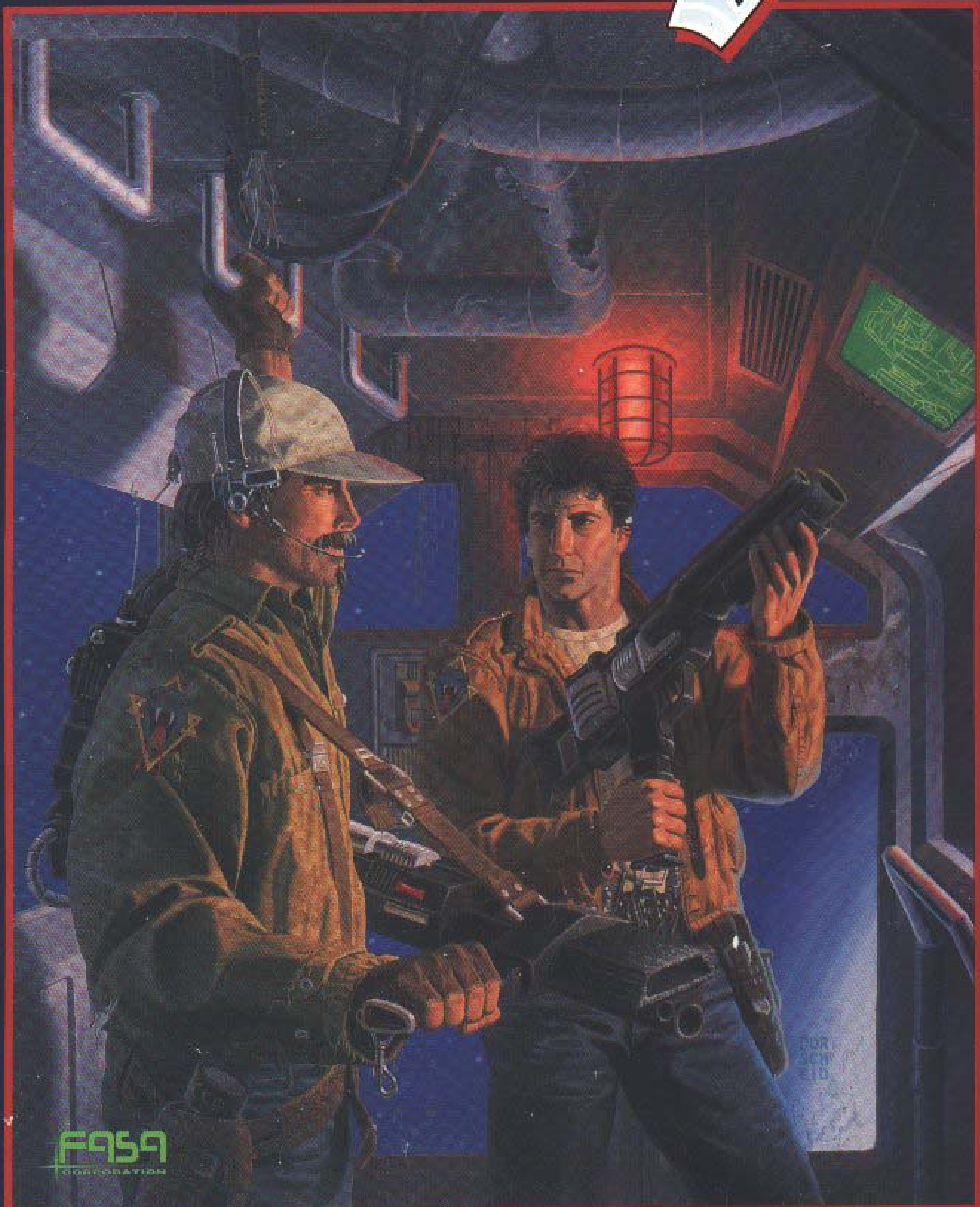
Bloodright™

MECHWARRIOR® 1666



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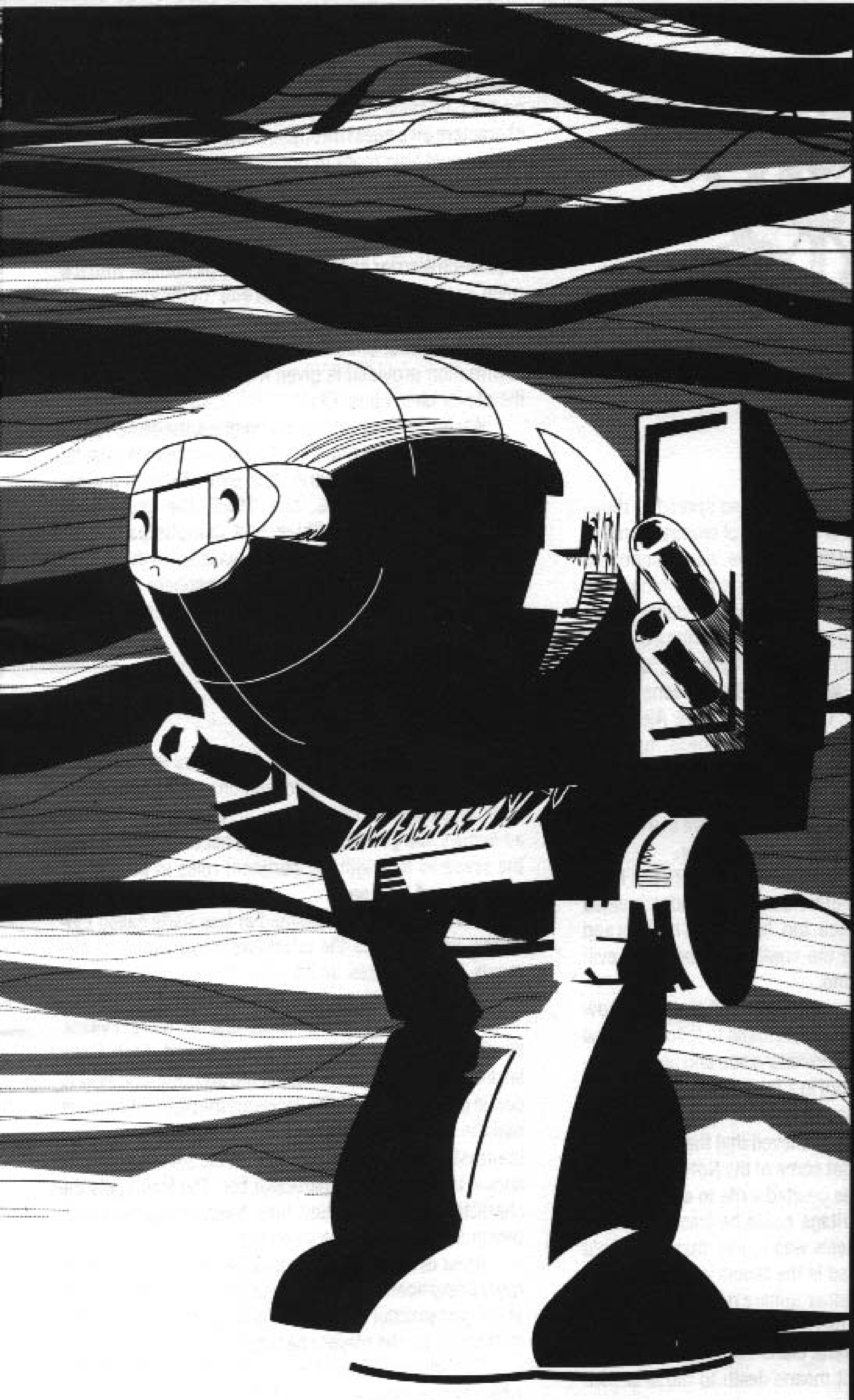
INTRODUCTION •



INTRODUCTION

By the 31st century, humanity had spread to thousands of worlds. A handful of powerful empires, known as the Great Houses of the Inner Sphere, waged continual war for the right to rule the stars. The technology and knowledge developed by the Star League slowly broke down and became shrouded in mystery; centuries' worth of progress were lost in centuries of battle, and the massive war machines known as BattleMechs dominated the endless fight. One man, General Aleksandr Kerensky, not only recognized the madness, but took action against it. In 3050, the descendants of the Star League army he led into unexplored space re-emerged as the Clans, engulfing part of the Inner Sphere in a drive to reach Terra and reestablish the Star League.

The Clans share a common heritage with the Inner Sphere, but the passage of time and the Exodus created a new civilization. The Clans, too, have faced horrors and hardships, betrayal, and the conflict of good and evil. This is the way of mankind.

The Clans faced internal strife when one Clan, now known as the Not-Named Clan, refused to follow the new order created by General Kerensky's son and heir, Nicholas. This Clan was wiped out in a Trial of Annihilation, and its name erased from Clan history.

The Clans have always believed that the annihilation was not complete, and that some of the Not-Named Clan escaped. And so Nicholas created a rite to ensure that if one day, one whose heritage could be traced to those who had betrayed his ideals was found, that one would perish. The rite he created is the Bloodright.

The invasion of the Inner Sphere renewed Clan fears that the Not-Named Clan had survived. Evidence supports these fears, and now several Clans stand poised to fulfill the Bloodright...even if it means death to those in their paths!

Bloodright is a roleplaying adventure set in the **BattleTech** universe in the year 3053. The story unfolds on the battlefield of Tukayyid, and leads the Clan player characters on a quest throughout the Inner Sphere. Their quest could lead them to honor and glory, or disgrace.

This scenario uses the **MechWarrior, Second Edition** rules of play, and provides additional game material relating to the Clans. The gamemaster and any players with MechWarrior characters should be familiar with the rules presented in the **BattleTech Compendium**, as several encounters may be resolved using those rules. The gamemaster should also note that the background information provided is given from the point of view of the player characters' Clan.

While not required for this adventure, the gamemaster will find several existing **BattleTech** sourcebooks useful when running this scenario. The **BattleTech Technical Readouts 3025, 3026,** and **3050**, the **Wolf Clan Sourcebook**, and **DropShips and JumpShips** will be particularly helpful. A number of novels set in the **BattleTech** universe also provide Clan atmosphere and style, including the **Blood of Kerensky** series and the **Jade Phoenix Trilogy**.

HOW TO USE THIS BOOK

Except for the information labeled as Player Handouts and Sourcebook, all information and material in this book is for the gamemaster only. Before running this adventure, the gamemaster should become familiar with the scenario and with the pertinent rules in **MechWarrior, Second Edition**.

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

An Episode is made up of one or more **Events**, developments that move the story forward. Each Event section describes what is happening and why, and how to deal in game terms with the decisions the player characters make in a situation. For example, the characters may need information from a main character in the adventure who is known to hang out at a particular bar. The Event gets the characters to the bar, and then helps the gamemaster determine what happens when they walk in.

Most of the Events in this adventure include one or more **Complications**, optional subplots that may be added at the gamemaster's discretion to make things even more interesting for the player characters.

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

Research contains information player characters may uncover in their investigations. **Cast of Characters** provides vital information on the key non-player characters the player characters will meet.

This book ends with a **Sourcebook** section, which provides information on roleplaying Clan player characters. This section will help players get the most out of running their Clan characters, and keep those characters true-to-fiction when roleplaying Clan traditions, honor, trials, and so on. This section also includes new Clan character archetypes, new OmniMechs, and complete statistics for the *Broadsword* Class DropShip, including a detailed blueprint of the ship.

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

MARGIN-OF-SUCCESS TABLES

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

THE STORY SO FAR

> "To define the embodiment of honor is to understand the nature of the Clans..."
>
> —*Out of Ignorance: The Return of Kerensky's People*, by Jamie Wolf, New Avalon Press, August 3053

> "Do we but find the tyrant's power tonight,
> Let us be beaten if we cannot fight. Make all our
> trumpets speak, given them breath, Those clam-
> orous harbingers of blood and death..."
>
> —*Macbeth*, Act V, Scene VI

When Aleksandr Kerensky lead a majority of the Star League Defense Force on its historic Exodus, no one left behind guessed the impact this departure would eventually have on the Inner Sphere. Nicholas Kerensky shaped an entirely new society from those who survived the Exodus.

IlKhan Nicholas Kerensky sought to create a radically new society, and for a while he succeeded. But the ways of their Inner Sphere past resurfaced in the minds and hearts of some in the Clans. One Clan in particular, Clan Wolverine, was an outspoken opponent of many of Nicholas' reforms. Clan Wolverine's objections were consistently outnumbered and outvoted in the Grand Council, but it was clear they represented a radical element in the new order.

Nicholas expected some resistance to his innovations, but he feared losing control of the Clans. He strengthened his position by using Clan Wolverine's attitude to consolidate the rest of the Clans.

Matters came to a head when ilKhan Nicholas Kerensky manipulated the Grand Council into declaring that the Wolverines' largest Brian Cache, a massive storehouse of weaponry and technology that served as the primary source of their BattleMechs, did not belong to them alone.

The Wolverines responded by declaring themselves independent of the Clans, thereby playing right into the ilKhan's hands. Nicholas called for a Trial of Annihilation: Clan Wolverine was to be destroyed as a Clan, their warriors to be slain in combat, and their other castes to be captured and sterilized.

The Khans of Clan Wolverine were aware of Nicholas' plans. They tried to flee from Clan space, fighting a running battle with the Clans who had won the right to destroy them. Eventually, the bulk of their military was trapped and engaged by Clans Wolf and Widowmaker. In a bloody series of battles, Clan Wolverine was eliminated, their genetic pool destroyed. Their attempted escape route led back towards the Inner Sphere, further supporting Nicholas' contention that they were tainted with the sins of their forefathers.

Nicholas forbade the name of their Clan to be spoken, and all records of their existence, including those in *The Remembrance*, were altered, and they became the Not-Named Clan. Their destruction served as a reminder to the other Clans of the power Nicholas controlled, and discouraged others from questioning his authority. The Not-Named Clan is the only Clan ever to be completely destroyed.

Or were they?

When the Grand Council made a final count of the Wolverines dead and captured, some of the Not-Named Clan was unaccounted for. Nicholas feared the surviving members might return to the Inner Sphere and reveal the location of the Clan homeworlds. Worse, he feared that they still hid and thrived, waiting to strike back one day in revenge.

Nicholas safeguarded his remaining Clans with the Bloodright. This rite marked any survivor of Clan Wolverine, or anyone who could be genetically traced to the warriors of the Not-Named Clan, for death. Nicholas offered a very attractive prize for the elimination of such genetically linked individuals: The successful warrior could create and name his or her own Bloodname and house.

In the years following the annihilation of the Not-Named Clan, many warriors set off to win their own Bloodname by hunting descendants of the Not-Named Clan. A few of these journeys are now Clan legend and myth. Rare rumors tie members of the Bandit Caste genetically to the Not-Named Clan, but these have never been substantiated.

The members of Clan Wolverine who were believed to have survived were never found, but the Bloodright remained valid. Two centuries have passed, and still, after every battle, the victor's scientist caste runs a genetic test on a sample of those defeated, both living and dead, to verify that they do not bear the taint of the Not-Named Clan.

The first sign of a genetic link to Clan Wolverine was found after the Clan–Inner Sphere battle on Tukayyid. In the aftermath of the battle, Clan scientists discovered that one of the fallen Com Guard troops, a Captain Bordon Hallis, had genetic similarities to the Not-Named Clan.

Captain Hallis died in the bloody confrontation between the Steel Vipers and the Com Guards' First Division at Devil's Bath. His unit was overwhelmed by Beta Striker Star of the 250th Assault Cluster of the Steel Viper Alpha Galaxy. (The Heat of Battle, p. 10, provides more information on this battle and can be used to give additional atmosphere to the adventure.)

Hallis' defeat was awarded to the entire Star, rather than to an individual warrior. An official inquiry by Steel Viper Khan Natalie Breen determined that Bordon Hallis was not one of the fugitives of the Not-Named Clan. He and his family were simply descendants of a common ancestor, General Frederick Hallis of the SLDF. Frederick was one of the original members of the Not-Named Clan, but the relatives he left behind in the Inner Sphere survived the hell of the Succession Wars.

The wording of Nicholas Kerensky's Bloodright was put to the test by Khan Breen. A short debate held shortly after the battle of Tukayyid determined that the warriors of Beta Striker Star were indeed entitled to the benefits of the Bloodright, but there were a few strings attached…

PLOT SYNOPSIS

The player characters are the surviving members of Beta Striker Star of the Steel Vipers 250th Assault Cluster (The Viper Guards). They have recovered from the damage taken on Tukayyid, and are being given a unique opportunity within the Clans. Because the Beta Striker Star defeated an opponent carrying the same genetic legacy as one from the Not-Named Clan, its members have a chance to earn the right to form their own Bloodname and house according to the Bloodright.

IlKhan Ulric Kerensky and the Grand Council have decreed that in order to fulfill the credo of the Bloodright, the members of Beta Striker Star will travel to the Inner Sphere, determine if any members of the Hallis bloodline survive, and eliminate them in honorable duels or grand melees. The Star members who survive will compete in a Trial of Bloodright. In this way, the intent (if not the word) of Kerensky's Bloodright will have been fulfilled. The Viper that achieves this honor earns the right to form his or her own Bloodname.

The player characters do not know if any other members of the Hallis family still live. To determine the identity and location of any heirs, the team must penetrate the ComStar Data Depository on Morges, where the information they need is stored. They may also discover at this point that they are not alone in their Bloodright quest. A Star of Clan Nova Cat warriors is determined to wipe out the remaining Hallis family members first.

Bordon is survived by a daughter and two sons. Kristin Hallis is a Combine citizen living on Rutbak. As a lieutenant in the 1st Rutbak Armored Defense Regiment, a local garrison unit, she commands a company of ground armor. When the player characters arrive, her unit is on extended maneuvers in the outback region of the planet.

Almost immediately upon landing on Rutbak, the team finds themselves under scrutiny and then attack by the locals, who have a deep hatred of the Clans. They also discover that a unit from Clan Nova Cat is on Rutbak searching for Kristin Hallis.

The Nova Cat Star Commander, Karron, challenges the player characters to a Trial of Possession for the right to battle Hallis. Kristin Hallis, of course, has no desire to die in battle with either Clan unit.

Once Kristin Hallis has been killed, the player characters turn their attention to the second son, Leonard Hallis. Leonard is a graduate of the NAIS, currently working at their facility on Northwind.

Northwind is heavily defended by three regiments of the Northwind Highlanders, and so a straight military strike is out of the question. The Federated Commonwealth will grant the team permission to land, but insists on providing close escort and will allow the player characters to carry no weaponry.

Their Clan background makes it impossible for the team to get close to Leonard using a straightforward approach. If the player characters can nose around successfully, they will learn that their Nova Cat opponents, having already tried to kill Leonard, are being held in Northwind's ComStar compound.

The player characters must try to shake their guards and get to Leonard—no small task. By the end of this encounter, the team must consider ComStar, the Federated Commonwealth, and the Nova Cats their enemies.

Andrew Hallis is now the last survivor of his line, and the news of his brother and sister's fate has affected him deeply. He knows that the player characters are systematically wiping out his family, but he has no idea why. He has decided to set an ambush, instead of just waiting for the team to arrive.

The eldest Hallis child, Andrew is stationed on Zurich in the Federated Commonwealth as part of the Eridani Light Horse 151st Dark Horse Regiment. He convinced the local garrison commander that his danger was real, and the commander agreed to lay a careful trap in Zurich's Greybeard Bayou, using the 50th Heavy Cavalry Battalion's 1st Recon Company. He hopes that the Clansmen will stumble blindly into his trap and be crushed by the 1st Company. The Nova Cat Star and ComStar are also still on the team's trail.

If they extricate themselves from Andrew's trap and kill the last Hallis, the player characters face the ultimate Trial of Possession and must battle the Nova Cats for the right to the Bloodright. The winner gains a chance to forge a new dynasty within the Clans. The loser earns certain humiliation, and possibly death.

GETTING STARTED

This scenario is designed for two to five Clan player characters, preferably from Clan Steel Viper. Player characters from Clans other than the Steel Vipers may be incorporated with only minor modifications.

If the player characters belong to a different Clan, and are coming to this adventure from an existing campaign, they can be introduced using the following Situation Conversion Table. The table outlines the alternative Clans, the battle they fought with Bordon Hallis on Tukayyid, and the key units involved. A more comprehensive overhaul of the adventure is required if the player characters belong to Clan Nova Cat, but the gamemaster may change the NPC team's affiliation as needed.

If the player characters' team is from a Clan other than Clan Steel Viper, the gamemaster should adjust the introductory descriptions as much as possible according to the following information.

The player-character team may be made up of a variety of character types, but should include one or two MechWarriors. Pilots, technicians, and scientist characters will increase the chances of success on this mission. The archetypes for these character classes can be found in the **Sourcebook** section of this adventure. A DropShip pilot may accompany the team on its mission, but will not qualify for the honor of the Bloodright.

The player characters can be drawn into the adventure in a variety of ways, any time within a year of the Battle of Tukayyid. Regardless of their current assignments and dispositions, they are all called back at the same time for an audience with their Khan. The summons arrives in the form of an official order. (See **Player Handout #1**.)

It is important for the gamemaster to convey the common bond the player characters share, the horror of the battle on Tukayyid. Now, several weeks or months after the fighting, these individuals are gathered on their Clan's flagship, the *Dark Asp*, where they are escorted to a briefing room by the Khan's elite Elemental troops.

When the team has assembled aboard the *Dark Asp*, read the following.

Two Steel Viper Khans enter the room. Khan Breen and Khan Zalman both show evidence of the severe wounds they received on Tukayyid.

Khan Breen addresses the player characters in a solemn tone. "You have proven yourselves warriors. Now you must prove something more.

"On Tukayyid you defeated an enemy tainted by a dishonorable past. The scientist caste has determined that one warrior you felled, Captain Bordon Hallis, bloodtraces to the Not-Named Clan." She pauses for the weight of her words to sink in.

"We have petitioned the Grand Council for the honor of the Bloodright as decreed by ilKhan Kerensky, and it has been granted to your Star. The ilKhan believes, as do I, that Bordon Hallis is only a centuries-distant relative linked by genetics to the Not-Named Clan. However, the letter of the law grants the Bloodright to any who destroy the genetic material of the Not-Named Clan, and so the Grand Council has granted the Bloodright to you on these conditions.

"You will take a ship and support personnel and leave our occupation zone. Your mission is to find any survivors of the Hallis bloodline, and kill them in honorable combat. When the tainted line linked to the Not-Named Clan has been eliminated, you will test among yourselves for the honor of forging a new Bloodname.

"The honor of your Clan goes with you. On this quest, you will face the barbarity of the Inner Sphere. You will challenge the fate of the precious worlds of our Star League. But you will remain clansmen to the end, *quiaff*? No level of subculture or depravity can remove that from you."

Khan Breen steps to the electronic map display and activates it. The Jade Falcon/Steel Viper Occupation Zone appears in gray and green, representing the respective Clans. Another world just beyond the zone is marked in bright red.

"We cannot supply the information you need to begin pursuit of this honor. But our foes, the gallant warriors of ComStar, maintain a data depository on Morges, one jump beyond our current position at Antares. Our intelligence sources confirm that they maintain genetic information regarding all of their troops and personnel on Morges. It is part of a service they sell to others, for tracing the orphans and displaced families of their foolish Succession Wars.

"You will begin on Morges. Once you leave our zone, we cannot assist you. You must live, fight, and survive as warriors. All you have learned and all that you are will be put to the test. And when you return, you will be honored warriors, or failures. As it always has been, there is no middle ground. I wish you success and honor!"

The player characters begin their quest well-stocked with provisions. Because they cannot return to the Clan Occupation Zone during their mission, these supplies will dwindle.

Each player character may bring along one member of the technician caste. Each tech will provide support to one of the warriors. The mission also provides for one member of the scientist caste to accompany the team. The gamemaster can use the NPC archetypes provided in the **Sourcebook** section and the **Wolf Clan Sourcebook** to round out the crew and support staff accompanying the player characters.

The player characters have a Clan *Scout* Class JumpShip and a Clan *Broadsword* Class DropShip, the *Viper's Fang*, at their disposal (for details on the *Broadsword* Class DropShip, see New Equipment, p. 64). These vessels are manned by the appropriate number of NPCs.

Each warrior player character is equipped with one OmniMech configured with his or her choice of standard weapons pods, and may choose supplies based on the following parameters*.

6.5 tons Missile Ammunition (player may choose between anti-missile, long-range, or short-range ammunition)

3.5 tons Autocannon Ammunition

7 tons Armor Replacement and Repair Tools

7 tons Miscellaneous Weapons/Equipment Replacement

1 ton Personal Gear

*Players choose their weapons systems based on weights given in the **BattleTech Compendium**. The total weight includes non-weapons systems such as replacement Artemis systems, and so on.

This adventure requires the team to travel between worlds to reach their goals. To conduct travel encounters, use the space encounter guidelines, p. 68. The map below shows the planetary systems the team may pass through or land in during the adventure. The player characters' ship is so small (one JumpShip carrying a single DropShip) that it is unlikely to be seen as a threat, and so modify all Encounter Rolls by –2 throughout this adventure.

SITUATION CONVERSION

Clan	**Battle**	**ComStar Unit**	**Clan Unit**
Wolf	Skupo	138th Division	13th Wolf Guards
Diamond Shark	Kozice Valley	85th Division	115th Striker Cluster, Gamma Galaxy
Jade Falcon	Przeno River	111th Division	5th Attack Cluster, Gamma Galaxy
Ghost Bear	Luk	121st Division	11th Assault Cluster, Delta Galaxy
Smoke Jaguar	Racice Delta	401st Division	6th Jaguar Dragoons, Alpha Galaxy
Nova Cat	Outskirts of Joje	9th Division	44th Nova Cat Cavaliers Attack Cluster, Beta Galaxy

The Heat of Battle

—Excerpt from a follow-up debriefing interview of Retired Major Dean Bianchi, Com Guards 6th Army, First Division, by staff psychologists of the Com Guards Veterans Association Medical Corps, Sandhurst Medical Facility, Ward J. Case Number CIMS 2445-J1, Tape 3.

I remember the battle all too well. At night I still wake up shaking, sheets wet with sweat from remembering the nightmare I saw unfold before me. Many of us who fought on Tukayyid feel that way. They say it's delayed stress from battle, and tell me that I'll be fine one day. I don't believe them. No one can see the carnage that I witnessed and ever be a "normal" person again.

I had been given what seemed a difficult challenge, to take my battalion of BattleMechs and dig in at the edge of a hellhole called Devil's Bath. The area was aptly named, covered by searing heat and humidity, with massive geysers erupting every five minutes, and pools of sulphur and mud boiling in the heat. The bad situation was made worse by massive columns of granite large enough to hide a lance poking up through the steam and muck. It was a MechWarrior's vision of hell.

Our mission was to hold the Steel Vipers, one of the Clans that had dropped onto Tukayyid. To be exact, my orders were to use whatever force necessary to prevent them from breaking through our lines. We were buying time, wearing them down, so that our flanking troops could cut their supply lines. I hoped for the best in the beginning, as did all the troops. After all, we were nicknamed Strong Retaliation.

The Steel Vipers are aptly named as well. They snaked up to almost pointblank range before engaging us. Like most Clanners, they issued their challenge and engaged only one target at a time—at least at first. In the first day of battle they managed to pinch my battalion neatly in half and reach the edge of Devil's Bath.

They took the next day to regroup and think things over, time we used to reassemble my unit. The Vipers were caught a little off-guard by the terrain, but I don't blame them!

Morale was sliding fast. Strange feeling, your back to hell and to your front an enemy willing to kill you to get to hell. None of us slept that night.

The Viper Guards of Alpha Galaxy won the honor of pulverizing us into dog food. Their steel-gray and blood-red striped OmniMechs struck at dawn, hitting us everywhere at once. I was prepared, though, and ordered our forces to pull back into the Bath. If the Clans wanted it so bad, I figured, let them come and take it.

My *Crockett* was doing well, but I was one of the few that had not taken some heavy damage during the previous days. We gang-blanked the Viper Guards at every opportunity with hit-and-run strikes. Most of the fighting was done at pointblank range in and around the granite columns, and I watched entire Steel Viper Stars wade into the boiling sulphur pits, firing as they sank, fighting to the end.

No holy words of the Blessed Blake can erase or ease those memories. My own MechWarriors were good, but the Viper Guards outclassed us. They adapted quickly and turned our own tactics against us. One firefight consumed a *Lancelot* in a Viper Guard wall of fire. No honor—no glory—just death.

My command company was being held in reserve, but they were called up just three hours into the fighting. I ordered my second officer, Captain Bordon Hallis, to lead us to the Vipers' advance point. I hoped that our arrival on their flank might turn the tide and push the Viper Guards back.

We topped a short rise and came face-to-face with the bulk of the Viper Guards, who had concentrated in one place. The Vipers were just finishing off a company of Com Guards, and Elemental troops swarmed on the victims like flies on dead meat. I remember looking down at my dying comrades, trapped in the shallow valley of death, and I felt them looking up at a rescue come too late. The moment seemed to last an eternity.

I snapped out of it when Hallis charged down the slope into the middle of the Viper Guards. The next thing I knew, the entire command company was doing the same, hollering and ranting over the communications channels, rushing their 'Mechs into a wall of missiles and laser and particle-beam fire. I followed Hallis' *Exterminator* down into the valley. For a moment I believed the two of us might pull it off. I was stupid. I should have ordered a retreat. More of my unit might still be alive if I'd been thinking.

Hallis took three missile and laser hits that sprayed his armor off into the muck and mud. He charged right into the middle of a Clan Striker Star, but instead of taking on just one of them, Hallis turned into a dervish. He rotated, spraying the entire Star with a dose of 'Mech-death. Two of the *Vultures* were slashed by his autocannon's shells. The others, including several of those blasted Elementals, bore the brunt of his lasers. In my mind's eye, if only for a moment, I saw him taking them all out by himself.

I closed in to draw a couple off, but they seemed crazed by his attack. As I watched, two of the OmniMechs charged up to grappling range and began to punch his

Exterminator. He fired wildly, missing with most of his shots, but some ripped into the Omni's armored hides. I tried to run in closer, but a *Crockett* is a poor excuse for a speedster.

Hallis kicked and punched and fired everything he had at the Viper Guards. I remember hitting one of them with a full barrage from my large lasers, but it still hung on to Hallis' 'Mech. My heat sensors showed that he was melting in the heat of that mire, but there was nothing I could do. His autocannon knocked out the leg on one of the lighter Omnis, but the odds were stacked too high against him. I wanted to order him to run, but my mouth refused to work. I just kept running toward him. To this day, I wonder if he knew—knew that when he led the charge that he would die?

It ended suddenly. His *Exterminator* twisted violently and fell, taking one of the *Vultures* with it into the muck. His reactor core shielding began to fail and he tried to punch out. His cockpit canopy blew clear, but his 'Mech was lying down, pinned at an odd angle under the Clanner Omni. The communications channels were usually nothing but static in the Devil's Bath, but for once I picked up his signal loud and clear. He screamed, and I knew it was his death cry. I knew Bordon was not going to make it.

The ejector worked, damn it, it worked perfectly. It rocketed one of the best men I ever lead directly into the center torso of a Viper *Black Hawk*. Hallis never had a chance. He was crushed flat in an instant. The *Vulture* trapping his *Exterminator* rolled away just as the *Exterminator*'s core dropped, turning the once-white Com Guard BattleMech into slag.

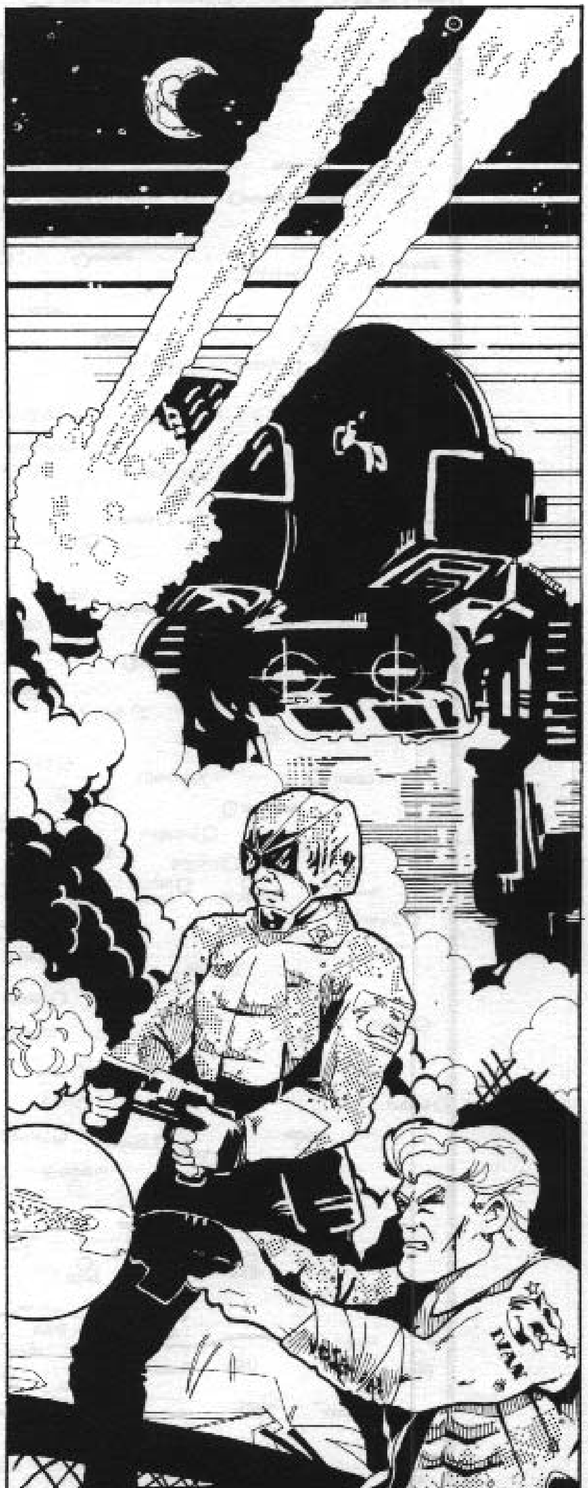
I ordered the retreat after that. The Vipers followed us up the hill, peppering our behinds with lasers and missiles, but we lost them in the erupting geyser field. Out of the full battalion I had led into that hell, only six BattleMechs and a handful of infantry managed to escape.

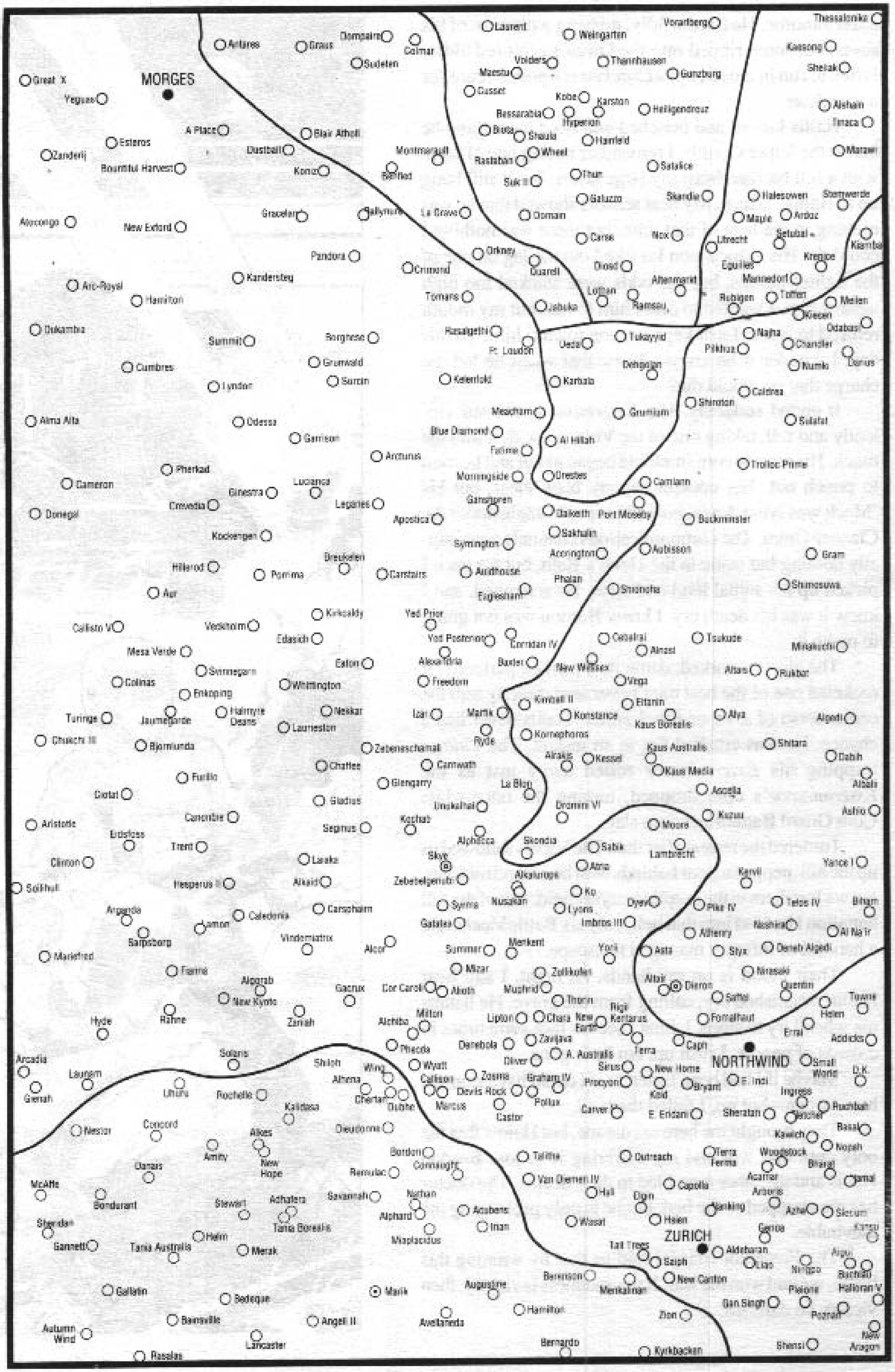
Their blood is on my hands. At night, I still hear Hallis' anguished cry, calling from the grave. He haunts me when I try to sleep. I think I see his face sometimes in crowds of people. I rush up, but he is gone.

Maybe if I had been faster, or if I could have stopped him earlier—but no, I failed them all.

They brought me here to cure me, but I know that the only cure that will end my suffering is to join Bordon Hallis and the other men I led to their deaths. The doctor has me strapped to the bed, but he is only prolonging the inevitable.

The Precentor Martial told us that by winning this battle, we had won the war. If this madness is victory, then victory be damned!





Laurent
Vorarlberg
Thessalonika
Weingarten
Antares
Graus
Dompaire
Colmar
Sudeten
Volders
Thannhausen
Kwasong
Shellak
Maestu
Gunzburg
Great X
MORGES
Yeguas
Cusset
Kobe
Karston
Alshain
Bessarabia
Hyperion
Heiligendreuz
Timaca
Esteros
A Place
Blair Atholl
Buda
Shaula
Harnfeld
Zanderij
Dustball
Montmarault
Wheel
Maraw
Bountiful Harvest
Koniz
Rastaban
Satalice
Belfield
Suk II
Thun
Skandia
Halesowen
Stornwerde
Galuzzo
Atocongo
New Exford
Gracelan
Ballymure
La Grave
Domain
Maple
Ardoz
Carse
Nox
Utrecht
Setubal
Kiamba
Pandora
Orkney
Diosd
Eguilles
Krenice
Crimond
Duarell
Altenmarkt
Mannedorf
Kandersteg
Tomans
Lothan
Rubigen
Toffen
Arc-Royal
Ramsau
Mellen
Hamilton
Jabuka
Kiesen
Rasalgethi
Najha
Odabasi
Dukambia
Summit
Borghese
Pt. Loudon
Uedd
Tukayyid
Pilkhua
Chandler
Grunwald
Dehgolan
Numki
Darius
Cumbres
Surcin
Lyndon
Kelenfold
Karbala
Caldrea
Shiroton
Meacham
Grumium
Alma Alta
Odessa
Sulafat
Blue Diamond
Garrison
Al Hillah
Arcturus
Fatima
Trolloc Prime
Pherkad
Orestes
Morningside
Cameron
Camlann
Lucianca
Ginestra
Gandhoren
Crevedia
Leganes
Donegal
Dalkeith
Port Moseby
Buckminster
Apostica
Sakhalin
Kockengen
Symington
Accrington
Aubisson
Gram
Breukelen
Hillerod
Pomme
Carstairs
Audhouse
Phalan
Shionoha
Shimosuwa
Aur
Eaglesham
Kirkcaldy
Yed Prior
Callisto V
Vedeholm
Yed Posterior
Corridan IV
Cebalrai
Tsukude
Edasich
Mirakuchi
Alexandria
Alnasl
Mesa Verde
Baxter
Eaton
Svinngarn
New Wessex
Altais
Rukbat
Colinas
Freedom
Vega
Enkoping
Whittington
Kimball II
Eltanin
Halmyre Deans
Neskar
Izar
Alya
Markik
Konstance
Turinge
Jaumegarde
Kaus Borealis
Alpheti
Laurieston
Ryde
Chukchi III
Bjornlunda
Kornephoros
Zebeneschamali
Kaus Australis
Shitara
Alrakis
Kessel
Dabih
Chaffee
Camwath
Kaus Media
Furillo
Alsafi
Glengarry
La Blon
Ascella
Diotat
Gladius
Dromini VI
Unukalhai
Kuzuu
Ashio
Cassilda
Kochab
Moore
Aristotle
Segnus
Eidsfoss
Trent
Alphecca
Skondia
Sabik
Lambrecht
Clinton
Laska
Skye
Almo
Yance I
Solihull
Hesperus II
Alkaid
Zebebelgenubi
Alekaurope
Kervil
Carsphairn
Ko
Teleo IV
Bitham
Arganda
Caledonia
Syrma
Nusakan
Lyons
Dyev
Pike IV
Lamon
Galatea
Imbros III
Nashira
Al Na'ir
Sarpsborg
Vindemiatrix
Alcor
Summer
Menkent
Atheny
Styx
Deneb Algedi
Marlefred
Yorii
Asta
Fianna
Mizar
Zollikofen
Nirasaki
Alnitak
Algorab
Gacrux
Cor Caroli
Alioth
Mushrid
Dieron
Quentin
Towne
New Kyoto
Thorin
Rigil Kentarus
Saffel
Helen
Hyde
Rahne
Zaniah
Milton
Lipton
Chara
New Earth
Fomalhaut
Alchiba
Errai
Addicks
Zavijava
Capri
Phecda
Denebola
A. Australis
Terra
NORTHWIND
Small World
Arcadia
Solaris
Shiloh
Wing
Oliver
Wyatt
Sirius
Laurent
Alhena
Callison
Zosma
Graham IV
New Home
E. Indi
D.K.
Gienah
Uhuru
Rochelle
Chertan
Dubhe
Devils Rock
Procyon
Bryant
Ingress
Kalidasa
Marcus
Pollux
Carver
Keid
Ruchbah
Castor
E. Eridani
Sheratan
Tetcher
Nestor
Concord
Dieudonne
Basalt
Alkes
Kawich
Amity
Borden
Tallitha
Outreach
Terra Firma
Woodstock
Nopah
Danais
New Hope
Remulac
Connaught
Van Diemen IV
Capolla
Acamar
Bharat
McAffe
Hall
Arboris
Hamal
Bondurant
Stewart
Achatera
Savannah
Nathan
Acubens
Dyon
Ranking
Azha
Slocum
Sheridan
Alphard
Tania Borealis
Inan
Wasat
Helen
Genoa
Kansu
Gannett
Tania Australis
Helm
Merak
Miaplacidus
Tall Trees
ZURICH
Aldebaran
Algot
Saiph
Liao
Nirasp
Buchlau
Gallatin
Marik
Augustine
Berenson
New Canton
Menkalinan
Pleione
Halloran V
Bedeque
Gan Singh
Poznan
Bainsville
Angell II
Avellaneda
Hamilton
Zion
Autumn Wind
Lancaster
Bernardo
Kyrkbacken
Shensi
New Aragon
Rasalas

THE SITUATION

The team's first task toward fulfilling the Bloodright is to determine if any members of the Hallis bloodline still survive. This information is only available from the ComStar Data Depository on Morges.

This encounter begins with the player characters' arrival at the Morges jump point. They must immediately decide how to deal with the small Com Guard garrison posted there. Once they have penetrated the facility, either through brute force or stealth, they will be able to obtain information about the Hallis family tree.

EVENT 1

FRONT DOOR OR BACK?

The characters arrive in the Morges system without encountering aerospace fighter support (though the gamemaster is encouraged to make the appropriate encounter rolls to keep the players guessing). The captain of the player characters' DropShip, the *Viper's Fang*, locates the data depository and finds a safe, isolated landing zone ten kilometers from the facility.

The captain of the *Fang* assembles the strike force in the starboard 'Mech bay. When all the player characters have arrived, he sets up a portable holographic display and punches up a map of the surrounding area and the ComStar Facility.

When the captain has everyone's attention, read the following.

A holographic map of the surrounding countryside flickers to life, casting eerie shadows on the duct work of the DropShip bay. Colors dance across the walls and OmniMechs, creating a picture of the DropShip's current position and the nearby ComStar base. Morges' thick pine forests and rolling hills show up clearly on the holographic map. The captain strolls over to the light image and points to the facility.

"We do not know the layout of the ComStar depository, but it is positioned here," he begins. "Our long-range scans detected one lance of Com Guard BattleMechs positioned less than a kilometer from the base itself. The unit contains only light 'Mechs, but I am sure they are aware that we have landed without declaring our intentions."

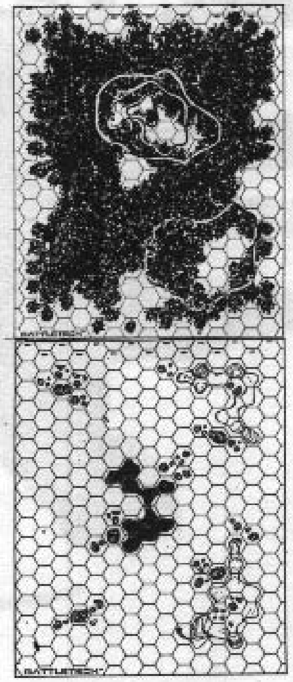
He presses a button on the hand-held control unit, and four small lights appear near the ComStar base. The icons for the patrolling BattleMechs identify the machines by shape and size, and you remember that these 'Mech types were once the pride of the Star League.

The captain crosses his arms as he stares at the map, then turns his gaze back to you and your fellow Starmates. "In my opinion, there are two ways that you can proceed. Attack the defending Com Guard forces directly," he says, and gives you a wry grin, "or try a more subtle approach. It is your call, Viper warriors. My crew and I stand ready to assist."

The player characters face an unusual decision. Do they issue the traditional Clan challenge to the Com Guard defenders, or do they attempt a more subtle infiltration of the base?

THE FRONT DOOR

If the Vipers opt for the classic Clan approach of issuing a challenge, lay out the mapsheets as shown below. The battle should be fought using the **BattleTech Compendium** rules of play.



Hexes 1212 and 1312 represent the ComStar Facility and should be marked with Hardened Building counters. The gamemaster may want to drop a hint to the player characters that attacking the building would be a bad strategy to use, because that would destroy the very data they seek.

The defending forces consist of one lance of light Com Guard BattleMechs. They are positioned (at the gamemaster's discretion) anywhere on the north mapsheet prior to the start of play. The following forces stand in defense of the facility.

Lieutenant Otis P. Griffith (*Piloting* 3, *Gunnery* 3), *Kintaro*

Adept Craig Hertler (*Piloting* 5, *Gunnery* 4), *Hermes*

Adept Mahesh Krapi (*Piloting* 4, *Gunnery* 5), *Mongoose*

Adept Kevin Totilman (*Piloting* 2, *Gunnery* 3), *Wyvern*

These skill levels and 'Mech types may be adjusted by the gamemaster to more closely match the skills and abilities of the player characters. This battle should be interesting, but weighted in favor of the player characters.

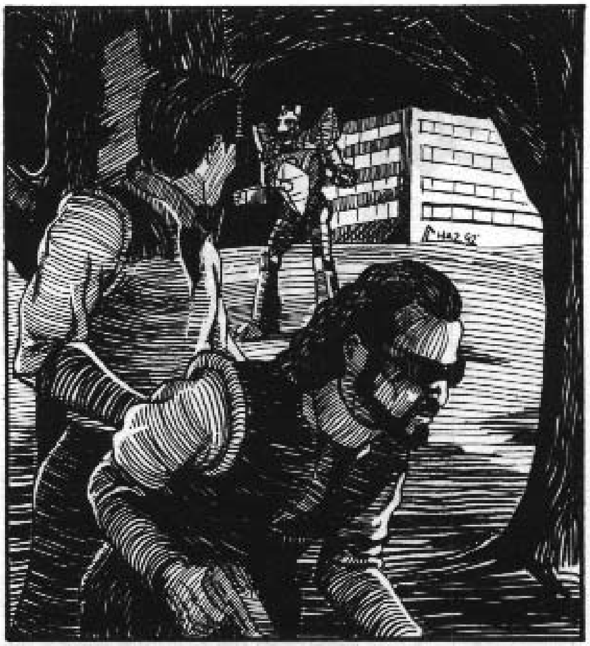
The player characters move into the area by entering anywhere along the south edge of the south mapsheet on the first turn of play. They will use the standard Clan tactics of engaging only one target at a time. Go to Event 2 when the characters defeat the Com Guard force.

THE BACK DOOR

If the players choose to attempt to infiltrate the base, they may approach on foot, making their way through the woods. The gamemaster should lay out the maps as indicated in **The Front Door**. The player characters may move across the **BattleTech** mapsheets at a rate of one hex every three **MechWarrior** turns.

Each turn, each player makes a Stealth Skill Roll to avoid detection by the Com Guard BattleMechs, applying a –1 modifier to the target number for every hex between the 'Mechs and the characters. Apply an additional –2 modifier if the attempt to approach the base is made at night. Additional modifiers can be assigned by the gamemaster if the player characters are particularly clever in their approach.

Characters who fail their Stealth Skill Rolls will attract the attention of one of the Com Guard BattleMechs. The 'Mech will move in the direction of the character who failed the roll. That player must make a second, unmodified Stealth Skill Roll to avoid detection. Characters in the same hex as or any of the hexes adjacent to the character who failed the roll must also make a second Stealth Skill Roll, with a –2 modifier, to avoid detection.



If the player character is detected, the Com Guard will order the character to step out into the open and surrender. If the character declines to reveal him or herself, the 'Mech attempts to grab or otherwise capture the warrior. If a character attempts to hide from the BattleMech after he or she has been detected, the player must add +4 to his or her Stealth Skill Roll, and the Com Guard will open fire with light weapons.

COMPLICATION: THE UNKNOWN ENEMY

If the players are handling their opponents too easily, the gamemaster may introduce an additional roving BattleMech on the side of the Com Guard forces.

In either **The Front Door** or **The Back Door** approach, this mystery 'Mech will enter from the east or west edge of either mapsheet, at the gamemaster's discretion. This MechWarrior is Adept Paula Brandimoor (Piloting 2, Gunnery 4), piloting a *Crab*. Each turn, she will move her maximum walking distance in a random direction (determined by rolling on the Area Effects Weapons scatter diagram, **MechWarrior, Second Edition**, p. 56). This random element may force the player characters to take long, evasive routes to avoid the enemy and reach the depository if they are using the stealth approach described in **The Back Door**.

If they are using the more direct combat approach outlined in **The Front Door**, Adept Brandimoor will move as described above, but will fire each turn at the closest Viper OmniMech.

EVENT 2

THE INSIDE STORY

Once the players have either destroyed the ComStar base's defenders or made their way to the facility by stealth, they have to find a way into the complex.

When the players arrive at the facility, read the following description.

> The physical building housing the data depository is unimpressive, almost buried in the massive pine forests that cover Morges. A flat, one-story structure with no windows, it has sloping, thick, hardened walls covered with vines and a thin layer of dirt, making the base almost invisible. If not for information gained from a captured ComStar hyperpulse generator in the occupied territories, the base would have been difficult, if not impossible, to find from orbit.
>
> The pastoral setting conceals the main entrance into the half-buried structure, a thick, black door with a simple card access. A camera is mounted to scan those wishing to enter, but even from this distance it is obvious that the device has been shot apart. Your gut instinct tells you that this is not going to be as simple as you had hoped.

The ComStar Data Depository has minimal security, relying on its isolated location for defense. Two doors give access to the structure itself. One door opens to the inner foyer with a card access. Inside is a series of security doors and passages monitored by personnel in a security booth. The players must pass the security booth to access the information they seek, probably under force of arms.

If the players examine the exterior of the building, they will discover a second door on the west wall. This is an emergency exit secured with explosive bolts to throw the door clear. A player character making a successful Perception or Engineering Skill Roll can tell that it would be a tricky job to open the door without setting off the emergency alarms and/or the explosive charges.

A player character may open the emergency door by making a Security Systems Skill Roll using a +5 modifier. A successful roll opens the door without setting off the charges or alarms. A failed roll by a margin of one or two sets off the alarm. If the Margin of Failure was 3 or greater, the explosive charges and the alarm go off, opening the door but doing 6D6 damage to the character making the roll.

The team may enter the base via the card access door by making a Security Systems Skill Roll using a +1 modifier. If the roll is successful, the door will slide open and allow the characters to enter the foyer.

If the player character fails the skill roll, the door opens in 1D6 minutes to reveal three Com Guard security officers who open fire immediately. The Guards will not ask the characters to surrender, and do not seem willing to discuss the situation.

COM GUARD SECURITY OFFICERS (3)

Attributes: BLD 5 (7+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 4 (8+)
Characteristics: Athletic 8+, Physical 8+, Mental 9+, Social 9+
Skills: Blade 2 (6+), Small Arms 3 (6+), Unarmed Combat 3 (5+)
Equipment: Armored Vest, Blazer (Range 1–9/10–21/22–30; Damage 4D6 +2), Security Pass

If the characters have managed to successfully bypass the security system and enter the foyer undetected, they will notice that the wall on the east side of the room is made of bulletproof glass pocked with carefully placed firing ports. The three security guards will spot the team immediately and open fire with their Blazers. The bulletproof glass has a refractive tinting that reduces the damage of all laser shots by 4 points. Needlers and other projectile weapons will not penetrate the glass.

The security officers will not surrender. When the fighting is over, the gamemaster should have any character investigating the bodies make a Perception Roll using a +1 modifier. On a successful roll, the player character will notice that two of the guards were bandaged, as if they had been wounded recently. If the Margin of Success is 3 or more, the player character may conclude that some sort of link exists between the wounded guards and the destroyed security camera outside the facility.

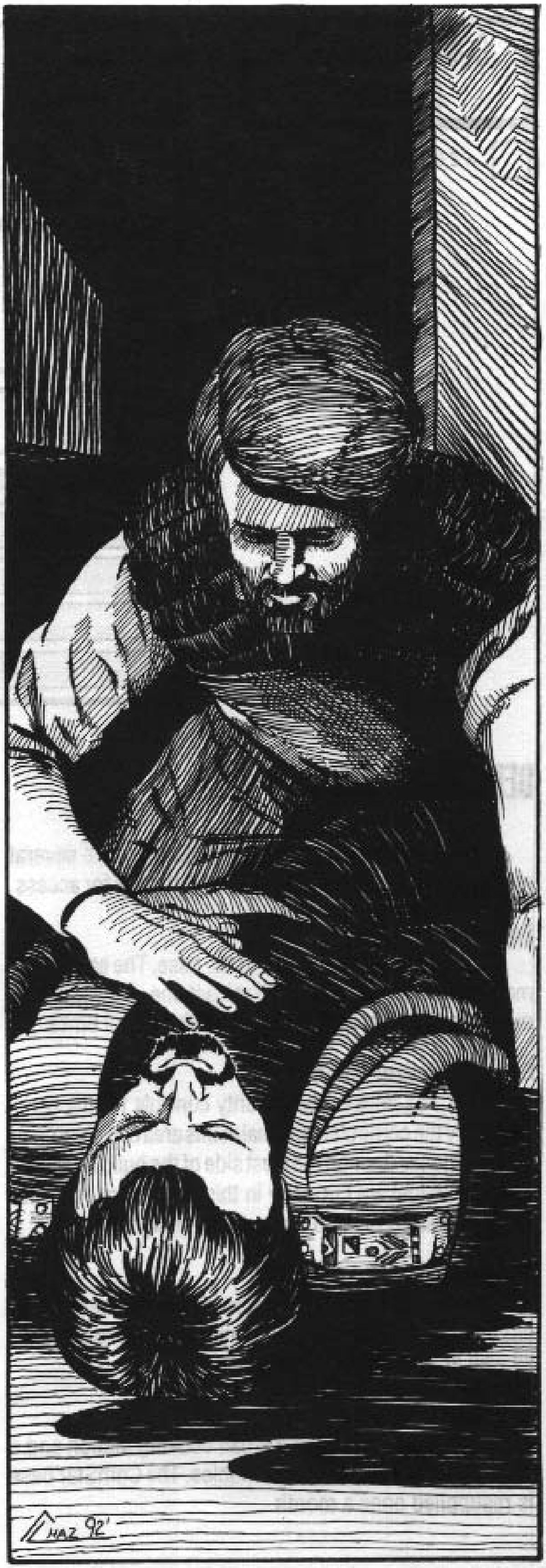
If the player characters manage to keep one guard alive long enough to interrogate him or her, consult the table below for the information available.

Margin of Success	Result
0	The guard says only that he or she has fought against the Clans before, and has little respect for them as warriors.
1	The guard seems confused, demanding to know why the base is under attack again so soon.
2	The guard comments that it seems all the Clans are interested in this ComStar base.
3–4	The guard reveals that another Clan group attacked the facility only two weeks earlier, wounding him and his comrades.

No additional information is available, even under further interrogation.

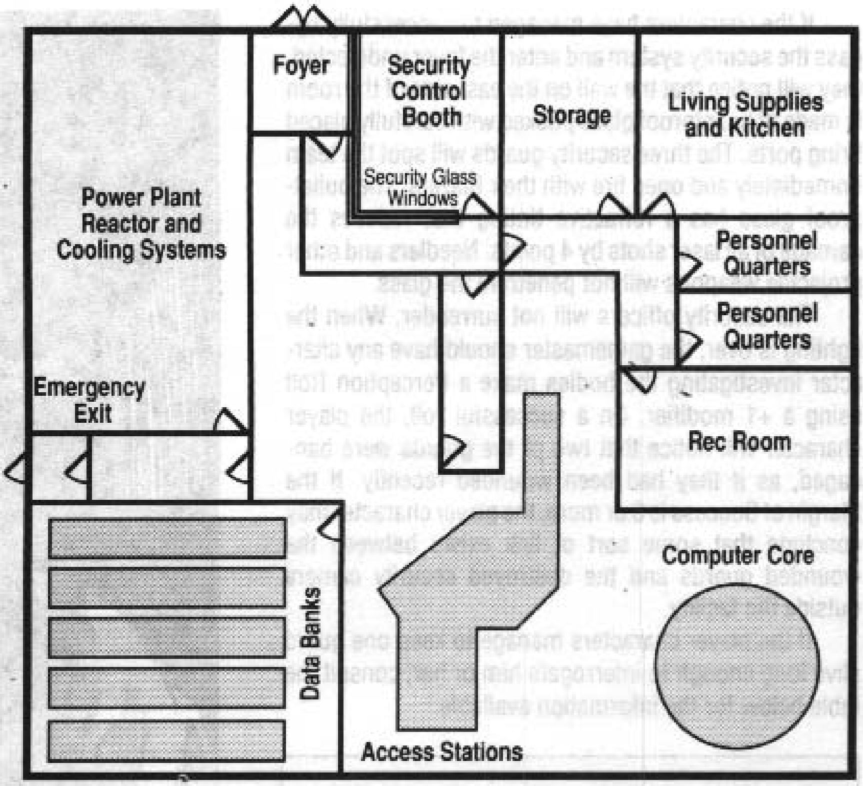
Each of the guards carries a security badge that serves as the access key to the inside of the facility.

The ComStar Data Depository is staffed by eight technical personnel. The system receives encoded communications from the Morges HPG and dumps the data into storage. This particular facility stores the genealogical information of families in the Inner Sphere.



COMSTAR FACILITY
Depository

☐ = 2 meters


Foyer
Security Control Booth
Storage
Living Supplies and Kitchen
Security Glass Windows
Power Plant Reactor and Cooling Systems
Personnel Quarters
Personnel Quarters
Emergency Exit
Rec Room
Computer Core
Data Banks
Access Stations

DEPOSITORY MAP KEY

The depository is laid out to accommodate several main areas. All doors require a security badge for access.

Foyer

This is the main entrance to the base. The east wall is made of bulletproof glass, and at least one security officer monitors the foyer from behind the glass at all times.

Security Control Booth

This area houses the security controls for the complex. Only the computer terminal in this area can blow open the emergency door on the west side of the building. Three base personnel are currently in this area if they have not been eliminated prior to the team reaching this area.

Storage

This area is filled with racks of replacement parts, circuit boards, tools, and other maintenance equipment, as well as sundry personal supplies.

Kitchen

This area consists of a small cooking station and a large pantry, filled with consumables. The ComStar base is resupplied once a month.

Personnel Quarters

These two rooms offer dormitory-style sleeping and bathing quarters for the staff. Each room has eight bunk beds and a bathing facility. These areas are spartan, with little space for personal gear. Two base personnel are sleeping here when the team arrives.

Recreation Room

Several old-fashioned video games, including an arcade-style 'Mech cockpit simulator/game, a hoverpool game, dart board, and other assorted gaming paraphernalia fill this room.

Computer Core

In the main operation room, the core appears as a sealed, gray, glassed sphere, half-buried in the floor. The sphere is ten meters in diameter, surrounded by a guardrail and constantly monitored by a staff member. A staff member is at the monitoring station when the team arrives.

Computer Access Stations

All computer access stations (with the exception of security) are centralized in the main operations area. There are five main terminals, as well as the communications systems controls that allow direct contact with the ComStar Morges HPG. Three staff members are in this area when the team arrives.

Data Banks

This massive room is filled with specially designed cabinets of crystal storage. Using a unique memory storage system, these crystals contain the sum of all genealogical data accumulated by ComStar. Monthly backups are transmitted to off-site storage facilities on Terra. One staff member is working in this room when the player characters arrive.

Power Plant

This room houses a stationary fusion reactor and the reactor control systems. The two terminals in this room are not connected to the computer core. A staff member monitors this station at all times.

The only resistance the player characters encounter is from the guards. Once the guards are eliminated, the team has access to the rest of the facility, and can easily round up and interrogate the base staff.

Use the following statistics for all the technicians, unless the complication is being used. If the gamemaster chooses to add the complication, these statistics apply to only seven staff members.

TECHNICIANS (7 OR 8)

Attributes: BLD 3 (9+), REF 3 (9+), INT 4 (8+), LRN 6 (6+), CHA 4 (8+)
Characteristics: Athletic 12+, Physical 11+, Mental 8+, Social 10+
Skills: Administration 2 (6+), Computer 4 (4+), Technician/Electronics 4 (4+)

Interrogating the technicians reveals they know nothing of any previous attack. A successful unmodified Interrogation Skill Roll made against any technician reveals that all staff members (with the exception of the security officers) were posted to the Morges Data Depository in the past week. The previous crew's fate was not revealed to the new staff.

The player characters may need to allow time for the captured personnel to calm down, then they can begin checking the ComStar records for information about the Hallis family line. Information is available on a successful Computer Skill Roll using a +1 modifier.

Even a Margin of Success of 1 yields key information to the player characters. If a player makes a successful skill roll, the gamemaster hands that character a copy of the data dump printout, **Player Handout #2**. This is all the information available in the system on Hallis' family. The team discovers that three Hallis siblings are still alive! The Bloodright continues.

Based on the margin of success of the Computer Skill Roll, consult the table below to determine what additional information is available.

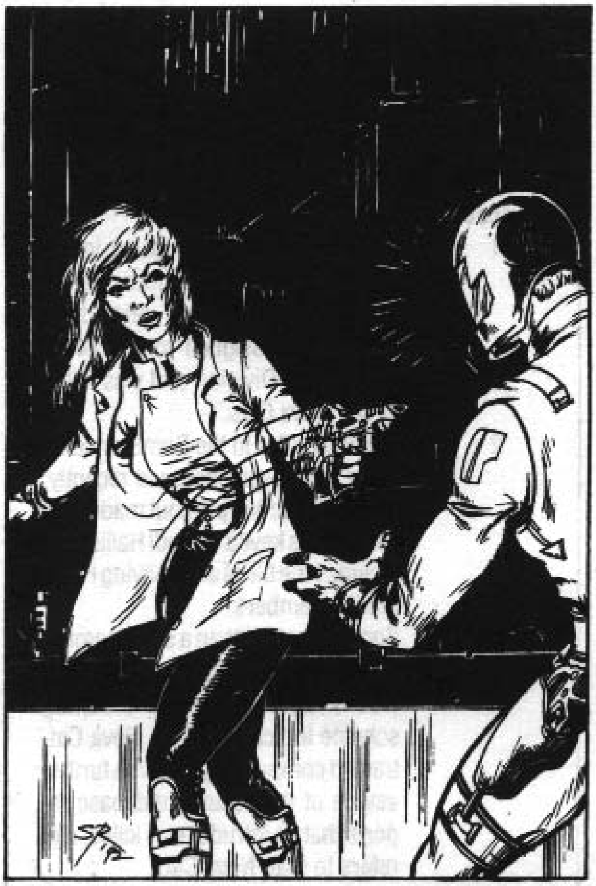
Margin of Success	Result
1	Another Hallis was involved in the Battle of Tukayyid. Jodi Hallis, Bordon's only cousin related by blood, was assigned to the 244th Com Guard Division and was killed by the Nova Cats.
2	The Hallis files in the ComStar computer have been accessed recently, and a genetic link printout made. The search was keyed on Jodi Hallis, and included the file of all surviving Hallis family members.
3–4	Someone other than a staff member accessed the Hallis file almost two weeks ago. The code-breaking scheme indicates a Clan Nova Cat-trained computer operator. A further search of the security database reports that an intruder was killed, and refers to Clan Nova Cat.

The players still may not put the pieces together at this point and figure out that the Nova Cats have also petitioned for a Bloodright for the Hallis family line. In fact, the Nova Cats are several weeks ahead of the player characters' team, and are attempting to fulfill the same mission; eliminate the Hallis genetic line.

The team should be able to leave Morges unopposed if they depart within 48 hours of their arrival. If they stay longer, the Second Grave Walkers, currently reorganizing on Morges, may close on their position. The gamemaster can drop subtle hints about this possibility by letting the team listen to the ComStar facility's communications monitor, or by sending information from long-range scans via their DropShip to keep the pace of the scenario moving.

Any damage to the teams' BattleMechs can be repaired by their technicians. Each warrior character is assumed to have a technician (use the Technician Archetype in the **Sourcebook** section to create NPCs if there are no player-character technicians).

BattleMech limbs and/or other equipment can be repaired. The gamemaster may want to use the Between-Battle Repair rules in **MechWarrior, Second Edition**, p. 147, to determine successful repairs.



The gamemaster may want to use the following modifications to the **MechWarrior** repair rules to account for the limited resources available during this campaign.

For armor replacement on each limb, make a Technician: BattleMech Skill Roll using a –1 modifier to successfully replace the armor. Damaged components such as weapons, gyros, engines, and so on require a successful Technician: BattleMech Skill Roll using a +2 modifier. A failed skill roll means that the repair supplies have been used, but the repair failed. The gamemaster should keep close track of the supplies used, because available supplies can have a direct impact on future battles.

COMPLICATION: SHEEP'S CLOTHING

One of the apparently timid technicians, Dana Johnston, is actually a ComStar ROM operative. She was assigned to the data depository facility following the Nova Cat raid two weeks ago. Her mission is to ensure that the base is not infiltrated again.

To this end, she will surrender with her fellow technicians as soon as security is overpowered, but she plans to use her palm-sized hold-out pistol to stop the intruders from penetrating computer security.

When the player characters have rounded up the technicians, read the following.

One of the technicians, a tall, lanky woman at the edge of the group, seems uneasy as your comrades search the technicians. Just as your fellow warrior reaches her, she suddenly spins, whipping a hold-out pistol from under her lab smock. You do not react, because you cannot comprehend a technician fighting. This woman moves with the skill of a trained warrior!

When you bring your weapon to bear, she dives behind one of the terminals, firing wildly past you and your fellow warriors. She is fast, but very inaccurate. Perhaps she is nothing more than a frightened rabbit. But you learned on Tukayyid that there is often more to ComStar than meets the eye....

At the first opportunity, Dana will attempt to break loose from the characters and sabotage the computer equipment. She will direct her fire toward the computer core and the data banks area, always firing first at the computer equipment, then defending herself against the characters.

Any character making a successful unmodified Perception Skill Roll will realize that she is attempting to destroy the computer.

When the player characters try to access the computer files, apply a +1 modifier to the Computer Skill Roll for every time Dana Johnston hit the computer core or data banks.

DANA JOHNSTON

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

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

Skills: Blade 1 (8+), Small Arms 4 (7+), Unarmed Combat 3 (6+)

Equipment: Hold-Out Pistol (Range 1–2/NA/NA; Damage 1D6)

BLOODRIGHT Raid on Rutbak

EPISODE 2

THE SITUATION

Having learned on Morges that Bordon Hallis was survived by three children, the team begins at the top of the list and heads to Rutbak to kill Kristin Hallis.

The mission seems simple enough. But the Clans are not welcome in the Inner Sphere, especially in the Draconis Combine, where Rutbak is located. As soon as the team's ship enters the planet's system, the pilot is "requested" to land at the Partello Spaceport—under the close "friendly observation" of local officials.

EVENT 1

HIDE AND SEEK

Rutbak is not a highly civilized, or even highly populated, world. Because Rutbak does not support a standing 'Mech garrison, the planetary officials intend to control the player characters by ordering the ship to land at the Partello Spaceport, and preventing the team from debarking any heavy equipment, particularly 'Mechs.

Rutbak fields two regiments of ground armor and four mechanized infantry regiments. While one Star of Viper BattleMechs is hardly enough to defeat these numbers, no local force can prevent the player characters from departing whenever they want.

In addition to being on the receiving end of a generally suspicious and unfriendly attitude, the player characters cannot find lodgings. Once they are tagged as being from the despised Clans, none of the local inns or hotels will put the team up for fear of local reprisals. Civilians on the streets will be cordial until they realize they are talking to "Clanners." The gamemaster should paint a dark image of tense people who deeply resent the player characters simply for who they are.

The players can pick up a little information related to their quest by checking the news media on Rutbak. See **Research**, p. 44, for details.

The news reveals that the First Rutbak Armored Defense Regiment, Kristin Hallis' unit, is currently on extended maneuvers somewhere on the planet. The player characters also learn that the most likely source of information on the unit's exact whereabouts hangs out in a small bar named Cascarelli's located near their docking bay. Because they are typical Clan warriors, the team does not consider the locals any threat, and are perfectly willing to risk a fight to get the information they need.

When the player characters enter the bar, read the following.

The bar is dark, but it seems to invite you in out of the constant rain falling outside—at least at first. This is a small establishment, with only six tables and eight seats at the bar. The fact that this dive is the after-hours meeting place of members of the First Rutbak Armored only increases your disdain for the military of the Inner Sphere.

At first, the owner hardly seems to notice as you and your Star step up to the bar. He studies your faces and uniforms in the dim light, and with a scowl states loudly, "Your kind ain't welcome here, so scat."

Another man standing at the end of the bar moves, catching your attention. He grabs his bottle of ale by the neck and shatters the end against the edge of the counter, turning the bottle into a jagged weapon. "You heard old Kamar, Clan-heads. We don't serve your type, especially after what your brothers did last week." He lunges at you with a wild swing, and suddenly the bar's tight confines become a battle zone of fear and hatreds, both new and old.

Five people are drinking in the bar when the characters walk in. All five eagerly await the chance to leap into a fray with the Steel Vipers. Four of the men are technicians that work in and around the spaceport. The fifth wears an olive drab paramilitary jumpsuit.

RUFFIANS (5)

Attributes: BLD 3 (9+), REF 5 (7+), INT 6 (6+), LRN 5 (7+), CHA 5 (7+)
Characteristics: Athletic 10+, Physical 8+, Mental 7+, Social 8+
Skills: Small Arms 2 (6+), Streetwise 4 (4+), Unarmed Combat 3 (7+)
Equipment:

Ruffians 1–3	Broken Bottle	(Damage 1D6)
Ruffian 4	Chair	(Damage 1D6–2)
Ruffian 5	Knife	(Damage 1D6–1)

After any two ruffians have been knocked unconscious or incapacitated, the others will attempt to flee the bar. The fifth ruffian, who is wearing the jumpsuit, will fight until incapacitated.

This ruffian is actually a member of the First Rutbak Armored Defense Regiment. He keeps up a running commentary of personal and general Clan insults during the bar brawl, even if he is injured.

If the player characters capture any of the ruffians and question them about Clan activity on Rutbak (as hinted by the bartender), they must make a successful Interrogation Skill Roll using a −1 modifier. Consult the table below to determine the information the interrogation yields.

Margin of Success	Result
0–2	Another Clan unit landed on Rutbak a few days ago. They engaged several light infantry garrisons and wiped them out. This is why the team has been told to remain at the spaceport, and not to debark its 'Mechs.
3	A Clan Star arrived last week, and is still roaming the countryside. The Clan unit seems to be trying to fulfill some sort of vendetta, rather than raiding against a specific target.
4+	The Clan unit already on Rutbak is from Clan Nova Cat. They have been trying to locate the First Armored Defense Regiment, and the commander of the First dispersed his forces to protect them from Clan attack.

Any player whose character is questioning the fifth ruffian about the location of the First Armored Defense Regiment must make a successful Interrogation Skill Roll using a +2 modifier. Consult the table below for the information he reveals.

Margin of Success	Result
0	The First Armored is hidden somewhere on the north end of the continent.
1–2	The First Armored has taken up positions in and around the Sekka Forest, some four hundred kilometers north of the spaceport. They are attempting to trap the raiding Nova Cats Star, which is in turn attempting to engage them. Thus far, only a handful of quick and costly firefights has taken place.
3–4	The Nova Cats have been attempting to flush out the First Armored from the Sekka Forest along the shores of Lake Durbin for four days. They constantly issue challenges to a specific *Chu-i* to duel one of them in some sort of combat contest. Neither side has managed to gain an advantage.

COMPLICATION: THE COPS

The gamemaster can create additional tension for the player characters by calling in the police to deal with the bar fight.

Police officers (1D6) arrive within ten minutes of the start of the fight. They immediately physically block any interrogation attempts, and ask for names, identification, what started the incident, and so on. (Police procedures have changed very little over the centuries.)

The investigating officers hold the player characters in deep distrust. Some of the bar patrons are less than popular with the police as well. The ruffians will loudly claim that the "Clan bastards" started the brawl.

The player characters may be able to avoid a confrontation by simply telling the truth. The player speaking for the team must make a Negotiation Skill Roll using a −2 modifier. A successful roll means that the officers will simply order the player characters to leave the bar and stay out of trouble.

An unsuccessful roll means that the two officers will attempt to arrest the characters, using force if necessary. This may turn into another fight if they attempt to physically restrain the player characters. If the characters submit willingly to arrest, they will be held in the local lockup for twelve hours and released with a stern warning.

RUTBAK POLICE (1D6)

Attributes: BLD 5 (7+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 4 (8+)
Characteristics: Athletic 8+, Physical 8+, Mental 9+, Social 9+
Skills: Blade 2 (6+), Small Arms 2 (7+), Unarmed Combat 3 (5+)

EVENT 2

BABES IN THE WOODS

The players have learned enough to know that the First Armored is attempting to capture the Nova Cats. They should realize that this Nova Cat unit is the same one that raided Morges.

The two forces are currently circling each other approximately six hundred kilometers northeast of the Partello Spaceport. Traveling cross-country would take far too long: the only way for the team to reach the area fast enough to find Kristin Hallis still alive is to defy the local authorities and use their DropShip.

The region they must search is hilly, and thick with age-old forests, an excellent hiding place for a unit of any size. Normally, it would take days of searching to locate the combatants, but a lucky scan by the team's DropShip pilot picked up the power signature of a Clan OmniMech reactor. The DropShip lands in a nearby clearing and the player characters debark.

When the player characters leave the DropShip, read the following.

> As your 'Mech steps out of the ship into the clearing, your sensors flash to life. Across the glade stands another OmniMech, a *Mad Dog*, its narrow, tall profile glistening black and flecked with blue stars. Another glance at the sensors shows a *Nova* stepping toward the edge of the clearing.
>
> Your internal communicator receives a message from the approaching OmniMechs.
>
> "Hail, Steel Vipers. I am Star Commander Karron of Clan Nova Cat. We expected your arrival, but not so soon. So much the better—you may witness our destruction of one of the accursed Hallis line.
>
> "Do not be shocked that we know why you are here. On Tukayyid we defeated a relative of the man you killed. We too have petitioned the Grand Council for the Bloodright to the Hallis line. We have harried our opposition for four days, and you have arrived in time to watch us defeat our common foe."
>
> You are momentarily stunned by the fact that the Nova Cats are pursuing the same goal, but your thoughts snap into focus as your DropShip pilot informs you that long-range scans indicate a company of light tanks is approaching. The tanks will arrive in twenty minutes. Time is not your ally, but a bitter enemy…

The player characters must decide quickly how to face this threat. They may choose from two options. They can wait until the First Armored arrives and try to attack Hallis' tank first, thus denying the Nova Cats a chance to attack her. (See Roleplaying the Clans in the **Sourcebook** section, p. 56.)

The second option is a true Clan solution; to challenge the Nova Cats to battle for the right to kill Kristin Hallis. This is a Trial of Possession. The player characters can initiate the trial by issuing a proper challenge, such as "What forces defend Clan Nova Cat's claim to the Bloodright of Kristin Hallis?" (More information about the *batchall* tradition is provided in Roleplaying the Clans in the **Sourcebook** section.)

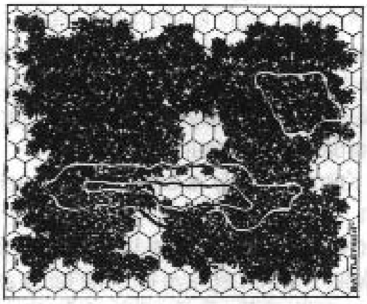
The gamemaster makes an Opposed Negotiation Skill Roll against the challenging player character for Star Commander Karron, using a +2 modifier. The margin of success determines the opening bid. Consult the table below for the bidding results.

Margin of Success	Result
0–1	One warrior in BattleMech combat.
2–3	One warrior in personal combat (armed).
4+	One warrior in personal combat (unarmed).

Immediately after the bidding is completed, the two forces begin the Trial of Possession. The Nova Cat unit members and their OmniMechs appear in the **Cast of Characters**, p. 48.

If the Trial of Possession is fought by personal combat, use the **MechWarrior** rules, p. 52, to resolve the challenge. A warrior is considered defeated if he is rendered unconscious or killed.

If the combat is to be fought with BattleMechs, lay out the Heavy Forest #2 **BattleTech** mapsheet as shown below. The gamemaster plays the Nova Cat MechWarrior, who sets up first anywhere in Hex Row 15xx. The player character fighting the 'Mech combat sets up second, anywhere in Hex Row 01xx. The combat should be fought using the **BattleTech Compendium** rules of play, as well as the guidelines found in Roleplaying the Clans in the **Sourcebook** section.



If the player character wins the Trial of Possession, read the following.

> Your opponent's voice sounds over your 'Mech's internal speakers. "Bargained well and won. The honor is yours, but do not expect to be so fortunate in our next meeting." You watch the Nova Cat OmniMechs stride out of the grassy glen and into the forest. The right to battle Kristin Hallis is yours alone.

If the player character loses the Trial of Possession, read the following.

> "You have followed our trail from the beginning of this quest, Viper warrior. You see once again that it is the way of the Nova Cat to move fast and strike hard. Learn that well, lest you become my bondsman. Now stand clear while true warriors show you how to fight."

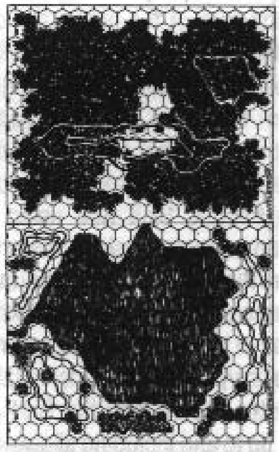
EVENT 3

A MATTER OF HONOR

As the Trial of Possession ends, an armored company arrives, one lance commanded by *Chu-i* Kristin Hallis. The armor's arrival means a battle, and presents the first opportunity for the player characters to fulfill their Bloodright.

Unfortunately, Star Commander Karron is a poor winner and a poor loser, and so whatever the results of the last event, he is not finished with the player characters. Karron has dark plans for the Steel Vipers that include, at the very least, their loss of the Bloodright. He would be glad to see their destruction.

The battle between the Steel Vipers and the First Armored can be resolved using the **BattleTech Compendium** rules of play. Lay out the maps as shown below prior to the encounter. The player characters set up their OmniMechs anywhere on the south mapsheet prior to the arrival of the First Armored. Any player character making a successful Piloting Skill Roll using a –2 modifier can determine that the enemy armored company is arriving from the north.



If the Nova Cats won the Trial of Possession, the gamemaster should place them anywhere on either mapsheet between the player characters' 'Mechs and the north edge of the map. If the Nova Cats were defeated in the Trial of Possession, they have withdrawn off the mapsheet, presumably humiliated by the defeat.

Kristin Hallis' unit has been lured several days' distance from the main body of the First Rutbak Armored Defense Regiment. The stray unit contains the following vehicles and personnel.

First Rutbak Armored Defense Regiment, Third Battalion, Third Sweep Company

Command Lance

Tai-i Sandra Lutz (*Piloting* 2, *Gunnery* 2), Burke Tank
Kazi Fritz (*Piloting* 4, *Gunnery* 5), Galleon Tank
Shekku Boyd (*Piloting* 4, *Gunnery* 4), Galleon Tank
Senkiu Sebu (*Piloting* 4, *Gunnery* 1), Galleon Tank

Support Lance

Chu-i Kristin Hallis (*Piloting* 2, *Gunnery* 2), Von Luckner Tank
Frazer Hurris (*Piloting* 2, *Gunnery* 4), Vedette Tank
Mason Dagra (*Piloting* 4, *Gunnery* 3), Manticore Tank
Gresza Frak (*Piloting* 5, *Gunnery* 5), Pegasus Hover Tank

Stealth Lance

Chu-i Hurston Jalli (*Piloting* 1, *Gunnery* 4), J. Edgar Hover Tank
Kino Yuri (*Piloting* 4, *Gunnery* 4), Striker Light Tank
Shinko Kanntara (*Piloting* 4, *Gunnery* 1), Striker Light Tank
Ringo Cast (*Piloting* 4, *Gunnery* 3), Striker Light Tank

If the player characters won the Trial of Possession against the Nova Cats, the team may now take on the First Armored and attempt to kill Kristin Hallis.

On the first turn of the battle, the command company, controlled by the gamemaster, will enter the north edge of the north mapsheet. On Turn 2, the support lance will enter from the same edge. On Turn 4, the stealth lance will enter on the east edge of the north mapsheet. The player characters may make sensor checks each turn by making a Piloting Skill Roll using a –1 modifier. Players making successful skill rolls on Turns 3 and 4 discover where the stealth lance is entering the mapsheet.

The members of Third Sweep Company heard the challenges issued by the Nova Cats, and move to position their tanks to block/protect *Chu-i* Kristin Hallis' Von Luckner. The gamemaster should play the First Armored forces convincingly, up to and including allowing Kristin's fellow tankers to make the ultimate sacrifice to protect her.

This battle is a good opportunity for the players to roleplay. They are attempting to conduct a Clan honor trial against Inner Sphere warriors who observe none of the same rules, and the gamemaster may feel free to play up this conflict. Their only true goal is to defeat Kristin Hallis, but getting to this one-on-one fight will be difficult, given the number of enemy tanks on the battlefield.

If the player characters lost the Trial of Possession against the Nova Cats, they must abide by Clan law and stay out of the battle.

If the Nova Cats won the Trial of Possession, Star Commander Karron leaps at the opportunity to gain the Bloodright. The player characters may still have a chance to accomplish their goals, however. If the combatants from one or both sides of the battle engage a player character, Clan tradition allows that warrior to join the fray.

When the First Armored appears, read the following.

> Your speakers receive the bragging voice of Star Commander Karron. "Kristin Hallis; whose blood is tainted by your kin, what forces stand to defend your life?"
>
> Kristin's reply is short and blunt. "I don't know why you want me dead, but you have gone to a lot of trouble to accomplish it. We outnumber you easily. I suggest you surrender or prepare to die yourself."
>
> Karron's reply is smug. "Very well, freeborn whelp—prepare to die." Karron fires a laser volley that shatters the air, and the Von Luckner's armor sprays into the tall grass. The tank weathers the first salvo of death.
>
> Karron and his Nova Cats stride into the confusion. Your sensors reveal that the Kurita forces make a serious initial impact on the Clansmen by massing their firepower. Two of the Nova Cats fall, crippled by damage. The battle moves closer to your position, but you are held in check by the honor of the Trial of Possession. Suddenly, your 'Mech is struck by a stray long-range missile, fired from the lumbering Von Luckner. Now is your opportunity to enter the grand melee!

Struck by a missile from Hallis' Von Luckner, one of the player characters may join the battle and engage Hallis. Each player rolls 2D6. The first player to roll his or her character's Edge number or less is struck by the missile. This player character can, by the terms of the Trial of Possession, join in the battle.

The Nova Cat Star is fighting two 'Mechs short, and the surviving 'Mechs have taken a total of 95 points of armor damage, which the gamemaster may assign as he wishes. At this point in the battle, the Nova Cats should be at least five hexes from the nearest tank/hovercraft. Star Commander Karron is the only Nova Cat Kristin Hallis has hit, and no other Nova Cat will fire on Hallis.

The First Armored forces are positioned on the north mapsheet (Large Lakes #2) at the hexes indicated, and have suffered the following damage. (The numbers given indicate the points of armor remaining in those locations.)

Chu-i Kristin Hallis (*Piloting* 2, *Gunnery* 2), Von Luckner Tank (Front Armor 10, Left Side 8, Right Side 3, Turret 5), Hex 0908

Chu-i Hurston Jalli (*Piloting* 1, *Gunnery* 4), J. Edgar Hover Tank (Front Armor 9, Turret Armor 10, Right Side 9), Hex 1212

Kino Yuri (*Piloting* 4, *Gunnery* 4), Striker Light Tank (Front Armor 12), Hex 0508

Gresza Frak (*Piloting* 5, *Gunnery* 5), Pegasus Hover Tank (Front Armor 11, Turret Armor 13, Rear Armor 0, SRM Ammo 4), Hex 0503

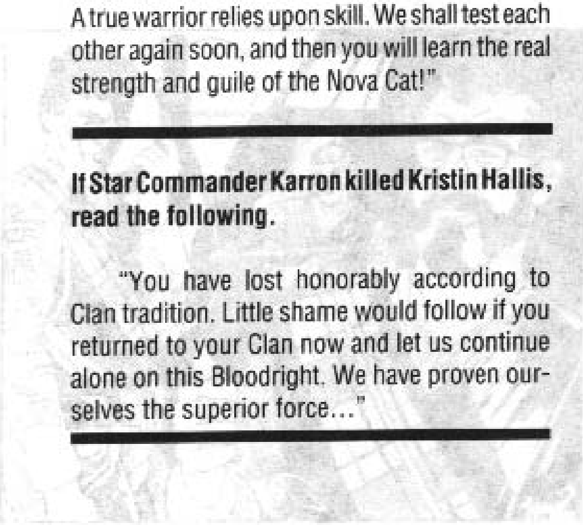
The player characters must enter the area during the first turn of the battle anywhere along the south edge of the north mapsheet. Only the character whose 'Mech was struck by Hallis may attack her. (See Roleplaying the Clans in the **Sourcebook** section.) The event is over when Hallis is killed, either by Karron or the player character.

If the player character killed Hallis, read the following.

Karron's voice again booms in your internal speakers. "You were lucky this time, Steel Vipers. But a true warrior does not depend on luck. A true warrior relies upon skill. We shall test each other again soon, and then you will learn the real strength and guile of the Nova Cat!"

If Star Commander Karron killed Kristin Hallis, read the following.

"You have lost honorably according to Clan tradition. Little shame would follow if you returned to your Clan now and let us continue alone on this Bloodright. We have proven ourselves the superior force…"



Win or lose, the Nova Cats leave the battlefield, either swearing revenge or gloating in victory.

COMPLICATION: BETRAYAL

Whether the Nova Cats win or lose, their interpretation of Clan law pushes the limits of acceptable conduct. The gamemaster may use this complication against the team if they win the battle against Kristin Hallis, as a payback of sorts.

The Nova Cats will covertly signal a lance of armor from the First Rutbak Regiment, relaying the position of the Steel Viper Star. The player characters believe their troubles are over, and so take no special precautions on their way back to the DropShip. They are ambushed by the reinforcements.

The gamemaster informs the player characters that they must move from their position at the end of the battle and exit off of the south edge of the south mapsheet to return to their DropShip. The remaining Nova Cat OmniMechs exit off the east edge of the north map.

On the third turn of movement toward the DropShip, after the Nova Cats have exited the map, another unit of the First Armored appears on the south edge of the south mapsheet, directly in the Steel Viper's path.

First Rutbak Armored Defense Regiment, Second Battalion, First Recon Company

Command Lance

Tai-i Cushman Wakefield (*Piloting* 2, *Gunnery* 3), Drillson Hover Tank

Shanka Tria (*Piloting* 3, *Gunnery* 4), Pegasus Hover Tank

Surbur Harrlo (*Piloting* 4, *Gunnery* 1), Harasser Hover Tank

Kino Fric (*Piloting* 5, *Gunnery* 5), Harasser Hover Tank

Bent on revenge for the deaths of their fellow troops, this lance will not give up or retreat. The player characters will have to kill them to get back to their ship, and by so doing will further deplete their limited ammunition supplies and take additional damage, which may have an impact on future encounters.

Once the players have successfully dealt with this harassment, they will have no further difficulty reaching their DropShip and departing Rutbak.

THE SITUATION

The journey to the current home of Leonard Hallis takes the team to Northwind, in the Federated Commonwealth. The planet is heavily garrisoned by the elite Northwind Highlanders, who consider the arrival of a lone Clan DropShip a small threat. Nevertheless, the player characters are ordered to land immediately at a secured spaceport. The Highlanders have provided an "escort" of a dozen aerospace fighters to make sure the DropShip pilot does not get confused.

Upon landing, the team and its vessel undergo an immediate inspection. The residents of Northwind have good reason to be suspicious. The player characters will discover that reason if they succeed in their mission.

EVENT 1

LUKEWARM RECEPTION

The player characters have been instructed to remain on their DropShip until it has been fully inspected and they have received authorization to debark. An inspection team from the infamous Northwind Highlanders arrives in record time, accompanied by a civilian who seems very interested in both the ship and its occupants.

The player characters meet Gunthar Voss, the civilian inspector, in the ship's main airlock. (For a full description of Gunthar Voss, see **Cast of Characters**, p. 51.) The deck plans of the *Broadsword* Class DropShip should be made available to the player characters at this time.

When Voss steps forward to greet the player characters, read the following.

"I am Gunthar Voss, temporary ComStar demi-Precentor on Northwind. Your arrival here is something of a surprise, and so you must excuse our overwhelming interest.

"These troops are required to search your vessel by decree of the garrison commander. Even though the conflict between ComStar and your Clan has ended, I have been asked to oversee this search. The garrison commander has also asked that you and your personnel remain aboard your ship. You may carry no weapons at any time, and may not remove vehicles or 'Mechs from your cargo bays, or depart this ship, without our approval.

"You may be willing to test our laws. We expect your objections, but remember this. Three regiments of the Federated Commonwealth's best BattleMechs and MechWarriors defend this world. As the others who arrived before you found out, we are quite capable of enforcing our orders."

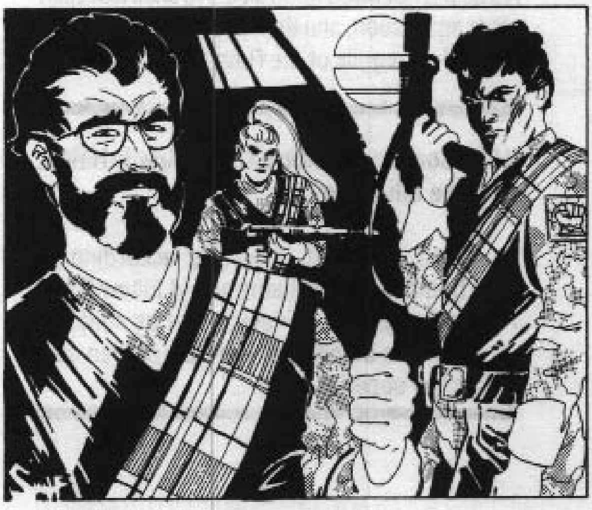
A smug grin and a single stroke to smooth his beard signals the heavily armed infantry to pass Voss and enter your DropShip.

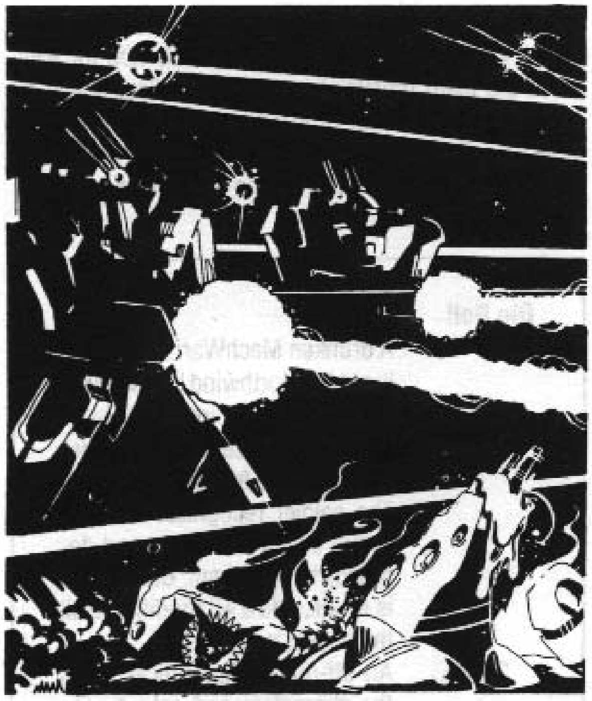
Have each player make a Perception Skill Roll when Voss ends his oratory. Any successful roll indicates that that player noticed Voss' inflection change on the line, "...the others who arrived before you...," and strongly suspects the Nova Cats have once again arrived first.

The Northwind Highlanders will silently, quickly, and thoroughly inspect the DropShip. They show particular interest in the Steel Vipers' repair supplies and OmniMechs. The Northwind Highlanders guards use the following statistics.

HIGHLANDERS (10)

Attributes: BLD 5 (7+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 4 (8+)
Characteristics: Athletic 8+, Physical 8+, Mental 9+, Social 9+
Skills: Blade 1 (7+), Drive 1 (8+), Small Arms 3 (6+), Unarmed Combat 3 (5+)
Equipment: Armored Vest, Intek Laser Rifle (Range 1–12/13–30/31–51; Damage 2D6 +2)





If the player characters request permission to leave the DropShip, they must make an Opposed Negotiation Skill Roll against Voss using a +2 modifier. Even if the player characters are successful, Voss will only allow one Viper to debark, and that person will be followed closely by three armed guards at all times.

If one of the player characters receives permission to leave the ship, he or she will be searched. The guards will find and confiscate all weaponry in this search. The character's guards will never be more than five meters distant, and will watch his or her every move. If the player character walks up to a public communications directory to learn the location of the NAIS or Leonard Hallis, two of the guards watch him request information. If the character attempts to talk to a civilian, the guards physically step between the character and the bystander. Because the team can only hope to accomplish their mission by stealth and secrecy, the gamemaster should stress the folly of any action that would tip their hand.

The players can learn a great deal more by simply staying on the ship and monitoring local communications. A player must make a Communications Skill Roll using a +1 modifier once each hour to scan for information. A Margin of Success of 3 or more means the player character has intercepted a local holovid news broadcast running a vital piece of news.

When a player character tunes into a local news broadcast, read the following.

The image of the newscaster comes into focus. He stands at a transparent podium, and in the background a building becomes clearly defined. A ComStar symbol is etched in the building's stone wall, and the flag of the Federated Commonwealth floats beside it.

"...And in this update to yesterday's story, officials still have no new leads as to why a small Nova Cat Clan force attacked the Kohler Spaceport construction site. Damage was heavy, but the overwhelmed Clan forces remain in custody."

The image of an officer wearing a red-and-black plaid sash appears on the holoscreen.

"Colonel William MacCleod, of the Northwind Highlanders, would only comment, 'our forces are stationed in and around all points of entry to the planet. When the Nova Cats attempted to debark with their 'Mechs, we responded with an appropriate application of suppressive firepower. The Highlanders don't cotton much to Clan bidding and games of that sort.'" The image fades back into that of the ComStar compound.

"According to our sources, it is believed that the intended target of the Clan raid was one of the engineers on the Kohler project. While demi-Precentor Voss officially denies this speculation, it is reported that the raid was spawned as some sort of 'revenge killing,' possibly linked to the Clan defeat on Tukayyid. Further unconfirmed reports indicate that the intended target is under protective custody until the trial of the Nova Cats is complete.

"In sports news, during a heated match on Solaris, MechWarrior Denise Bishop moved up one notch..." The broadcaster's comments fade away as you consider the news you have intercepted. The Nova Cats once again beat you to the quarry, and now you must penetrate the ComStar compound in order to reach your prey.

INTO THE BREACH

Event 2

Getting past the Northwind Highlander guards is a tough assignment. The ten guards are positioned in pairs, covering the main airlock, the bridge, engineering, and the entrances to the wing-access 'Mech deployment bays.

The players will probably come up with several plans to get away from their guards, but if needed, the gamemaster can prompt the team to create some sort of distraction and try to sneak past the guards in the ensuing confusion. For example, the pilot could turn on and idle the DropShip's massive engines to distract the guards, power up a turret, and so on.

Any players attempting to sneak away from the ship must make a Stealth Skill Roll. This roll is modified by –1 if the attempt is made at night, and +2 if the attempt is made during daylight. Apply an additional modifier of +3 if the player characters try to escape without attempting a diversion.

A failed Stealth Skill Roll brings down all the guards on that player character. They will use non-lethal force to capture the character if possible, but if that fails, will not hesitate to use their weapons.

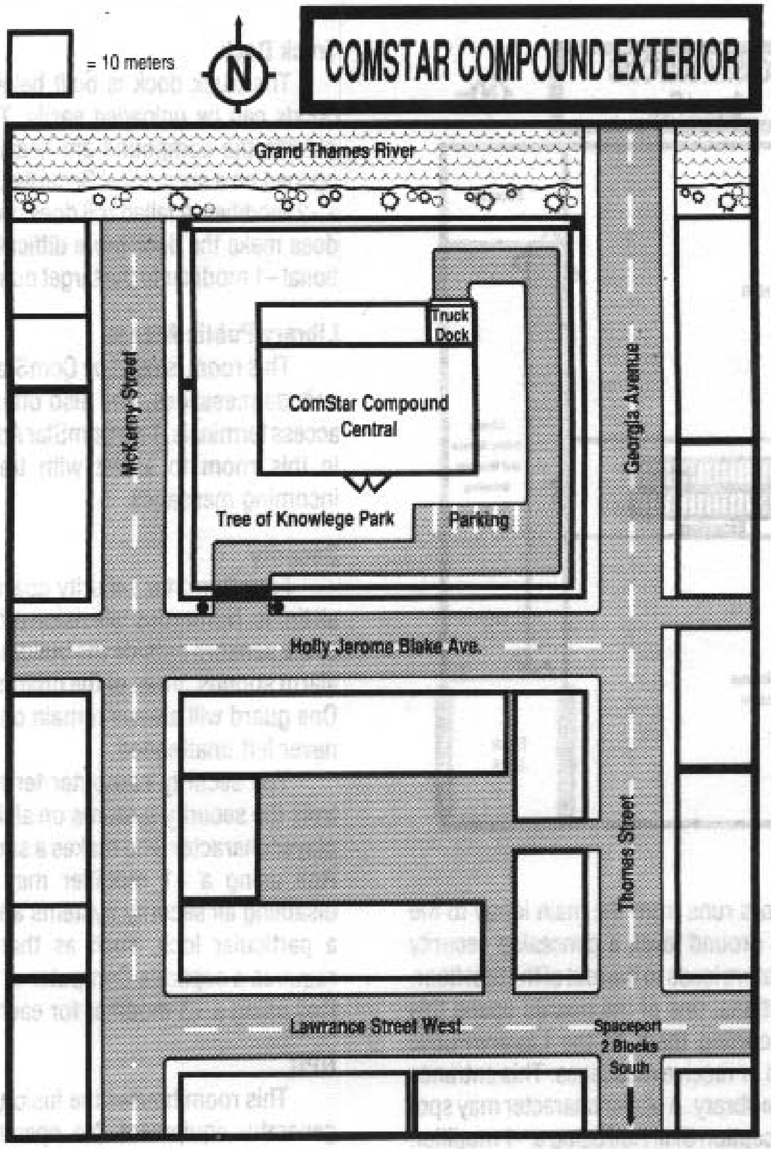
The ComStar compound is located less than a kilometer from the spaceport where the player characters are being detained, along the shores of the Grand Thames River at Georgia and Holy Jerome Blake avenues. In their break-out attempt, the player characters must not only deal with the ten Northwind Highlander guards posted to their DropShip, but must also keep in mind that any effort to escape their guards' watchful eyes will invite a vastly superior military response (as noted in the newscast).

If the player characters make it to the streets of the capital city, the gamemaster should roll 1D6 for each block the team travels. A result of 1 indicates that an encounter takes place. Roll 1D6 again, and consult the table below to determine the nature of the encounter. If the encounter takes place in the evening, apply a –1 modifier to all rolls.

Die Roll	Result
1	A drunken MechWarrior belonging to the Northwind Highlanders nearly stumbles into the player characters. (Use the Highlander stats on p. 28 for this character.) The soldier recognizes the uniforms of the Clansmen and demands to fight them. Because he is drunk, add a +3 modifier to all the soldier's attacks.
2–3	An off-duty police officer spots the characters and asks to see their identification. (Use the Highlander stats on p. 28.) He is armed with a standard pistol. When he realizes the characters are Clansmen, he will attempt to arrest them, probably the biggest mistake of his career.
4–6	Typical bystanders, who pay little or no attention to the player characters. The gamemaster should feel free, however, to use these encounters to make the player characters feel uneasy, as if they are being watched or followed.

Despite strained relations between the Federated Commonwealth and ComStar, the Northwind ComStar Compound surrendered to the Highlanders without a shot being fired during ComStar's doomed Operation Scorpion. Gunthar Voss has proven himself an asset to the local garrison forces, and has been allowed to continue offering ComStar's services to the city.

The player characters can attempt to penetrate the ComStar compound several different ways, perhaps using deception to gain entry, or stealth to break in. Using the following information and maps, the gamemaster should be able to handle any approach the players dream up.


= 10 meters
N
COMSTAR COMPOUND EXTERIOR
Grand Thames River
Truck Dock
ComStar Compound Central
McKenny Street
Georgia Avenue
Tree of Knowlege Park
Parking
Holly Jerome Blake Ave.
Thomas Street
Lawrance Street West
Spaceport 2 Blocks South

The compound is surrounded by a three-meter-high brick wall. Three security sensor stations are posted on the wall itself, and two are positioned outside the only gate to the compound (shown as black dots on the map). These systems feature short-range scanners and cameras, and can be disabled by player characters who make a successful Security Systems Skill Roll using a +2 modifier. A failed roll sets off a silent alarm in the compound's security office.

Two entrances provide access to the compound proper. One is the main public entrance, reached via a trail that winds through the Tree of Knowledge Park inside the compound. The other is a truck entrance at the rear of the building, used for unloading supplies and trash removal.

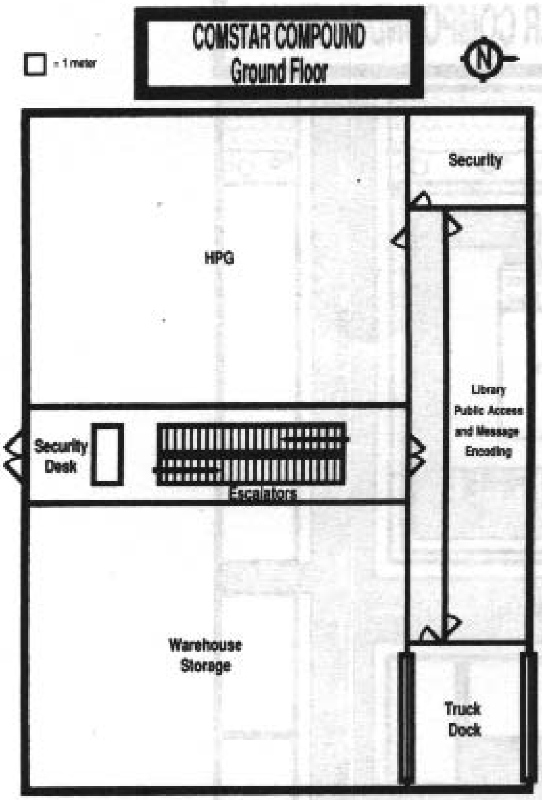
COMSTAR COMPOUND MAP KEY

Only a small part of the ComStar compound is open to the public, and the private sections are closely guarded.

Security Desk

Positioned in the center of the plush marble-and-terrazzo foyer, this desk is staffed around the clock by at least two security officers. At any threatening action, these guards will trigger a silent alarm to the main security office, calling reinforcements. This alarm locks the hidden main-access door to the complex at the same time.

A series of switches on the desk stops and reverses the escalators.



Escalators

A pair of escalators runs from the main lobby to the second floor. On the ground level, a concealed security door behind the escalators leads to the rest of the first floor. During normal operations, one of the guards opens this door for visitors, escorting them to the Library/Public Access Room to send or receive messages. This entrance is the only way into the library. A player character may spot it on a successful Perception Skill Roll using a –1 modifier.

If the door is locked (because a guard triggered a security alert), it can be opened by overriding the computer at the security desk. This requires a successful Computer Skill Roll using a –2 modifier. A maximum of three attempts (one per minute) can be made before the system locks permanently. When permanently locked, the door can absorb 80 points of fire/combat damage before breaking down enough to allow entry.

Warehouse Storage

This area is filled with crates, barrels, cans, and storage units full of supplies for the ComStar compound personnel. This area is dark and crowded, offering little more than a good place to hide.

Truck Dock

The truck dock is built below ground level so that goods can be unloaded easily. The main doors leading outside the compound are heavily secured, but can be opened on a successful Security Systems Skill Roll using a –2 modifier. A failed roll does not set off any alarms, but does make the door more difficult to open (add an additional –1 modifier to the target number for each failed roll).

Library/Public Access

This room is used by ComStar Adepts to receive and encode messages, and also offers a number of public-access terminals. Two ComStar Adepts are always present in this room to assist with transmitting, or printing incoming messages.

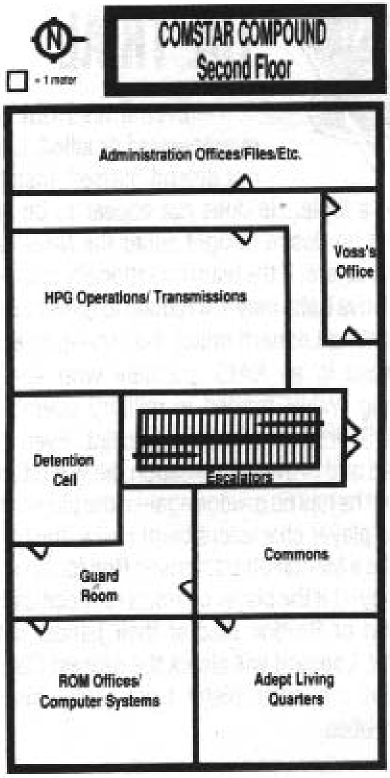
Security

Four ComStar security guards occupy this room at all times. Numerous television monitors and the controls to the sensors outside the building are housed here. If an alarm sounds, three of the guards respond immediately. One guard will always remain on duty in this room; it is never left unattended.

The security computer terminal in this room controls the security systems on all levels of the building. A player character who makes a successful Computer Skill Roll using a +1 modifier may operate the terminal, disabling all security systems and locks. Disabling only a particular lock, such as that on the ROM offices, requires a separate Computer or Security Systems Skill Roll using a +3 modifier for each separate lock.

HPG

This room houses the fusion reactor and hyperpulse generator equipment. No operators are present at the moment, but, as usual, several Adepts are here working on the equipment, performing preventative maintenance and other odd jobs. Player characters entering this area must roll 1D6. On a result of 2 or less, they have been spotted, and an Adept sounds the alarm. A successful Stealth Skill Roll using a –2 modifier can cancel out that result.



Commons

This rather spartan area is set up to provide several private sitting areas, each supplied with a number of periodicals and books.

Voss' Office

This is the private office of demi-Precentor Gunthar Voss. Voss, something of a workaholic, is in the office at least twelve hours on any given day/evening. This office was assigned to demi-Precentor Harg, but Voss has taken it over for the duration of his ROM mission. If the player characters enter the office, the gamemaster rolls 1D6. On a result of 1–3, Voss is in his office.

Voss is no fool, and will not fight as long as he is outnumbered and outgunned. He will simply sit in his chair and refuse to assist the team, repeatedly pointing out the hopelessness of their mission, and so on.

If the player characters make a successful Interrogation Skill Roll using a +2 modifier, Voss reveals that the Nova Cat prisoners and Leonard Hallis are in the compound. If the Margin of Success is 2 or greater, he can be prodded into showing the team the location of the ROM offices and detention room.

If the player characters search Voss' office, and make a successful Scrounge or Perception Skill Roll using a +1 modifier, they discover a file detailing the capture of the Nova Cats. This information indicates that the Nova Cats are being held in the facility, and that their target, Leonard Hallis, is safe in the compound's ROM offices. The file also notes that ComStar has warned Andrew Hallis to beware of possible Clan attempts on his life.

If the Margin of Success was 2 or more, the player characters also discover a file showing that Gunthar Voss has been trailing them since the raid on Morges, and is himself a ROM agent.

HPG Operations/Transmissions

This room is always monitored by two Adepts operating the massive consoles for the hyperpulse generator.

Administration Offices

This area contains fifteen desks and computer terminals. A player character making a successful Computer Skill Roll using a +1 modifier can determine that these systems are independent of the main control/ information system, and cannot access anything more damaging than the compound's accounting information.

Adept Living Quarters

The furnishings in this dormitory-style room consist mainly of bunks for twelve ComStar Adepts. The south wall contains a kitchenette. These quarters yield no useful information to the team. There are always 1D6 Adepts sleeping here.

Detention Cell

This is ROM's holding cell for people under official investigation. Currently, it houses the Nova Cats, captured after their attempted assassination of Leonard Hallis.

If the player characters access the security computer and disable ALL the locks in the building, the Nova Cats break out of their cell within 3D6 minutes. Their mission has only been interrupted, and they will attempt to first locate and kill Hallis, then escape.

Guard Room

The room acts as a buffer zone between the ROM offices and the rest of the compound. At least one guard is always on duty here to protect the security of the ROM offices. Two ROM agents (use ComStar Security Guard stats, p. 34) currently stand guard to protect Leonard Hallis and are armed with Rorynex SMGs. They will open fire as soon as the room is breached.

ROM Offices

The ROM offices are separated from the rest of the compound by a guard room.Two Adepts in standard-issue ComStar robes are camping out here at the moment. One of the men in the robes is an Adept. The other is actually Leonard Hallis disguised as an Adept in an effort to escape death.

COMSTAR ADEPT/TECHNICIAN

The Northwind ComStar compound has a standard staff of fifteen Adepts on site at any given time.

Attributes: BLD 3 (9+), REF 3 (9+), INT 4 (8+), LRN 6 (6+), CHA 4 (8+)
Characteristics: Athletic 12+, Physical 11+, Mental 8+, Social 10+
Skills: Administration 2 (6+), Computer 4 (4+), Technician/Electronics 4 (4+)

COMSTAR SECURITY/ROM AGENT

The ComStar security forces and ROM agents are similarly trained and equipped.

Attributes: BLD 5 (7+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 4 (8+)
Characteristics: Athletic 8+, Physical 8+, Mental 9+, Social 9+
Skills: Blade 2 (6+), Small Arms 4 (5+), Unarmed Combat 3 (5+)
Equipment: Armored Vest. Weapon: roll 1D6 for each guard and consult the table below.

Die Roll	Weapon
1	Blazer (Range 1–9/10–21/22–30; Damage 4D6 + 2)
2–3	Auto Pistol (Range 1–2/3–4/5–8; Damage 2D6)
4	Sonic Stunner (Range 1–2/3–5/6–8; Damage: Special)
5	Sunbeam Laser (Range 1–3/4–6/7–11; Damage 5D6)
6	Needler Rifle (Range 1–6/7/8; Damage 2D6 + 2)

EVENT 3

THE TRIAL

Even if his ROM guards are overpowered or killed, Leonard will not defend himself, instead cowering under a table. He does not appear to be armed and clearly has no desire to fight either the Nova Cats or the player characters. If the team intentionally or inadvertently frees the Nova Cats, they will remain to fulfill the Bloodright by confronting Leonard rather than trying to escape.

Leonard is an NAIS graduate who specialized in engineering. While trained in military operations, as is every NAIS graduate, he is a pacifist. Even if formally challenged and provided a weapon, he will refuse to fight, stating that he has no grudge against the player characters.

If the player characters taunt Hallis, the gamemaster must make a Mental Characteristic Roll for him. This roll is modified by –1 if the player characters specifically mention that Kristin or Bordon died at their hands. If the roll is successful, Leonard will attack the nearest Clan member, pulling out a needler pistol from under his borrowed ComStar robes.

When Leonard pulls the pistol, read the following.

> "You killed them, my brother and sister? You bastards! You won't take me! Back up into that cell across the hall, and close the door behind you. And if you don't, I'll pump you all full of plastic before you can blink your eyes…"

Leonard does not realize that by pulling a weapon and declaring himself prepared to fight, he has fulfilled his end of a formal Clan challenge. The player character who issued the challenge must make an Opposed Skill Roll pitting his REF Saving Roll against Leonard Hallis' REF Saving Roll. The gamemaster makes Leonard's Opposed Skill Roll using a +1 modifier. Compare the resulting margins of success, and consult the table below for the actions that can be taken in the first round of combat.

Difference in Margins of Success	Result
3+	Leonard manages to get a shot off before the player characters can react.
1–2	The combat takes place simultaneously.
0	The player character who challenged Leonard attacks first.

Per the Bloodright, this encounter ends when Leonard has been killed. The team must return to their DropShip and take off within sixty minutes of the initial attack on the compound, or their mission will be compromised when the Northwind Highlanders discover that they have raided the ComStar facility.

COMPLICATION: THE CATS' CLAWS

Karron and his Nova Cats join in if a fight breaks out, hoping to strike the killing blow against Leonard. They claim that because he waved the pistol in their general direction, the battle becomes a grand melee. This interpretation of events would not hold up before the Grand Council, but the Nova Cats are desperate to win the Bloodright, and are willing to "stretch" the limits of Clan law and tradition to do so.

COMPLICATION: A DEADLY DONNYBROOK

This complication should be used if the players were discovered while attempting to escape from, or fought to get free of, their DropShip in Event 2. The Northwind Highlanders have deployed a *Firestarter* BattleMech and ten troops at the spaceport next to the Steel Viper's DropShip, and will attempt to apprehend the Clansmen when they return.

If the player characters contact the pilot of the *Viper's Fang*, he can attack the 'Mech using the DropShip's turreted weapons. This will scatter the ground forces as well, and could provide the distraction needed for the player characters to make their way back aboard the ship. The *Firestarter* pilot did not expect the DropShip to open fire, and will react too slowly to get away. The gamemaster should make the necessary attack rolls, but there is little chance of the lone 'Mech surviving more than a few rounds of battle.

For this encounter, use the condition monitors for the Highlander Guards from Event 1. They will be positioned around the airlock entrances to the DropShip. The pilot will also open the 'Mech bay doors just enough for the player characters to dive in. The blueprints for the *Broadsword* Class DropShip should remain available so that the players can indicate their characters' approaches, and the gamemaster can position the Highlander troops.

In order for the player characters to evade their enemy and run the gauntlet of Highlanders to the ship, they must make a successful Stealth Roll using a +2 modifier and/or a Running Skill Roll using a +1 modifier. A successful roll means they have made their way to one of the airlocks or 'Mech bays without taking any damage (all shots fired at them missed). A failed roll means that the player characters have moved closer to the ship, but are still under enemy fire.

The Clan's initial departure from Northwind will be without incident, mainly because the Nova Cats are departing in their DropShip at the same time, adding to the general chaos. The Northwind Highlanders will scramble aerospace fighters, but place them in a defensive posture to prevent the DropShips from returning. By the time the Highlanders have pieced together recent events at the compound, it will be too late for them to mount a significant attack against either Clan DropShip.

THE SITUATION

The final encounter of this scenario is set on Zurich in the Federated Commonwealth. There the players will seek to locate and destroy Lieutenant Andrew David Hallis, the last of the tainted Hallis bloodline.

This portion of their Bloodright will not be as as easy as they might think. Andrew Hallis is a mercenary in the employment of one of the Inner Sphere's most feared units, the Eridani Light Horse's 151st Dark Horse Regiment. More importantly, thanks to a transmission from Gunthar Voss, Andrew knows that the player characters and the Nova Cats are coming for him.

EVENT 1 FACE TO FACE

The player characters arrive in orbit over Zurich. Much to their surprise, no aerospace fighters close on their position, despite the fact that the system is currently defended by a regiment of the Eridani Light Horse. As the *Viper's Fang* departs from the jump point, the bridge receives a transmission from a small village on the surface.

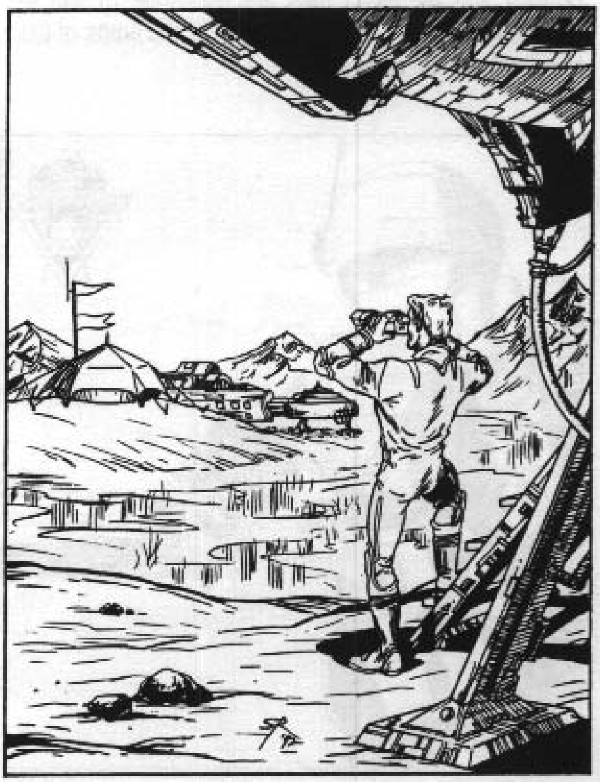
When the *Viper's Fang* debarks from the JumpShip, read the following.

> The image on your holovid screen is that of a young man. His face is lean, but you have seen his features before. You face your intended foe, the last of the Hallis line.
>
> "Steel Vipers. This is Lieutenant Andrew Hallis of the 151st Dark Horse Regiment of the Eridani Light Horse. I would offer you greetings, but part of your mission has been relayed to me already, and I know that you seek to kill me."
>
> Before you or your Starmates can respond, he continues.
>
> "I do not know why you and your comrades are killing my family, but I do know that I am now the last of my line. If I die, so do centuries' worth of my kin. I can't sit by and let that happen.
>
> "I also cannot let you risk the lives of more innocents. I want to meet to discuss why you wish to kill me, and find a way to settle the matter without the loss of civilian lives. I've never met a Clansman, but I have read that, if anything, you are honorable. Let us meet and discuss this as MechWarriors."
>
> A set of coordinates appears in the *Viper Fangs'* data system. "I have sent landing coordinates to your vessel. You have my word that no attempt will be made to ambush or destroy you during your arrival." The image disappears. Now the hunt can begin.

The landing site is the small, abandoned village of Joppa on the southern continent of Zurich. Sensor scans of the area show only light vehicles within 10 kilometers of the site, no BattleMechs. Two DropShips have already landed near the village, one a *Broadsword* Class ship almost identical to the ship the player characters are using, the other a vintage *Avenger* Class ship.

The area surrounding Joppa is wide-open fields at the foothills of an old mountain range. Several rivers converge nearby, forming a massive swamp known as the Graybeard Bayou.

On one of the grassy hills, 300 meters from your landing site, sits a lone domed tent. Over it flies the banner of the 151st Dark Horse Regiment. On the same pole, flying at half mast, in the Light Horse tradition, is the flag of the Star League. This is obviously the meeting place that Andrew mentioned in his transmission.



The tent is guarded by five armed troops, all wearing the uniforms of the Eridani Light Horse. These guards will ensure that matters do not get out of hand.

As the player characters approach the tent, read the following.

The tent is only large enough to accomodate ten people. A small folding field table sits in the center of the interior. You immediately recognize Star Commander Karron of the Nova Cats. He greets you silently with a menacing, cold stare of hatred.

Standing on the opposite side of the table, wearing a snide expression of private amusement, is demi-Precentor Gunthar Voss, who you left behind on Northwind. Next to him is Lieutenant Andrew Hallis, his face filled with barely-controlled rage. Next to him stands an older man in a similar military uniform, also marked with the symbol of the 151st Dark Horse Regiment. This is the commander of the 151st Dark Horse, Colonel Charles Antonescu.

"I would welcome you, Steel Vipers and Nova Cats," Andrew begins, "but I know that you seek to kill me. Let us skip the formalities and discuss why..."

The bidding begins.

Andrew begins the negotiations by asking one of the player characters (the team member with the highest Social Attribute) why the two Clans are killing his family. He does not appear to fully understand the answer, and will even make a comment to the effect that he cannot be held responsible for the crimes of his kin.

Star Commander Karron of the Nova Cats brushes aside these preliminaries and demands the right to take on Andrew Hallis in one-to-one combat. Hallis and Antonescu decline the offer of single combat.

If the players decide to bargain with Hallis to resolve the battle, they must make an Opposed Negotiation Skill Roll using a +1 modifier against Andrew Hallis. The margin of success of the roll determines how large a force Hallis will agree to battle. Consult the table below for the results.

Margin of Success	Result
0–2	Hallis agrees to fight both the Nova Cat and Steel Viper Clan Stars with a "reinforced" force of two lances.
3+	Hallis agrees to take on one Steel Viper and one Nova Cat representative using a single lance of light 'Mechs.

When the forces for the battle have been determined, Gunthar Voss activates a holographic map above the table. It shows the Graybeard Bayou, the location Hallis has chosen for this final confrontation. The battle will begin at noon on the following day.

Any character making a Perception Skill Roll using a +3 modifier notices Colonel Antonescu and Gunthar Voss exchanging confident nods. They might have a plan, or could simply have a great deal of confidence in their approach.

When all parties have agreed to these conditions, read the following.

Andrew Hallis places his hands on the table and leans forward. "You have butchered innocent people in this Bloodright of yours, and I want to be sure that won't happen again. I want your guarantee that no matter what the outcome of this battle, no Clansman ever comes after me or any family still left to me, ever again."

If the player characters agree to the final condition, Andrew will switch to a display of the forces with which he will defend his life.

Gamemaster's Note: All 'Mechs use 3025 technology unless otherwise noted. If Andrew is defending with two reinforced lances of 'Mechs, he uses all the forces indicated below. If Andrew is defending with one lance, he will lead his lance, replacing Cederick Von Dermere with Captain Delay and her *Caesar*.

50th Heavy Cavalry Battalion (The Bloody Half-Hundred), First Heavy Assault Company

Command Lance
Captain Denneta Delay (*Piloting* 2, *Gunnery* 2), CES-R *Caesar*
Roberta Stevenson (*Piloting* 4, *Gunnery* 4), *Stalker*
Timothy Freeman (*Piloting* 4, *Gunnery* 4), *Vindicator*
Anstoria Karina (*Piloting* 4, *Gunnery* 2), *Centurion*

Strike Lance
Lieutenant Andrew Hallis (*Piloting* 3, *Gunnery* 6), MAD-5D *Marauder*
Caroline Wallis (*Piloting* 3, *Gunnery* 1), *Archer*
James Fraser (*Piloting* 4, *Gunnery* 3), GHR-5J *Grasshopper*
Cederick Von Dermere (*Piloting* 1, *Gunnery* 5), *Wolfhound*

Ad Hoc Support Forces
Two squads of five troops each, wearing Inner Sphere Battle Armor

A player character making a successful Strategy Skill Roll using a +3 modifier will recognize the high hills surrounding the bayou as a perfect place to set a trap. This roll is modified by –2 if a player character previously made a successful Perception Skill Roll and noticed Voss and Antonescu exchanging a satisfied look over the negotiations.

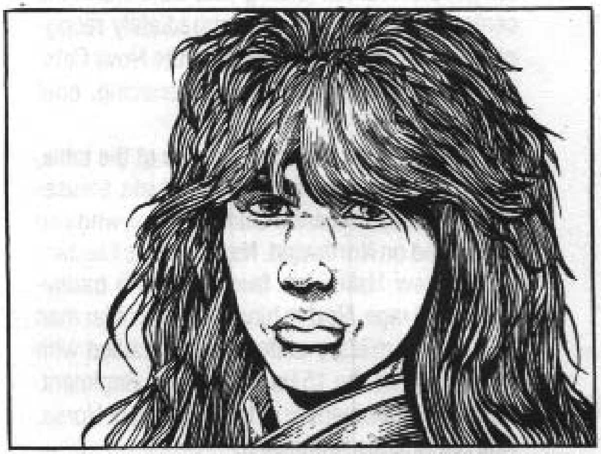
The player characters who will fight the battle should make a Tactics Skill Roll. A successful roll means they notice that the swamp provides plenty of cover to hide troops, mines, and so on, and would give a defender inclined to cheat a definite advantage.

COMPLICATION: REVENGE

One of the Eridani Light Horse bodyguards assigned to keep peace during the negotiations is Sergeant Katlin Heart. Her father was a member of the 33rd Avalon Hussars, and was killed on Suk II during the Clan invasion. She still feels rage at the Clans and wants revenge for her father's death. Despite the fact that Clan Wolf was responsible for her loss, she will attempt to assuage her grief by killing the player characters.

Heart will strike when the player characters and Karron are exiting the tent, screaming, "You killed my father, now you must die! You Clan bastards will pay for what you have done!" She will attack the player character with the lowest Social Attribute. Heart will fight until knocked unconscious. Her fellow guards will not intervene in the attack, but will move to protect the Colonel and Andrew Hallis. They will also attempt to intercept at least two of the player characters and keep them out of the scuffle. The guards all have the same statistics and weaponry as Sergeant Heart.

A player character making a successful Perception Skill Roll using a –1 modifier notices several of the guards smiling, as if they knew Heart was planning this attack and chose to do nothing about it.



SERGEANT KATLIN HEART

Attributes: BLD 7 (5+), REF 5 (7+), INT 4 (8+), LRN 4 (8+), CHA 3 (9+)
Characteristics: Athletic 6+, Physical 9+, Mental 10+, Social 11+
Skills: Blade 2 (4+), Small Arms 2 (7+), Unarmed Combat 3 (3+)
Equipment: Armored Body Suit, Bayonet (Damage 1D6+3), Laser Rifle (Range 1–9/10–21/22–30; Damage 4D6+2)

The goal of this complication is not as straightforward as it might seem. In the struggle, two of the Light Horse guards attempt to plant microtransmitters on the Steel Vipers and/or Karron. A character making a successful Perception Skill Roll using a +4 modifier will spot them making the attempt. Colonel Antonescu hopes to glean some information on the Clan's plan of attack for the upcoming battle by eavesdropping.

If the player characters later detect the device (on a successful Security Systems Roll using a +1 modifier) they will know where the Eridani will plant three of the vibrabombs by feeding the Inner Sphere troops false attack information. **Gamemaster's Note:** The gamemaster should feel free to encourage the player characters to create false information if they discover the bugging device.

Bloodright

EVENT 2

END OF THE LINE

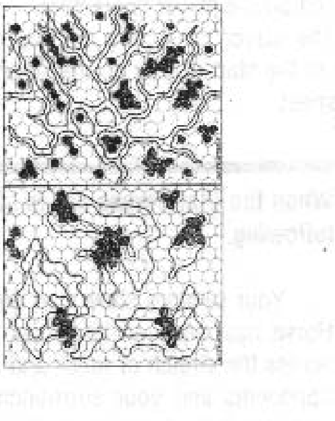
The player characters will probably want to prepare their OmniMechs for the upcoming battle, but nothing they do can prepare them for the depth of the trap they will enter.

The Dark Horse Regiment made complex preparations for the arriving Clansmen, and did not bother trying to make the fight fair. Instead, they hope to eliminate both the Nova Cats and the player characters quickly and efficiently.

Hallis' regiment laced Graybeard Bayou with vibrabombs several days prior to the arrival of the player characters. Colonel Antonescu, at the prompting of Gunthar Voss, grossly understated the number of troops he intends to use, and has concealed a full lance of assault 'Mechs in the murky waters of the swamp.

These plans were fueled by Andrew Hallis' desire for revenge against those who destroyed his family, and he has created a trap for the player characters that will require all their skills to evade. They may even be forced to work with the Nova Cats and Star Commander Karron to survive.

This event is played out using the **BattleTech Compendium** rules of play. Prior to the start of play, the gamemaster should lay out the mapsheets as shown below.



SPECIAL RULES

Treat all Level 0 clear terrain on both maps as bayou/muck. This terrain costs –1 MP per hex for running/walking. Add +1 to all Piloting Skill modifiers for movement in this terrain.

Prior to the start of play, the gamemaster places eight vibrabombs anywhere on either mapsheet and notes the locations. If the player characters detected the planted bugging devices early enough, they will know the location of three vibrabombs.

The 151st Dark Horse Regiment has an additional lance of assault 'Mechs hidden on the north mapsheet. These 'Mechs are lying down in the water. Prior to the start of play, the gamemaster must write down the location of the four hidden 'Mechs. The pilots of these BattleMechs must make a Piloting Skill Roll (to stand) before they can engage in combat. They will not be activated until at least three Clan OmniMechs have entered the north mapsheet.

The concealed force contains the following equipment.

Captain Erica Johnston (*Piloting* 2, *Gunnery* 4), BLR-5M *BattleMaster*
Ronald Leech (*Piloting* 3, *Gunnery* 4), *Victor*
Anthony Strobeli (*Piloting* 4, *Gunnery* 1), ON1-M *Orion*
Deborah Gapski (*Piloting* 1, *Gunnery* 2), CES-3R *Caesar*

Prior to the start of play, the forces defending Andrew Hallis set up anywhere on the north mapsheet at least seven hexes from the north edge of the map.

The gamemaster will control the Nova Cats and the Eridani forces in this conflict. In order to keep the scenario moving, each Nova Cat 'Mech automatically takes 12 points of damage per turn, and the Eridani 'Mechs fighting the Nova Cats take 16 points of damage per turn (assigned randomly). This will reduce the number of dice rolls, and keep the pace of the game fast and focused on the player characters.

The player characters and Karron's forces line up prior to the start of play on the south edge of the south mapsheet.

When the Clan forces are in place, read the following.

> Your sensors show that the Eridani Light Horse has deployed its forces ahead of you, across the stretch of muck and mud. But your opponents and your surroundings seem too calm for the upcoming confrontation. Karron activates the communications link between his 'Mech and yours. As usual, his voice is smug and arrogant. "This is a fine day to end a cursed bloodline, is it not, *quiaff*?
>
> "When we are finished, the name Hallis will be forever erased. One of us will be the victor. May your defeat earn you a quote in *The Remembrance*, Steel Vipers."
>
> With those words, Karron and his Nova Cats race forward across the swamp. The brush and trees give way to the mighty OmniMechs as they plow forward. The time has come for the final battle.

The vibrabombs do not invalidate the conditions of the Trial of Possession. However, as soon as one of the concealed Inner Sphere BattleMechs emerges from hiding, the Clan characters may abandon their standard combat rules of firing on a single target and conduct the battle as a grand melee.

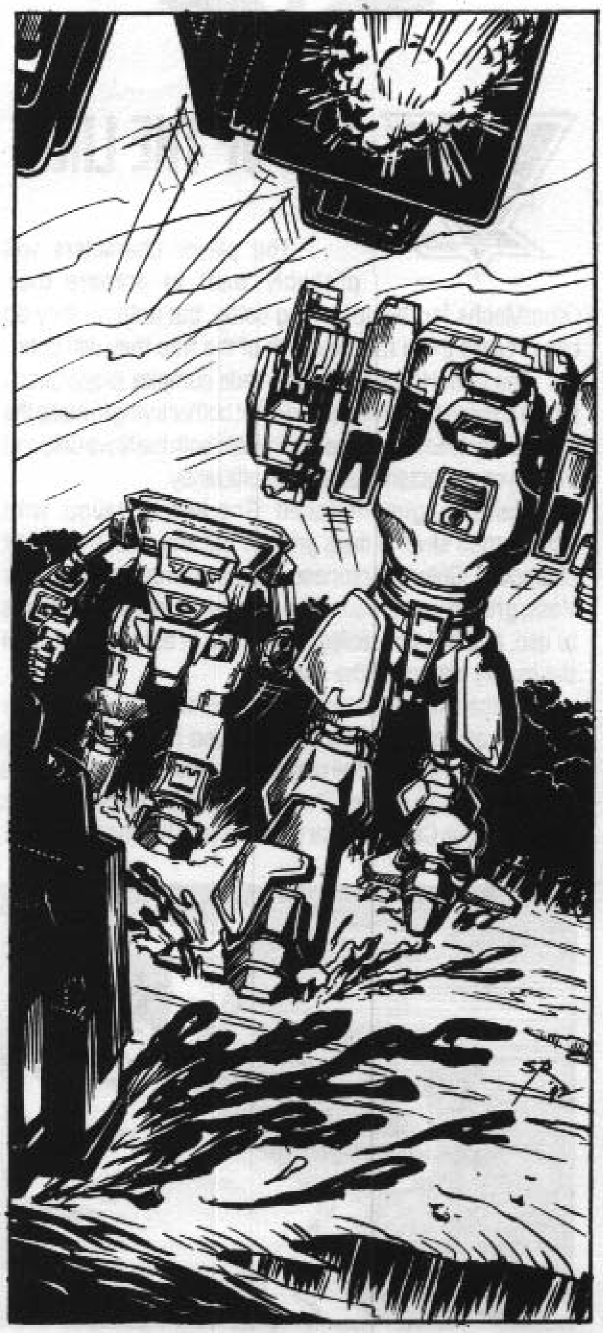
The Nova Cats will not combine their firepower with the Steel Viper player characters unless the Steel Vipers make an effort to convince their rivals to consider the tactic. A player character who makes a successful Opposed Negotiation Skill Test during a given combat round receives the record sheet of the Nova Cat he or she convinced to cooperate. That player character then runs the additional BattleMech.

Karron and the other Nova Cats will concentrate their attacks on Andrew Hallis. The Eridani forces continue to fight after Hallis is killed, but once the deed is done, the player characters may withdraw from the battlefield with no loss of honor.

EVENT 3

BACKSTABBING

While the player characters battle Hallis, Gunthar Voss captures the crew of their DropShip and secures the vessel with a small ROM team. Still angered by his defeat on Northwind, Voss hopes to capture the player characters as they board the *Viper's Fang*.



This event uses the blueprints to the *Broadsword* Class DropShip. As the player characters approach the ship, the gamemaster, speaking as Voss impersonating the ship's captain, requests a loading order from the returning 'Mechs. A player character making a successful Perception Roll using a +3 modifier realizes that the voice does not belong to the captain, and knows that something is amiss.

As soon as the player characters' OmniMechs have entered the 'Mech bays, read the following.

> As you remove your neurohelmet, a message filters in over your 'Mech's internal communications system. The message is being transmitted from the bridge, and at first you think it is the captain asking for a liftoff time. Freebirths! you think to yourself. They do not know the value of patience!
>
> Suddenly, you realize that the voice you hear is not the captain's, but it is familiar—the voice of ComStar's Gunthar Voss. "Welcome home, Steel Vipers. Your little escapade on Northwind hurt my reputation, but I am willing to give you a chance to help redeem it.
>
> "In the name of ComStar, I command this vessel and her crew. Any attempt to retake your vessel will result in your deaths, I assure you. Until we arrive on Terra, you are all my prisoners!"
>
> Below, on the floor of the 'Mech bay, you see a ComStar guard moving into position and aiming an SMG at your cockpit. Freebirth fool. You remember your sibko trainer's advice, "Do not bring a knife to a gun battle." You pull out your sidearm and smile. This is the action you crave as a warrior, a true test of your skills and abilities. Voss played his hand too quickly. The guard does not realize that you know the game being played, and saw him take his position. So much the better.

Ten ComStar guards are currently on board the *Viper's Fang*. Five are positioned (one each) at the 'Mech bays to apprehend the player characters as they debark from their cockpits. Two occupy the engineering section, and three are on the bridge with Gunthar Voss. The captain and his crew are under guard, and tied up on the bridge with Voss.

The player characters have total protection from small-arms fire if their 'Mech cockpits are closed, and partial cover if they are open. The team must make their way to the bridge past the guards, using their wits and personal weapons.

Once they have reached the bridge, Voss will hold a gun to the head of the *Fangs*' captain, threatening to kill him if the characters advance any further. This is an empty threat because, like all Clansmen, the captain is prepared to die. If the player characters make a successful Opposed Negotiation Skill Roll using a +1 modifier, Voss will leave the ship without hostages, in return for the Vipers' agreeing not to follow.

If the negotiations do not succeed, Voss must be eliminated in combat.

Once the *Viper's Fang* is secured, the player characters may depart Zurich.

COMPLICATION: REINFORCEMENTS

The 151st Dark Horse Regiment are sore losers, especially to an inferior Clan force. As soon as the DropShip takes off, two lances of aerospace fighters attack the vessel.

This complication uses the AeroTech rules from the **BattleTech Compendium**. The fighters will continue to attack until three of their number have been destroyed, then they will withdraw.

Begin the encounter with the DropShip one hex from the planet and moving toward any edge of the map. The fighters must try to destroy the ship before it exits off the map.

The Light Horse aerospace forces contain the following assets.

Lieutenant Marsha Robets (*Piloting* 2, *Gunnery* 5), *Chippewa*
Dandri Tarticoff (*Piloting* 4, *Gunnery* 3), *Seydlitz*
Xavier Castiler (*Piloting* 5, *Gunnery* 5), *Lucifer*
Lieutenant Griff Ullman (*Piloting* 1, *Gunnery* 4), *Lightning*
Diedre Quaill (*Piloting* 2, *Gunnery* 3), *Seydlitz*
Rant Lillmon (*Piloting* 4, *Gunnery* 0), *Seydlitz*

The player characters survive this encounter, but they know they are no longer welcome on Zurich. From a Clan perspective, this "parting shot" is a final example and reminder of the barbarism of the Inner Sphere.

ENDGAME

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

AWARDING ADVENTURE POINTS

This adventure offers little in the way of monetary reward, but ample opportunities to gain AP. The number of adventure points awarded is determined by how successful or unsuccessful the player characters are at accomplishing various parts of their mission. Use the "Awarding AP" section, p. 50, **MechWarrior, Second Edition,** as a rule of thumb.

THE BLOODNAME

Several of the player characters (or even non-player characters, such as Karron) may have defeated members of the Hallis family, but only one individual can be awarded the Bloodright to form a new Bloodname and house.

Upon the characters' return to the Clan occupation zone, all those who killed a member of the Hallis bloodline must fight individual Trials of Bloodright to determine a final victor. If the trial is to be fought with 'Mechs, use the standard **BattleTech** map, with each player entering on the first turn from any side.

If Karron or any of the other surviving Nova Cats defeated a member of the Hallis bloodline, the final Trial of Bloodright takes place between the winner of the Steel Vipers' trials, and Karron. The final winner will be determined from this match.

LOOSE ENDS

Regardless of how the mission turns out, a number of future adventures can stem from **Bloodright.** The gamemaster is free to use this scenario as a launching point for other adventures.

THE MISSING LINK

Perhaps ComStar's computers were wrong, and somewhere out there another Hallis survives. The player characters may find themselves forced by the Grand Council of the Clans to kill this individual, or risk losing the Bloodname. The survivor may be on a mission of his or her own in the Clan occupation zones, attempting to avenge the death of his or her kin.

VOSS RESURGENT

Gunthar Voss is not accustomed to, and does not like, losing, even to the might of the Clans. The humiliating series of defeats dealt to him by the player characters might send him out on his own (either with or without ComStar backing) to avenge his losses.

DARK HORSE RAID

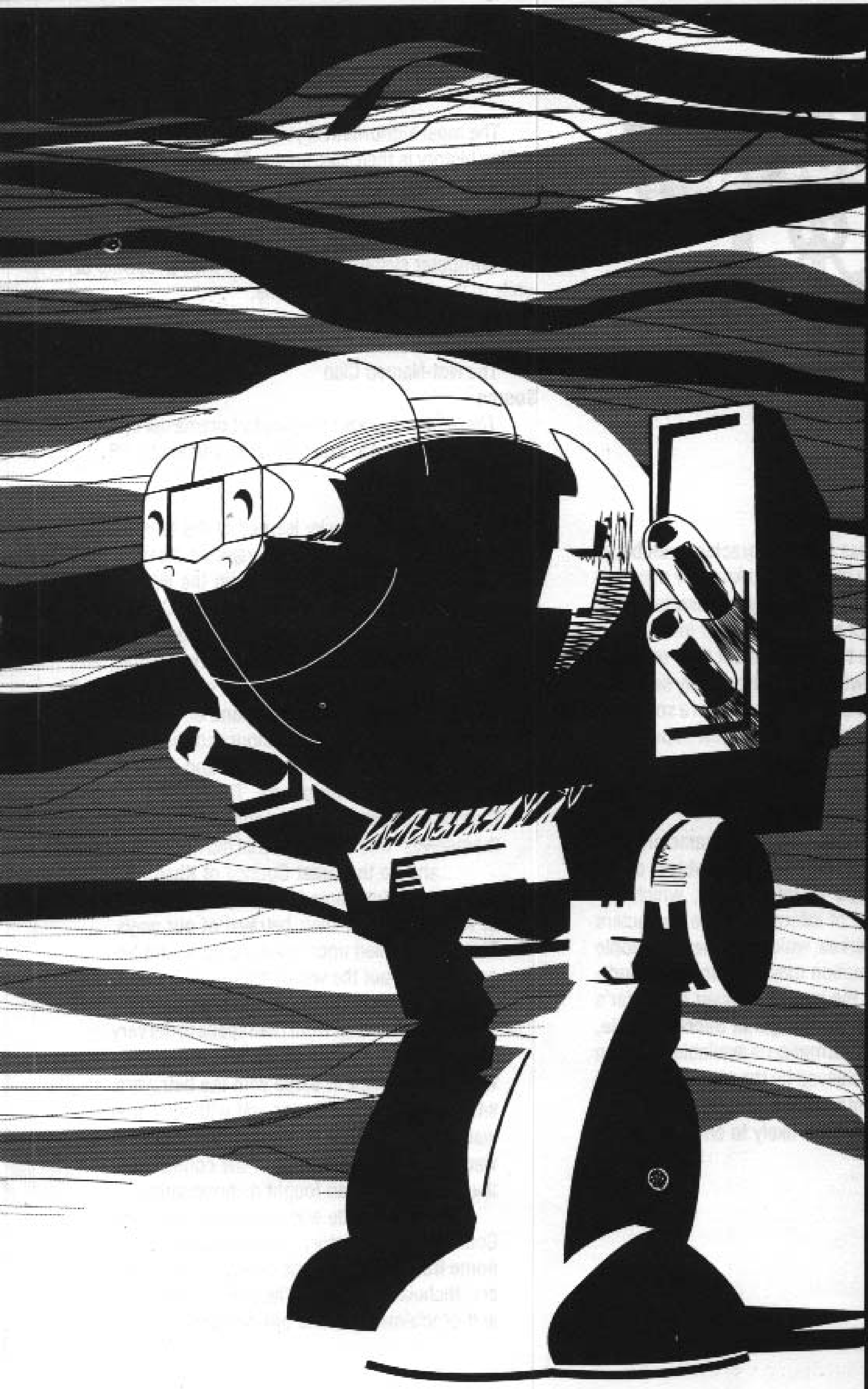
The 151st Dark Horse Regiment's defeat at the hands of a few Clan warriors is not something that the Eridani is likely to forget or forgive. The commander may petition the Federated Commonwealth Command for permission to raid in Steel Viper space.

NOVA CATS STRIKE BACK

Clan Nova Cat will not meekly accept the loss of the Bloodright if Karron loses. They may try to regain it formally by challenging the player characters to a Trial of Possession over the genetic material of the bloodline. Karron is obsessed with the Bloodright, however, and is willing to lead a raid personally to regain it.

MAD KARRON

Karron, driven insane by his loss to the player characters, goes renegade, taking most of his Star with him. They hire themselves out as mercenaries, defying Clan tradition and law by doing so. The player characters, because of their experience with Karron, may receive the mission of capturing the renegade, or stopping him permanently.



RESEARCH

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

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

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

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

CLAN HISTORY

The most authoritative, yet often misleading source of Clan history is their epic poem, *The Remembrance*. If the player characters want more information on Clan history in general, or specific data directly related to their search, they can access *The Remembrance* from any Clan computer system, either aboard their DropShip or while in the Clan occupation zone.

Type of Information

The Not-Named Clan

Source

The Remembrance, compiled by Loremaster Lyndella Meredith, Chapter 45, excerpts from Verses 22–28

> Nicholas Kerensky learned of the betrayal by the Not-Named Clan. They rejected the ways of the Clan, and sought to regain the ills and horrors of our past. He warned the Grand Council of their slow, sneaking betrayal, and likened it to a cancer preying upon our people. Time would prove the depth of their rebellious spirit…
>
> During the debate, the Khans of the Not-Named Clan rose up and denounced Nicholas, saying that his ways were evil and that he sought to harm their people. They defied the Council in the name of greed and lust, declaring themselves "free" of chains that did not exist…
>
> …and so the Great Council of Khans did vote that the Not-Named Clan be purged by Trial of Annihilation for their betrayal of our ways. The Khans called upon their warriors, and began to carry out the will of the Council….
>
> The battlefield was far and widespread, sending warriors far from Clan space to the very hinterlands of our former worlds. Many brave warriors perished in battle with the betrayers, who fought without honor and without a true warrior's soul. Clan Widowmaker and Wolf waded into the maelstrom of the conflict, and the Not-Named Clan fought dishonorably…
>
> A year of battle and war ended when the Council declared victory, and the Clans returned home from destroying the genes of the betrayers. Nicholas recognized the effects of the war, and proclaimed that the evil had been purged.

The captives were killed or made barren, and like a healed wound, only a slight scar remained.

All mention of the Not-Named Clan was removed from Clan lore and history. To utter their name was heresy punishable by a Trial of Grievance against the Khans themselves. The cancer, once removed, was forgotten.

Nicholas, savior of us all, knew that some of the Not-Named Clan could have survived, and took steps to preserve his Clans against future treachery. His word declared that any whose blood could be traced to the Not-Named Clan, found anywhere, at any time, must be killed in combat. The warrior who killed all the kin of the betrayer according to the Clan code of honor earned the right to forge a new Bloodname as that warrior's Bloodright. This opportunity for glory and honor would hold for all time, allowing any generation to purge the ills of the past from the new order. His word was just and true, and the Council made it law…

…and so it has stood for all time. The word of Nicholas Kerensky rules the Clans as binding law, strong and sure, protecting us always. His word remains unbroken, and binds all generations to the trial against the Not-Named….

…many seeking the honor of the Bloodname left Clan space in search of those of the Not-Named Clan who might have survived. Most did not return. Those who did return had not found honor by striking dead a tainted bloodline. And so it has been…

RUTBAK

Type of Information (Modifier 0)

Recent Clan activity, the First Rutbak Armored Defense Regiment

Sources

Newspapers, vidnews, other media

Margin of Success	Result
0	A unit from Clan Nova Cat landed in a remote northern region of Rutbak three days ago. They are currently playing cat-and-mouse with the First Armored Regiment.
1–2	The Nova Cat raiding force has moved into the Sekka Forests and has been probing for the First Armored Regiment. The Clan unit has issued several challenges to the First Armored to engage in an honor-duel, but thus far the unit has declined.
3+	The Nova Cats are believed to have taken up a position in the Sekka Forest along the edge of Durbin Lake. Local vacationers have been evacuated, and the First Armored is attempting to encircle the Clan's position. The DCMS garrison commander expects this operation to be successfully wrapped up within a week.

GUNTHAR VOSS

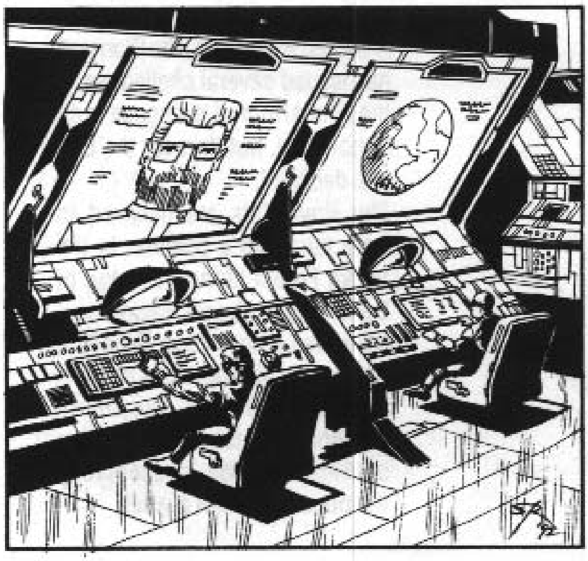
Types of Information (Modifier +1)

Personal history, past associations, current relationships

Sources

ComStar Computer Systems

Margin of Success	Result
0–1	Gunthar Voss was born on Terra, and has been employed by ComStar for the past fifteen years. His excellent record makes him a prime candidate for the position of Precentor New Avalon if or when the position becomes available.
2–3	Gunthar Voss has strong ties to ROM and has been involved in several important operations during his career. He took it upon himself to reject Primus Waterly's orders for Operation Scorpion, and proved a steadfast supporter of Precentor Martial Focht.
4+	Gunthar Voss was already on Morges when the Nova Cats attacked, and was assigned to track down the Clan raiders. He hopes to further his career by crushing the Nova Cat unit.



NORTHWIND

Type of Information (Modifier +1)

Northwind, current garrison forces

Sources

Clan Computer Data Storage

Margin of Success	Result
0–1	Northwind is heavily garrisoned as a strategic prize won by the Federated Commonwealth during the Fourth Succession War.
2	Northwind is always garrisoned by at least one regiment of the mercenary unit the Northwind Highlanders.
3+	Northwind is currently garrisoned by three heavy regiments of the elite Northwind Highlanders.

ZURICH

Type of Information (Modifier +1)

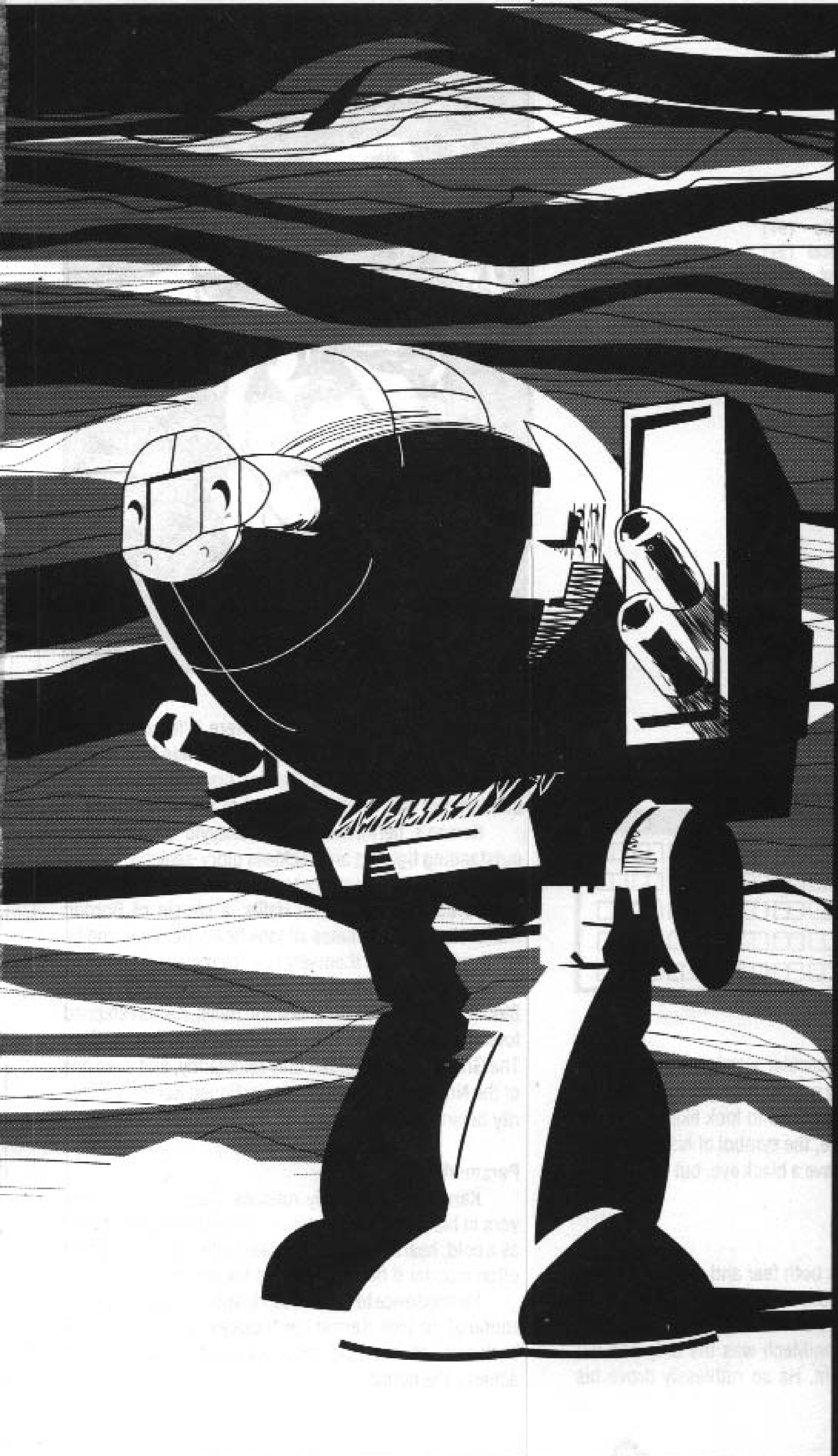
Zurich, current garrison forces

Sources

Clan Computer Data Storage

Margin of Success	Result
0–1	Zurich is a pleasant world with a temperate atmosphere, and is protected by a strong mercenary unit.
2	Zurich is a hospitable planet garrisoned by a unit that traces its heritage back to the Star League.
3	Zurich is currently protected by the 151st Dark Horse Regiment, a unit of the Eridani Light Horse.

CAST OF CHARACTERS



NOVA CAT STAR

KARRON

Attributes

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

Characteristics

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

Skills

Gunnery/BattleMech	8	(1+)
Interrogation	2	(9+)
Leadership	3	(8+)
Negotiation	1	(10+)
Piloting/BattleMech	5	(4+)
Small Arms	3	(6+)
Stealth	1	(8+)
Strategy	3	(8+)
Survival	4	(7+)
Tactics	2	(9+)
Tech/'Mech	1	(10+)
Unarmed Combat	3	(6+)

BattleMech

Warhawk (Primary)

CONDITION MONITOR

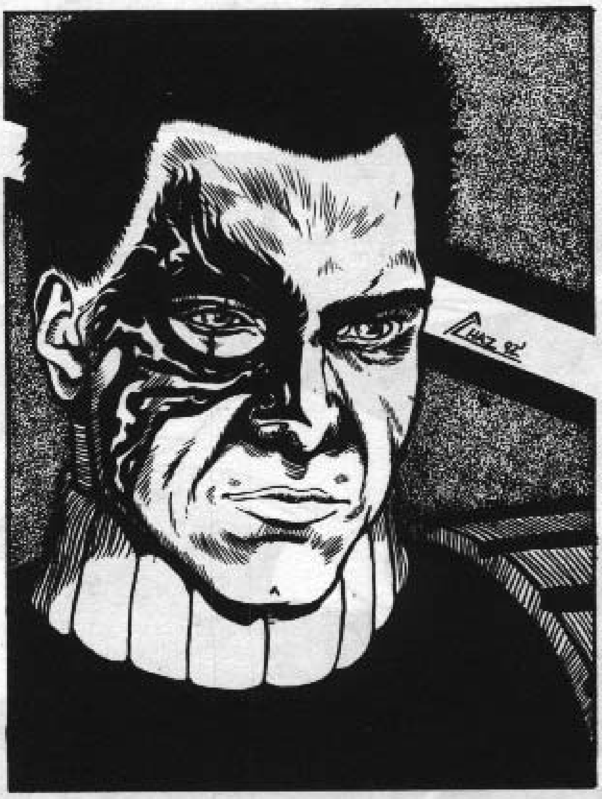
WT	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
2	FAIR	5+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
3	POOR	7+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
4	SERIOUS	10+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
5	CRITICAL	11+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐

Physical Description

Karron is a short, muscular warrior. He wears his hair cropped short to fully expose his right eye. The area surrounding that eye is tattooed to look like a cat's eye surrounded with dark blue, the symbol of his sibko. At a distance, he appears to have a black eye, but up close he is a menacing sight.

Background

His fellow Nova Cats both fear and respect Karron. During the battle for Luthien, his Star managed to breach the Imperial City, but was driven back by the Dragon's Claws. Karron's own OmniMech was the only one left standing after the firefight. He so ruthlessly drove his Star that three of his Starmates were killed during the battle, and only Dinah survived. Karron was brought up for review by Clan Nova Cat for his performance on Luthien, but was officially cleared of any wrongdoing.



Karron's performance on Tukayyid showed both outstanding fighting and reckless glory-seeking. During the battle of Tost, he successfully took out a Com Guard *King Crab* piloted by Jodi Hallis, a cousin of Bordon Hallis. His new Starmates all took heavy damage, and he left them to fend for themselves in the melee that resulted in the death of Hallis. When the Steel Vipers claimed the Bloodright for the death of Bordon Hallis, Karron stepped forward and claimed the same Bloodright for his Star. The Grand Council agreed only reluctantly, and even one of the Nova Cats' own Khans questioned Karron's integrity behind closed doors.

Personality

Karron is completely ruthless. One of three survivors in his sibko, Karron has a well-deserved reputation as a cold, heartless killer. He takes wild risks, and others often wonder if he is risking his life deliberately.

He tried once to earn a Bloodname, but lost in the last round of the trial. Karron has focused on this goal to the exclusion of anything else, and will do *anything* to achieve the honor.

DINAH

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

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

Skills		
Gunnery/BattleMech	4	(5+)
Negotiation	2	(9+)
Perception	2	(9+)
Piloting/BattleMech	6	(3+)
Protocol	1	(7+)
Seduction	4	(4+)
Small Arms	2	(7+)
Tactics	3	(8+)
Tracking	2	(9+)
Unarmed Combat	3	(6+)

BattleMech

Kit Fox (Primary)

Physical Description

Dinah has a willowy physique, but she is every inch a Nova Cat warrior. Her delicate appearance has fooled more than a handful of her fellow warriors, who have fatally misjudged her skills and abilities. Dinah wears her long, red hair in a single ponytail braided with a black thong. She has also begun painting her fingernails glossy black, the symbol in Clan Burrock of a warrior who kills in the darkness of night.

Personality

Dinah is as cunning as she is beautiful. She believes that Karron will be a *ristar* in Clan Nova Cat, and hopes to profit from her association with him. To that end, she is willing to do or say anything to protect her commander.

Dinah knows her looks are deceiving and exploits them whenever possible. She often places herself in a position of great risk to "lure" the unwary, which only adds to her dangerous mystique.

FULLER

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

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

Skills		
Computer	2	(6+)
Gunnery/BattleMech	5	(3+)
Perception	4	(4+)
Piloting/BattleMech	3	(5+)
Security Systems	1	(7+)
Small Arms	1	(7+)
Strategy	2	(6+)
Tactics	4	(4+)
Tech/'Mech	2	(6+)
Unarmed Combat	4	(7+)

BattleMech

Battle Cobra (Primary)

Physical Description

Fuller is short, almost pudgy, but his round shape is deceiving. He is quite strong and carries himself well in combat. Fuller wears a wide handlebar mustache, which distracts attention from the fine scar on his nose and cheek.

Personality

As a warrior, Fuller is more than willing to follow orders. He will not charge blindly into battle, however, and questions those orders he considers unwise. This attitude is a constant source of friction between Star Commander Karron and himself.

Fuller has great confidence in his own abilities and opinions, and because he believes himself correct on most matters (and Karron wrong), there is little his commanding officer can do but make his life more difficult. Fuller shoulders this "burden" with very few complaints.

STEWART

Attributes			Characteristics	
BLD	7	(5+)	Athletic	(6+)
REF	5	(7+)	Physical	(9+)
INT	4	(8+)	Mental	(10+)
LRN	4	(8+)	Social	(11+)
CHA	3	(9+)		

Skills		
Climbing	1	(5+)
Demolitions	1	(9+)
Gunnery/BattleMech	3	(6+)
Medtech	1	(9+)
Negotiation	4	(6+)
Piloting/BattleMech	2	(7+)
Running	2	(4+)
Small Arms	1	(8+)
Tactics	1	(9+)
Unarmed Combat	2	(4+)

BattleMech

Crossbow (B)

Physical Description

Stewart is thin, with coal-black hair. His narrow mustache and receding chin make him easy to spot in a crowd, and he is disfigured by a large white blotch on both arms and his chest, the result of accidental exposure to unprocessed 'Mech coolant.

Personality

Ever since Tukayyid, Stewart is convinced that a dark cloud of misfortune hangs over him. While he is credited with several Star-awarded kills, his only individual kill dates from his successful Trial of Position. It seems to him, and to others, that fate prevents him from serving his Clan.

Stewart is full of self-pity and often broods on his bad luck, which has made him something of a loner even within the solitary ranks of the Clans.

DANA

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

Skills		
Archery	1	(6+)
Gunnery/BattleMech	4	(4+)
Interrogation	1	(8+)
Leadership	2	(7+)
Negotiation	1	(8+)
Piloting/BattleMech	1	(7+)
Quickdraw	4	(4+)
Small Arms	2	(6+)
Survival	1	(6+)
Tech/'Mech	2	(7+)
Unarmed Combat	2	(5+)

BattleMech

Timber Wolf (Primary)

Physical Description

Dana is short and stocky, the epitome of the Clan warrior. Her light blue eyes are captivating, but contrast with the tattoos on her right arm showing a wolf, a diamond shark, and a fire mandrill, all crossed by red slashes. These are badges of her combat victories against fellow Clans.

Personality

Dana is by far the most rational member of Karron's command. While her Star Commander vents most of his frustration at Fuller, she is carefully and painstakingly building her case against Karron.

Dana is dedicated to her Clan. She will go to extraordinary lengths for the sake of the Nova Cats, even risking her life, or pitting it against Karron's lust for power. She agreed to accompany the Star on the Bloodright, not for personal glory, but to make sure that Karron does not overstep his bounds.

OTHER CHARACTERS

GUNTHAR VOSS

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

Skills		
Administration	3	(3+)
Bureaucracy	2	(4+)
Communications	4	(2+)
Computers	2	(4+)
Leadership	2	(4+)
Medtech	1	(5+)
Negotiation	4	(2+)
Perception	2	(4+)
Protocol	2	(6+)
Security Systems	3	(3+)
Small Arms	1	(7+)
Unarmed Combat	1	(7+)

CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
2	FAIR	5+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
3	POOR	7+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
4	SERIOUS	10+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
5	CRITICAL	11+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐

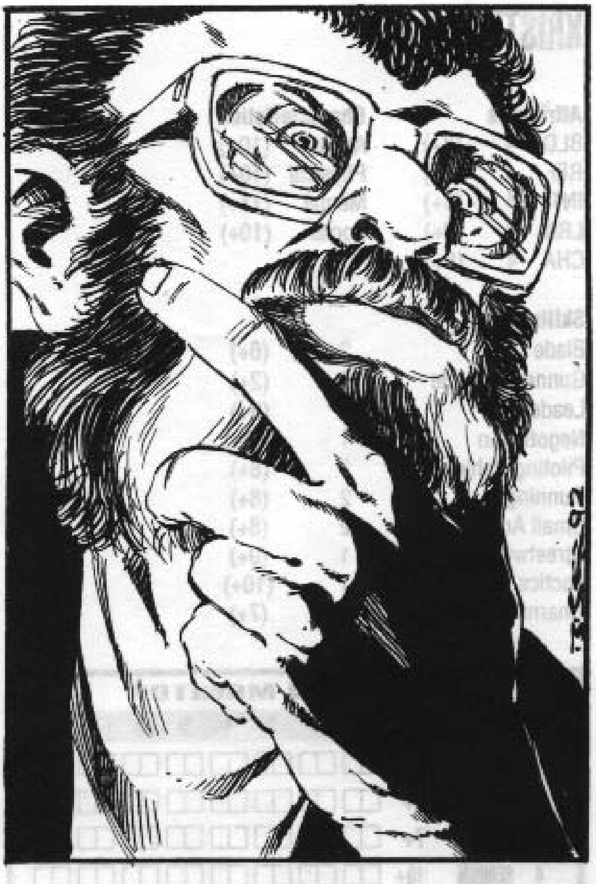
Physical Description

Gunthar Voss is of medium build with dark hair. He sports a black beard striped by two streaks of gray, one on either side of his chin just below his sideburns. He wears thick glasses, and always seems to be smiling, as if he knows something that others do not. He also has an annoying habit of stroking his beard while gloating.

Background

Gunthar was born on Terra to parents who were second-generation ComStar converts. Even early in his childhood, there was no doubt about his eventual profession. Voss became skilled at making his way through the bureaucratic maze of the ComStar administration structure.

In 3043, at the age of 18, he was recruited as a ROM agent. His initial assignments consisted of simple surveillance of ComStar Adepts. As the years passed, he was assigned more dangerous duties, but always maintained his cover of an auditor/demi-Precentor.



Just prior to the Clan invasion, Voss' position became more of a ROM troubleshooter. He accompanied Anastatius Focht on the first Inner Sphere delegation to the Clans, though he did not remain with the Clans as Focht did. He also successfully mediated several treaties between the Clan invaders and ComStar.

During Operation Scorpion, Voss saw the folly in the ways of the old ComStar, and realized that if Focht survived Tukayyid, sweeping reforms would follow. According to his vision, he acted against Primus Waterly.

Personality

Gunthar Voss constantly sees plots within plots, and is skilled at sorting through complicated matters to get to the heart of the issue. Nothing pleases him more than a difficult puzzle.

In the past year, he has become an expert for ROM on the Clans, his interest bordering on obsession. Following the Nova Cats raid on Morges, he wasted no time in volunteering for the mission to learn the truth about the attack.

KRISTIN HALLIS

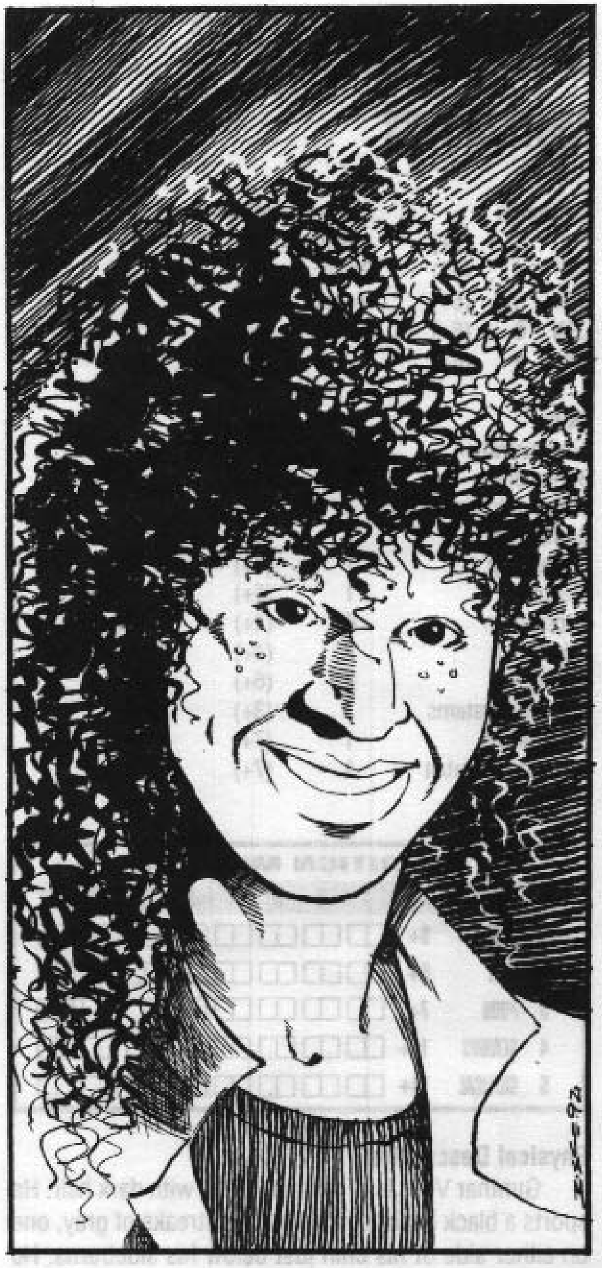
Attributes		
BLD	4	(8+)
REF	4	(8+)
INT	4	(8+)
LRN	3	(9+)
CHA	4	(8+)

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

Skills		
Blade	2	(6+)
Gunnery/Vehicle	8	(2+)
Leadership	2	(9+)
Negotiation	1	(10+)
Piloting/Vehicle	2	(8+)
Running	2	(8+)
Small Arms	2	(8+)
Streetwise	1	(9+)
Tactics	1	(10+)
Unarmed Combat	3	(7+)

CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
2	FAIR	5+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
3	POOR	7+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
4	SERIOUS	10+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
5	CRITICAL	11+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐



Personal Appearance

Kristin is the only daughter of Bordon Hallis. Like her brothers, she has bright red hair and freckles. Her frame can charitably be described as thin, and her right ear lobe is missing, the result of a childhood accident.

Background

The Hallis family originated on Royal, and was spread across the Inner Sphere during the War of 3039 when the Federated Commonwealth, led by the recon actions of the Crescent Hawks Company, took the planet from the Draconis Combine. Kristin, unlike her brothers, was evacuated offworld with the Kurita dependents. She was adopted by a couple loyal to the Combine, and eventually joined the DCMS. For years she believed that her brothers and parents had been killed during the final invasion.

Out of nothing more than idle curiosity, she searched the records and discovered that, while her parents had died, her brothers were still alive and well. Three years ago, she initiated contact with them, and even traveled once to Terra to meet with Leonard and Andrew. They had believed her long dead, and despite their political differences, she was welcomed once again as a member of the family.

Personality

Of all of the Hallis offspring, Kristin is the calmest and most logical. She does not hide her feelings; she is simply incapable of deceit, and will not be a party to it. Her headstrong personality got her assigned to Rutbak, to a reserve military unit, far from the glories of the war front.

LEONARD HALLIS

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

Skills		
Computer	4	(2+)
Engineering	5	(1+)
Medtech	2	(4+)
Negotiation	1	(10+)
Perception	4	(2+)
Special Interests (History of the Star League)	2	(4+)
Swimming	2	(7+)
Tinker	4	(2+)
Unarmed Combat	1	(7+)

CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

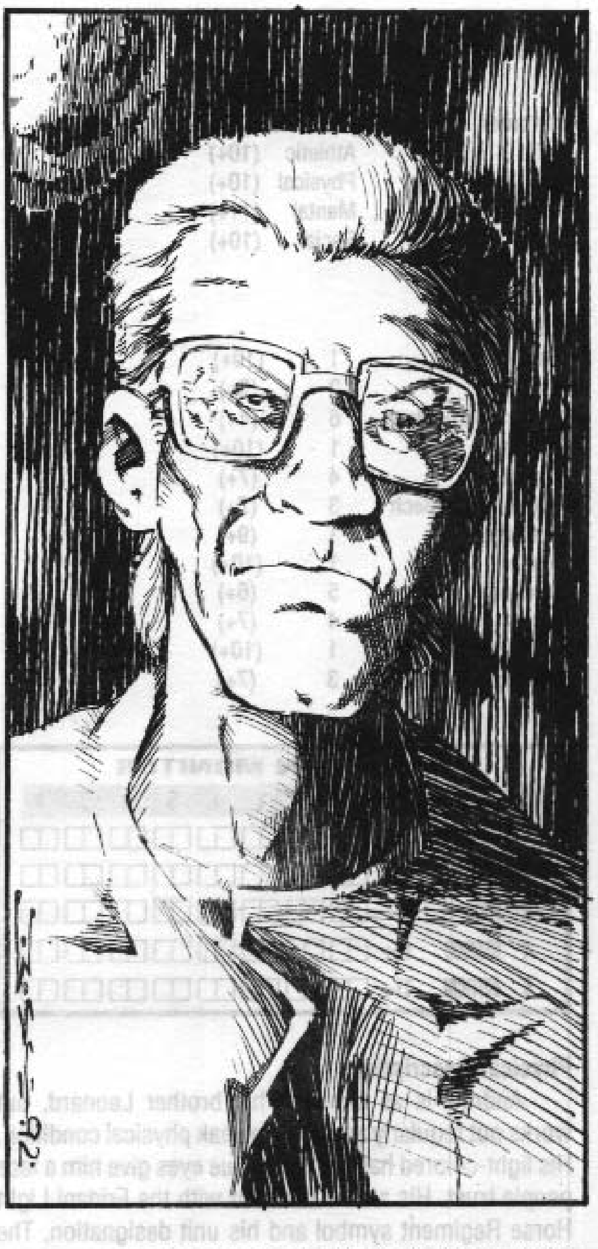
Physical Description

Leonard is middle-aged, and most of his colleagues consider him something of a gnat of a man. He is skinny, wears thick, wire-rimmed glasses, and has sandy blonde hair that is already beginning to recede.

Background

Born in 3035, Leonard Hallis has only managed to stumble through his life. After his homeworld of Royal fell to the Federated Commonwealth, he was raised in a foster home with his younger brother Andrew. His gift for mathematics enabled him to earn a degree from the New Avalon Institute of Science.

Leonard was not a MechWarrior, and had no desire to fight. He skipped as much of the mandatory military training as he could, and pursued a career as an engineer, working on several key projects for NAIS. His refusal to enter the military made him the black sheep of the family.



In the past few years, Leonard began to feel as if something was missing from his life, realizing that his career was no longer enough. He finally began dating some of his coworkers, hoping to marry within a year and start a family of his own. The loss of his father and his aunt Jodi on Tukayyid shook Leonard deeply.

Personality

Leonard embodies the word "meek." He is shy and timid around members of the opposite sex. He lacks confidence in social gatherings and is uncomfortable everywhere but in his office. He is jealous of his brother and sister's lives of adventure and travel, but even that feeling cannot motivate him to explore the Inner Sphere himself.

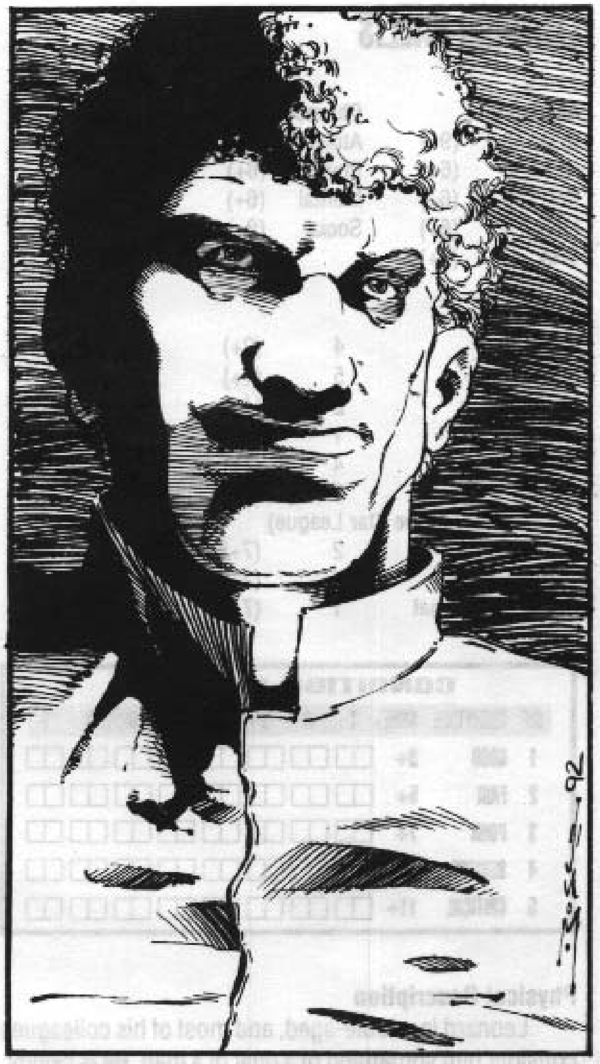
ANDREW HALLIS

Attributes			Characteristics	
BLD	4	(8+)	Athletic	(10+)
REF	4	(8+)	Physical	(10+)
INT	4	(8+)	Mental	(11+)
LRN	3	(9+)	Social	(10+)
CHA	4	(8+)		

Skills		
Computer	1	(10+)
Gambling	2	(9+)
Gunnery/BattleMech	6	(4+)
Leadership	1	(10+)
Perception	4	(7+)
Piloting/BattleMech	3	(7+)
Small Arms	1	(9+)
Stealth	1	(10+)
Streetwise	5	(6+)
Tactics	4	(7+)
Tech/'Mech	1	(10+)
Unarmed Combat	3	(7+)

CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
2	FAIR	5+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
3	POOR	7+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
4	SERIOUS	10+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐
5	CRITICAL	11+	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐



Physical Description

Andrew is as short as his brother Leonard, but works out regularly and so is in peak physical condition. His light-colored hair and light blue eyes give him a face people trust. His arm is tattooed with the Eridani Light Horse Regiment symbol and his unit designation, The Bloody Half-Hundred.

Background

Andrew was born in 3038, just prior to the Federated Commonwealth's "liberation" of Royal. He was raised with his older brother Leonard in foster care until he was 16, but when Leonard left for the NAIS, Andrew ran away from his foster parents. For several years he lived at the edge of society, barely earning an existence.

He enlisted in the Federated Commonwealth's Armed Forces, and was given the opportunity to learn how to pilot a BattleMech in the 4th Crucis Lancers RCT, where he served for five years. He mustered out and headed for Galacta, where he eventually earned a temporary position in the Eridani Light Horse's 151st Dark Horse Regiment. For the first time in his life, he felt he had found a home.

Even though he is dedicated to his unit, Andrew continues to be something of a discipline problem. Twice in his career he endured demotions for insubordinate behavior, but even this could not make him leave the Dark Horse Regiment.

Personality

Andrew can get along with almost everyone, but is close to no one. He has a stubborn streak of defiance against authority that no amount of discipline has been able to break.

Andrew Hallis is also a consummate liar and con man. He is a gambler, and runs the highest stakes poker game in the regiment. Andrew's primary concern in life is himself. He is a skilled MechWarrior, but his talent is matched by his inflated ego and bragging tongue.

SOURCEBOOK

This section supplies information that will help the players immerse themselves in the intricacies of roleplaying Clan characters. The adventure refers to this section frequently for hints on capturing the Clan mindset, behavior, and code of honor. This section should be made available to the players prior to the start of play to allow them to develop a "feel" for these complex characters.

This section also provides additional **MechWarrior** rules for Clansmen, including a Random 'Mech Assignment Table for the Clans. Rules governing character Bloodnames and freebirth or truebirth status appear in Generating Clan Characters, p. 59.

The character archetypes provided for the technician and scientist castes, and for DropShip pilots/engineers, can be used in **Bloodright** or other Clan-based adventures. Use the Space Encounters Table on p. 68 to flesh out Clan travel into Inner Sphere space, which figures prominently in **Bloodright**.

The New Equipment section describes two new OmniMechs in use by Clan Steel Viper, and gives the statistics and basic floorplans of the Clans' *Broadsword* Class DropShip.

Clan Adventures presents suggestions for future Clan adventures and campaigns. Themes and possible encounters are outlined as springboards for the gamemaster and players' imagination.

ROLEPLAYING THE CLANS

This section presents life from the perspective of Clan characters, including how a "typical" Clansman views other castes, the Inner Sphere, and other issues, as well as how he or she may react in certain situations. The importance of combat trials is also discussed, beginning with issuing a formal challenge and including the protocol of combat trials against Inner Sphere opponents. This discussion includes game statistics.

CLAN PERSPECTIVES

Even though the Clans descended from the inhabitants of the Inner Sphere, their outlook on almost every facet of life is very different. The following section explains the Clan view of different aspects of the BattleTech universe. For additional details of Clan life and customs, players should consult the **Wolf Clan Sourcebook**.

These short overviews may be used as a simple guide by gamemasters and players to round out their characters' personality and style.

View of Themselves

The Clans see themselves as the destiny of mankind. They venerate both Aleksandr and Nicholas Kerensky, holding them up as god-like figures. Historically, however, they acknowledge that Aleksandr Kerensky was one of the greatest figures in recorded time, and that the Clans are, in fact, the descendants of the members of the SLDF that he lead from the Inner Sphere in order to preserve what was right and good in the universe.

The Clans believe that fate and history ordain them to one day re-establish the glory of the Star League. Genetically enhanced, they feel vastly superior to the current inhabitants of the Inner Sphere.

View of the Inner Sphere

Clansmen treat the people of the Inner Sphere as children, too blind and uninformed to comprehend their surroundings. They firmly believe that the Clans are superior to their antecedents in every way, and that the residents of the Inner Sphere waste all they possess. They see the ruling citizens of the Houses as substandard humans with little grasp or understanding of the power and glory that existed during the age of the Star League.

Star League relics, buildings, and lands are worshiped as holy sites, places known only in legend. The Clans were appalled to find, in their opinion, barbaric children living on these sacred worlds.

According to Clan history, the Great Houses of the Inner Sphere destroyed the Star League. Stephen the Usurper may have held the gun to Richard Cameron's head, but the Houses stood back and let the Star League crumble—in the name of personal power. They added insult to injury by invading and occupying the Terran Hegemony following the SLDF's departure.

The Clans say that their invasion will bring about a new age of enlightenment by restoring the great Star League. Clan members need a strong ego to survive to adulthood, and that same ego prevents their acknowledging anything positive about Inner Sphere inhabitants, even when their opponents' strengths are proven. No room for self-doubt exists in the Clan psyche; if they are doing things right, everyone else must be doing things wrong.

View of Mercenaries

The Clans despise mercenaries and consider them the worst type of warrior—one without honor. Units that can trace their heritage back directly to the Star League are revered in the Inner Sphere, but the Clans especially disdain these units. After all, they had the chance to depart with the Great Kerensky and forge the Clans, but failed to grasp the opportunity. Units that sell their services are little better than whores in the eyes of most Clansmen, and battlefield salvage is a degenerate custom far below the stature of the warrior caste.

By far the most hated unit in the Clans' eyes is Wolf's Dragoons. This unit betrayed the Crusader cause, and now must face the Trial of Annihilation.

View of the Periphery

The Periphery is simply a collection point for the worst of everything the Inner Sphere represents. Aramis came from the Periphery. New Vandenburg, whose rebellion sparked the series of events that led to the Civil War that destroyed the Star League, rests in the Periphery. And in their invasion of the Inner Sphere, the Clans found the Periphery filled with pirate scum and dishonorable warriors who fought with no dignity.

In the words of the late Thelos Auburn, "The Periphery is where technology goes to die." In the view of the Clans, it is also where the morals of mankind go to die. In their view, much of what exists in the Periphery is corrupt and must be eradicated. The fighting in the Inner Sphere is harsh and fierce, but what the Clans have in store for the Periphery is even worse.

View of the Great Houses

The Federated Commonwealth proved a daring opponent to the Clan invasion. Masters of raiding, they now provide constant harassment to the Clan occupation zones.

House Kurita's Draconis Combine holds many values in common with the Clans. The Combine was quick to adopt the Clan bidding system, and while the defeat of the Smoke Jaguars on Wolcott and again on Luthien was humiliating to the Clans, they proved that the Combine was indeed a worthy opponent.

Houses Liao and Marik are unknown entities to the Clans. They generally hold them in low regard, because those two Houses had ample opportunity to take part in the war, but passed on the chance. No Clan member avoids battle, and will not admire anyone who does.

BLOODNAMES

To a Clan warrior, Bloodnames are both symbolically and spiritually important. In a society that rejects all links to its past and denies nationalistic heritage, Bloodnames are the only distinction warriors can earn. The contests for Bloodnames are violent, bloody affairs, and warriors risk their lives willingly to win.

COMBAT STYLE

A warrior should fight his own battles. In combat, a Clan warrior acquires a target and fights that enemy until it is destroyed. Massing firepower against an enemy is a coward's tactic, honorable only after the enemy attacks multiple targets. An opponent who fires on more than one attacker opens the battle to a grand melee.

CLAN TRIALS

Clan trials create an equal opportunity for all warriors to receive justice and punishment, determine possession, distinguish right and wrong, and settle all kinds of grievances. For specific details and the flavor of certain Clan trials, see the **BattleTech** novels and sourcebooks. A condensed explanation of the six types of trials follows.

Trial of Grievance or Honor Duel

This form of combat is used to settle disputes between two warriors. A Circle of Equals, consisting of a ring of warriors or BattleMechs, defines the boundaries of the combat. The two warriors involved determine through bidding how the battle will be fought. The first warrior to leave or be knocked from the circle is declared the loser, and the disagreement is forgotten. This can be an on-the-spot resolution, or may have to be arranged through the Clan Council or Grand Council.

Trial of Position

This combat determines whether a sibko member can become a warrior, and if he or she will be promoted to the next level of training. The final Trial of Position ranks the cadet as a warrior. If one foe is defeated the candidate becomes a warrior. If two are defeated in combat, the candidate enters the Clan ranks as a Star Commander. Additional foes defeated in the Trial of Position increases the warrior's initial rank.

Trial of Bloodright

Victory in this trial confers the honor of a Bloodname. The winner is determined from a pool of thirty-one candidates chosen by the current holders of the Bloodname, as well as one chosen through a grand melee of all other eligible candidates.

Trial of Possession

This trial determines the ultimate owner of physical property, genetic materials, or other possessions that are claimed by more than one Clan. The Trial of Possession, along with the bidding process, favors commanders who use minimal forces to accomplish their goals, preventing full-scale wars and catastrophic loss of people and property.

Trial of Refusal

This Clan trial offers pro-rated conditions for a Clan member to question the verdict of his superiors, or even of the Grand Council. The odds in most Trials of Refusal are high, but they give a warrior the chance to dispute decisions in a fair and honorable manner.

Trial of Annihilation

The rarest of the Clan trials is the Trial of Annihilation. Only the Grand Council can invoke this trial, which results in a form of controlled genocide. The genetic material of the losing warriors is removed from the gene pool, and the lower castes of that Clan are often sterilized. On a less drastic scale, this trial may also be declared against warriors, Stars, Clusters, and so on.

ROLEPLAYING COMBAT TRIALS

The Batchall

All trials begin with the batchall. The warrior or Khan states his name and rank, the type of trial he or she is declaring, and the object of the trial. The batchall ends with a request for a declaration of the forces defending.

MechWarrior player characters should include those four points when making a batchall. For example, if a player character was found guilty of a crime, and wished to invoke the Trial of Refusal, the proper batchall could be stated, "I, Warrior Oprea of Clan Diamond Shark, invoke the Trial of Refusal for the verdict levied against me. What forces defend the verdict?"

The Bidding Process

The bidding process follows the batchall, and determines what forces the combatants will use. The defender opens the bidding. Using the **MechWarrior** rules, each successive bid requires an Opposed Negotiation Skill Roll. Each bid adds an additional –1 modifier to both rolls. When one of the characters fails the Negotiation Skill Roll, the current bidding results are official.

In any trial, the defender traditionally chooses the venue or location and starting time. This is not the case in the Trial of Bloodright. Both opponents drop their personal medallion into a gravity well known as the Well of Decision. The warrior whose coin lands on top chooses the method of combat (hand-to-hand, 'Mech to 'Mech, and so on) and the warrior whose coin landed on the bottom determines the location and starting time of the contest. Both sides may choose an equal number of observers to validate the trial.

CLAN HONOR

Clan rules of combat are strictly defined, yet manage to offer a great deal of leeway in trials. Once finalized, a bid must not be violated, or the terms and conditions of the trial are void. Any force that appears to be losing a trial may call on the item or unit he or she last bid away, but doing so invalidates that force's claim to victory.

In **MechWarrior**, any player who cheats by using more forces than his or her character bid automatically loses 4 Edge Points and all AP earned during the adventure. The character would also face a harsh judgment from his superiors and a possible loss of position within the Clan.

Using the forces last bid away in order to win costs the player character 1 point of Edge and all AP earned during the adventure.

An honorable warrior will engage only his own enemy target, and will not mass firepower against a foe unless attacked or provoked into doing so. For example, if an enemy attacked one member of a Star of 'Mechs, the 'Mech under attack would be the only one to respond. If the attacker fired on several members of the Star, however, all 'Mechs fired upon could join in for the kill.

In **MechWarrior**, any violation of these standards of conduct costs a player character 2 points of Edge and all accumulated AP.

Losing a trial means a serious loss of face for a Clan warrior, and results in the loss of 1 point of Edge.

GENERATING CLAN CHARACTERS

Use the following additional rules to create Clan player characters in **MechWarrior**.

FREEBIRTH OR TRUEBIRTH

The epitome of the Clan warrior caste is the truebirth, a warrior born as a result of genetic engineering/manipulation. Freebirths, warriors born of natural parents, are considered second-rate, and are not expected to achieve the glory, or even attain the same standards, as their genetically engineered Clan mates.

When creating a Clan warrior player character, roll 1D6 to determine if the character is a freebirth or truebirth. This roll is made prior to any skill or archetype assignments. A result of 1–3 creates a freebirth warrior, and a result of 4–6 creates a truebirth character.

Truebirths may use any Clan warrior archetype presented in **MechWarrior** or any supplements. Freebirth player characters may only use the Secondary Clan Warrior, Scientist Caste, Technician Caste, or DropShip/JumpShip Pilot Archetypes.

ADVANTAGE: BLOODNAME

One Advantage available to a Clan player character is a Bloodname, the highest honor of Clan society. A Bloodname is a step "beyond" for a warrior, either truebirth or freebirth. Only Bloodnamed warriors may be Clan Khans. They also hold all key leadership positions within a Clan. Bloodnames cost 3 Advantage Points during character creation.

In **MechWarrior**, a Bloodname automatically adds +1 to a player character's Leadership Skill.

CLAN RANDOM 'MECH ASSIGNMENTS

The table below offers a quick system for assigning 'Mechs to Clan player characters. For those 'Mechs listed as having variants (found in other published FASA sourcebooks), the player may choose which version to use. Because some players may still be unfamiliar with the Clan 'Mech names, the Inner Sphere names given to the Clan 'Mechs appear first.

RANDOM 'MECH ASSIGNMENTS

Die Roll	Inner Sphere Name	Clan Name
Light 'Mechs		
1	Dasher	Fire Moth
2	Koshi	Mist Lynx
3–4	Uller	Kit Fox
5–6	Puma	Adder
Medium 'Mechs		
1	Dragonfly	Viper (Clan Wolf substitute Phantom*)
2	Fenris	Ice Ferret (Clan Wolf substitute Pouncer*)
3–4	Black Hawk	Nova (Clan Steel Viper substitute Battle Cobra**)
5–6	Ryoken	Stormcrow
Heavy 'Mechs		
1–2	Vulture	Mad Dog
3	Loki	Hellbringer (Clan Wolf substitute Linebacker*)
4–5	Thor	Summoner
6	Mad Cat	Timber Wolf
Assault 'Mechs		
1–2	Man O'War	Gargoyle (Clan Steel Viper substitute Crossbow**)
3	Masakari	Warhawk (Clan Wolf substitute Naga*)
4–5	Gladiator	Executioner
6	Daishi	Dire Wolf

*See **Wolf Clan Sourcebook** for statistics.
**See below for statistics.

NEW EQUIPMENT

CROSSBOW

Mass: 65 tons
Chassis: Standard
Power Plant: 325
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Armor: Standard
Armament: 16 tons of pod space available
Manufacturer: Clan Steel Viper
Communications System: Bishop 211 Meredian
Targeting and Tracking: Spanke 112-A

Type: **Crossbow**

	Equipment	**Mass**
Internal Structure		6.5
Engine:	325	23.5
Walking MP:	5	
Running MP:	8	
Heat Sinks:	10 (20)	
Cockpit:		3
Gyro:		4
Armor Factor:	192	12

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	26
Center Torso Rear		13
R/L Torso	15	19
R/L Torso Rear		9
R/L Arm	10	18
R/L Leg	15	26

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 12	RA	2	2
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LA	2	2
Alternate Configuration A			
LRM 5	RA	1	1
Ammo (LRM) 24	RA	1	1
Streak SRM 6	RA	2	3
Ammo (SRM) 15	RA	1	1
Medium Pulse Laser	RA	1	1
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
Streak SRM 6	LA	2	3
Ammo (SRM) 15	LA	1	1
Medium Pulse Laser	LA	1	1
Alternate Configuration B			
Streak SRM 6	RA	2	3
Streak SRM 6	RA	2	3
Ammo (SRM) 30	RA	2	2
Streak SRM 6	LA	2	3
Streak SRM 6	LA	2	3
Ammo (SRM) 30	LA	2	2

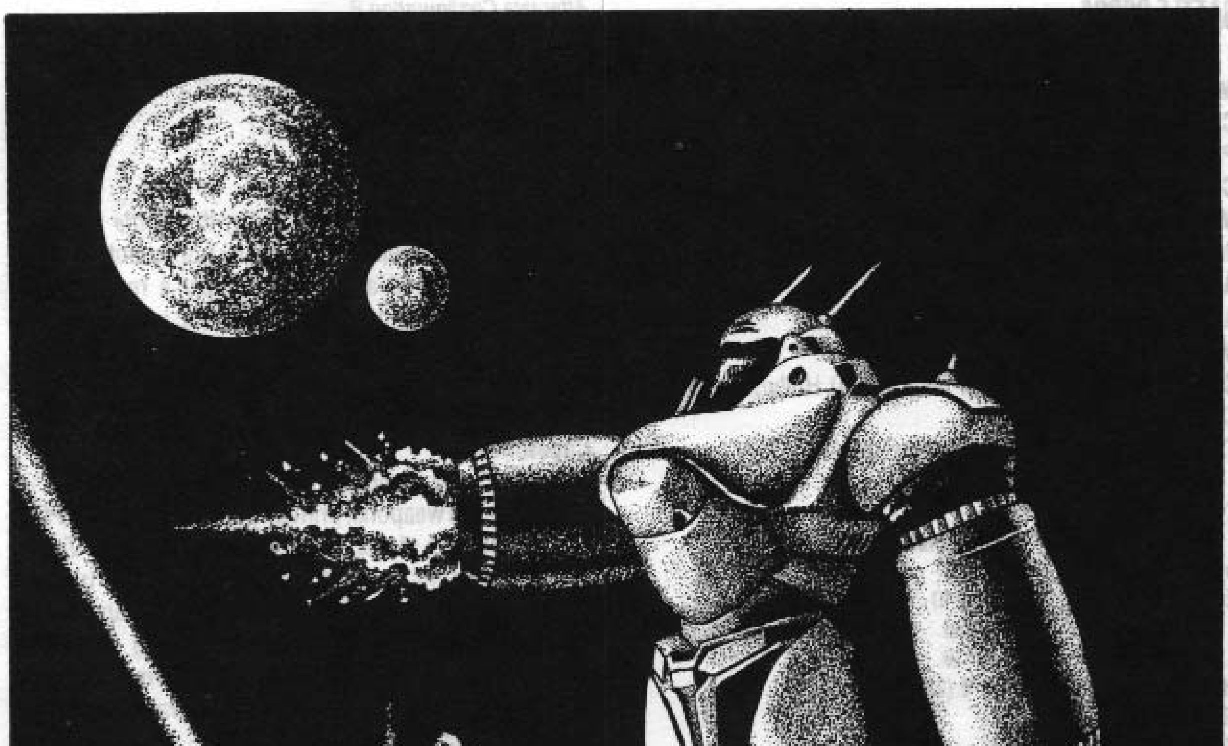
Overview

The Steel Vipers originally developed the *Crossbow* after capturing several members of Clan Snow Raven's scientist caste in a trial. They set the Snow Raven scientists to work with their own technical engineers and developed an excellent missile-carrying OmniMech. The *Crossbow* and her sister 'Mech, the *Battle Cobra*, mount only weapons pods, with no additional weaponry, a striking contrast with other Clan OmniMechs.

Capabilities

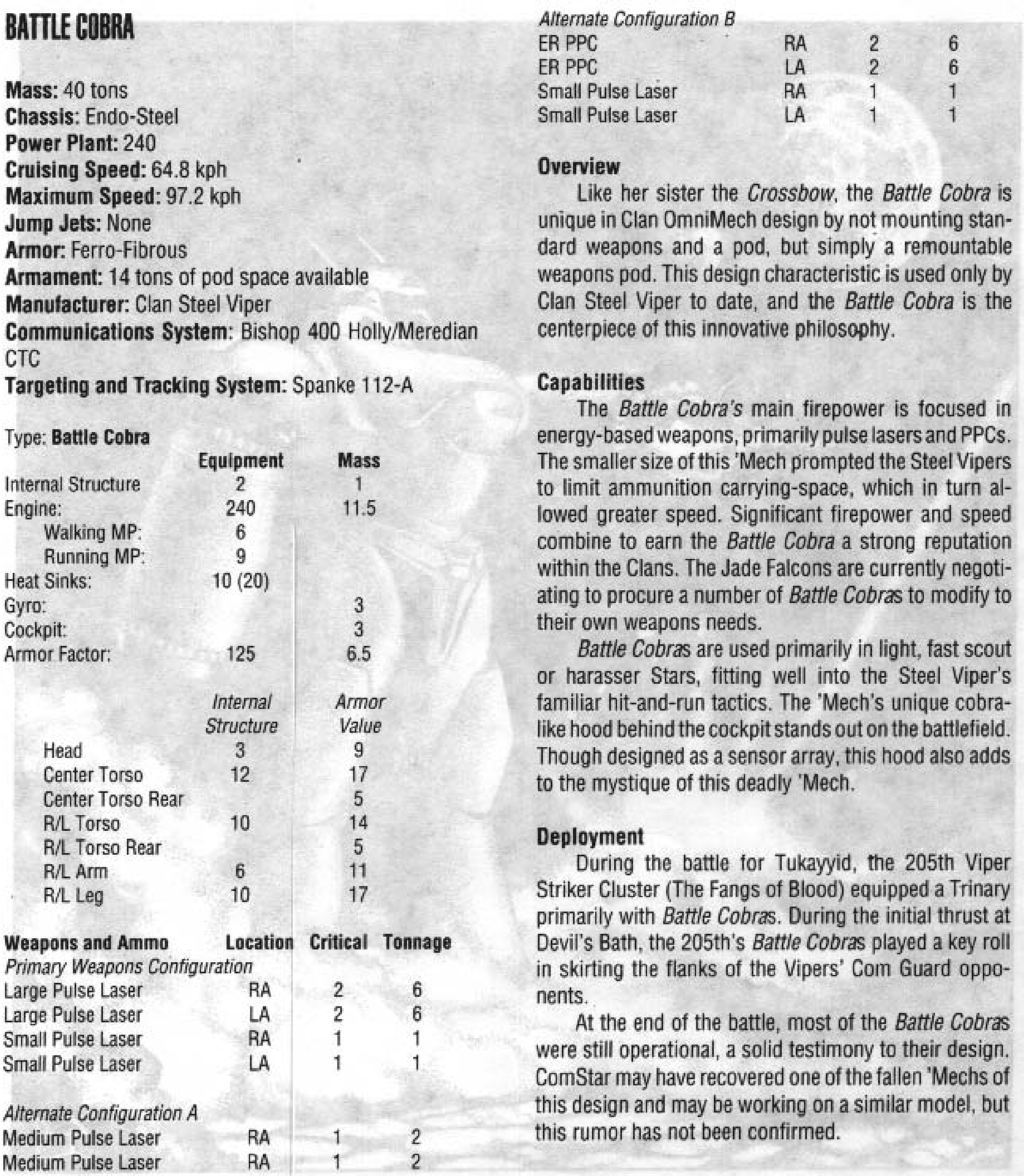
Similar in many ways to the Star League *Longbow*, the *Crossbow* has a more rounded shape and overall sleeker appearance. Its short, squat profile has not prevented it from becoming a favorite among second-line Clan warriors, and its shape has become a familiar one after extensive combat tests. It has earned a fierce reputation, especially in Configuration B, used for close-support fighting.

The *Crossbow* was developed specifically to deliver a missile-based offensive, a rare goal within the Clans. This 'Mech has given the Steel Vipers a unique edge in several trials. Several Stars of the elite Viper Guards make heavy use of the *Crossbow*, combining with Elementals in close combat.



Deployment

During the Trial of Possession for Firebase Climax on the planet Homer, Clan Steel Viper unveiled the *Crossbow* for the first time against an enclave of Clan Smoke Jaguar. Several Stars were equipped with the new Omni in its primary configuration, and the unique 'Mechs whittled away at their opponents at long range. The Vipers were able to hold back until they had expended their long-range ammunition, then charged up to close range and finished their work with the Streak SRMs. The Smoke Jaguars, after only an hour of fighting, conceded the firebase to their opponents.



BATTLE COBRA

Mass: 40 tons
Chassis: Endo-Steel
Power Plant: 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Armor: Ferro-Fibrous
Armament: 14 tons of pod space available
Manufacturer: Clan Steel Viper
Communications System: Bishop 400 Holly/Meredian CTC
Targeting and Tracking System: Spanke 112-A

Type: **Battle Cobra**

	Equipment	**Mass**
Internal Structure	2	1
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Heat Sinks:	10 (20)	
Gyro:		3
Cockpit:		3
Armor Factor:	125	6.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	12	17
Center Torso Rear		5
R/L Torso	10	14
R/L Torso Rear		5
R/L Arm	6	11
R/L Leg	10	17

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
Large Pulse Laser	RA	2	6
Large Pulse Laser	LA	2	6
Small Pulse Laser	RA	1	1
Small Pulse Laser	LA	1	1
Alternate Configuration A			
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Small Pulse Laser	RA	1	1
Small Pulse Laser	RA	1	1
Small Pulse Laser	RA	1	1
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
Small Pulse Laser	LA	1	1
Small Pulse Laser	LA	1	1
Alternate Configuration B			
ER PPC	RA	2	6
ER PPC	LA	2	6
Small Pulse Laser	RA	1	1
Small Pulse Laser	LA	1	1

Overview

Like her sister the *Crossbow*, the *Battle Cobra* is unique in Clan OmniMech design by not mounting standard weapons and a pod, but simply a remountable weapons pod. This design characteristic is used only by Clan Steel Viper to date, and the *Battle Cobra* is the centerpiece of this innovative philosophy.

Capabilities

The *Battle Cobra's* main firepower is focused in energy-based weapons, primarily pulse lasers and PPCs. The smaller size of this 'Mech prompted the Steel Vipers to limit ammunition carrying-space, which in turn allowed greater speed. Significant firepower and speed combine to earn the *Battle Cobra* a strong reputation within the Clans. The Jade Falcons are currently negotiating to procure a number of *Battle Cobras* to modify to their own weapons needs.

Battle Cobras are used primarily in light, fast scout or harasser Stars, fitting well into the Steel Viper's familiar hit-and-run tactics. The 'Mech's unique cobra-like hood behind the cockpit stands out on the battlefield. Though designed as a sensor array, this hood also adds to the mystique of this deadly 'Mech.

Deployment

During the battle for Tukayyid, the 205th Viper Striker Cluster (The Fangs of Blood) equipped a Trinary primarily with *Battle Cobras*. During the initial thrust at Devil's Bath, the 205th's *Battle Cobras* played a key roll in skirting the flanks of the Vipers' Com Guard opponents.

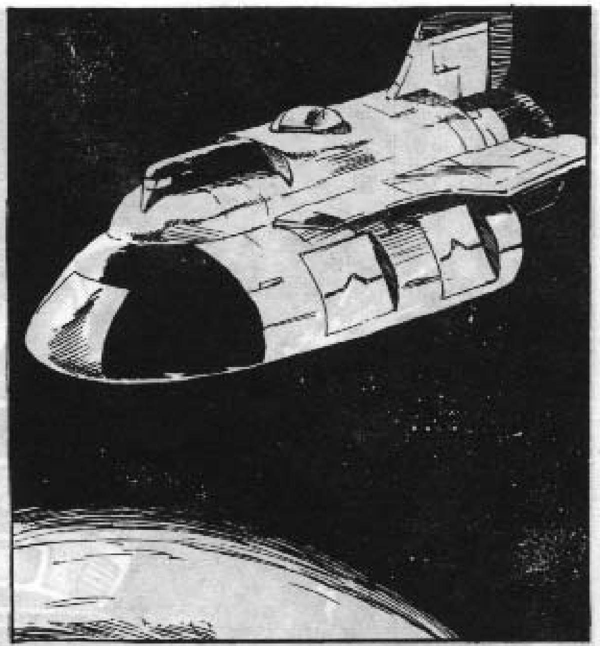
At the end of the battle, most of the *Battle Cobras* were still operational, a solid testimony to their design. ComStar may have recovered one of the fallen 'Mechs of this design and may be working on a similar model, but this rumor has not been confirmed.

BROADSWORD CLASS DROPSHIP

Type: Aerodyne
Tonnage: 1,850
Dimensions
  Length: 80 meters
  Height: 23 meters
  Width: 43 meters
Crew: 5 (2 pilots, 2 engineers, 1 secondary engineer)
Cargo Complement: 25 tons (excluding OmniMechs), 13 troops
'Mech Complement: 5 OmniMechs
Armament
  2 ER PPCs
  2 ER Large Lasers
  5 LRM 20 Packs
  2 SRM 6 Packs
  8 Medium Pulse Lasers
  2 Small Pulse Lasers
  1 Anti-Missile System
Drive System: Peterson 211
Frequency of Sighting: Uncommon (Clan use only)
Thrust: 5
Overthrust: 7
Structural Integrity: 8
Armor Factor
  Nose: 140
  Right Wing: 110
  Left Wing: 110
  Fuselage: 180
  Engine: 70
Weapons
  Nose:
    ER Large Laser
    ER Large Laser
    Medium Pulse Laser
    LRM 20
    ER PPC
    ER PPC
    Anti-Missile System
  Wings:
    LRM 20
    LRM 20
    Medium Pulse Laser
    Medium Pulse Laser
    Medium Pulse Laser
    Small Pulse Laser
  Aft:
    Medium Pulse Laser
    SRM 6
    SRM 6

Overview

The *Broadsword* Class DropShip was developed more than seven decades ago by Clan Sea Fox, shortly before the Clan was renamed Diamond Shark. The vessel's practicality, ease of use and operation, and quick deployment capability quickly made it popular with the other Clans, and within ten years, all Clans were using the design. Clan Steel Viper has the most *Broadswords* currently in use, largely because they won a Trial of Possession for the Diamond Shark factory facility on Marshall.



Capabilities

The *Broadsword* is designed along the lines of the Star League *Leopard* Class DropShip, but that antique design has been extensively modified. The *Broadsword* carries and can deploy quickly one Star (five OmniMechs). One 'Mech exits under the nose at the same time two 'Mechs deploy from each side under the flight wing.

The *Broadsword* carries an impressive amount of firepower for a small craft. Equipped with Opera extended-range PPCs and long-range lasers, the *Broadsword* makes it difficult for aerospace fighters to approach the vessel without taking incredible damage. This is the first combat DropShip the Inner Sphere encountered that was equipped with an anti-missile system.

Deployment

The *Broadsword* is favored by mobile Stars on recon missions for its high maneuverability and rapid cargo deployment. Many Clan forces have found their *Broadswords* to be a vital part of their light Clusters' equipment during probing or raiding actions. During operations on Tukayyid, *Broadsword* pilots were drawn into several battles when LZs were overrun by Com Guard forces. As the Com Guards discovered, the *Broadsword* crews were easily the equal of other Clan warriors.

CLAN ARCHETYPES

The following Clan archetypes can be used in **Bloodright** or for other ongoing adventures/campaigns within the Clan occupation zones. Gamemasters and players should feel free to use these as they appear below, or modify them to fit their specific needs.

TECHNICIAN CASTE

Members of the technician caste are regarded as little more than necessary tools of the warrior caste. Made up largely of freebirths and members of other, lower castes, they carry little personal clout. But a vast majority of warriors will defend or fight for their technicians if necessary.

Technicians play a key role on the battlefield, often risking their own lives in frontline positions. Their intimate knowledge of Clan technology makes them valuable prizes for kidnappers from the various Houses bent on gaining advantages over their fellow governments.

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

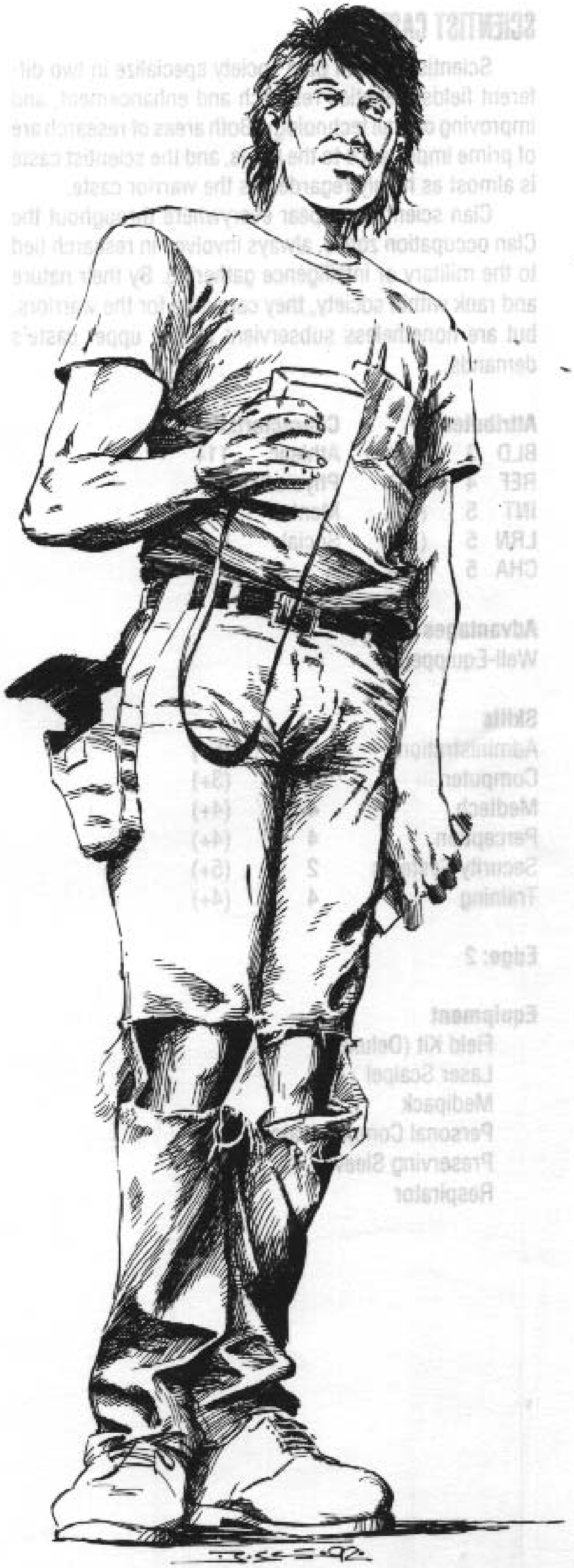
Advantages
Well-Equipped

Skills		
Computer	4	(3+)
Engineering	4	(3+)
Perception	1	(7+)
Piloting/'Mech	2	(6+)
Security Systems	2	(5+)
Technician/'Mech	5	(2+)
Tinker	3	(4+)

Edge: 1

Equipment

- BattleMech Repair Kit
- Deluxe Tool Kit
- Electronics Repair Kit
- Mechanic Repair Kit
- Scanalyzer
- Solar Recharger



SCIENTIST CASTE

Scientists within Clan society specialize in two different fields; genetics research and enhancement, and improving overall technology. Both areas of research are of prime importance to the Clans, and the scientist caste is almost as highly regarded as the warrior caste.

Clan scientists appear everywhere throughout the Clan occupation zones, always involved in research tied to the military or intelligence gathering. By their nature and rank within society, they care little for the warriors, but are nonetheless subservient to that upper caste's demands.

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

Characteristics	
Athletic	11+
Physical	9+
Mental	8+
Social	8+

Advantages

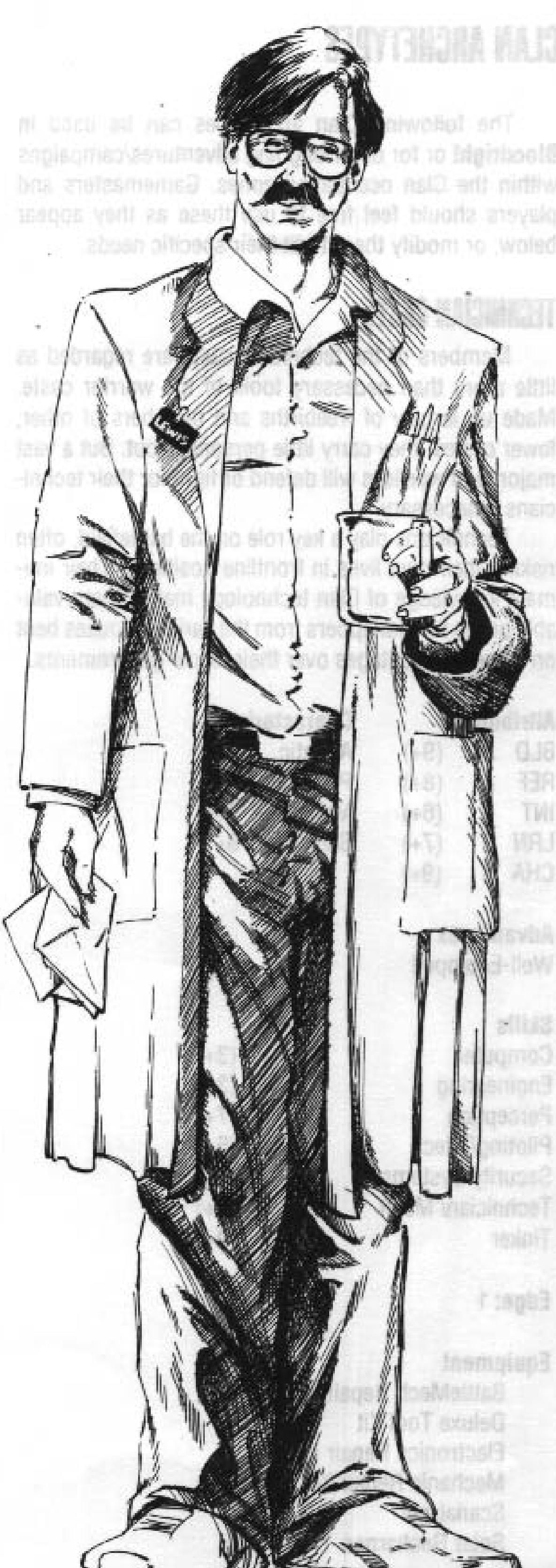
Well-Equipped

Skills		
Administration	3	(5+)
Computer	5	(3+)
Medtech	4	(4+)
Perception	4	(4+)
Security Systems	2	(5+)
Training	4	(4+)

Edge: 2

Equipment

- Field Kit (Deluxe)
- Laser Scalpel
- Medipack
- Personal Communicator
- Preserving Sleeve
- Respirator



DROPSHIP/JUMPSHIP PILOT

A subcaste of the warrior caste, DropShip and JumpShip pilots live on the edge of warrior society because standard Clan tactics do not use DropShips in military operations.

This attitude changed dramatically during the invasion of the Inner Sphere when Clan DropShips became military targets. Warrior respect for this subcaste has grown, though reluctantly.

Attributes			**Characteristics**	
BLD	3	(9+)	Athletic	10+
REF	6	(6+)	Physical	7+
INT	6	(6+)	Mental	7+
LRN	5	(7+)	Social	8+
CHA	4	(8+)		

Advantages

Extra Edge (2 Pts)

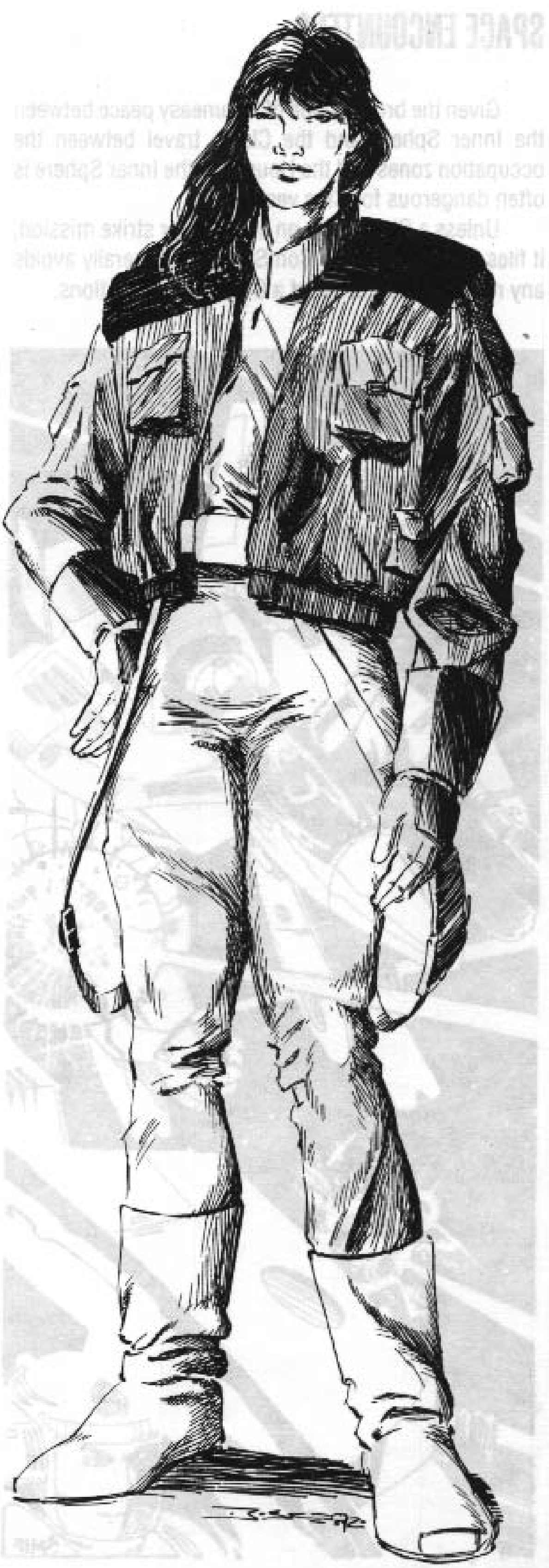
Skills

Computer	2	(5+)
Gunnery/Spacecraft	4	(6+)
Leadership	1	(7+)
Navigation	4	(3+)
Perception	3	(4+)
Piloting/Spacecraft	5	(5+)
Small Arms	1	(9+)
Strategy	1	(6+)
Tactics	2	(5+)

Edge: 3

Equipment

- Armored Body Suit
- Basic Field Kit
- Environmental Bubble
- Vibroblade



SPACE ENCOUNTERS

Given the broad scope of the uneasy peace between the Inner Sphere and the Clans, travel between the occupation zones and the Houses of the Inner Sphere is often dangerous for Clan vessels.

Unless a Clan unit is on a raiding or strike mission, it files a flight plan with ComStar. This generally avoids any misconceptions about a Clan ship's intentions.

Any vessel that does not file such a flight plan is assumed to be on some sort of raid and is met with the appropriate military force. Non-hostile Clan ships that meet a military force above a planet usually declare their intentions immediately. For example, the commander of a vessel passing through a system might broadcast a message similar to the following: "This is the Nova Cat Cruiser *Dagger-Eye*. We are passing through this system and are not deploying attack forces. Any approach within .25 AUs of our position will be considered hostile action." Raiding Clan vessels almost always challenge the system's defences upon entry to the system.

Use the following table any time a Clan vessel enters a system and does not clearly state its intentions.

SPACE ENCOUNTERS TABLE

Die Roll	Result
1	No response.
2	Planetary aerospace fighters scramble and maintain a close orbital perimeter defense of the major planet in the system. Roll 1D6 again. On a result of 1–4, they will only attack if fired on first. On a result of 5–6, they will attack if the Clan vessel attempts to enter the atmosphere.
3–4	Garrison aerospace fighters scramble and form a perimeter defense at 1 AU from the JumpShip/DropShip. Roll 1D6 again. On a result of 1–4, they will only attack if fired on first. On a result of 5–6, they will attack any Clan vessel that attempts to achieve orbit or land.
5	Aerospace fighters scramble and attack any attached or detached DropShips.
6	Aerospace fighters scramble and attack the JumpShip sail, the JumpShip, or any attached/detached DropShips. Add a +2 modifier to the defenders' target number if the Clan vessel declares an attack.

The number and types of fighters scrambled depends on the planet and its garrison forces.

CLAN ADVENTURES

The gamemaster may want to create other adventures based on Clan attitudes or the Clan way of life. The following suggestions may be used to launch future games and campaigns, and can be linked with the plot lines proposed in **Endgame**, p. 42.

HONOR STRIKE

One of the player characters has been humiliated in battle. In order to regain honor, he or she is leading a raid against the unit (House or ComStar) that was responsible for the defeat. The defeat could also have come at the hands of another Clan in a trial during the Invasion.

TO THE HOLY LANDS

While the Clans cannot take and hold worlds "south" of the Tukayyid Line, they can raid them. Because they consider the relics on the worlds of the former Terran Hegemony to contain mythic and holy properties, the Clans may be drawn to one of these historic sites on a pilgrimage. The Houses along the border are not likely to take such an action, however well-intentioned, lightly.

CIVIL CONTROL

A successful guerrilla operation has sprung up on one of the Clan-controlled worlds, with emphasis on assassinations, bombings, and riots. The Khan is willing to kill the locals on a large scale if the reign of terror does not end. The mission: locate and destroy the insurgents. They have support from the Inner Sphere and the local population, making this mission a tough one, even for a Clan warrior.

THE HUNTER

During the invasion of the Inner Sphere, most garrison forces were evacuated or crushed under the Clan onslaught. But some have survived, and are making trouble on a Periphery world conquered early in the invasion. The player characters' Star is all that stands between this renegade military force and the honor of the Clan.

THE NOT-NAMED CLAN

Did Clan Wolverine really perish? The player characters' team is ordered to strike into the Clan Ghost Bear occupation zone to the world of Richmond, to seek clues to the infamous Minnesota Tribe—the rumored link to the long-lost Not-Named Clan.

INTERNAL STRIFE

The player character's bravery and honor has so distinguished him or her that another Clan has set their sights on that warrior's genetic heritage. They seek a Trial of Possession for the genetic material, and only the player character and his allies stand between that Clan and the bloodline they covet.

TECH-GRAB

One of the Houses or ComStar has a weapons research center not far from the occupation zones. Rumor says that the technology being developed there could change the face of warfare in the Inner Sphere. Is this a trap, or a perilous threat to the Clans?

CRY HAVOC

Clan support for ComStar's Tukayyid agreement is not unanimous. Some Clan members are discussing outright rebellion, striking out once again for Terra. Others would like to lure the Inner Sphere into triggering the war. The player characters must infiltrate the Crusader elements within their Clan and expose that faction's operations before a new war breaks out.

FIELD TEST

The scientists of the player characters' Clan have developed several new prototype battle armor suits, and they have been stolen by the local civilian rebel cells on one of the occupied worlds. The rebels are using them to wreak havoc. Using an OmniMech to hunt an Elemental in a city is not practical, but it is difficult to find such a small, elusive foe.

PLAYER HANDOUT #1

FROM: KHAN NATALIE BREEN, CLAN STEEL VIPER, COMMAND SHIP *DARK ASP*
TO: AUTHORIZED PERSONNEL
DATE: AUGUST 25, 3053

REPORT IMMEDIATELY TO THE *DARK ASP* FOR A PERSONAL AUDIENCE WITH YOUR KHAN. YOUR SENIOR OFFICERS HAVE BEEN INFORMED OF THIS ASSIGNMENT. YOU ARE OFFICIALLY ATTACHED TO THE TOUMAN ON TDY (TEMPORARY DUTY) UNTIL FURTHER NOTICE.

YOUR PERSONAL EFFECTS AND OMNIMECH WILL BE TRANSFERRED WITH YOU. A DETAILED AGENDA OF OUR MEETING WILL BE MADE AVAILABLE UPON YOUR ARRIVAL. YOU WILL NOT DISCUSS THESE ORDERS OR THEIR POSSIBLE INTENT UNTIL THAT MEETING.

PLAYER HANDOUT #2

```
Hallis, Bordon, <Criteria> Relatives, <Subcriteria> Alive = "Y"
Key Fields:: Name, DoB, Current Location, Known Affiliations, Notes Log, Relationship <Query
Criteria> = 1
*********   QUERY REPORT 112-A  FILE NAME HALLIS        *********
*********        USER ID: SVIPER1            *********
Hallis, Kristin Marie
Born:    January 14, 3035, Royal
Current Location:Rutbak, Draconis Combine, Confirmed 3048 Census
Affiliations:       DCMS, First Rutbak Armored Defense Regiment, rank-officer.
Notes:  Family separated during War of 3039 on Royal. Reference communications with
Bordon Hallis, ComStar Transmission Logs 4444-7560QA-90QA
Relationship:     Daughter


Hallis, Leonard Franklyn
Born:    March 20, 3029, Royal
Current Location:Northwind, Federated Commonwealth
Affiliations:       NAIS
Notes:  Engineering Degree, NAIS, June 3052.
Relationship:     Son


Hallis, Andrew David
Born:    February 22, 3027
Current Location:Zurich, Federated Commonwealth
Affiliations:       Mercenary.  Eridani Light Horse, 151st Dark Horse Regiment.
Notes:  Joined Eridani Light Horse May 25, 3043. Promoted three occasions <<consult
mercenary subfile 403-JAP Sandhurst Mercenary Subdirectory, Terra Archives>> Wounded
twice in service. Current Rank: Lieutenant.
Relationship:     Son


LIST RECENT DELETIONS TO QUERY CRITERIA Y or N
Y
Hallis, Jodi Ann. Killed Tukayyid. File Purged 02/18/53
Relationship: Cousin

********* END OF REPORT **************  MORGES DD **** 02/22/53
    14:03:15
    LOGIN ID:  SVIPER1

  <PURGE LF>
Are you sure you wish to purge the Transactions Log File? Y or N


>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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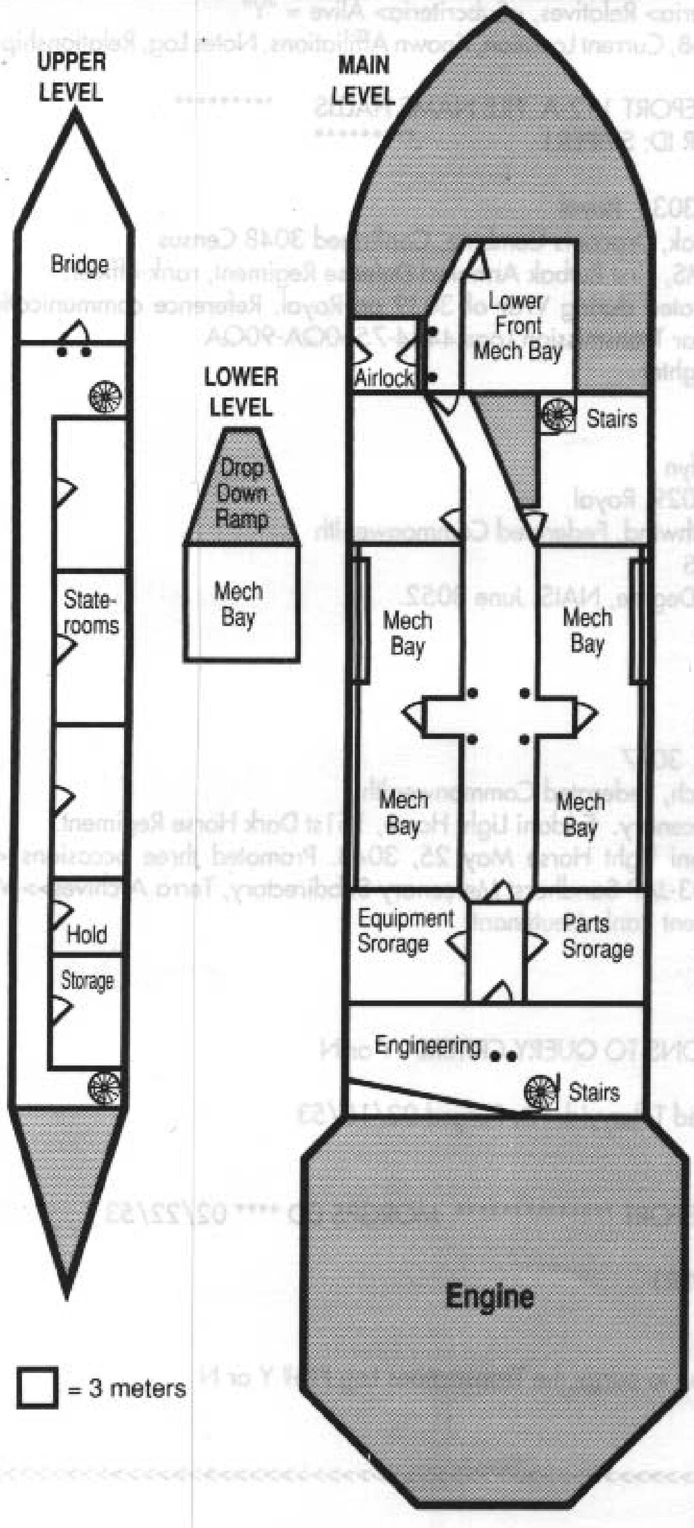
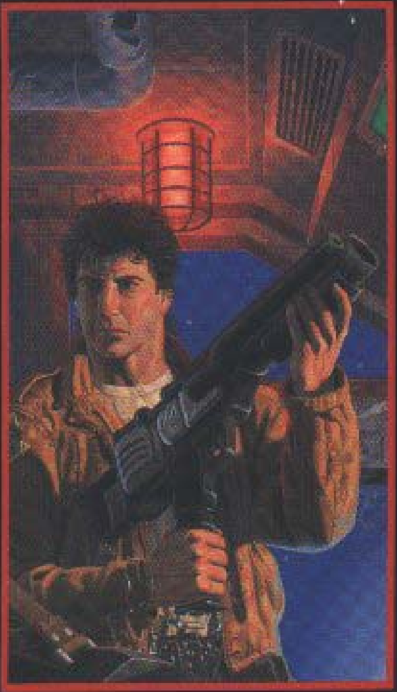
BROADSWORD CLASS DROPSHIP


UPPER LEVEL
MAIN LEVEL
LOWER LEVEL
Bridge
State-rooms
Hold
Storage
Drop Down Ramp
Mech Bay
Lower Front Mech Bay
Airlock
Stairs
Mech Bay
Mech Bay
Mech Bay
Mech Bay
Equipment Srorage
Parts Srorage
Engineering
Stairs
Engine
= 3 meters

Bloodright™



When the Star League crumbled, General Aleksandr Kerensky led most of the Star League army into unexplored space, determined to create a new society free of the Inner Sphere's madness. One Clan dared to defy Kerensky's legacy and was wiped out, its name erased from Clan history. Convinced that remnants of the Not-Named Clan still survived, Clan leaders created a rite to ensure the death of any whose heritage would be traced to these traitors. Clan warriors discovered descendants of the Not-Named Clan during the invasion of the Inner Sphere. Their law decreed that these survivors must die, and now their children must also die.

The Bloodright has begun...

Bloodright is a roleplaying adventure for **MechWarrior, Second Edition**. Set in the BattleTech universe of the year 3053, the adventure is for Clan player characters. The story opens on the battlefield of Tukayyid, and sends the characters on a quest across the Inner Sphere that could bring them honor and glory, or disgrace. The adventure includes new Clan archetypes, new OmniMechs, complete statistics for the *Broadsword* Class DropShip, and a section on roleplaying Clan characters.

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A MECHWARRIOR ADVENTURE

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