 3030s, certain elements of recovered Star League technology—plus a host of new technologies—began to surface among the armed forces of the Successor States, first coming into widespread use in the form of various field refits. To reflect this, the controlling player of any units designated to receive upgrades on the table rolls 1D6, subtracting one from the result (to a minimum of 1). The result is the number of items on the unit that may be upgraded to an appropriate piece of the following Level 2 Inner Sphere technologies. The year of each item’s widespread introduction (not counting the limited run of prototype tech like the early “freezers” used during the War of 3039, or the chemically flawed triple-strength myomers used in the Fourth War era), as well as the year in which it became widely enough available—through trade or manufacturing—for routine upgrades in the armies of each major Inner Sphere power and the Periphery are listed in the Upgraded Technologies Table below.

MERCENARY FORCE CREATION EXPANSIONS

In *Field Manual: Mercenaries, Revised*, players interested in creating a new mercenary command were introduced to an organic path-based system roughly analogous to the organic Life Path system used in generating characters for *CBT: RPG*. This path-based system covered the most common examples of a mercenary force’s formative stages, beginning with the founder’s origins and concluding with generalized career paths for recruitment and combat experience. A point-based equivalent to this mercenary creation system was then introduced with the first *Mercenaries Supplemental*, allowing for a faster but less eventful creation process.

The following rules are designed to expand on both systems by offering additional career paths and modifiers that can be used to fine-tune or flesh out commands that form under less-common conditions, such as unit desertions or bands who live just this side of piracy. Each of these optional expansions is designed to mesh with either creation system with a minimum amount of adjustment on the players’ part.

COMBAT EXPERIENCE PATH: FORMER HOUSE COMMAND

Though many mercenary forces form from a collection of various professional soldiers or from the remains of larger commands shattered in combat, others begin with a core of warriors who once served together under a state banner. Either because they were left behind or they deserted en masse, these former house command troops often band together and go mercenary, beginning their commands with a running start, though often at the risk of becoming marked men in their former homelands.

The Former House Command is a special “Stage Zero” Combat Experience Path (see p. 141, *FMMercs*) designed to generate large forces fairly quickly but at a substantially greater risk—both financially and practically. Like the other *Creating a Mercenary Force* paths, it is run in the second step of the mercenary creation process (after the creation of the force commander in Step 1), but *before* selecting a hiring hall or running any other Recruitment/Combat Experience Paths. It may be repeated a maximum of three times, during which the force does not age, as it reflects the former House command’s pre-mercenary experience. However, victories and defeats rolled up for the former house command path must be recorded and used to compute any Dragoons Rating at a later date, reflecting the force’s overall reputation before it became mercenary.

Note that the expense of generating such a large force can quickly reduce a forming command’s Cash Pool to the minimum limit of –20 (and, after event rolls, can even go beyond this point). If this occurs at any point in the path process, the creator must immediately proceed on to Step 3: Force Identification (see *FMMercs*, p. 144) and complete the creation process so as to get the command to its first contract before it disbands in bankruptcy.

Finally, note that any former House command must indicate its faction of origin at the time of its creation, as future dealings for or against that faction may be affected by the command’s status as “deserting troops” of their former homeland.

FORMER HOUSE COMMAND TABLE

Time: Not Applicable

Personnel: +12 Same. Choose three of the following: +4 Comp, +4 Dist, +3 Sup, +3 Med

Points: +12 Exp, +4 Tech, +12 Mass, -6 Cash

Special: Path may be repeated a maximum of three times. Each repeat imposes an additional –2 modifier to Event rolls (minimum result of 2).

Former House Command Events (2D6)

- Mission Failure: Betrayed, hunted, and left for dead—it was a miracle that any of your forces survived at all. [–4D6 personnel (chosen randomly in groups of 4), –2D6 Mass, –2D6 Exp, –2D6 Tech, –1D6 Cash]
- Mission Failure: A major snafu left your entire force trapped behind enemy lines with no way out but through. [–3D6 personnel (chosen randomly in groups of 3), –2D6 Mass, –1D6 Exp, –1D6 Tech, –2 Cash]
- Mission Failure: Betrayed by your superiors, your force was



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accused of a war crime it did not commit and sentenced by a tribunal to life in prison, but together you managed to escape ... barely. [-2D6 personnel (chosen randomly in groups of 2), -1D6 Mass, -1D6 Exp, -1D6 Tech]

- 5 Mission Failure: This is mutiny! Well, *you* called it “justice.” [-1D6 personnel (chosen randomly), -2 Mass, -2 Exp, -2 Tech, +2 Cash]
- 6 Mission Failure: A commander’s gotta do what a commander’s gotta do, and it’s high time the politicians got wise. [-1 Same, -1 Sup, -1 Mass, -1 Exp, +1 Cash]
- 7 Mission Success: Opportunity knocks only once, and you had no choice but to answer. [+1 Comp, +1 Sup, +1 Mass, +1 Cash]
- 8 Mission Success: It’s been a long and honorable run, but maybe it’s time to look for some less conventional opportunities in self-employment. [+1 Same, +2 Comp, +2 Sup, +1 Med, +1 Mass, +1 Exp, -1 Cash]
- 9 Mission Success: It was an enticing offer; resign your commission and convince your men to sign on for an adventure that makes mere military service pale in comparison. Who cares *who* signed the checks? [+2 Same, +2 Comp, +1 Dist, +3 Sup, +2 Med, +1 Mass, +2 Cash]
- 10 Mission Success: You are a solid and inspiring commander. Where you lead, others follow. [+2D6 personnel (assign no more than 4 per category), +1D6 Mass, +1D6 Tech, +1D6 Exp, +2 Cash]
- 11 Mission Success: A glorious victory against overwhelming odds inspires others to flock to your command when you finally tire of politics as usual. [+4D6 Personnel (assign no more than 6 per category), +2D6 Mass, +1D6 Tech, +1D6 Exp, +1D6 Cash]
- 12 Roll twice and apply both results.

COMBAT EXPERIENCE PATH: RENEGADE MERCENARY COMMAND

A curious cousin to the former House command, the renegade mercenary command is the group of professional soldiers united not so much as comrades-in-arms, but as co-conspirators in a more criminal enterprise. Whether the result of a truly disgruntled band of ex-House troops or a mercenary command on the skids, the renegade mercenary force may be a blight on the honor of the profession, but its no-holds-barred, winner-take-all approach to professional soldiering offers the potential for a huge payoff.

The Renegade Mercenary Command Path is an alternative to the standard Stage 3 Combat Experience path presented in the normal rules for *Creating a Mercenary Force* rules (see p. 143, *FMMercs*). Available to mercenary forces of every origin and type, this path is potentially more rewarding to a fledgling mercenary force in terms of experience and cash, but is also harsher and more perilous, incurring a -1 event roll modifier for every pass through the path, rather than every two passes. Furthermore, unless otherwise stated in the event roll, any mercenary force that makes use of this path may not be registered in the Dragoons’ database (though a Dragoons Rating may be computed for the purposes of determining contract offers).

RENEGADE MERCENARY COMMAND TABLE

Time: 6 months

Personnel: +2 Dist

Points: -1 Mass, +3 Exp, +2 Cash

Special: -1 to Event roll for every pass after the first. May not register with a Dragoons Rating unless event roll determines otherwise.

Renegade Mercenary Events (2D6)

- 2 Mission Failure: It was a trap! Some A-rated bounty hunter damn near succeeded in collecting on your “Wanted: Dead or Alive” poster ... [+2 Exp, -3 Tech, -2 Mass, +2 Cash, -3D6 personnel (determine randomly); force is classified as Wanted/Rogue by the MRBC (see p. 97)]
- 3 Mission Failure: “Honor among thieves, *hah!*” Betrayed by a band with even less scruples than your own. [+2 Exp, -1 Tech, -1 Mass, +1 Cash, -2D6 personnel (determine randomly); force is classified as Wanted/Rogue by the MRBC (see p. 97)]
- 4 Mission Failure: It’s a thin line between privateer and pirate. Welcome to the wrong side of the law. [+1 Exp, -1 Tech, +1 Mass, +1 Cash; force is classified as Wanted/Rogue by the MRBC (see p. 83)]
- 5 Mission Failure: Mercs get all the dirty jobs, and mercs like you get some of the dirtiest. [+2 Exp, -1D6 personnel (determine randomly), -1D6 Tech]
- 6 Mission Failure: A little over zealotry in the field cost you a contract and some promising talent. [-2 Sup, -1 Med, -1 Cash]
- 7 Mission Failure: If you’re not registered, don’t expect a lot of help in contract breach settlements ... [Choose one: -1 Tech, -1 Mass, or -1 Cash]
- 8 Mission Success: All part of life on the firing line. [Choose one: +1 Exp, +1 Mass, or +1 Cash]
- 9 Mission Success: “Salvage? What salvage? We didn’t find any salvage?” You *just* managed to pull the wool over your liaison officer’s eyes and tuck away a little something extra for your people. [+1 Exp, +1 Tech, +2 Mass, +1 Cash]
- 10 Mission Success: A shattered command agrees to join yours after you save their bacon. [+2 Exp, +2 Mass, +1D6 Same, +1D6/2 (round up) Comp, +1D6 Dist]
- 11 Mission Success: Unlikely heroes! When push came to shove, your band of misfits and brigands really came through for the good guys. Not a bad way to make a fresh start. [+2 Exp, +2 Tech, +2 Mass, +2 Cash, +2D6 personnel (determine randomly, in groups of two); force may register with the MRBC as a legitimate command.]
- 12 Roll twice and apply both results.

MERCENARY CREATION AND ALTERNATE ERAS

Although the *Alternate BattleTech Era Expansions* on p. 82 provide a guide to generating combat forces for scenarios set during past eras in the *Classic BattleTech* universe, they are by no means the only impact on alternate-era campaigns. The availability of unit types, costs and qualities of training, the production

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of specific models, and even the presence (or absence) of certain hiring halls have impacted the interstellar mercenary profession for centuries.

To reflect the various impacts on mercenary formation, the following Mercenary Creation Modifier Tables provide an overview of the impact each era has on the creation of mercenary forces using the rules found in *Field Manual: Mercenaries, Revised* (see pp. 137-152). For players using the point-based creation system featured in the first *Mercenaries Supplemental* (see pp. 79-90), use the Point-Based Modifiers given in each table instead of the standard modifiers.

Each listing details the following major points:

- *Prohibited Unit Types* defines the units (BattleMechs, OmniMechs, battle armor, and so on) that mercenary commands may not incorporate when formed in a given era.
- *Commander/Founder* notes any restrictions to the mercenary commander/founder.
- *Available Hiring Halls* lists the hiring halls that are active in each era and their modifiers (for both standard *FMMercs* rules and the *MS1* point-based system), which replace those given in the current-era books.

MERCENARY CREATION MODIFIERS TABLES

Age of War (2398-2569)

Prohibited Unit Types: (Before 2470) BattleMechs and battle armor; (2470-2569) battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
None	0	0	0	0	0	0	0	0	0	0	0.00	0.00	0.00	0.00	0.00

Recruiting Path Modifiers: +1 Same, +1 Comp, +1 Dist, -1 to event rolls

Combat Experience Path Modifiers: +1 Same, +1 Exp, -1 to event rolls

Force Identification: No mercenary command may possess more than 12 BattleMechs per regiment; -2 to Experience Rating rolls (MechWarriors only); treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: None of the listed classes existed in this era. However, players may roll for the following at a +2 TN modifier, reflecting functionally equivalent transports: *Behemoth, Buccaneer, Condor, Fury, Gazelle, Leopard CV, Mammoth, Mule, and Seeker*. Note that upgraded versions of these vessels also do not exist.

JumpShips: None of the listed classes existed in this era. However, players may roll for the following at a +1 TN modifier, reflecting functionally equivalent transports: *Scout, Merchant, Invader*. Note that, instead of docking collars, the functional equivalents of these JumpShips use pressurized bays large enough to accommodate 5,000-ton "drop shuttles."

Base Salaries: Double the base salaries of all MechWarriors, BattleMech technicians, and infantry trained in anti-BattleMech operations. Note that Armored Infantry and Battle Armor Technicians do not exist in this era, nor do MechWarriors and BattleMech-related technicians and infantry troops prior to 2470.

Maintenance Table: Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe, nor do BattleMechs prior to 2470. Double the weekly maintenance costs and man-hour support needs for all aerospace fighters, DropShips, JumpShips, and WarShips during this era.

Additional Point-Based Rules: Multiply all Base Initial Category Points (see p. 83, *MS1*) by 0.5 (round fractions up). Note prohibited unit types. Multiply the cost for increasing experience for MechWarriors only by 1.5 (see p. 85, *MS1*). Multiply the Unit Costs (see p. 85, *MS1*) for BattleMechs only by 1.25 (round up). Tech Levels for all units may not be modified in this era (see p. 87, *MS1*).

Star League Era (2570-2750)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Solaris VII	+1	0	0	+1	0	0	+1	+1	+1	-1	+0.05	+0.05	+0.05	+0.03	+0.05

Recruiting Path Modifiers: +1 to any one personnel type, -2 to event rolls

Combat Experience Path Modifiers: +1 Tech, +1 Exp, -1 to event rolls

Force Identification: No mercenary command may possess more than 36 BattleMechs per regiment; -1 to Experience Rating rolls (MechWarriors only); treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a +1 TN modifier, reflecting existing or functionally equivalent transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels also do not exist.

JumpShips: Players may roll for the following at a +1 TN modifier, reflecting existing or functionally equivalent transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all MechWarriors, BattleMech technicians, and infantry trained in anti-BattleMech operations by 1.5. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Multiply all Base Initial Category Points by 0.75 (round fractions up). Note prohibited unit types. Multiply the Experience Cost for MechWarriors only by 1.25 (round up). Multiply the Unit Costs for BattleMechs only by 1.10 (round up). Double the cost for Tech Level increases for all units, noting that Omni and Clan upgrades are unavailable.



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First Succession War Era (2751-2821)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+0	+1	+1	0	0	0	+1	0	0	+0.05	+0.05	0.00	0.00	+0.05
Galatea	+1	+1	+1	0	0	0	+1	0	+1	-1	+0.10	0.00	0.00	+0.05	0.00
Solaris VII	+1	+1	0	+1	0	0	+1	+1	+1	-1	+0.10	+0.05	+0.05	+0.03	+0.05

Recruiting Path Modifiers: +1 to any one personnel type, -1 to event rolls

Combat Experience Path Modifiers: +1 Mass, +1 Exp, -2 to event rolls

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a -1 TN modifier, reflecting existing or functionally equivalent transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist.

JumpShips: Players may roll for the following at a -1 TN modifier, reflecting existing or functionally equivalent transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all combat personnel types by 1.10. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Multiply Base Initial Category Points (see p. 83, *MS1*) by 1.15 (round up). Note prohibited unit types. Do not modify Experience Costs. Multiply all Unit Costs by 0.90 (round up). Do not modify Tech Level increases for any units. Note that Omni and Clan upgrades are unavailable.

Second Succession War Era (2822-2864)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+0	+1	0	0	0	0	0	0	0	+0.05	0.00	0.00	0.00	0.00
Galatea	+2	+1	+1	0	+1	0	+1	0	0	-1	+0.20	+0.05	+0.05	-0.03	0.00
Solaris VII	+1	+1	0	0	+1	0	+1	+1	+1	-2	+0.10	+0.05	+0.05	-0.03	+0.05

Recruiting Path Modifiers: -1 to event rolls

Combat Experience Path Modifiers: -1 Mass, -1 Tech, +1 Exp, -1 to event rolls

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a -1 TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist.

JumpShips: Players may roll for the following at no TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all combat personnel types by 0.75. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Multiply Base Initial Category Points (see p. 83, *MS1*) by 0.90 (round fractions up). Note prohibited unit types. Multiply experience upgrade/downgrade costs by 0.75 (rounding up). Do not modify Unit Costs. Do not modify Tech Level increases for any units. Note that Omni and Clan upgrades are unavailable.

Early Third Succession War Era (2865-2950)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+1	-1	0	0	-1	-1	0	0	+0.10	-0.05	-0.05	0.00	-0.05
Galatea	+2	+1	+1	0	+1	0	+2	0	+1	-1	+0.20	+0.05	+0.10	+0.03	0.00
Herotitus	0	0	+1	0	+1	0	-2	-1	-1	0	+0.05	+0.05	-0.10	-0.05	-0.05
Solaris VII	+1	+1	0	+1	+1	0	+1	0	0	-2	+0.10	+0.10	+0.05	-0.05	0.00

Recruiting Path Modifiers: None

Combat Experience Path Modifiers: -1 Mass, -2 Tech, +1 Exp

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

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DropShips: Players may roll for the following at no TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist.

JumpShips: Players may roll for the following at no TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all MechWarriors, aerospace fighter pilots, spacecraft crew, and technicians by 0.67. Multiply the base salary of all other warriors and support staff by 0.50. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Multiply the costs and man-hour support requirements of all combat units (not counting infantry) by 1.25. Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Multiply Base Initial Category Points (see p. 83, *MS1*) by 0.75 (round fractions up). Note prohibited unit types. Multiply experience upgrade/downgrade costs by 0.75 (rounding up). Multiply all Unit Costs by 1.10 (round up). Multiply Tech Level increases for all units by 1.25 (round up). Note that Omni and Clan upgrades are unavailable.

Late Third Succession War Era (2951-3025)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+1	-1	0	0	-1	-1	0	0	+0.10	-0.05	-0.05	0.00	-0.05
Galatea	+2	+1	+1	+1	0	0	+1	-1	+1	-1	+0.20	+0.05	+0.05	+0.03	-0.05
Herotitus	0	+1	+1	0	+2	0	-1	-1	-1	0	+0.10	+0.10	-0.05	-0.05	-0.05
Solaris VII	+2	+1	0	+1	+1	0	+1	0	0	-2	+0.15	+0.10	+0.05	-0.05	0.00

Recruiting Path Modifiers: +1 to event rolls

Combat Experience Path Modifiers: -2 Mass, -3 Tech, +1 Exp, -1 Cash, +1 to event rolls

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a +1 TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist.

JumpShips: Players may roll for the following at a +2 TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all MechWarriors, aerospace fighter pilots, spacecraft crews, and technicians by 0.40. All other warrior and support types receive a base salary multiplier of 0.30. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Multiply the costs and man-hour support requirements of all combat units (not counting infantry) by 1.50. Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Multiply Base Initial Category Points by 0.75 (round fractions up). Note prohibited unit types. Multiply Experience Costs by 0.75 (rounding up). Multiply all non-BattleMech Unit Costs by 1.10 (round up). Multiply BattleMech Unit Costs by 1.35 (round up). Multiply Tech Level increases for all units by 1.25 (round up). Note that Omni and Clan upgrades are unavailable.

Fourth Succession War Era (3026-3030)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+1	-1	0	0	-1	-1	-1	0	+0.10	-0.05	-0.05	-0.05	-0.05
Arc-Royal	0	+1	0	+1	0	0	+1	0	0	-1	+0.05	+0.05	+0.05	-0.03	0.00
Astrokaszy	-1	+1	+1	0	0	0	-1	-2	-1	0	+0.05	0.00	-0.05	-0.05	-0.10
Galatea	+2	+1	+1	+1	0	0	+1	-1	+1	-1	+0.20	+0.05	+0.05	+0.03	-0.05
Herotitus	0	+1	+1	0	+2	0	-1	-1	-1	0	+0.10	+0.10	-0.05	-0.05	-0.05
Solaris VII	+2	+1	0	+1	+1	0	+1	0	0	-2	+0.15	+0.10	+0.05	-0.05	0.00
Westerhand	+1	0	0	0	0	0	0	0	+1	0	+0.05	0.00	0.00	+0.05	0.00

Recruiting Path Modifiers: +1 to event rolls

Combat Experience Path Modifiers: -2 Mass, -3 Tech, +1 Exp, -1 Cash, +1 to event rolls

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a +1 TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist.

JumpShips: Players may roll for the following at a +2 TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all personnel types by 0.50. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Multiply the costs and man-hour support requirements of all combat units (not counting infantry) by 1.50. Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.



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Additional Point-Based Rules: Do not modify Base Initial Category Points. Note prohibited unit types. Multiply Experience Costs by 0.90 (rounding up). Multiply all non-BattleMech Unit Costs by 1.25 (round up). Multiply BattleMech Unit Costs by 1.50 (round up). Multiply Tech Level increases for all units by 1.50 (round up). Note that Omni and Clan upgrades are unavailable.

Early Post-Fourth Succession War Era (3031-3050)

Prohibited Unit Types: Battle armor

Commander/Founder: Mercenary founders may not take modifiers for Clan origins or Clan training.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+2	-1	0	0	-1	-2	0	0	+0.15	-0.05	-0.05	0.00	-0.10
Arc-Royal	+1	+1	0	+1	0	0	+1	0	-1	-1	+0.10	+0.05	+0.05	-0.08	0.00
Astrokaszy	0	+2	+2	0	0	0	-1	-1	-1	0	+0.20	0.00	-0.05	-0.05	-0.05
Galatea	+1	0	0	-1	-1	0	-1	-2	0	0	+0.05	+0.10	-0.05	0.00	-0.10
Herotitus	0	+1	+2	0	+2	0	0	-1	0	0	+0.10	+0.10	-0.05	-0.05	-0.05
Outreach	+2	+2	+2	+1	+1	+1	+2	+1	0	-1	+0.30	+0.15	+0.10	-0.03	+0.05
Solaris VII	+2	+1	0	+1	+1	0	+1	0	0	-2	+0.15	+0.10	+0.05	-0.05	0.00
Westerhand	+1	0	0	0	0	0	0	-1	0	-1	+0.05	0.00	0.00	-0.03	-0.05

Recruiting Path Modifiers: +2 to event rolls

Combat Experience Path Modifiers: -1 Mass, -1 Tech, +1 Exp

Force Identification: Treat "Custom" Tech Rating roll results as "A"; treat "Battle Armor" Infantry Type rolls as "Anti-BattleMech."

DropShips: Players may roll for the following at a +1 TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Condor, Excalibur, Fortress, Fury, Gazelle, Intruder, Leopard, Leopard CV, Mammoth, Monarch, Mule, Overlord, Seeker, Union, and Vengeance*. Note that upgraded versions of these vessels do not exist in sufficient numbers for mercenary purchase.

JumpShips: Players may roll for the following at a +1 TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, and Star Lord*.

Base Salaries: Multiply the base salaries of all combat personnel types by 0.67. Multiply all support staff personnel types by 0.80. Note that Armored Infantry and Battle Armor Technicians do not exist in this era.

Maintenance Table: Multiply the costs and man-hour support requirements of all combat units (not counting infantry) by 1.25. Note that OmniMechs, OmniFighters, and battle armor do not exist in this timeframe.

Additional Point-Based Rules: Do not modify Base Initial Category Points. Note prohibited unit types. Do not modify Experience Costs. Multiply all non-BattleMech Unit Costs by 1.10 (round up). Multiply BattleMech Unit Costs by 1.25 (round up). Multiply Tech Level increases for all units by 1.25 (round up). Note that Omni and Clan upgrades are unavailable.

Late Post-Fourth Succession War Era (3051-3060)

Prohibited Unit Types: None

Commander/Founder: Mercenary founders may take modifiers for Clan origins or Clan training, but double all negative personnel modifiers.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+2	-1	0	0	-1	-2	+1	0	+0.15	-0.05	-0.05	+0.05	-0.10
Arc-Royal	+1	+1	0	+1	+1	0	+2	+1	-1	-1	+0.10	+0.10	+0.10	-0.07	+0.05
Astrokaszy	0	+2	+3	0	0	0	-1	-1	-1	0	+0.25	0.00	-0.05	-0.05	-0.05
Fletcher	0	+1	+1	0	0	0	0	0	+1	0	+0.10	0.00	0.00	+0.05	0.00
Galatea	+1	+1	0	0	0	0	0	-1	+1	-1	+0.10	0.00	0.00	+0.03	-0.05
Herotitus	0	+2	+2	+1	+2	0	0	-1	0	-1	+0.20	+0.15	0.00	-0.03	-0.05
Northwind	+1	+1	0	+1	0	0	0	0	0	-1	+0.10	+0.05	0.00	-0.03	0.00
Outreach	+2	+2	+1	+1	0	+1	+2	+1	0	-2	+0.25	+0.10	+0.10	-0.05	+0.05
Solaris VII	+2	+1	0	+1	+1	0	+1	0	+1	-2	+0.15	+0.10	+0.05	0.00	0.00
Westerhand	+1	0	0	0	0	0	-1	-1	0	-1	+0.05	0.00	-0.05	-0.03	-0.05

Recruiting Path Modifiers: +1 Tech, +1 to event rolls

Combat Experience Path Modifiers: -1D6 personnel (chosen randomly), -2 Mass, +3 Exp, -2 to event rolls

Force Identification: Use standard rules.

DropShips: Players may roll for the following at no TN modifier, reflecting existing transports: *Achilles, Avenger, Behemoth, Buccaneer, Claymore, Condor, Excalibur, Fortress, Fury, Gazelle, Hamilcar, Hannibal, Hercules, Intruder, Leopard, Leopard CV, Mammoth, Merlin, Monarch, Mule, Overlord, Rose, Seeker, Triumph, Union, and Vengeance*. Add +1 to the listed TNs for upgraded versions of these vessels.

JumpShips: Players may roll for the following at no TN modifier, reflecting existing transports: *Scout, Merchant, Invader, Monolith, Star Lord, and Tramp*.

Base Salaries: Multiply the base salaries of all Armored infantry and Battle Armor technicians by 1.10. Multiply all other personnel types by 0.90.

Maintenance Table: Multiply the costs and man-hour maintenance requirements for OmniMechs, OmniFighters, and battle armor by 1.10.

Additional Point-Based Rules: Do not modify Base Initial Category Points. Note prohibited unit types. Multiply Experience Costs by 0.80 (round up). Multiply BattleMech Unit Costs only by 1.10 (round up). Multiply Tech Level increases for all units to Level 2+ by 1.10 (round up), add +1 to all Omni upgrades, and +2 to all Clan upgrades.

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Present-Day Era (3061-3067+)

Prohibited Unit Types: None

Commander/Founder: Use standard rules.

Available Hiring Halls:	Standard Personnel and Point Pool Modifiers										Point-Based Pool Modifiers				
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	Warr	Supp	Exp	Equip	Tech
Antallos/Port Krin	0	+1	+2	-1	0	0	-2	-2	+1	0	+0.15	-0.05	-0.10	+0.05	-0.10
Arc-Royal	+1	+1	0	+1	+1	0	+2	+1	-2	-1	+0.10	+0.10	+0.10	-0.13	+0.05
Astrokaszy	0	+2	+3	+1	0	0	-1	-1	-1	0	+0.25	+0.05	-0.05	-0.05	-0.05
Fletcher	+1	+1	0	+1	0	0	-1	-1	+2	0	+0.10	+0.05	-0.05	+0.10	-0.05
Galatea	+2	+1	0	0	0	0	0	-1	+1	-1	+0.15	0.00	0.00	+0.03	-0.05
Herotitus	0	+2	+2	+1	+2	0	0	-1	+1	-1	+0.20	+0.15	0.00	+0.03	-0.05
Noisiel†	*	*	*	+1	0	+1	+2	0	0	-1	+0.05	+0.08	+0.10	-0.05	+0.00
Northwind	+1	+2	0	+2	0	0	+1	+1	0	-1	+0.15	+0.10	+0.05	-0.03	+0.05
Outreach	+2	+2	+1	+1	0	0	+2	+2	0	-3	+0.25	+0.05	+0.10	-0.08	+0.10
Solaris VII	+2	+1	0	+2	+1	0	+1	-1	-1	-2	+0.15	+0.15	+0.05	-0.10	-0.05
Westerhand	+1	+1	0	0	0	0	-1	-1	-1	0	+0.10	0.00	-0.05	-0.05	-0.05

†See New Hiring Hall: Noisiel below; applicable only to commands created in 3055 or later.

*Add +1 to whichever warrior category the command's MechWarriors belong to (Distant if there are no BattleMechs in the command).

Recruiting Path Modifiers: Use standard rules

Combat Experience Path Modifiers: Use standard rules

Force Identification: Use standard rules

DropShips: Use standard rules

JumpShips: Use standard rules

Base Salaries: Use standard rules

Maintenance Table: Use standard rules

Additional Point-Based Rules: Do not modify any point-based tables.

- *Recruiting Path Modifiers* and *Combat Experience Path Modifiers* determine additional modifiers to the appropriate paths which are applied in addition to those given under the standard *FMMercs* rules, and may include event roll modifiers that apply even to the new paths presented in this book. Note that the minimum and maximum event roll numbers remain 2 and 12, respectively.

- *Force Identification* details exceptions and modifications to the *FMMercs* Recruit Identification Table (see p. 146).

- *DropShips* and *JumpShips* provide modifiers to any attempt to obtain the appropriate transports, as well as additional general notes on the technologies of the era.

- *Base Salaries* and *Maintenance Table* provide multipliers and restrictions for personnel salaries and equipment maintenance costs and man-hour needs, based on the era.

- *Additional Point-Based Rules* provides modifiers that are only used as indicated throughout the *MS1* Point-Based Force Creation system.

NEW HIRING HALL: NOISIEL

Although not intended as such, the yearly Games on Noisiel have transformed the humble Lyran world into a bona fide center of the mercenary industry in its own right. However, the specialized and seasonal nature of the Games means that employer agents and mercenary commands are not always present on Noisiel, resulting in an irregular effect on newly forming commands that choose Noisiel as their hiring hall. To reflect this, mer-

cenary commands formed in the year 3055 or later may add Noisiel to their hiring hall options as outlined in the Noisiel row of the Present-Day Era (3061-3067) table shown above. However, to reflect the fact that Noisiel specializes in MechWarriors above all other warrior types, the player may apply warrior personnel modifiers solely to whichever warrior class (Same, Complementary, or Distant) the mercenary command's MechWarriors hail from. If the command has no BattleMechs, apply the result to the Distant warrior class.

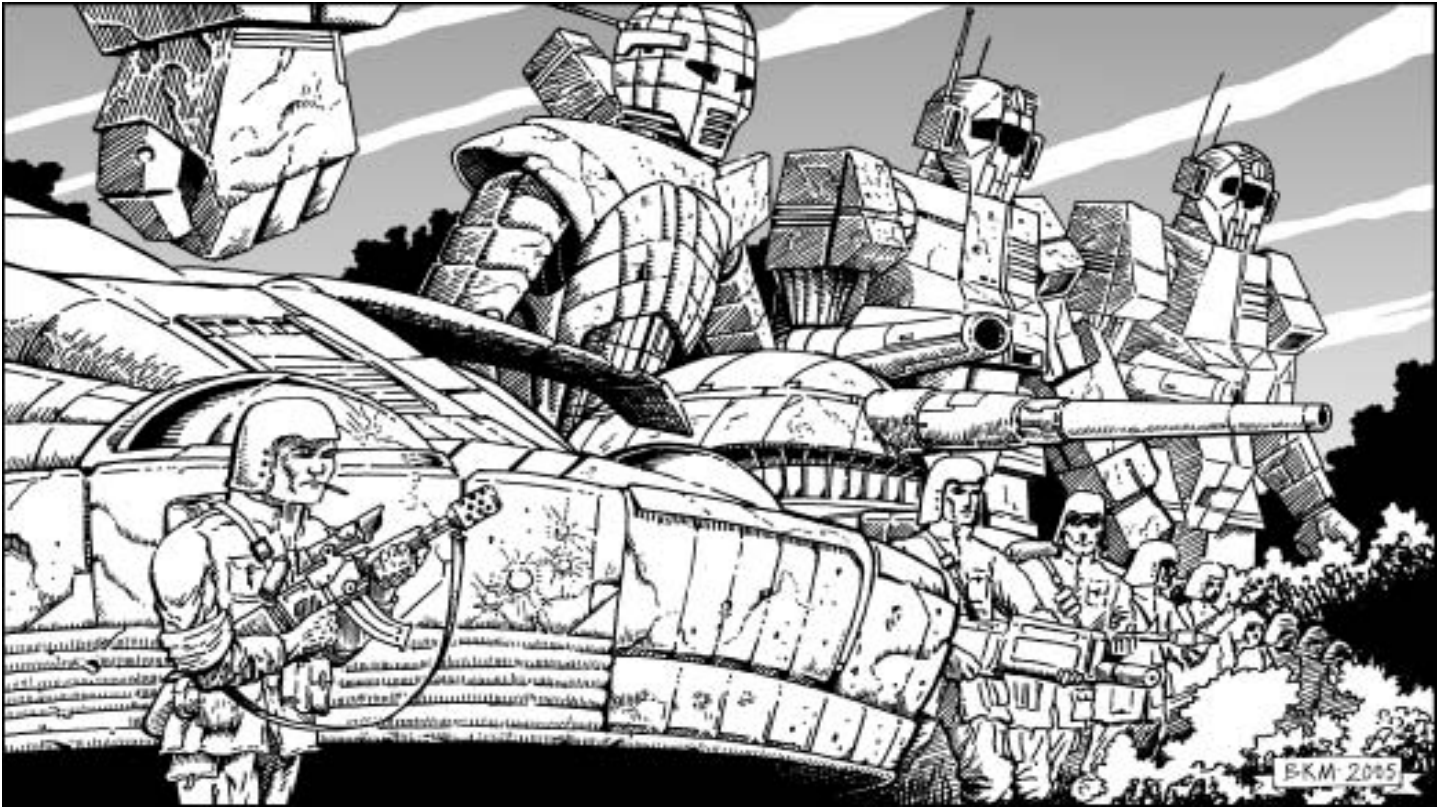
MERCENARY OPERATIONS EXPANSIONS

The following rules expand on those given for running a mercenary command in *FMMercs* (see pp. 153-181) and may be used in any mercenary-based *CBT* or *CBT: RPG* campaign.

VERY LARGE/VERY SMALL MERCENARY COMMANDS

Mercenary forces come in all sizes, ranging from individual hired guns and BattleMech lances to massive, multi-regimental forces capable of single-handedly conquering major worlds. While the rules for running mercenary forces in *FMMercs* nominally cover commands of all sizes, commands that are either very large or very small may find that size does matter in the mercenary profession.

Most mercenary commands are considered very large when the primary fighting force—defined as the combat force type that

**VERY LARGE/VERY SMALL MERCENARY COMMAND MODIFIERS TABLE**

	Very Large Command	Very Small Command
<i>Overhead Costs (see p. 164, FM Mercs):</i>	x2.5	x0.5
<i>Contract Modifiers Table (see p. 156, FM Mercs):</i>		
Offers	+1	-1
Employers	+1	+2
Missions	0*	-1**
<i>Master Contract Terms (see p. 159, FM Mercs):</i>		
Payment Multiplier	1.1	1.1
Base Length	+6 months	+3 months
Command Modifier	-2	+1
Overhead Modifier	-1	+2
Salvage Modifier	0	-1
Support Modifier	-1	+2
Transport Modifier	-1	+3
<i>Purchasing Supplies (see pp. 171-176, FM Mercs):</i>		
Parts/Equipment Procurement	+1	-1
Replacement Equipment	+1	-1
Personnel	+1	+2

*If the roll on the Contract Mission Table results in Covert or any Raid mission not attached to a Planetary Assault (i.e., a Special mission type), reroll the result. Consider any second Covert result to be a Planetary Assault. For any Raid mission result, only 1D6/2 battalions of the mercenary force (rounded up) will actually be hired for the mission, with forces chosen at the commander's discretion.

**If the roll on the Contract Mission Table results in Planetary Assault or any Special mission attached to a Planetary Assault (i.e., Special mission types), reroll the result. Consider any second Planetary Assault result to be an Objective Raid.

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serves as the main body in military engagements—measures over two regiments in size. If the primary fighting force consists of BattleMechs, however, the command is considered very large if it fields more than one regiment. Such forces often command higher fees, receive more contract officers, and draw better support in the field than their Dragoons Rating would otherwise indicate. However, they must also devote greater resources to their own massive internal bureaucracies and logistical needs, and many employers are reluctant to offer them favorable command rights, support or transport terms due to their massive size. Finally, such commands invariably find themselves called upon for heavier work than smaller outfits, often tasked with planetary assault missions or broken up into battalion-sized units to carry out multiple missions at once.

Most mercenary commands are considered very small when their primary fighting force numbers one lance or less in size in BattleMechs, combat vehicles, or aerospace/conventional fighters. If the primary fighting force consists of infantry (of

either kind), however, the command is considered very small when it numbers less than five full squads. These commands have almost no logistical needs to speak of, and are ideal for raiding missions and other covert assignments. Although employers are occasionally hard to come by and often try to short-change these commands in salvage rights or supplies, the “small change” nature of these commands make it easier for employers to concede on transportation, monetary support, and command rights.

To reflect the effects of these extreme-size forces in mercenary operations, the Very Large/Very Small Mercenary Command Modifiers Table below provides the applicable modifiers to each aspects of mercenary operations as outlined in pages 153-181 of *Field Manual: Mercenaries, Revised*, as well as the new optional rules for dependents presented later in this section. For the sake of reference, each modifier heading is followed by a page reference to the appropriate table or value to which it applies.

ROGUE/WANTED SEVERITY TABLE

2D6 Roll	Result	Modifier Table
1 or less	Wanted: Dead or Alive [Bounties: 500,000 (Officer), 250,000 (Non-Officer)]	Wanted
2	Wanted: Dead or Alive [Bounties: 250,000 (Officer), 100,000 (Non-Officer)]	Wanted
3	Wanted. [Bounties: 100,000 (Officer), 25,000 (Non-Officer)]	Wanted
4	Wanted. [Bounties: 50,000 (Officer), 10,000 (Non-Officer)]	Wanted
5	Wanted. [Bounties: 20,000 (Officer), 5,000 (Non-Officer)]	Wanted
6	Wanted. [Bounties: 10,000 (Officer), 3,000 (Non-Officer)]	Wanted
7	Rogue, Officers Wanted. [Bounties: 8,000 (Officers only)]	Rogue
8 or higher	Rogue.	Rogue
	Rogue	Wanted
<i>Overhead Costs (see p. 164, FMMercs):</i>	x5	x10
<i>Contract Modifiers Table (see p. 156, FMMercs):</i>		
Offers	-2	-4
Employers	-2	-4
Missions	-2*	-3*
<i>Master Contract Terms (see p. 159, FMMercs):</i>		
Payment Multiplier	0.8	0.5
Base Length	-3 months (min 1)	-5 months (min 1)
Command Modifier	+3	+5
Overhead Modifier	-1	-1
Salvage Modifier	+1	+2
Support Modifier	-3	-5
Transport Modifier	-4	-6
<i>Purchasing Supplies (see pp. 171-176, FMMercs):</i>		
Parts/Equipment Procurement	-2	-4
Replacement Equipment	-2	-4
Personnel	-2	-4

*If the roll on the Contract Mission Table results in Planetary Assault or any Special mission attached to a Planetary Assault (i.e., Special mission types), reroll the result. Consider any second Planetary Assault result to be an Objective Raid.



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WANTED/ROGUE MERCENARIES

Mercenaries who commit crimes against humanity, who violate their contracts in particularly unconventional and inconvenient ways (like switching sides mid-battle), or who refuse to abide by the legal rulings of the MRBC (or other binding authority) may be declared rogue or wanted by the interstellar community. Such mercenaries are often subject to hiring bans and account freezes intended to cripple them financially, while bounties are set for them and their comrades to ensure they are brought to justice.

Whether or not a mercenary command is operating under the aegis of the MRBC (or its equivalents, such as the old Mercenary Guilds), any mercenary or group of mercenaries may be declared rogue if it knowingly and deliberately commits any of the following acts, is found guilty of them in an appropriate court of law, and refuses or evades the legal punishments dictated by same:

- **Crimes Against Humanity:** Using weapons of mass destruction on civilian targets, deliberate destruction of HPGs or non-combat JumpShips, deliberate destruction of life-support systems (such as water and air purifiers), or attacking civilian

population centers in the absence of credible enemy resistance or outside of a reasonable cause of self-defense.

- **War Crimes:** Attacking non-combatant troops with intent to cause severe loss of life, including enemy POWs, captured support personnel (including technicians, medics, and military or civilian administrators).

- **Severe Breach of Faith:** Switching sides in the middle of a contract or battle, refusing to report for contract assignments, going AWOL, indefensible breach of contract in a combat setting (such as refusal to engage or not engage without just cause, or failure to comply with salvage rights).

- **Attacks Against Civilian Targets:** Any attack directed solely against civilian-controlled centers and facilities, including residences, hospitals, churches, commercial or financial institutions, which are not named as legitimate targets in the contract.

- **Acts of Fraud or Piracy:** Misrepresentation of forces and/or capabilities to secure contract or advance funding for missions (with resultant severe breach of faith results as above), theft of civilian or government property not identified as intrinsic to contract objectives, launching unsanctioned attacks against neighboring targets—friendly or hostile.

ALTERNATE ERA OPERATIONS MODIFIERS

	AOW	SLE	SW1	SW2	SW3E	SW3L	SW4	PWE	PWL
<i>Overhead Costs (see p. 164, FMMercs):</i>	x0.2	x0.3	x0.3	x0.5	x0.5	x0.7	x0.8	x1.0	x1.0
<i>Contract Modifiers Table (see p. 156, FMMercs):</i>									
Offers	+1	-2	+3	+3	+2	+1	0	+1	+2
Employers	+1	-1	+3	+3	+2	+1	+1	+1	+1
Missions	0	-2	0	0	0	+1	0	0	+1
<i>Master Contract Terms (see p. 159, FMMercs):</i>									
Payment Multiplier	1.8	1.5	1.1	0.75	0.65	0.50	0.60	0.70	0.90
Base Length	+2 mo.	-1 mo.	+3 mo.	+3 mo.	+4 mo.	+6 mo.	+2 mo.	+1 mo.	+0 mo.
Command Modifier	0	+2	-1	0	+1	+2	-1	-2	-1
Overhead Modifier	+3	-1	+2	+1	+1	-1	0	0	0
Salvage Modifier	+2	+3	+2	+1	-2	-4	-2	-3	-1
Support Modifier	-1	-1	+2	+1	0	-1	-2	-1	0
Transport Modifier	-1	+3	+1	-1	-2	-3	-2	-1	0
<i>Purchasing Supplies (see pp. 171-176, FMMercs):</i>									
Parts/Eqpt Procurement (Level 1)	-2/0.5	-1/0.6	+2/0.7	+1/0.9	-1/1.2	-3/1.5	-2/1.2	+1/1.0	+1/1.0
Parts/Eqpt Procurement (Level 2+ I.S.)	NA/NA	-3/1.1	-2/1.3	-1/1.7	-3/2.0	-5/3.0	-3/1.8	-2/1.2	-1/1.0
Parts/Eqpt Procurement (Level 2+ Clan)	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	-2/4.0
Replacement Equipment (Level 1)	-2/0.6	-1/0.7	+2/0.8	+1/1.0	-1/1.4	-3/1.7	-2/1.5	+1/1.1	+1/1.0
Replacement Equipment (Level 2+ I.S.)	NA/NA	-2/1.4	-1/1.6	-2/2.0	-4/2.3	-6/3.5	-3/2.0	-1/1.5	0/1.0
Replacement Equipment (Level 2+ Clan)	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	-5/5.0
Personnel	+3	-2	+6	+4	+2	+2	+3	+2	+2
Personal Gear (RPG)*	C/0.5	F/0.6	E/0.7	E/0.9	E/1.2	E/1.5	D/1.2	E/1.0	F/1.0

*Personal Gear (RPG) includes personal armor, small arms (including support weapons, ammo, and accessories), housing, food, medical and miscellaneous gear. Letter left of slash indicates the maximum RPG Tech rating of the item, while the number to the right reflects cost multiplier (which applies in addition to regional cost tables from the appropriate faction's *Handbook*).

AOW: Age of War (2398-2569)

SW2: Second Succession War (2822-2864)

SW4: Fourth Succession War (3026-3030)

SLE: Star League Era (2570-2750)

SW3E: Early Third Succession War (2865-2950)

PWE: Early Post-Fourth War (3031-3050)

SW1: First Succession War (2751-2821)

SW3L: Late Third Succession War (2951-3025)

PWL: Late Post-Fourth War (3051-3060)

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- *Disrespect of International Law:* Refusal to pay fines or adhere to hiring bans and/or freezes mandated by the ruling of the MRBC, its equivalent mercenary legal courts, or a legitimate and recognized third party high court.

For a mercenary unit to be declared rogue, its case must go before a legitimate authority as outlined on pages 179-180 of *FMMercs*. If the crime of the mercenary command is simple contract breach (failure to complete a contract to the satisfaction of an employer) without any of the above criteria coming into play (as determined by the gamemaster or a neutral player), use the rules for resolving contract breaches normally. Note also that during the First and Second Succession Wars, the use of weapons of mass destruction and other war crimes committed by House troops were more widespread—though often decried—and mercenary forces that used these same methods were rarely prosecuted for such crimes.

If, however, the mercenary command is being charged with any one of the above crimes (which, unlike a standard contract breach charge, may be prosecuted by the employer, the targeted faction, or a MRBC/MRBC-equivalent body), is guilty of the offense, and opts to defend its position in court, apply an additional -3 modifier to the mercenary negotiator's roll. If the mercenary force is innocent of the charges, apply an additional +2 to the mercenary negotiator's roll instead. The roll is then made as per a standard contract breach resolution, with the prosecuting negotiator (prosecutor) rolling against the mercenary's negotiator.

If the mercenary negotiator's roll exceeds that of the prosecutor by any margin of success, the mercenary force has protected its integrity and suffers no penalties. Any unfinished contract still in dispute with the prosecuting faction is considered null and void and the command is credited with a successfully completed mission.

If, however, the mercenary negotiator's roll fails to exceed that of the employer, the mercenary command has failed to defend against the charge. In that case, if the margin of difference between the two negotiators' rolls is 5 points or less, treat the result as a standard contract breach, but double the fine, hiring ban length, and the point reduction to the mercenary force's Dragoons rating. If the margin is greater than 5 points, the mercenary command is ordered to disband at once and turn over all military equipment—including weapons, vehicles, and transports—to the faction victimized by its offenses. In addition, the senior officers and those warriors most directly involved in the charges will face imprisonment or execution appropriate to the laws of the faction victimized by their actions.

Failure on the mercenary force's part to comply with a ruling or to defend against the charges at all levels an automatic charge of Rogue against the mercenary command. The mercenary command instantly reduces its Dragoons rating to 0, and its controlling player must roll 2D6, applying the same modifiers for guilt or innocence as indicated above for the mercenary's negotiator (plus an additional +1 if the charges were limited to severe breach of faith and/or disrespect of international law).

Cross-reference the result of this roll against the Rogue/Wanted Ruling Severity Table below and apply the appropriate modifiers as indicated under Rogue/Wanted Operational Modifiers for future operations until the mercenary command is cleared of any wrongdoing, is destroyed, or descends fully into piracy.

Note that, in RPG terms, members of any mercenary command that receive a Wanted result automatically receive a 3-point Bad Reputation Trait (4 points if the character is an officer in the unit), as well as a Bloodmark trait of a level appropriate to the C-Bill award given. Mercenary characters who are subjected to a Rogue result receive a 2-point Bad Reputation Trait (3 points if the character is an officer).

MERCENARY OPERATIONS AND ALTERNATE ERAS

In much the same way as the size and wanted/rogue status of mercenary command impacts on its formation and generation of unit types and sizes, alternate eras of play can also impact the day-to-day operations of mercenary forces, including such things as contract offers, payment terms, supplies, and so forth. To reflect this, the Alternate Era Operations Modifiers Table provides an expansion to the various aspects of mercenary operations already presented for very large or small commands and wanted or rogue commands. Note that these modifiers may be applied in addition to those for the command's size or wanted/rogue status, and are compatible with those rules as indicated in the table.

In addition, however, the Alternate Era Operations Modifiers includes expanded information on the procurement of supplies and equipment based on the era, as well as the cost of the same. For all items under the Purchasing Supplies header, the number to the left of the slash indicates the modifier to the base target roll for a given piece of hardware, while the number to the right indicates its cost multiplier.

Players using these rules must also note that some Level 2 equipment (both Clan and Inner Sphere) may not be available at all in a given era. When attempting to acquire such parts and equipment under these rules, these things should be kept in mind

SHARES-PAY TABLE

Rank/Role	Shares
MechWarrior or Aerospace Pilot	2
DropShip or JumpShip Captain	2
Vehicle Commander or Infantry Platoon Leader	1.5
Battle Armor Trooper or Chief Tech/Chief Medic	1.5
Vehicle/Spacecraft Crewman or Chief Administrator	1
Conventional Infantry (All Types)	1
Non-Chief Support Staff (All Types)	0.75
Conventional Infantry (Anti-Mech/Anti-Air Trained)	+0.25
Lance CO	+0.50
Company CO	+1.00
Company XO	+0.75
Battalion CO	+1.50
Battalion XO	+1.25
Regimental CO	+2
Regimental XO	+1.75



MERCENARY RULES ANNEX

at all times, noting the rules previously covered for creating mercenary units and force selections through alternate eras.

OPTIONAL SHARES-PAY SYSTEM FOR MERCENARIES

The following optional rules cover an alternate salary system commonly used by less structured mercenary commands, cooperative commands (including Solaris VII cooperative stables), and most pirate bands. Although lacking in the structure and force-wide support of standard salary structures, the shares-pay system appeals particularly well to more competitive (or greedy) warriors and can provide added incentive to otherwise less-motivated personnel.

In the shares-pay system, the base contract mercenary salaries are assessed as normal when establishing contract terms, as are transport reimbursement and support payments. The awarding of these monies to the force and its staff, however, is dispersed differently between the various members of the command, and then only at the end of the force's contracted mission (or at the end of each month, for force working on garrison, retainer, or security duty contracts).

The quantity each member of the mercenary command receives under the shares-pay system is entirely up to the controlling player. Most successful outfits will assign between 15 and 25 percent off the top to the force's war chest "slush fund" for general repairs and upkeep. The remainder is divided among the

force's members in accordance with their role by a set number of "shares" per rank and role, as suggested by the Shares-Pay Table below. Note that determining the value of a share is accomplished by adding up the total number of shares to be divvied out and dividing the sum of the contract salary, support, and transport by that number.

In addition to this, any salvage or booty taken by the mercenary command is divided among the warriors based on a similar shares-payment system as covered above after a certain percentage of the spoils (in C-bill value) is devoted to the slush fund. This salvage shares system, however, does not include any personnel that did not directly contribute to the actual fighting, such as support staff and vessel crews during a ground battle. In addition, every warrior or vehicle crew responsible for making a kill during the battle receives an additional 0.25 shares per kill, reflecting their greater contribution to the business of fighting. These "salvage shares" awards may then be divided up among the recipients in either C-bills (after selling off the salvage) or equipment.

Use of the force's slush fund is typically controlled by the command's CO or XO only and may be used to purchase supplies, transports, and other day to day needs, including the payment of any overhead charges and other fees. Repairs and modifications to the command's equipment become the responsibility of the actual pilots and crews of said equipment, often financed out of their own pockets.

PIRATE OR MERC?

Kell Hounds. Northwind Highlanders. Blue Star Irregulars. Literally a thousand and one mercenary units populate the Inner Sphere, yet these are the household names that captivate the common man. But for every top, there is a bottom. Gray's Ghosts. Kraken Unleashed. Vinson's Vigilantes. Some call them 'pirates,' others 'down-on-their-luck,' and others 'salvation' when the job's small enough and the pay just right. But for these hard-boiled warriors, life isn't cheap. Life hardly exists at all!

A companion volume to *Classic BattleTech Field Manual: Mercenaries, Revised, and Mercenaries Supplemental™*, *Mercenaries Supplemental II™* delves into the dregs of the mercenary world, allowing players to use these unique mercenaries in their *Classic BattleTech* campaigns. Additional rules for mercenary creation include non-BattleMech Unit Tech Levels, special renegade and freelancer mercenary paths, as well as rules for playing mercenaries in different *BattleTech* eras, from the Star League, to the Succession Wars, to the present.

WKGAMES.

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FOR USE WITH
CLASSIC
BATTLETECH & CLASSIC
BATTLETECH RPG





PNT-9R Panther,
Ace Darwin's Whiplts



CGR-1A1 Charger,
Bad Dream



THS-4S Thanatos,
Black Angus Boys



CN9-D5 Centurion,
Black Heart Roses



Mad Cat Prime,
Black Omen



**BL-6-KNT Black Knight,
Blanc's Coyotes**



**AS7-D Atlas,
Broadstreet Bullies**



**GHR-5H Grasshopper,
Burton's Brigade**



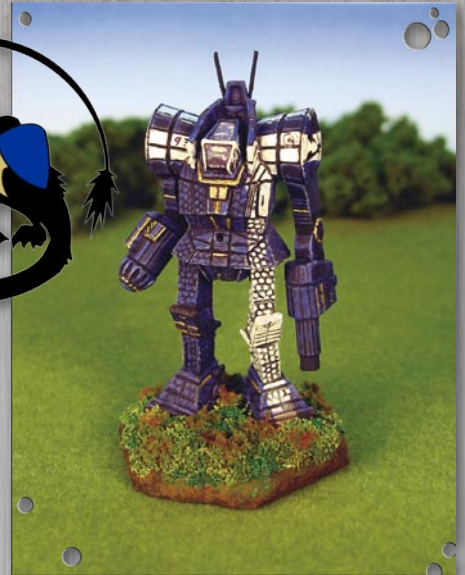
**FS9-H Firestarter,
Dedrickson's Devils**



**AKU-1X Akuma,
Deliah's Gauntlet**



**Manticore Heavy Tank,
Devil's Brigade**



**ZEU-6S Zeus,
Dragon's Breath**



**HER-3S Hermes,
Eriksson's Einherjar**



**BNC-3E Banshee,
Fighting Shamrocks**



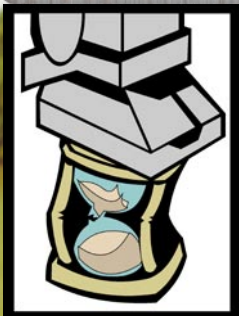
**LGB-12C Longbow,
Gabhardt's Carabineers**



MERCENARIES SUPPLEMENTAL II



**FS9-O Firestarter,
Gael's Grinders**



**SRM Carrier,
Golden Boys**



**TBT-7M Trebuchet,
Gordon's Armored Cavalry**



**HBK-4G Hunchback,
Gray's Ghosts**



**PLG-3Z Pillager,
Green Mountain Boys**



Boomerang Spotter Plane
Hampton's Hessens



EXT-4D Exterminator,
Hannibal's Hermits



ON1-K Orion,
HeavyHell Raisers



Monitor Naval Vessel
Kraken Unleashed



SD1-0 Sunder,
Little Richard's
Panzer Brigade



**STG-5R Stinger,
Lone Wolves**



**Invader JumpShip,
Union and Overlord DropShips
The Medusans**



**'MechBuster,
Mick's Blue Skye Rangers**



**TLR1-O Templar,
One-Eyed Jacks**



**F-100 Riever
Periphery Star Guard**



DV-6M *Dervish*,
Prey's Divisionals



Elemental battle armor
Raging Horde



CLNT-2-3T *Clint*,
Reed's Brew



MTR-5K *Maelstrom*,
Rubinsky's Renegades



F-90 *Stingray*
Skibinski's Salvage



SHD-5D Shadow Hawk,
13th Stalking Horse



CRS-3M Cronus,
Stone Ponies



WTH-1 Whitworth,
Tiger Sharks



ENF-4R Enforcer,
Vinson's Vigilantes



HGN-732 Highlander,
Wild Geese