

CRANSTON SWORD'S IRREGULARS

®



BAVARIAN

BRIEF HISTORY

From *Mercenaries of the Succession Wars*, by Thelos Auburn, Historian of House Steiner.

Cranston Snord's Irregulars. Those three words conjure up different images to different people. Some think of them as a mercenary unit bent on gathering together the valuable remains of the once powerful Star League. To others, they were nothing but a roving band of looters. In truth, the Irregulars were neither and both of these. Their heroics are shrouded in myth or exaggerated, but some of the unit's true history is a matter of public record.

Cranston Snord was a MechWarrior who piloted an old, battered *Archer* that he had inherited from his father. After several successful fights, Snord offered his services to Jaime Wolf, who warmly accepted him as a member of the elite mercenary unit, Wolf's Dragoons. During Cranston's two years with the Dragoons, he was continually in and out of trouble with his commander. More than once, Wolf had to reprimand Snord for looting, but Cranston always managed to wiggle out by saying that he was not really a *looter*, but a *collector*. As Snord was also a skilled MechWarrior, that bought him time with Jaime Wolf.

Then he committed an act for which all his skill and bravery could not compensate. During the battle for Royal, Cranston deserted his station. When they found him later, he was searching through the rubble of a building for a chest of artwork rumored to be buried there. Wolf's patience had finally run out, for his command could not tolerate a man who would desert the field of battle to pursue his own gain. Snord was dismissed from Wolf's Dragoons, and deposited with his 'Mech on the planet Crossing.

Though Snord was once again a free man, freedom does not pay the bills. When he tried to join other units, they turned him down because of what had happened with Wolf's Dragoons. Within a few months, Snord's funds had all but run out, and he was on the verge of selling his 'Mech just to survive. It was then he met Melvin McFinney, the commanding officer of McFinney's Manglers, a small mercenary outfit. The fateful meeting occurred during a game of cards in a bar on Crossing in 3002. In a desperate attempt to improve his

situation, Snord had gotten into a high-stakes game of poker, putting up his 'Mech as collateral.

The actual outcome of the game has been told and retold so many times that few know what really happened. According to second-hand accounts, Cranston and McFinney were the last two players left. Cranston was betting his 'Mech, which was the only thing he had left in the world. He told McFinney that to make the game fair, McFinney should bet everything *he* had in the world. McFinney bet his unit, including his DropShip and his 'Mech. It looked like a sucker bet, because McFinney had been winning all night. In the final draw, however, Cranston won.

Cranston Snord had become the proud owner of his own mercenary outfit. Snord was also now the proud owner of the debts that McFinney had run up in the past, and the list of debtors was a long one.

The unit consisted of five 'Mechs and a DropShip with five fighters. Only one of the fighters was capable of fighting, though, and only two of the 'Mechs had either engines or weaponry that amounted to anything. The DropShip itself, a *Union Class* vessel, was no great prize either. Its hull was scarred from numerous battles and its engines needed extensive work. When he woke the next morning, Cranston found himself faced with three bill collectors, all demanding money owed by McFinney's Manglers. Using the last of his funds, Cranston paid them off.

Now he was broke. He could not afford a Tech, so Cranston settled on several men from the ranks of the Dispossessed, who were willing to work in exchange for the opportunity to pilot a 'Mech again. How Cranston collected new parts is best left out of this history until all legal claims have been resolved. Using these new parts, plus parts from two of McFinney's 'Mechs, Cranston was able to refit his own 'Mech and repair three of the others, one of which he sold to pay off more debts. He handled the fighters in the same way, scrapping three of the fighters and using their parts to make two others combat ready. Within two months, Cranston had a small force of three 'Mechs, two fighters, and a DropShip.

FIRST ACTIONS

Though Snord had paid off most of McFinney's debts, there were still several large ones outstanding. To pay them, Cranston needed to find work for the unit, or it would go bankrupt.

House Marik was currently Snord's biggest creditor. In 3003, he proposed a means to even the debt. At that time, Marik forces were engaged on all borders, but were most hotly pressed by House Steiner. Just to hold the border areas, Marik was taking on every mercenary unit the House could hire. Snord made a deal with Marik, agreeing to serve the House for one year as payment in kind for all the money he owed Marik. Almost immediately, Janos Marik assigned Cranston's unit to Rochelle, where House Steiner had made its deepest penetration. The world was little more than a muddy battlefield, littered with the remains of 'Mechs that had not survived the war. Units assigned there reported 70 percent losses.

The battle for Rochelle lasted nine months. Though Steiner forces were eventually driven from the world, losses on both sides were staggering. Entire mercenary units were wiped out. Others were completely disorganized. Most 'Mechs were mauled beyond repair. The one exception was Cranston Snord's unit.

During the battle for Rochelle, it was Cranston's customary skill and daring that had brought his unit through almost completely intact. What's more, he had managed to recruit to his unit a number of MechWarriors (and their 'Mechs) whose own units had been destroyed.

Though a victory for House Marik, the battle for Rochelle had decimated its forces. In an effort to rebuild them, Marik attempted to confiscate all surviving 'Mechs, even those owned privately. Specially targeted were the 'Mechs of Cranston's unit.

Not long after the fighting ended, Janos Marik demanded that Snord pay off his debt. Snord insisted that the debt was paid in full after Rochelle, according to their deal. Janos could not seem to recall any such deal, however, and ordered him to turn over his 'Mechs. Snord, of course, refused. Still stationed on Rochelle, his unit stood and fought rather than see their 'Mechs confiscated. The results were costly, but Cranston did manage to get most of

his forces off the wasted world. Once free, he pledged that his unit would never again work for House Marik. He further threatened to fight them on sight. House Marik, in response, ordered that Cranston Snord be taken into custody and his unit repossessed for funds due.

Hearing of the unit's bravery during the Rochelle battles and of its final daring escape, Katrina Steiner offered Cranston Snord a contract. He agreed to meet with a Steiner representative on the planet Clinton to discuss terms.

IN SERVICE TO STEINER

Snord used the time on Clinton to rebuild his damaged unit. He had taken on some new men, and several of their 'Mechs needed major repairs. Meanwhile, negotiations with House Steiner dragged on. Beaten, battered, and broke, Cranston and his men had little with which to bargain. Katrina Steiner, however, took a personal interest in the unit that had fought so well on Rochelle. The result was a contract that differed from any other mercenary agreement in the history of the Succession Wars.

The pay was low but, in return, Cranston Snord had the right to select the location of his unit's assignment. He figured that low pay for his unit could be made up by the 'collectibles' to be found, and he knew more about the location of these 'collectibles' than did anyone since the Star League era. Cranston also insisted that his unit be provided with a permanent facility on the planet Clinton and that House Steiner provide the repair parts for his 'Mechs.

The final point of the agreement had to do with the unit's name. Having a soft spot in his heart for misfits who had been dismissed from other units, Snord composed his outfit mostly of loners, outcasts, and rebels. The name they chose for themselves was Cranston Snord's Irregulars.

After several months, the unit was refitted and ready for action at about the time the Steiner world of New Kyoto came under attack by House Marik. New replacement units were being sent to the defense, and Cranston's unit was offered the assignment. Before accepting, he researched the world with the help of Jake Walmar, one of his men whose hobby was collecting old books. Their research showed that several major works of art had been taken from Kyoto's museums at the fall of the Star

League and buried in underground vaults. Cranston's attack lance leader, Bright Thomlinson, who also happened to be an expert on Kyoto art, estimated the collection's value to be in the millions. Thus, Snord accepted the assignment, planning to uncover the hidden art treasures and to take his revenge on House Marik at the same time.

Cranston Snord's Irregulars dropped on the New Kyoto city of Kirwanal, a site chosen because Cranston believed the treasures were stored here. Though he did not discover any works of art there, Snord did find treasure of another sort—a Marik supply dump. Taking the dump defenders by surprise, Cranston's Irregulars wiped out the Marik force.

Having learned that the art objects were not in Kirwanal, Snord drove his unit on to the city of Shaval, having picked up information that the works might be hidden there. Once there, Cranston stumbled onto Marik's New Kyoto command post, wiped it out, and moved into Shaval himself. Several times the remains of the Marik forces tried to drive out the Irregulars, who beat them back easily, eventually forcing Marik to retreat.

Katrina Steiner had calculated that the defense of New Kyoto would last eight months. Cranston Snord's Irregulars routed the Marik forces in just over two months, mostly due to the dumb luck of the unit and its commander. Katrina Steiner sent her personal

congratulations to the unit, awarding its officers the Steiner Medal of Honor with Oak Leaf Clusters. In the meantime, Cranston unearthed one of the hidden vaults containing the lost art objects of New Kyoto, and spirited it to the planet Clinton.

The Irregulars were next transferred to the planet Wing in Marik-controlled space, a move agreeable to Cranston because it provided him an opportunity to acquire the famous rare book collections of Devron. Jake Walmar was also enthusiastic about the venture, despite the fact that many of House Marik's top line units were dug in on the small planet.

The fighting on Wing was fierce, the heaviest that Snord had seen since the battle for Rochelle. He never forgot his primary purpose in coming to Wing, however. When two of his pilots reported intercepting a message about a library that had been discovered by the Marik forces, Cranston and Jake felt certain it was the Collection of Devron. With the intention of capturing the rare books, they hatched a plan for a daring raid behind enemy lines.

According to Cranston's intelligence reports, the find was going to be transported overland to a DropShip landing zone. Disobeying his own battle orders, Cranston ordered his lances to circumvent the Marik lines and head for the rear area of the Marik defenses to rescue the collection.



The Irregulars circled around the fighting front, heading deep behind Marik lines to find the caravan carrying the books. This put the unit far from supplies or support of any kind. When the Irregulars did not report in, Steiner command assumed that they had been lost. In the meantime, Snord's Irregulars ambushed the caravan just outside the city of Merth, capturing most of the crates of rare books intact.

This action alerted the Marik forces to the penetration made by the Irregulars. Believing that the force was actually making a drive for the Marik command center, Marik diverted fully half their front-line troops to hunt down the unit. With the Marik front lines so weakened, the regular Steiner forces were able to punch through the lines. To their astonishment, they discovered Snord's Irregulars trapped in a small river valley and fighting for their lives. The unit would no doubt have been destroyed if the regular Steiner lances had not suddenly thundered in to the rescue. Once again, Cranston's luck saved him and his men, and Katrina Steiner again decorated them for heroism. Meanwhile, the book collection had been routed to Clinton.

As several of the Irregulars' 'Mechs were badly damaged and several pilots wounded, Cranston received permission to return to Clinton for refitting of equipment and a little rest and relaxation for his men. Even though House Steiner paid for the parts, the cost of refitting the 'Mechs was high, due to the damage taken at the Battle of Wing. Cranston had to sell part of his unit's collection of art to pay for the repairs. In the meantime, however, the men built a museum to house their works on Clinton. Though not as elaborate as museums of the old Star League era, it drew enough tourists to help pay some of the expenses the unit had incurred in battle.

INTERMISSION

Between the years 3006 and 3017, Cranston Snord's Irregulars were engaged in no less than six attacks against House Marik. Of those engagements, only one was considered a battle loss. It occurred during the Battles of Amity when the unit, deployed to fight a holding action, allowed several other units to escape. Though historians call it a loss, the Irregulars considered it a victory for them, as the commander and his men managed to find the lost Jewel of Sumatra before retreating.

Katrina Steiner enjoyed the exploits of the unit and was a frequent visitor at the museum. Her advisors, however, disliked the Irregulars, because Cranston did not follow standard battle tactics or procedures and flagrantly disobeyed orders. In the end, Katrina cared more for the results gained from how well and hard Snord's Irregulars fought for her.

During this time, the unit's museum grew considerably. While Cranston had originally seen the profits from 'collecting' as a means of direct income, he began to notice that it was having additional benefits. The men and women of his unit had begun to take a personal pride and interest in the collection. They enjoyed showing it off and began to study about the items in their collection so that they could discuss them knowledgeably with visitors. Though maintaining the collection cost the unit part of their pay, the treasures helped bond the members to one another and added greatly to their morale.

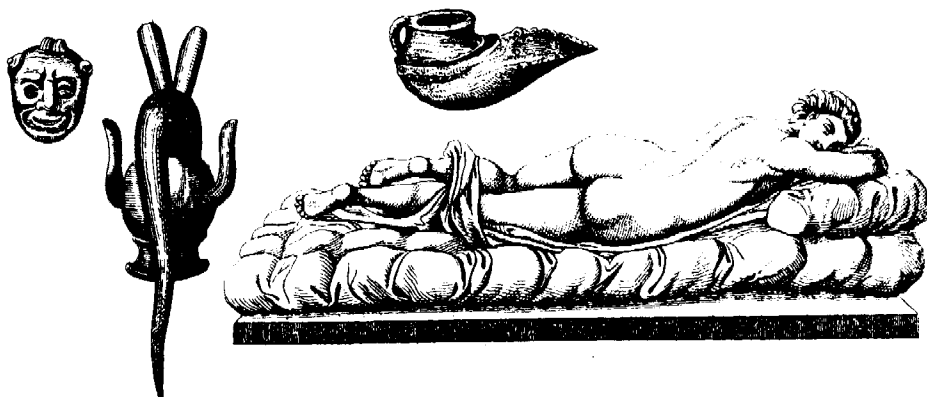
Though now a financial success, Cranston's Irregulars were not so much a military unit as a band of artifact hunters who would retreat from a battle if they smelled treasure. In the years between 3006 and 3017, the unit fought mainly in minor battles, but these

actions were improving the unit's financial position and also proving its fighting ability. In 3014, however, Cranston's Irregulars faced their most daring challenge.

In that year, Jaime Wolf and the famous Wolf's Dragoons entered the employ of House Marik. Throughout the year, the Dragoons were engaged in deep-penetration raids into Steiner-controlled space. Wolf performed hit-and-run raids on a dozen worlds, dropping only long enough to attack and destroy and to steal supplies. In an effort to capture Jaime Wolf and his forces, Katrina Steiner deposited several of her mercenary units on border worlds, hoping that they would engage and wear down the enemy, forcing him to retreat. One of these mercenary units was Cranston Snord's Irregulars.

The planet Loric was remote and, according to Cranston's research team, had once been a depository for imported goods during the height of Star League. When Cranston accepted the assignment, therefore, he was planning to uncover enough collectibles on the world to pay the mounting bills on Clinton. Their military mission was a simple one—defending a small munitions dump on Loric from the raiding Dragoons.

Because Jaime Wolf was pressed for supplies, he let his usual tight intelligence slide regarding Loric. When his spies reported that only a small group of 'Mechs stood guard over a munitions supply post, Wolf did not bother to ask the defending unit's name. In the ensuing battle, several of Wolf's best lances fell to a trap laid by Cranston Snord. In the end, Wolf departed without the munitions, and the Irregulars remained intact, with several captured 'Mechs for their efforts. According to rumor, Cranston even returned the captured MechWarriors as a gesture of good faith to his former commander. The Dragoons continued on with their famous raid, but the battle had weakened them. Worse, it hurt their commander's pride. Although it is not a subject that Cranston discusses often, the battle was a turning point for the Irregulars. No longer were they viewed as just a band of talented scavengers. They were now known as a military unit capable of taking on and beating a tough and seasoned unit. From that time on, Snord's Irregulars became a force to be reckoned with.



REPRISAL

Janos Marik was not a man who took losing lightly. Following Wolf's defeat at the hands of the Irregulars, Janos decided to pay back Cranston for all the problems the unit had caused him. In 3017, while Snord was fighting Wolf's forces at Loric, Marik sent a unit of elite fighters to destroy the museum on Clinton. The Marik raiders met little resistance.

When the Irregulars returned to Clinton, they found their base still smoking from the attack and their precious collection stolen, destroyed, or badly damaged. With the unit's finances nearly depleted, Cranston now faced the most difficult challenge of his career. The morale of his outfit sank to rock bottom, and there was talk of disbanding the unit. He had nowhere to turn but to Katrina Steiner, who agreed to meet with him within a week of his return to Clinton. As a result of their talk, Katrina gave Snord an advance on pay as well as permission to launch an all-out assault against Marik.

When Cranston returned to his unit, he informed his people that he had a plan to end Marik's harassment of the Irregulars once and for all. The first step was to regain the objects that had been stolen from the museum. Then they would pay back House Marik and the Free Worlds League. For the next three months, the Irregulars collected data, analyzed troop movements and displacements, and finalized a daring move against the reign of Janos Marik.

The code name of the operation was the Junk Yard Dog Affair, named after one of the old songs in the music collection of Cranston's daughter Rhonda. The raid would be one of the most daring ever undertaken by a combat unit in the Succession Wars, placing Cranston's Irregulars well behind enemy lines.

The first phase of the operation was to regain the stolen museum pieces. According to Cranston's intelligence sources, the pieces had been transported to the planet Nathan, located in space controlled by the Free Worlds League. To infiltrate the planet, Cranston disguised his DropShip as a Free Worlds' vessel returning from a tour of duty on the front. The C-bills to pay for the stolen security codes came directly from Katrina Steiner and the coffers of the Lyran Commonwealth.

Nathan was a rural world used by some regular units as a resting stop. It was also far enough in the rear area of battle that free traders came here to market their goods. Cranston's agents informed him that the museum pieces were expected to bring high prices.

When Cranston's DropShip received permission to orbit Nathan, he dropped several of his 'Mechs on a deserted part of the planet, away from the screens of the Marik forces. He then asked for permission to deploy some of his men and equipment on the planet for R and R. Believing that they were dealing with a Regular Army unit, the government leaders on Nathan agreed.

The battles on Nathan were rough for the Irregulars, with so many of Marik's Regular Army units mobilized against them. The fighting took place in several of the small cities where parts of the collection of the Irregulars were being sold or stored. Cranston allowed the Irregulars only two weeks to recapture their merchandise. After that, he knew Marik would have had a chance to move in reinforcements.

After two weeks of combat and urban warfare, the 'Mechs and Mech-Warriors of Cranston Snord's Irregulars left Nathan, having recaptured much of what they came for. Confident that the Irregulars would head for the Steiner border to link up with units there, Janos Marik deployed his forces to stop them. That was exactly what Cranston was hoping. Instead of heading to safety, he drove deeper into the Free Worlds League, to the planet Holt. Once there, he staged the second phase of his plan, an attack on the residential palace of House Marik on Holt. Guarding the estate was Jason Marik, third cousin to Janos, along with a very small 'Mech guard unit. The day of the attack just happened to coincide with a celebration for Jason's birthday.

When Snord dropped his 'Mechs on the palace grounds, he caught Janos Marik and his guard totally by surprise. The defenders tried to organize, but the battle was over in two hours, leaving the palace on fire and Jason Marik a prisoner.

Katrina Steiner used the confusion created by Snord's raid on Holt to launch a sudden attack on the planet Oliver, as her intelligence sources had informed her that many of the world's units had been mobilized and sent away to search for Snord's Irregulars. Though Katrina never expected Cranston to return from his raid, she hoped to make good use of his efforts against her old enemy. Much to her surprise, Cranston and most of his unit reappeared on Clinton four months after their raid against Marik.

Though the attack on Holt had been successful, it took the Irregulars six months to repair their 'Mechs, Drop-Ships and fighters. Selling off parts of the recaptured museum helped pay the bills, but once again Snord found himself with debts he could not pay.



THE BATTLES OF ALEXANDRIA

Snord's Irregulars won an impressive reputation for their part in the Junk Yard Dog affair, a reputation Katrina Steiner sought to spread beyond the borders of the Commonwealth into the sphere of House Kurita and the Draconis Combine. Intending to keep Snord and his men far from the Marik border for awhile, she sent the Irregulars to Alexandria, a world rumored to contain a wealth of Star League supplies and armaments.

Alexandria attracted Cranston Snord for reasons other than supplies and armaments, for it had once been a showplace for museums and art galleries. With the outbreak of war, most of the collections had been divided up and sent for safekeeping to several of the planet's smaller cities. With visions of quick profit dancing in his head, Cranston readily committed the Irregulars to the assignment.

House Kurita was not intimidated by the Irregulars' reputation, and Cranston discovered that not all his fights ended in success. When several of his pilots took off in the middle of battle to search for booty, they ended up walking into a trap. To rescue his men, Snord had to fight his way through stiff resistance put up by the Kurita forces. His amazing luck still held. At the peak of the battle, several Kurita *Archers* had pinned down Snord and his command lance, but when the *Archers* attempted to fire their missiles, they all turned out to be duds. Too late, the Kurita force learned that their missile systems had come from a shipment of defectives that had been supplied somehow to Alexandria. Cranston managed to escape.

Though the Irregulars had made the Kurita forces sit up and take notice, the battles on Alexandria were the most disastrous the unit had ever faced. The work had also turned out to be the most unprofitable. After seven months on the planet, the Irregulars returned to Clinton, where it took them another six months to repair the extensive damage to their forces and equipment.

In 3022, the Irregulars were ordered to report to the world of Tamar to bolster the weakened Steiner forces fighting there. Cranston accepted the mission not because there was a possibility of collecting, but because his people were tired and restless. They needed some

sort of action to keep their skills honed. Cranston hoped Tamar would provide such an opportunity.

The Irregulars' attack on Tamar started as an almost textbook example of disaster and ended in overwhelming victory. To begin with, the Irregulars were accidentally dropped several kilometers from their designated area, landing in the middle of Vrance, a small city controlled by Kurita forces under the leadership of the now famous General Askam. Askam figured that the Irregulars would immediately attempt to retreat to friendly lines, but Cranston astounded Askam by attacking and taking the city. While in Vrance, the Irregulars were able to win over support of some of the locals, who were more than happy to contribute to Cranston's museum collection.

When General Askam discovered that the Irregulars were firmly entrenched in the city, he sent several crack attack lances to rout them from Vrance. As the Kurita forces moved cautiously into the city, they saw no signs of life. Apparently the Irregulars had fled in terror. The commander was just preparing to report this to Askam when fake buildings suddenly gave way to armed and battle-ready 'Mechs. The streets caved in to reveal concealed pit traps. Smaller buildings exploded, taking out Kurita 'Mechs with them. The three Kurita lances tried to form a line of defense, but the Irregulars were everywhere. Open streets became blind alleys, and escape routes clogged in flames and smoke. When the fighting ended, only two Kurita 'Mechs managed to escape from the city of Vrance. Only then did Cranston order his men to make their way back to the Steiner lines.

General Askam was so impressed with the Irregulars' fighting skills and tactics that he offered them a secret contract for twice the pay to fight with the Kurita forces of the Combine. Cranston was interested, but Askam flatly refused his request for a provision that the unit choose where it might be assigned, "for collecting purposes". Instead, Askam offered even more money. In the meantime, Katrina Steiner contacted Snord with the news that she was increasing the unit's pay. It is interesting to speculate how the terms of the secret contract negotiations with Askam reached Katrina Steiner. Cranston Snord always maintained that it was, once again, luck.

HOME FRONT

In 3023, Cranston's unit was reassigned to the Steiner/Marik border on the planet Hyde, a remote little world that was almost entirely ocean. House Steiner had a huge water purification plant located there. With pure water in such short supply on the war-torn planets, Steiner spies had received information that the plant was to be the target of a Marik raid. Katrina assigned the Irregulars to the protect it.

During the Irregulars' first months on Hyde, Snord reorganized the defense of the small island where the purification plant was located. When nothing more happened, the unit was left bored and at loose ends. Though Snord had begun to wonder if the report of the attack had been a hoax, Katrina Steiner's well-paid spies were accurate. Units of the 23rd Herron Regiment eventually landed on Hyde with full support, making a move for the small island and its water purification plant.

Once again, Cranston's luck saved him. To ease the boredom of his men, Cranston had his men search for a treasure said to be hidden in the sands of Hyde. The Irregulars used their 'Mechs for digging, covering the huge craters they gouged out with tarps to keep the machines cool. When the 23rd Herron Regiment landed, they saw what looked like nothing more than a tent city, and moved against the island. Suddenly, Snord and his Irregulars crawled out of their holes, catching the 23rd completely off guard. The battle lasted half a day before the 23rd Regiment surrendered. For their actions, the Irregulars received a Unit Citation of Merit from Katrina Steiner. However, they never did recover the treasure reportedly hidden in the sands.

After the battle on Hyde, the unit retired to Clinton for several months of needed rest and relaxation. Snord, meanwhile, undertook to have his museum reconstructed. When complete, this reconstruction served a twofold purpose. It raised his unit's morale and brought in needed cash. Despite the raise in pay, the Irregulars were still in debt for the unit's repair parts, ammunition, and supplies.

A COLD RECEPTION

The last major assignment of the Irregulars was on the planet Phecda in the Lyran Commonwealth. The water resources on this world were vast, and the Commonwealth had tried repeatedly to set up a processing plant, only to have it attacked and destroyed by Marik forces. Because House Marik had developed a healthy respect for the fighting ability of the Irregulars, Katrina hoped Snord would accept the assignment to serve as a border defense detail there. Phecda is a cold world, swept by terrible windstorms and blizzards. The environment was tough on humans, but the perfect place to operate a 'Mech.

Cranston's research showed that an old *Colossus* Class DropShip had been attacked on Phecda during the fall of the Star League. The ship had crashed fairly intact, but no attempt had been made to recover the contents of the vessel because of the planet's harsh, cold climate and frequent blizzards. Hoping to uncover the ship and salvage some of its contents, Snord decided to accept the job.

Arriving on Phecda, Snord saw that the water purification plant was a large, easy target, highly visible from space. He realized immediately that, after several months of construction, the Marik forces would simply raid it again and destroy the work, costing House Steiner a great deal of time and money. He devised a plan of defense and discussed it with Katrina Steiner's liaison, who dubiously reported it to Katrina. By this time, Katrina Steiner had come to trust the hunches of Cranston Snord and so she had the necessary supplies shipped.

Three months passed. Word went out from Marik spies on the desolate world of Phecda that the water purification facility was nearly complete. The spies also reported to Marik that the Irregulars were acting according to form. Instead of digging in to defend the plant, they were out searching the snow drifts for yet another treasure.

Snord knew about the spies, of course. They could not have suited his needs better if they had been on his own payroll. When the plant was near completion, Marik DropShips appeared, depositing three lances on Phecda to deal with the Irregulars and to take out the water processing plant.

As their spies had reported, the Marik forces found the plant guarded only by the Recon Lance of the Irregulars, with the others apparently out looking for treasure. The recon unit fought well, but was forced to pull back before Marik's onslaught. Soon, the Marik forces had the purification plant in their sights and the Recon Lance on the run.

As the Marik 'Mechs thundered into the plant compound, the world blew up around them, or so it must have seemed. The new buildings were false, and filled with nothing but crude explosives. Once the attacking lances were in the middle of the compound, Snord detonated all the false buildings. Then his attack and command lances, as well as the Recon Lance, moved in from the surrounding hills to mop up the Marik survivors.

In reality, the *real* purification facility was constructed several kilometers away, where it had appeared that Cranston's Irregulars were searching for treasure. The site was protected by only one 'Mech. Cranston had played a hunch that if the false facility were built in the same vicinity as the real one, Marik's spies would not suspect that there was more than one. Once again, the gods of luck had smiled on the Irregulars.

The battle lasted two days as the Irregulars tracked down the enemy 'Mechs that had managed to survive the initial explosion. Snord estimated in his official report that only three to five 'Mechs from the original three lances managed to make it back to the Marik DropShip. He found it difficult to celebrate the victory, however. His daughter Rhonda had been critically wounded when an attacking 'Mech smashed her cockpit, crushing her arm and legs. She was rushed back to Clinton for surgery.

On a lighter note, John "The Snooper" Malvinson, came across a metal sounding deep in a drift several kilometers from the battle site. An investigation of the area showed it to be the site where the *Colossus* DropShip had crashed. Cranston ordered the ship dug out while he accompanied his daughter back to Clinton. The Irregulars worked eight weeks and, on Cranston's return, greeted him with the good news that they had recovered the ship. Cranston had his own good news. Rhonda was well again, and would be able to rejoin the unit soon.

The salvaging of the *Colossus* was one of the largest operations that the Irregulars had ever undertaken. The vessel had crashed almost completely intact, and the harsh cold of Phecda had preserved the bodies of her crew. Inside the hold, Cranston and his men discovered a virtual warehouse of Battle-Mech parts and even several 'Mechs.

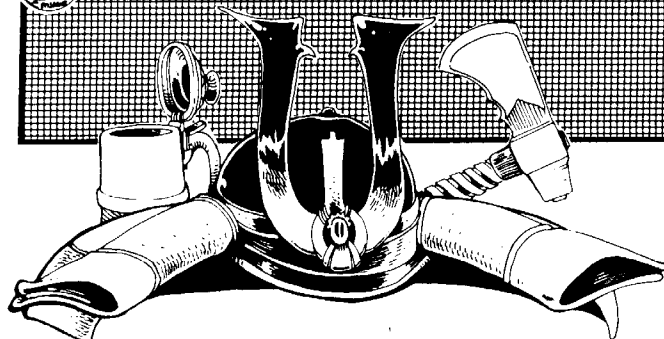
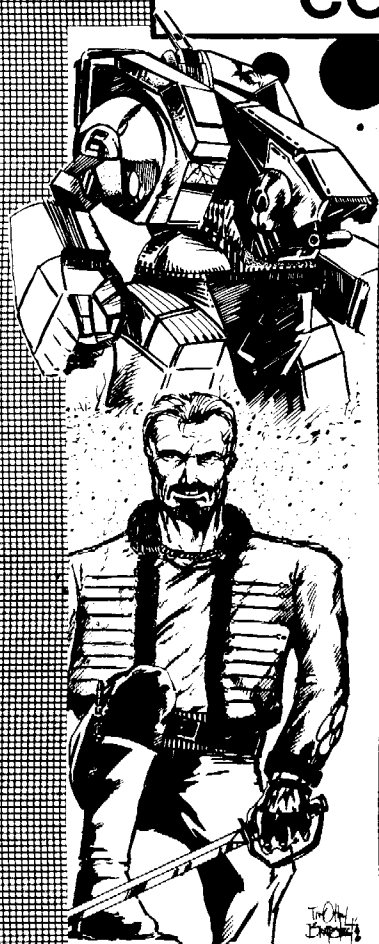
When Katrina Steiner heard of the find from her internal intelligence agency, she contacted Snord and, in his words, "kindly requested a fair portion" of the found goods. Cranston readily gave up part of his fantastic find to the Lyran Commonwealth, because Katrina had been good to him and because he wanted to avoid a confrontation. Besides, the Irregulars had fared well. The haul from the operation was enough to repair several 'Mechs and to make some important repairs to the unit's DropShip. The new 'Mechs were brought into the unit to increase its size.

Since Snord's Irregulars returned to Clinton for refitting and repair work in 3025, they have not taken part in any new military actions. It is rumored that several of the opposing Houses have bid on an opportunity to employ the Irregulars, but Snord has always refused. Some sources say that he intends to remain with House Steiner so that he can continue to harass his old enemies in House Marik. Others say that Katrina Steiner may have a financial hold over him.

Cranston Snord has gained a reputation as a skilled fighter full of dangerous tricks. Some call him a looter, some call him a lunatic. A few call him a genius. Such remarks do not faze Snord. His mind is on more important matters, such as the hidden hoard of antique coins on Bella, or the ancient comic book collections reported to be stored on Kobe, or the collection of small gold buttons in the city of Heeber on Nathan...



COMMAND LANCE



especially its leader. These factors, plus Cranston's past associations with such famous units as Wolf's Dragoons, have made him a legend.

Cranston is known to his enemies and detractors as The Scavenger or The Digger. The last man to use those names to Cranston's face now wishes most desperately, from his hospital bed, that he had not.

Pilot: Captain Cranston Melvin Snord

BattleMech: ARC-2R Archer

BattleMech Status Report:

Cranston's battle-scarred Archer has been pounded hard in combat, but it has been repaired with excellent parts and skill.

MechWarrior Data:

Cranston Snord is distinguished looking, with silver hair and well-trimmed beard and moustache. Rather than ruling with an iron fist, he commands respect from his unit by being a friend to his people.

Cranston Snord believes himself to be the soul of honor and chivalry. In some respects, he is. He will risk life and limb and the success of a battle to rescue any of his people who find themselves in trouble. With Cranston, however, honor only goes so far. It certainly never prevented him from disobeying orders or leaving a hot fight to go off in pursuit of 'collectibles'.

Cranston is a collector of two things: rare artifacts and people. Though most of his people are considered by others to be misfits and oddballs, Cranston values their uniqueness. When asked once what he collected, Cranston simply smiled and replied, "Skilled MechWarriors, what else?"

Cranston Snord and his unit were once the brunt of many jokes about their obsession with collecting. The unit's luck and skill have since made them both respected and feared. House Steiner is very proud of its relationship with Snord's Irregulars. House Marik, on the other hand, has grown to hate the unit,

Name: Cranston Snord
Age: 54
Rank: Captain
Affiliation: Independent Mercenary
Home Planet: Ford
Mech Type: Archer

Warrior Data

BODY - 8 CHA - 8
 DEX - 8 PIB - 7
 LRN - 11 HTK - 80

Total XP: 155,000
 XP Available: 20,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Diplomacy	4	8	4
Gunnery/Mech	6	8	2
Leadership	5	8	3
Piloting/Mech	7	8	1
Pistol	5	8	3
Streetwise	5	8	3
Survival	4	8	4
Tactics	4	7	3
Technician	3	7	4

Equipment:

Laser Pistol
 Vibro Blade

Contacts:

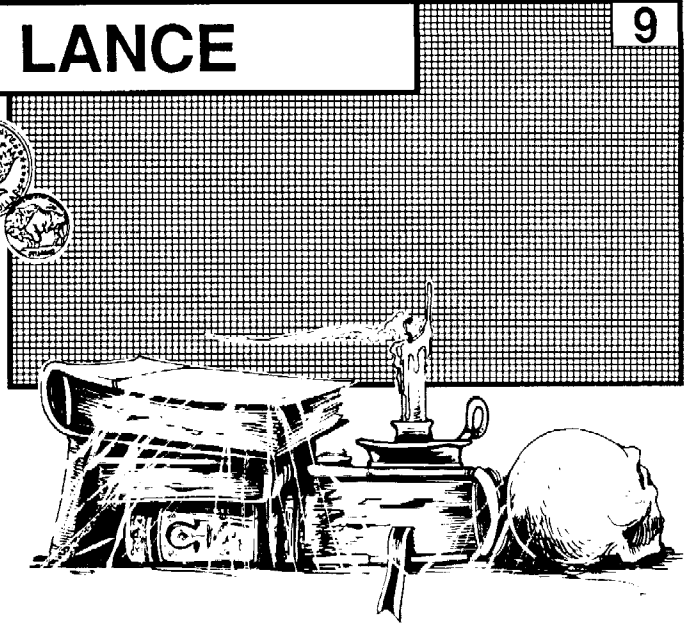
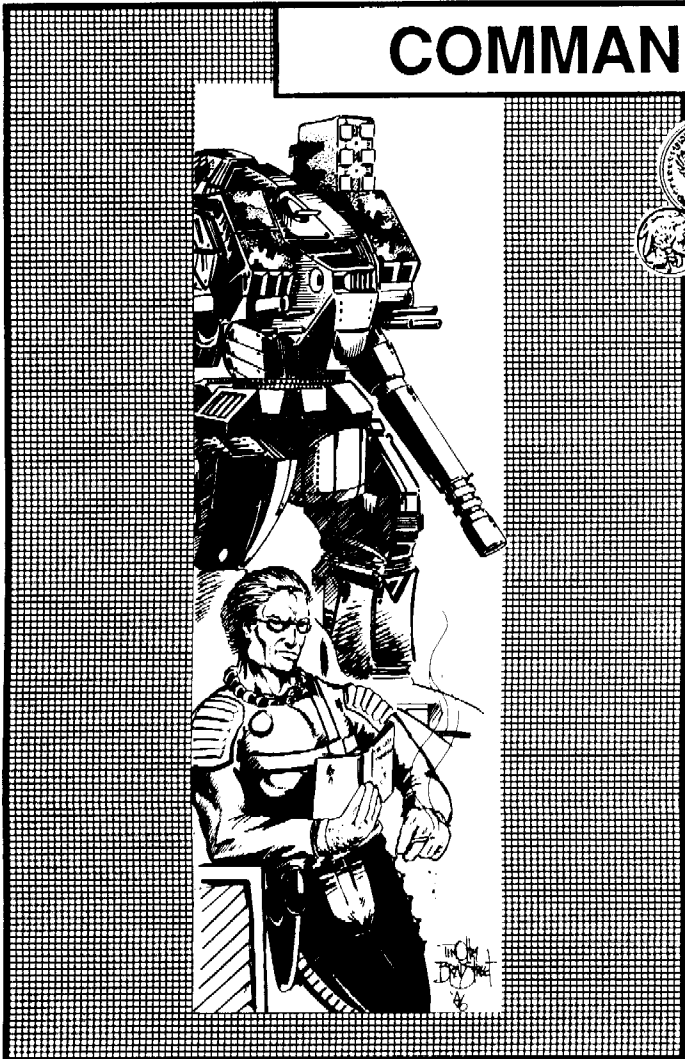
Katrina Steiner
 Jaime Wolf
 2 Marik useful contacts
 15 scattered informants

Notes:

Sixth Sense
 Natural Right, but uses left

COMMAND LANCE

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Pilot: Lieutenant Jake Walmar
BattleMech: WHM-6R *Warhammer*
BattleMech Status Report:

Jake's *Warhammer* was badly damaged at the Battle of Hyde, but has since been fully repaired. It is in perfect working order.

MechWarrior Data:

Jake's hobby is collecting and reading books from the Star League era. When he first encountered Cranston Snord, Jake was serving House Marik on Rochelle, but had been brought up on charges of insubordination after striking his commanding officer. He was on the verge of being executed when Cranston reportedly broke him out of jail. The two stole a 'Mech, and Jake became part of the now famous unit that rebelled against Marik on Rochelle.

He wears old-fashioned glasses that constantly slide down his nose, and is short compared to most MechWarriors. His 'Mech is cluttered with books that he reads when not in battle. At those times, he bags them up in the cockpit, a practice he has maintained since the time one of his books got stuck under a foot pedal. Unable to move, Jake was nearly smashed by an attacking 'Mech.

Jake's research has helped the Irregulars many times. His old electronics books have often given the Techs new ideas on engine repairs. His true value to the unit, however, lies in his

ability to find sites of possible lost artifacts.

One of the first members of the Irregulars, Jake is viewed as the old man of the unit. He is shy and reserved and prefers reading to socializing. Everyone knows he is in love with Rhonda Snord, but Jake is simply too shy to move beyond a casual friendship with her.

Name: Jake Walmar
Age: 34
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Keystone
Mech Type: :*Warhammer*

Warrior Data

BODY - 7 CHA - 6
 DEX - 8 PIB - 8
 LRN - 10 HTK - 70

Total XP: 87,000
 XP Available: 3,450

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	8	6
Computer	4	7	3
Gunnery/Mech	5	8	3
Land Management	2	7	5
Medical/First Aid	2	7	5
Piloting/Mech	5	8	3
Pistol	3	8	5
Streetwise	2	9	7
Tactics	6	7	1
Technician	1	7	6

Equipment:
 Sonic Stunner

Notes:
 Collects books

COMMAND LANCE



Deb has a passionate hatred of *BattleMasters*, as it was one of those that inflicted her wounds. She has sworn to wipe out every one of that class ever built, to the point that she will disobey direct orders if she spots a *BattleMaster* on the field. As Cranston has been known to disobey an order or two himself, he generally overlooks this tendency of Deb's.

Pilot: MechWarrior Deb H'Chu
BattleMech: TDR-5S *Thunderbolt*
BattleMech Status Report:

The *Thunderbolt* is in very good operating condition but, due to battle damage, it has lost the SRM-2 launch device on its right torso. The Techs cannot repair such extensive damage.

MechWarrior Data:

Deb H'Chu is a skilled MechWarrior, who comes from a well-known family in the Lyran Commonwealth. No one but Cranston Snord knows why she joined the Irregulars, but he will not discuss the matter with anyone. Deb occasionally contacts her three brothers, who serve the Commonwealth in the 14th Regiment of the Lyran Guard. She has completely broken off contact with her parents.

Deb's arms and most of her right torso have been replaced with bionic implants due to wounds she received at a battle on the planet Fianna, but she is still very attractive. She is a close friend of Rhonda Snord, daughter of her commanding officer.

Deb H'Chu, like most of her fellow officers, is interested in 'collecting', particularly from the bodies of pilots she has killed in combat. She exhibits her trophies in her 'Mech. This ghoulish habit does not endear Deb to her fellow MechWarriors, but their respect for her fighting ability and her close friendship with Rhonda keeps them silent.

Name: Deb h'Chu
Age: 35
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Gibbs
Mech Type: Thunderbolt

Warrior Data
 BODY - 7 CHA - 8
 DEX - 9 PIB - 5
 LRN - 9 HTK - 70
 Total xp: 125,000
 xp Available: 0

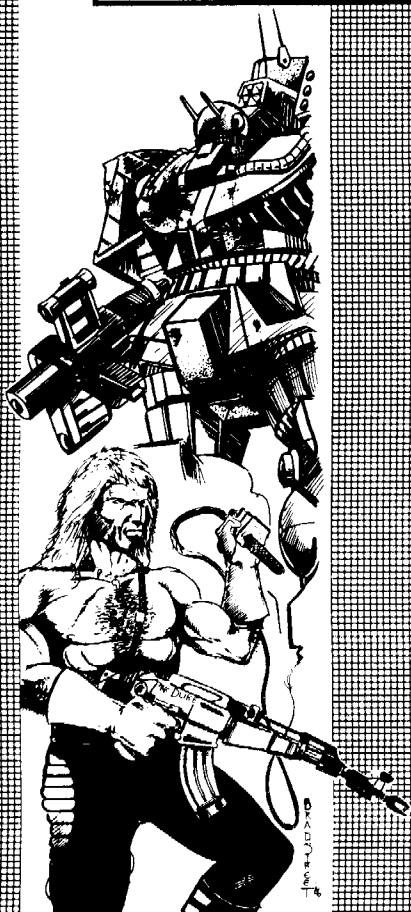
Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	3	8	5
Brawling	3	8	5
Gunnery/Mech	7	8	1
Piloting/Mech	6	8	2
Pistol	3	8	5
Rifle	4	8	4
Streetwise	3	8	5
Survival	2	8	6
Tactics	4	8	4

Equipment
 Laser Rifle
 Laser Pistol

Contacts
 Suist, Comstar Tech

COMMAND LANCE

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helmet and sports a bull whip on his belt. As he has recently developed a fondness for old John Wayne movies, his comrades in the Irregulars have taken to calling him "The Duke". Solomon has the unfortunate tendency to believe on occasion that he *is* in one of his old movies, which can lead to some very bizarre stunts on the battlefield.

Pilot: MechWarrior Solomon Storm
BattleMech: WVR-6R *Wolverine*
BattleMech Status Report:

Solomon's *Wolverine* was mauled in a battle early in his career, and thus can only support 7 points of armor on its left torso.

MechWarrior Data:

Solomon is a large, well-built man. He is also considered by many to be insane. His distinguishing features are his long blonde hair and a deep scar across his left chest, identical to the terrible wound his 'Mech took at the battle of Hassad. At one time or another, Solomon has been employed by every one of the Houses in the Successor States, and, in turn, has been fired by every one of them.

Storm is a great fan of old movies, and is said to have one of the largest collections of antique movies, video tapes, and holo tapes in the settled areas of space. His desire to add to his collection has landed him in trouble more than once. On one occasion, he abandoned his post to recover a reputed original copy of an ancient video called *Star Trek*. Indeed, House Davion was about to court-martial him when Cranston offered Solomon an opportunity to join the Irregulars' Recon Lance. His skills eventually earned him a position in the Command Lance.

Solomon dresses like a character from some of the movies he loves to watch. In combat, for example, he dons a pith

Name: Solomon Storm
Age: 40
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Ling
Mech Type: Wolverine

Warrior Data

BODY - 10 CHA - 8
 DEX - 8 PIB - 3
 LRN - 7 HTK - 100

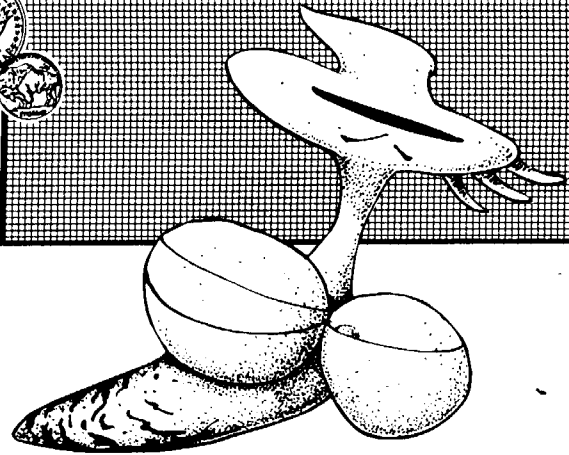
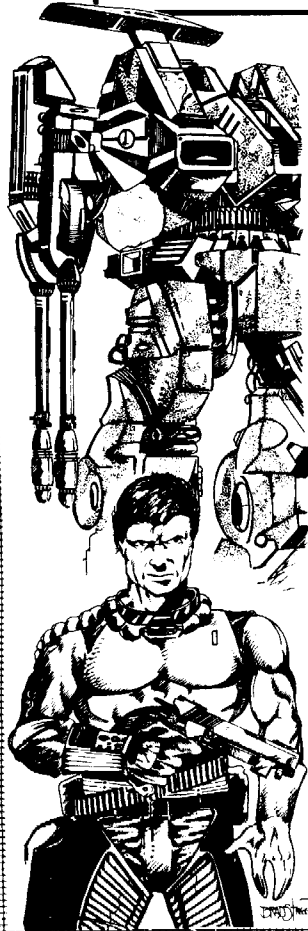
Total xp: 92,500
 xp Available: 13,800

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	8	6
Brawling	3	8	5
Gunnery/Mech	5	8	3
Piloting/Mech	4	8	4
Pistol	5	8	3
Streetwise	4	8	4
Tactics	2	8	6

Equipment:
 Bull Whip
 Pistol

Notes:
 Collects old movies

ATTACK LANCE



in the Irregulars agree that the 'Mech looks strange, they are not anxious to criticize the artistic taste of the brawny Bright.

Bright is proud of the fact that the art collection he has acquired since joining the Irregulars is one of the best known in the Successor States. The attack on Clinton cost him several of his best works. He has a personal grudge against House Marik and will go out of his way to fight them.

Thomlinson has recently named his BattleMech "Picasso" after an old Earth artist, and he is rumored to have the only surviving pieces of this artist's work.

Pilot: Lieutenant Bright Thomlinson

BattleMech: RFL-3N Rifleman (*The Picasso*)

BattleMech Status Report:

The Rifleman that Thomlinson uses is in perfect working order, and is artistically decorated with a wild assortment of bright colors and designs.

MechWarrior Data:

Bright Thomlinson's family is well-known in the Lyran Commonwealth. The family estates are large and wealthy, and Bright's family has several lances of operational 'Mechs in the field. Raised in a large manor house, given every advantage in culture and education, Bright acquired a taste for works of art.

Thomlinson joined the forces of House Steiner and proved to be a skilled MechWarrior. Wherever he was stationed, he took time out to visit the local art museums, and even began a private collection of his own.

Taking note of both Bright's combat skills and his expertise in the field of art, Cranston offered him leadership of the Irregulars Attack Lance if he would join the unit. Bright initially turned down the offer, but Cranston sweetened it by promising that the man could keep any art objects recovered in battle, as long as they were properly displayed for all to see. Bright joined the Irregulars with enthusiasm.

He went to work immediately, repainting his Rifleman with colored stripes on a white backdrop. While most of the men in

Name: Bright Thomlinson

Age: 39

Rank: Lieutenant

Affiliation: Snord's Irregulars

Home Planet: Trent

Mech Type: Rifleman

Warrior Data

BODY - 10 CHA - 6
DEX - 7 PIB - 1
LRN - 9 HTK - 100

Total xp: 78,000

xp Available: 12,400

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Diplomacy	2	9	7
Gunnery/Mech	6	8	2
Land Management	3	8	5
Leadership	2	9	7
Piloting/Mech	6	8	2
Pistol	2	9	7
Streetwise	3	9	6

Equipment:

Noble I Tranq Gun

Contacts:

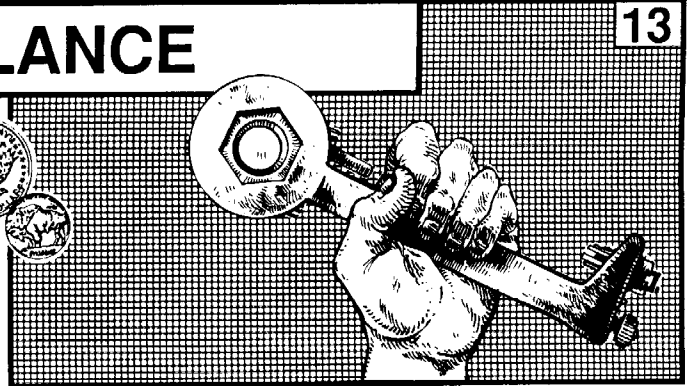
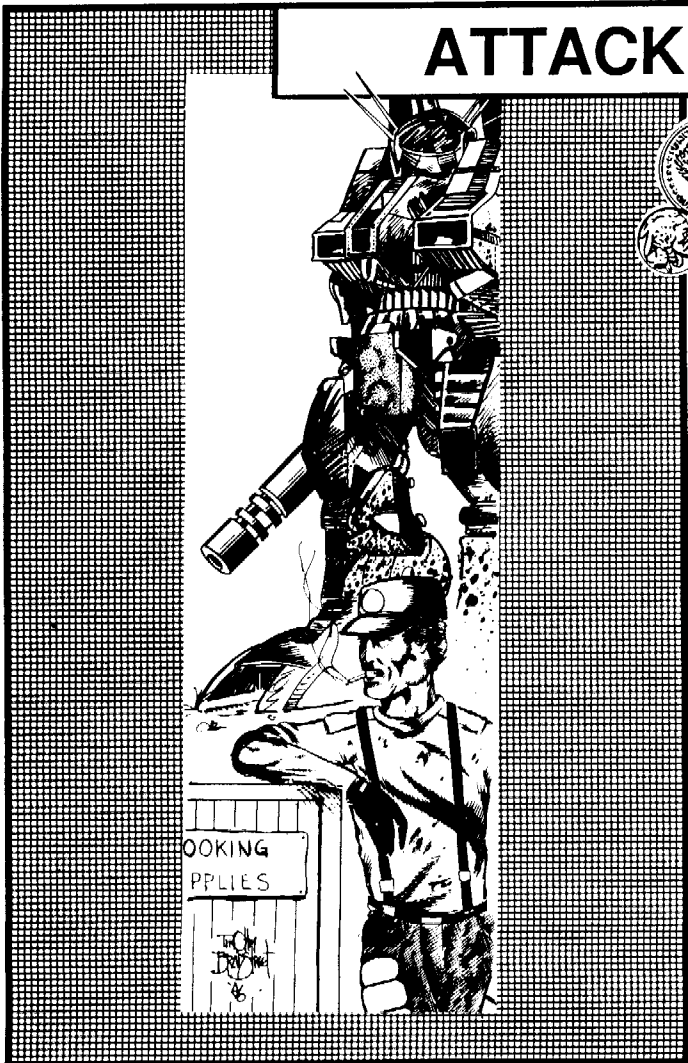
Shormen Dail, Steiner Historian
5 informers in Lyran Commonwealth

Notes:

Collects art

ATTACK LANCE

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clothes are always covered with grease, oil, and 'Mech lubricant. Cranston is considering promoting him to commander of the Recon Lance, but is waiting for the right opportunity.

Tonnage:	60	Tons
Walking MPs:	4	
Running MPs:	6	
Engine:	240	11.5
Cockpit:		3
Gyro:		3
Internal Structure:		6
Jump Jets:	0	0
Heat Sinks:	14	4
Armor:		9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	6
Center Torso:	20	22/4
Lt. Torso:	15	22/6
Rt. Torso:	14	15/2
Lt. Arm:	11	22
Rt. Arm:	11	20
Rt./Lt. Leg:	15	12
Weapons:		
Type	Loc	
LRM-20	LT	5 10
Ammo	LT	2 2
PPC	RA	3 7
Med Laser	LA	1 1
Med Laser	RT	1 1
Med Laser	LT	1 1
Med Laser	CT (R)	1 1

Pilot: MechWarrior Samuel "Shorty" Sneed

BattleMech: Hybrid Rifleman

BattleMech Status Report:

Shorty's 'Mech is a homemade monster. Most of the parts were scavenged from a *Warhammer* and a *Rifleman*. Though the 'Mech looks lopsided, Sneed's excellent technician skills have it in good working order.

MechWarrior Data:

Samual Sneed is not the shortest member of the Irregulars, but he is the skinniest. He was one of the first men to join Snord's unit. While a Tech on Clinton, Shorty marked some parts to a 'Mech as "cooking supplies", and smuggled them off the battlefield. With these, he built his own BattleMech. Though not the official Tech of the Irregulars, Shorty is viewed as such by the men because of his skill in battlefield repair. These skills have come in handy more than once, but Shorty proved his true value on the planet Nathan.

Behind enemy lines, far from parts or supplies, and with several 'Mechs badly damaged, the Irregulars would have been lost if Shorty hadn't been able to cannibalize several enemy 'Mechs and get the Irregulars back in working order.

At first glimpse of Shorty's 'Mech, most Warriors burst into laughter. It has the right and center torso and legs of a *Rifleman*, the right arm of a *Warhammer*, and the left arm and left torso from a specially refitted *Archer*. Shorty did a lot of painstaking work on the 'Mech, however, and it functions perfectly.

Sneed is cheerful, outgoing, and a hard drinker. His

Name: Samuel Sneed
Age: 31
Rank: Mechwarrior
Affiliation: Snord's Irregulars
Home Planet: Aur
Mech Type: Rifleman

Warrior Data

BODY - 8 CHA - 8
 DEX - 7 PIB - 3
 LRN - 9 HTK - 80

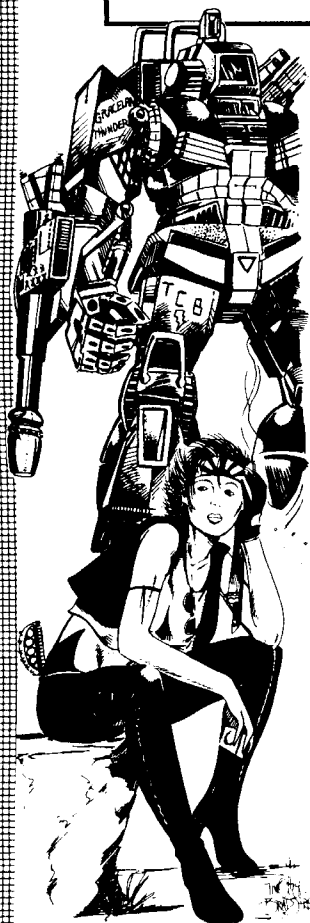
Total XP: 79,520
 XP Available: 8,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	3	8	5
Gunnery/Mech	4	8	4
land Management	1	8	7
Leadership	2	8	6
Mechanical	4	8	4
Piloting/Mech	5	8	3
Pistol	2	8	6
Tactics	3	8	5
Technician	5	8	3

Equipment:
 Rand Blazer

Notes:
 Former Technician

ATTACK LANCE



Elvis is King

Rhonda is a close friend of the only other woman in the Irregulars, Deb H'Chu. This friendship is considered rather odd. The two women are extremely different, with Rhonda being well-liked and Deb only tolerated.

Cranston does not allow his daughter any special treatment. If anything, he holds her back from promotion in order to avoid accusations of favoritism. For her part, Rhonda is devoted to her father. She views his work on the museum of Clinton as important for the preservation of the remnants of the old Star League culture.

Pilot: MechWarrior Rhonda Snord
BattleMech: SHD-2H *Shadow Hawk*
BattleMech Status Report:

Rhonda's *Shadow Hawk* is in perfect condition. It is outfitted with a large stereo speaker system, as Rhonda enjoys fighting to the accompaniment of Elvis Presley music.

MechWarrior Data:

Rhonda Snord is the only living child of Cranston Snord, the leader of the Irregulars. Her mother has been dead for many years. Like her father, Rhonda is a skilled MechWarrior and fighter. Cranston only reluctantly allowed her to join his unit, however, knowing that if he did not, she would take out on her own. If she fights with the Irregulars, Cranston figures he can at least keep his eye on her.

Rhonda's 'Mech is rigged with a stereo speaker system on the outside. She is a lover and collector of old music, particularly that of Earth's early rock and roll era. Her favorite artist is the 20th century singer, Elvis.

Until the battle of Phecda, Rhonda had never received a serious wound in combat. In that battle, however, the Attack Lance of the Irregulars ambushed an attacking force from House Marik, and Rhonda ended up cornered by two *Griffins*, both in very good condition. The cockpit of her 'Mech was crushed, resulting in the loss of both her legs, and badly injuring one of her arms. Her legs have been replaced with bionic limbs, but the shock of it has scarred her emotionally.

Name: Rhonda Snord
Age: 29
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Ford
Mech Type: *Shadow Hawk*

Warrior Data

BODY - 6 CHA - 8
 DEX - 9 PI13 - 1
 LRN - 8 HTK - 60

Total XP: 60,000
 XP Available: 5,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	8	6
Brawling	2	8	6
Gunnery/Mech	4	8	4
Medical/First Aid	2	8	6
Piloting/Mech	4	8	4
Pistol	3	8	5
Rogue	3	8	5
Listen/Eavesdrop	3	8	5
Security Systems	5	8	3
Bribery	1	8	7
Survival	3	9	6

Equipment:

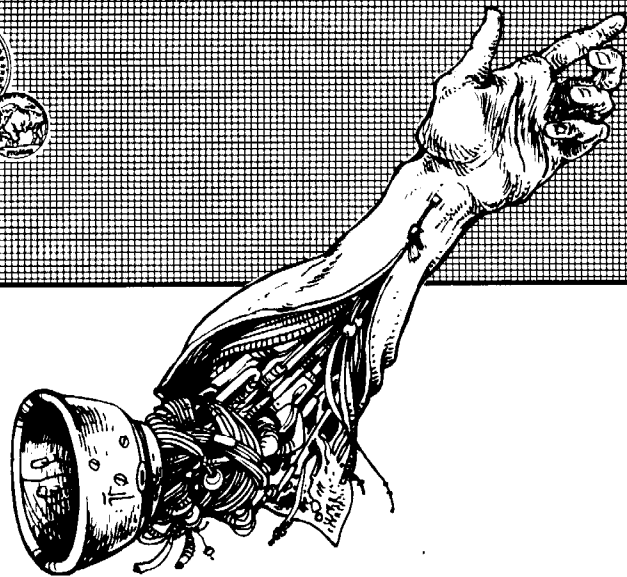
Star League Sonic Stunner

Notes:

Collects old music
 Has 2 bionic legs

ATTACK LANCE

15



Shalimar has been wounded more than any other member of the Irregulars. His body is made up of nearly 60 percent replacement parts. Though he will discuss neither his past nor his family, most of his comrades suspect that he has risen from the ranks of the Dispossessed. All that they do know for sure is that no matter what the odds, Shalimar will attack if ordered to do so. Sometimes he will attack even without the order.

Pilot: MechWarrior Shalimar Windall
BattleMech: CRD-3R *Crusader*
BattleMech Status Report:

Shalimar's *Crusader* is in good condition, but has one damaged heat sink that cannot be repaired.

MechWarrior Data:

Why Cranston brought Shalimar to the Irregulars is a mystery. Unlike most of the personnel in the unit, Shalimar has no interest in collecting. He is a fine MechWarrior who proved his worth at the battle of Wing, however.

The Irregulars were engaged there in 'collecting' activities far behind enemy lines when the unit was pinned down in a river valley. Rescue forces from House Steiner were working their way to them, and all the Irregulars had to do was hold out. Using the fallen arm of a *Wasp* as a club, Shalimar waded into an attack on the left flank of the Irregulars, hoping that his actions would buy the unit some time. It did, but the cost was great. Most of the unit's 'Mechs were damaged, and Shalimar was severely wounded in the battle. It was at this time that his 'Mech received the battered heat sink.

After his actions on Wing, most of the members of the unit started to treat this silent and very private MechWarrior with new respect. Because of his actions to protect the unit, he no longer seemed to them like an outsider.

Name: Shalimar Windall
Age: 40
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Hall
Mech Type: Crusader

Warrior Data

BODY - 4 CHA - 6
 DEX - 7 PIB - 3
 LRN - 8 HTK - 40

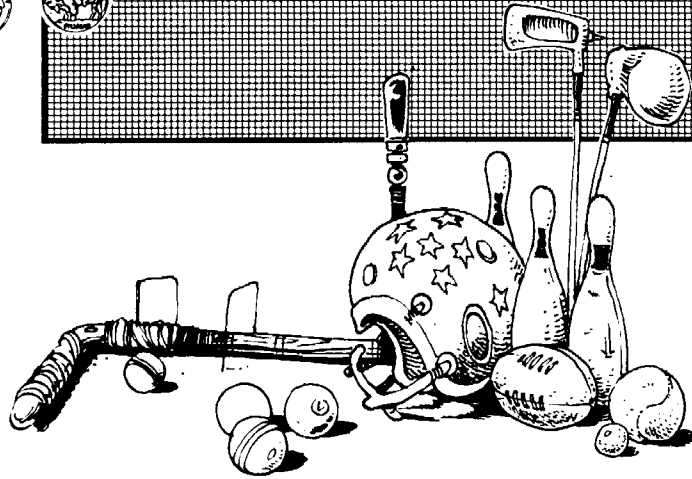
Total XP: 117,000
 XP Available: 3,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	3	8	5
Brawling	1	8	7
Computer	2	8	6
Gunnery/Mech	4	8	4
Piloting/Mech	5	8	3
Pistol	2	8	6
Survival	3	10	7
Tactics	3	8	6

Equipment:
 Sonic Stunner
 Vibroblade

Notes:
 Bionic legs and right arm

RECON LANCE



Terry was very upset over his failure. Though he asked Snord to replace him as the leader of the Recon Lance, Cranston refused.

During the fighting on Holt, Terry's 'Mech took several hits on its engines, and can now support only 15 points of armor due to the damage.

Pilot: Lieutenant Terry "Trooper" Malvinson

BattleMech: PXH-1 *Phoenix Hawk*

BattleMech Status Report:

Terry's *Phoenix Hawk* was so badly damaged during the battle on Holt that its center torso can only support 15 points of armor.

MechWarrior Data:

Terry and his brother John come from a small but wealthy family within the Lyran Commonwealth. Both are avid collectors of sports memorabilia from the days of the old Star League. When their scavenging got them into trouble with their Steiner commanders, both men jumped at the chance to serve with the Irregulars.

Despite the fact that Terry is the younger of the two, Cranston placed him in charge of the Recon Lance after the battle of Loric. Terry is an enthusiastic, headstrong young man who tends to wander off during a battle, searching for items to add to his collection.

Terry was badly injured during the Battle of Holt. While attempting to enter the palace to capture Marik, Terry's Recon Lance ran into a Marik patrol. Acting without orders, Terry engaged them, hoping to stop them long enough to allow Cranston and the others to enter undetected. Unfortunately, this plan did not work. If it had not been for the quick thinking of Cranston Snord, the entire operation could have been lost.

Name: Terry Malvinson

Age: 31

Rank: Lieutenant

Affiliation: Snord's Irregulars

Home Planet: Odessa

Mech Type: *Phoenix Hawk*

Warrior Data

BODY - 8 CHA - 5
DEX - 7 PIB - 4
LRN - 9 HTK - 80

Total XP: 89,000

XP Available: 8,300

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	8	6
Brawling	3	8	3
Gunnery/Mech	4	8	4
Leadership	3	10	7
Mechanical	1	8	7
Piloting/Mech	5	8	3
Pistol	3	8	5
Tactics	4	8	4
Technician	2	8	6

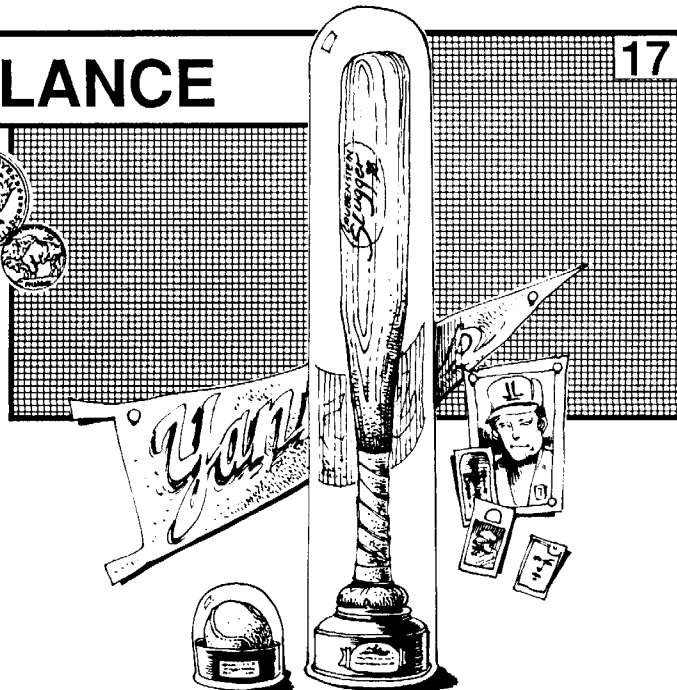
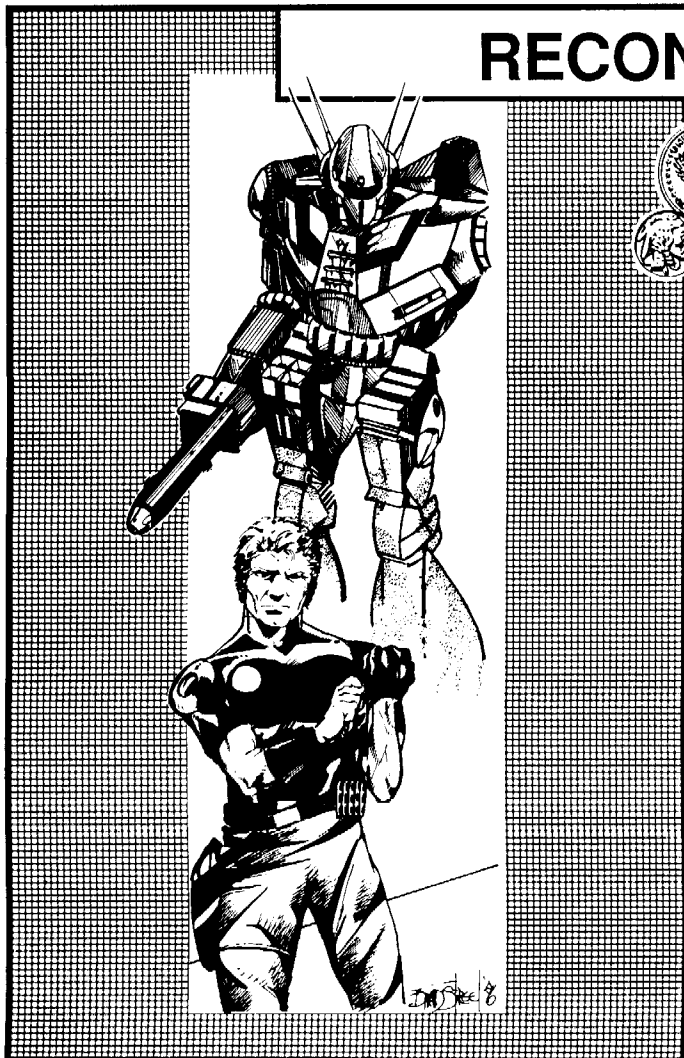
Equipment:

Needler Pistol

Notes:

Collects sports paraphernalia

RECON LANCE



Malvinson's 'Mech was damaged badly at the battle of Tyers Farm before he joined the Irregulars. In that action, his gyro was crippled, and it still acts up whenever he puts his 'Mech through any physical combat such as punching and kicking. The damage is a problem that none of the Techs can repair.

Pilot: MechWarrior John "Snooper" Malvinson

BattleMech: WSP-1A Wasp

BattleMech Status Report:

John's Wasp is in good order, except for some difficulty with the gyro. He must make a roll against *Piloting Skill* during any action involving hand-to-hand fighting, charging, kicking, punching, or clubbing. A failure results in a fall.

MechWarrior Data:

John Malvinson is nearly ten years older than his brother Terry, who commands the Recon Lance of Cranston Snord's Irregulars. John has always enjoyed an active sports life and enjoys collecting sports items as a hobby. His most prized possession is an antique baseball bat from the Yankees' pennant race of 1998, which he carries in his 'Mech. The bulk of his collection, a set of antique baseball cards, was destroyed during the raid by House Marik on Clinton. The loss upset him deeply, and he now hates anyone connected with Marik.

John is jealous of the fact that his younger brother is his commanding officer and occasionally will refuse to follow his brother's orders in battle. He has asked Cranston for a command several times, but has always been refused.

John is tall and well-built, with blonde hair and scars along his arms from a childhood sports accident. He is a master of sports trivia, including some sports that no longer exist.

Name: John Malvinson
Age: 41
Rank: MechWarrior
Affiliation: Snord's Irregulars
Home Planet: Odessa
Mech Type: Wasp

Warrior Data

BODY - 6 CHA - 7
 DEX - 8 PIB - 3
 LRN - 7 HTK - 60
 Total xp: 124,000
 XP Available: 12,500

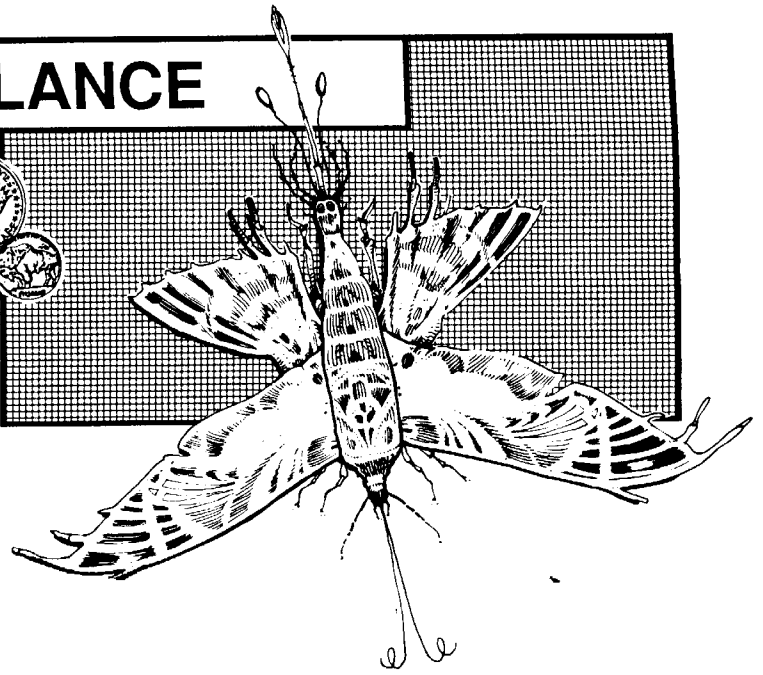
Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics	3		
Climbing	1	8	7
Running	5	8	3
Swimming	4	8	4
Gunnery/Mech	4	8	4
Piloting/Mech	4	8	4
Pistol	2	8	6
Rifle	3	8	5
Tactics	2	8	6
Technician	2	8	6

Equipment:
 J-20 Submachine gun

Contacts:
 Skip Ayre, prominent Steiner personage

Notes:
 Collects sports paraphernalia

RECON LANCE



Clame's exhibit at the museum on Clinton is one of the larger drawing attractions. Indeed, his collection and studies may well be the most extensive since the fall of the Star League.

Because he deserted his post in battle, House Davion has put a price out on Clame's head. Several bounty hunters have tried to go for that kill, only to wind up dead themselves. The Irregulars protect their own.

Pilot: MechWarrior Clame McDonald

BattleMech: WSP-1A Wasp

BattleMech Status Report:

McDonald's *Wasp* is in perfect functioning order.

MechWarrior Data:

Clame McDonald was on the run as a deserter when Cranston Snord found him and took him into the ranks of the Irregulars. Clame had been tried and found guilty of desertion by House Davion after he reportedly took off in his 'Mech during a pitched battle, trying to capture a butterfly he saw on the battlefield.

McDonald's speech is accented with his family's traditional Scottish burr, passed on for many generations. His light blonde hair and dark green eyes also make him popular with the female officers when he is on leave.

Clame's passion, however, is collecting insects, especially butterflies. Even when a mission is highly dangerous, such as the Junk Yard Dog operation, he will still take off in pursuit of a find. When Clame thought he spotted a rare *Hairifiddius molari* on the planet Nathan, he chased the bug during the middle of a fire fight with defending forces of House Marik. The insect, captured by a gentle move of the *Wasp's* hand, turned out to be a common beetle. Clame admits that, as he gets older, his eyesight is failing.

Name: Clame McDonald

Age: 40

Rank: Mechwarrior

Affiliation: Snord's Irregulars

Home Planet: Raman

Mech Type: Wasp

Warrior Data:

BODY - 6 CHA - 6

DEX - 7 PIB - 2

LRN - 8 HTK - 60

Total xp: 82,000

XP Available: 7,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	1	8	7
Brawling	1	8	7
Gunnery/Mech	4	8	4
Piloting/Mech	5	8	3
Pistol	2	8	6
Rogue	2	8	6
Hide in Cover	2	8	6
Listen/Eavesdrop	1	8	7
Stealth	3	8	5
Forgery	2	8	6
Survival	3	8	5
Tactics	2	8	6

Equipment:

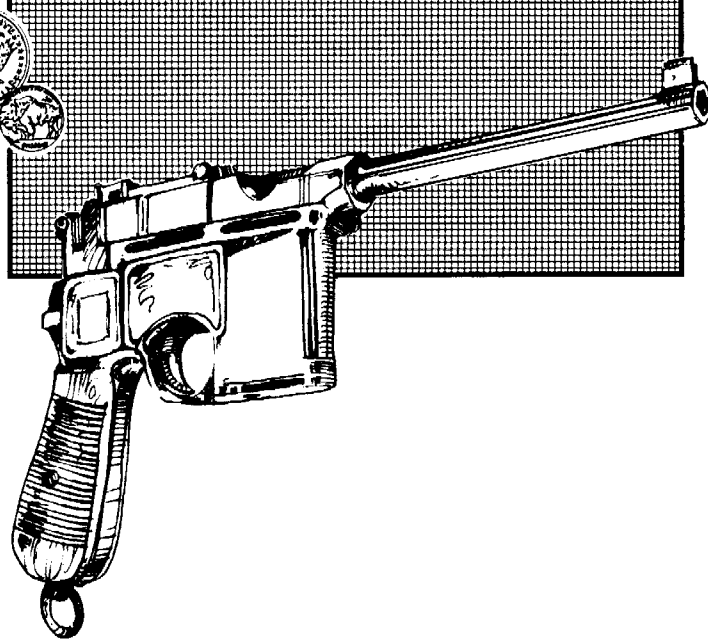
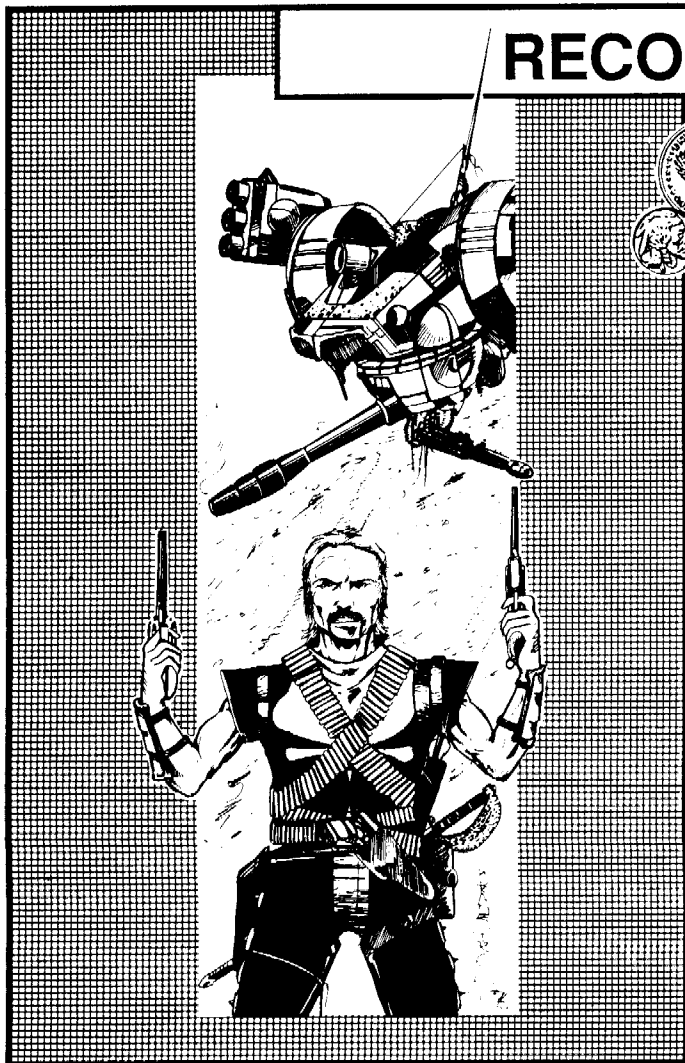
MK 1 Vibroblade

Contacts:

Don Hort, Former Davion commander

RECON LANCE

19



he had. According to his own account, he emptied the Mauser's magazine 10 times, and went through 16 battery packs with the laser pistol. His shots did not affect the outcome of battle, but Winston had a wonderful time.

Cranston has tried to convince Neuron to move into a more powerful 'Mech, but he always refuses.

Pilot: MechWarrior Winston Neuron

BattleMech: LCT-3V *Locust*

BattleMech Status Report:

Winston's *Locust* is a model 3V. Its center torso supports an extra medium laser.

MechWarrior Data:

Winston Neuron loves being a *Locust* pilot. He had an opportunity to pilot a *Phoenix Hawk*, but turned it down in favor of his own little *Locust*.

A collector like most of the Irregulars, Winston's passion is weapons of all types. His room, his cockpit, even his locker, are crammed full of unique and antique specimens that he has picked up from his collecting trips on battlefields. On his body, he carries a Mauser 96, a .44 Magnum, and a Mark V Laser Pistol, all taken during various raids in his career. Winston also wears a cavalry sword that he claims dates from the Spanish American War on old Earth.

Winston Neuron joined the Irregulars several years after meeting Cranston at the bloodbath on Rochelle. A skilled MechWarrior, Neuron joined the Irregulars in hopes of adding to his collection.

During the battle on Hyde, the engines on Winston's 'Mech shut down from the severe heat. When he realized that it would take time for the 'Mech to cool down, he opened his cockpit and stood up in his seat, firing away with every antique weapon

Name: Winston Neuron

Age: 46

Rank: MechWarrior

Affiliation: Snord's Irregulars

Home Planet: Lamon

Mech Type: *Locust*

Warrior Data

BODY - 5 CHA - 5
DEX - 6 PIB - 2
LRN - 7 HTK - 50

Total xp: 98,000

XP Available: 1,000

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	9	7
Gunnery/Mech	6	9	3
Mechanical	1	8	7
Piloting/Mech	4	9	5
Pistol	3	9	6
Rifle	4	9	5
Tactics	2	8	6

Equipment:

Mauser .96 Pistol
.44 Magnum Pistol
Saber (antique)

Notes:

Collects antique weapons

AMBER SURPRISE

READY FOR A FIGHT

From *Memoirs of Cranston Snord, MechWarrior, Mercenary, and Collector*, compiled in 3025 by Thelos Auburn, Historian, House Steiner.

"I think it was mid-year 3007 when Katrina Steiner called me to her military command post on Chaffee to discuss possible assignments. I took Jake along with me to help decide if any of the assignments would also help our collecting.

"Katrina offered us a strike on Danais, and we accepted immediately. Times were lean, and we needed the funds from a successful raid. It also goes without saying that I always get a kick out of striking back at House Marik. Plus, Jake had given me the high sign. His records showed that several entertainment vessels had been downed in the heavy jungles on Danais during the fall of the Star League. Now, mind you, entertainment ships are generally not worth much. But, by Gaffa's beard, I had a hunch there was something there!

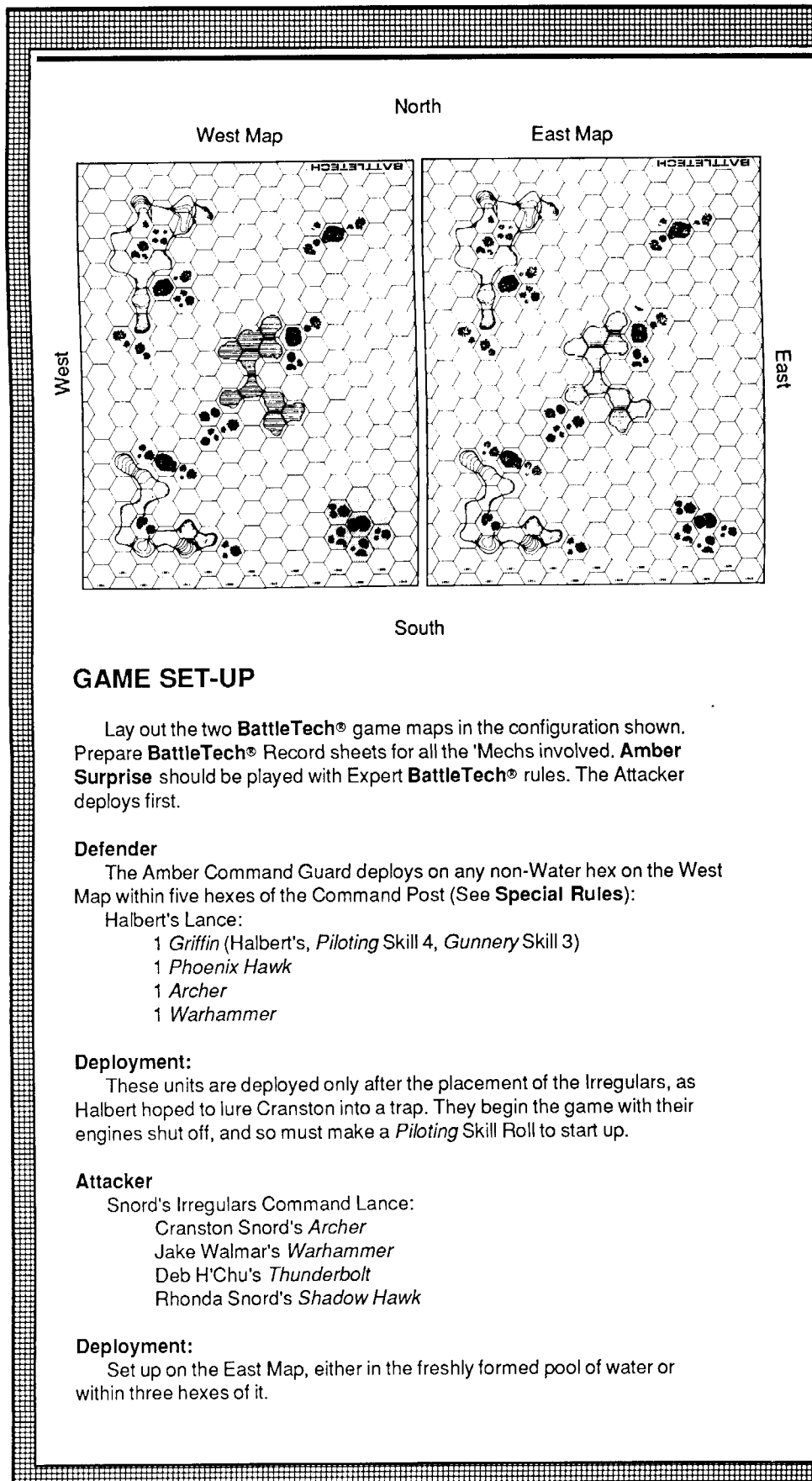
"And I was right. According to Rhonda, one of the ships contained a collection of some of the rarest musical instruments held by the Star League. The ship was in transit from Sol to Sierra when it was downed by those fools from the Free Worlds League. As you know, those trigger-happy idiots were shooting everything that flew or moved.

"The chances were pretty slim that anything on those two downed ships was still intact, but I was willing to take the risk. Katrina wanted us to knock out a repair station that Marik was building. Me, I just wanted to find those ruined ships.

"Danais is a backwater world, but for some damn reason, House Marik was reinforcing it heavily. We were working with the 32nd Lyran Guard, a bunch of green kids ready for a fight. Well, we found one. I wasn't surprised to discover that the Marik Militia had more going on Danais than just building a repair station. Hell, they were setting up a full production facility for AeroSpace Fighters!

"So we dropped into a war. Resistance was heavy, especially in the jungle clearings of Rand. While the 32nd provided us cover fire to break the Marik front line, we sneaked around and tried to come across those wrecked ships. What we found was a little bit too much, even for us. The Marik Militia was using those ruined ships as their headquarters!

"Needless to say, things got a little hot..."



GAME SET-UP

Lay out the two **BattleTech**® game maps in the configuration shown. Prepare **BattleTech**® Record sheets for all the 'Mechs involved. **Amber Surprise** should be played with Expert **BattleTech**® rules. The Attacker deploys first.

Defender

The Amber Command Guard deploys on any non-Water hex on the West Map within five hexes of the Command Post (See **Special Rules**):

Halbert's Lance:

- 1 *Griffin* (Halbert's, *Piloting Skill 4, Gunnery Skill 3*)
- 1 *Phoenix Hawk*
- 1 *Archer*
- 1 *Warhammer*

Deployment:

These units are deployed only after the placement of the Irregulars, as Halbert hoped to lure Cranston into a trap. They begin the game with their engines shut off, and so must make a *Piloting Skill Roll* to start up.

Attacker

Snord's Irregulars Command Lance:

- Cranston Snord's *Archer*
- Jake Walmar's *Warhammer*
- Deb H'Chu's *Thunderbolt*
- Rhonda Snord's *Shadow Hawk*

Deployment:

Set up on the East Map, either in the freshly formed pool of water or within three hexes of it.

SITUATION: 1100 HOURS (TST), DANAIS



Victory Conditions

The Irregulars win by defeating all of the defending units or by occupying the Marik Command Post for three consecutive turns. During this time the occupying 'Mech must not be the target of any weapon or physical attack. If one of these two conditions are met, the Irregulars win. Otherwise, the victory goes to House Marik.

Special Rules

All Elevation and Light Woods hexes are considered to be Heavy Woods, as are the Water hexes on the West Map. All other Woods hexes, with the exception of those connected to hex number 0202, are considered Heavy Woods.

The water pool on the East Map is Depth 1.

The Woods hexes that are connected to and include hex number 0202 are the Marik Command post, located in the ruins of the two DropShips for which Cranston and his forces are searching.

For this scenario, Rhonda Snord is taking the place of Solomon Storm, due to her expertise in the field of music and musical instruments.

House Marik was secretly constructing a small AeroSpace Fighter facility on Danais, along with the already established BattleMech repair facilities there. House Steiner dropped elements of the Lyran Guards 32nd Regiment, along with Cranston Snord's Irregulars as a support fire group.

The battle fronts shifted quickly when the Steiner forces dropped unknowingly near the secret headquarters of the Marik Militia's Amber Regiment. These headquarters were located inside the ruins of two old DropShips, downed in the jungles in an area called Rand.

The Militia managed to keep their H.Q. hidden, until Snord's Irregulars, seeking the treasures of the old DropShips, separated from battle and made a direct line for the ships. They did not know that they were actually closing in on the Marik command staff.

This battle involved the Irregulars' Command Lance, which engaged the Marik Command Guard in the clearings of Rand in an effort to gain control of the vessels. Cranston Snord himself led the attack, thinking that the Marik 'Mechs had been merely randomly patrolling the area. It was only after the battle began that he realized he had taken on the Command Guards for the Amber Regiment.

Leading the Command Guards was Major Halbert, a veteran fighter who knew the Irregulars by reputation. Thinking he could make a name for himself with House Marik by being the man who killed Cranston Snord, Halbert met nothing but trouble instead. By using the deep pools of water from the jungle rainforest as a source of extra cooling, the Irregulars were able to cut down the Guards, capturing both the command staff and several fine musical instruments for the museum on Clinton.



RETURN OF THE SNORD

STROKE OF LUCK

From *Tape 1023 Cockpit Voice Recorder*,
Bright Thomlinson, Pilot

THOMINSON: Cranston, are you sure about this? Maybe Jake got the city wrong:

CRANSTON: He's sure, and I trust him. If those antique photographs are anywhere, they're in the Trivis city archives. Take your lance into Trivis. Malvinson will draw enemy fire while you make a beeline for City Hall.

THOMINSON: But what about the defenders? Marik's boys aren't going to be too keen on us taking a tour of Trivis without their permission.

CRANSTON: Bright, you worry too much. All that's guarding Trivis is a local militia and a few old battered 'Mechs. Just get there, check out the City Hall, and the rest of us will take care of Marik's boys.

THOMINSON: Sure Cranston, sure...

* * * * *

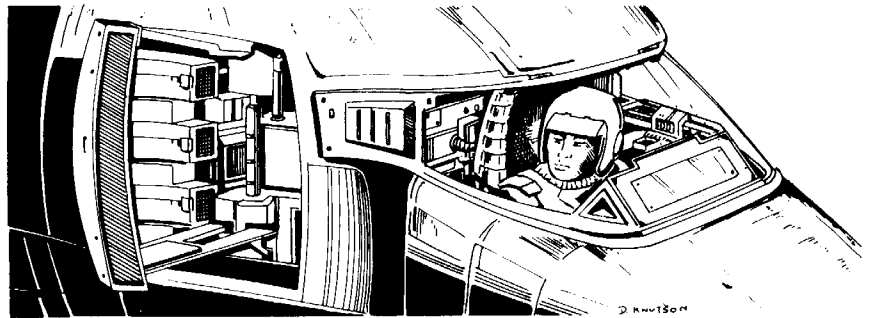
"Every time I play that tape, I think of what happened when we hit the city of Trivis. 'Local militia and a few battered 'Mechs,' my rear heat vent! Those guys were all veterans of long years of fighting on Rochelle. That infantry had taken out more 'Mechs than some MechWarriors I've fought with.

"We were looking for some photographs supposedly hidden in a vault in the City Hall. The collection was well over 300 years old and worth a small fortune. While the Steiner boys slugged it out with the Arcturan Guards, we managed to sneak along the eastern front to the city of Trivis.

"Cranston and some of the older unit members had been here years ago, long before our contract with Steiner. It was here, on Rochelle, that he had come to hate House Marik so much. Now we were back on Rochelle, poking our heads where they didn't belong. None of us knew that it was going to get that hot, though.

"Worst of all, my Lance was the one in the middle of it all, with no support. If it hadn't been for the refinery, we would have been cooked. Shorty hit it, and the explosion took out half a block of buildings and really messed up their 'Mechs. Unfortunately, it didn't do much for our side either.

"How we got out of that burning hell is still beyond me. Shalimar said it was luck. I say we just beat odds, as usual for us."



GAME SET-UP

Lay out the single **CityTech®** Map as shown. Use Advanced **City-Tech®** rules for this scenario, with the following buildings placed within the city of Trivis prior to play:

Buildings:	Hex Locations:
4 Light Buildings	1006, 1009, 0808, 0709
3 Medium Buildings	1007, 0807, 0810
2 Heavy Buildings	0809, 1008
1 Hard Building	0807
6 Rubble Counters	0608, 0905, 0606, 1010, 0811, 0714

Attacker

Snord's Irregulars Attack Lance:
Bright Thomlinson's *Rifleman*
Samuel "Shorty" Sneede's *Modified Rifleman*
Rhonda Snord's *Shadow Hawk*
Shalimar Windall's *Crusader* (One LRM 15 on left arm inoperative due to earlier fighting)

Deployment:

Attacker sets up after Defender on any hexside on the northern edge of the map.

Defender

101st Jump Infantry Platoon (SRMs)
109th Mechanized Infantry Platoon (Portable Lasers)
2002nd Mechanized Infantry Platoon (SRMs)
1890th Foot Infantry, The Queens Hussars (Portable Lasers)
1 *Archer* (has only 15 points of Armor on Center Torso)
1 *Marauder*
1 *Stinger*

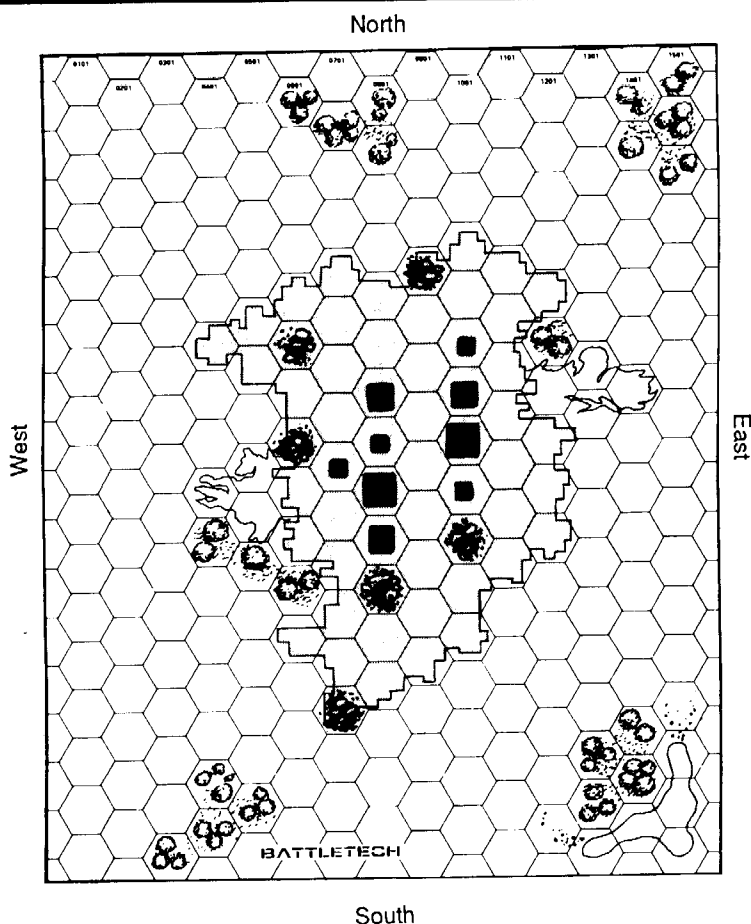
Deployment:

Defender places his units in the following buildings:

101st – hex 1007
109th – hex 0809
2002nd – hex 0807
1890th – hex 1010

The 'Mechs can be placed on any Pavement hex in the city prior to the start of play.

SITUATION: 1500 HOURS (TST), TRIVIS, ROCHELLE



Special Rules

One building (Light Structure in hex 0709) is the refinery. Roll a die whenever the building is fired upon or a 'Mech moves through the building. A roll of 4+ when the building is fired upon results in an explosion. Moving a 'Mech through the building can set off a blast on a roll of 6+.

The explosion reduces the building to rubble immediately and inflicts 50 points of damage to that hex. Units in hexes adjacent to the building take 30 points of damage while any unit or structure two hexes away takes 10 points of damage. Because the winds are blowing east to west, treat the blast as a flamer for starting fires, per the **CityTech** fire rules. Roll for any building within two hexes of the blast, with 1 added for each hex distance from the center of the explosion.

The Medium Building in hex 0807 is the City Hall.

Victory Condition

To win, the Irregulars must enter the City Hall hex and spend four turns in it to recover the photographs. These turns do not have to be consecutive nor with the same 'Mech. The Irregulars must have at least two 'Mechs functional and be able to exit the map on the west side to link up with the rest of the Irregulars. Unless the Irregulars meet these conditions, the Marik forces are awarded victory.

Rochelle has been a battlefield for Houses Steiner and Marik for years, each House striving to gain control of the water and raw minerals common on this world. Snord's Irregulars had their first assignment on Rochelle, working for House Marik until Janos Marik tried to back out of the contract and repossess Snord's 'Mechs. Snord has since sworn to avenge himself against Marik.

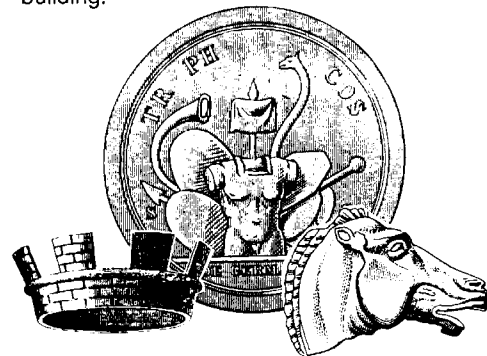
Rochelle is a rainy world, with violent thunderstorms that can turn a battlefield into a sea of mud in a matter of moments. Almost as many 'Mechs have been knocked out by lightning as lasers.

Trivis is one of the few cities that is semi-intact. The long eastern front near the city is garrisoned with several platoons of crack infantry on temporary assignment, as well as several 'Mechs in dry dock for repairs.

Snord pulled his men from the front and moved quickly toward the city, searching for a cache of antique photographs reportedly hidden there. His plan was to hit the far side of Trivis with his Recon Lance while Thomlinson and the Attack Lance dove into the city from the unprotected flank.

Unfortunately, Cranston did not know about the full company of Marik 'Mechs from the frontlines that had been alerted to his movements. This company tied down his Command and Recon Lances far from Trivis while Thomlinson tried to take the city with his Attack Lance. If Samuel "Shorty" Sneeade had not accidentally fired on a building filled with petrochemicals, scattering or destroying most of the attacking force, the Attack Lance would probably have been crushed. As it was, the blast set fire to many buildings and nearly destroyed Sneeade's own 'Mech, which was too close to the center of the explosion.

Once again, a stroke of luck came to the aid of the Irregulars. In the confusion, Thomlinson and Rhonda Snord managed to locate the photographs, hidden in a nearby building.



UP IN SMOKE

MEETING WITH KURITA

"As I recall, it was hot and muggy when we got the orders to move out. My damn right leg actuator circuits was flarin' up from time to time, just to keep me on my toes. We'd been diggin' reports of 'Mech activity to the south, and my unit was told to head that way. Then we got the word we was facin' Cranston Snord's boys.

"We'd all heard of them whompin' the hell out of House Marik, but never on our front. The Old Man said yep, it was Snord, doin' some serious diggin' on a hillside to the south. Diggin'? We all figured that was some kinda joke! I mean, a couple of us even laughed about facin' them. One guy, Timmil, said it wasn't like we was facin' a *real* unit. But Timmil wasn't laughin' at the end of the day when they pulled half his body out of the burning cockpit of his *Rifleman*.

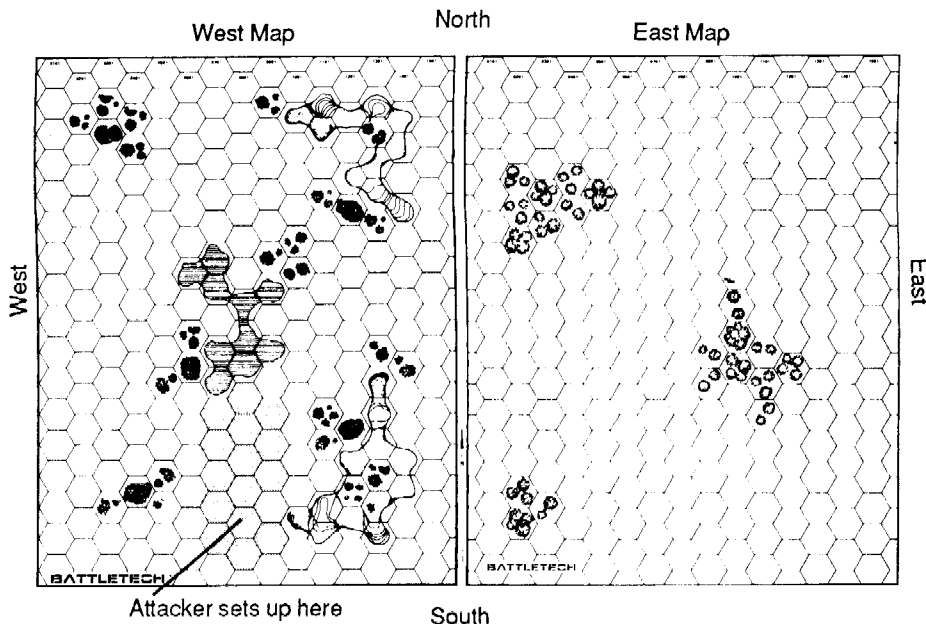
"Lieutenant Danner told us to pivot and try to catch 'em by surprise from the rear as they was diggin' in that there hill. We come up, and my 360 scanner beeped like all hell itself. They had one lance diggin' into the hill, but two others hidden in the brush! Next thing I knew, we was catchin' fire from every which way.

"I was tryin' to figure out what they was doin', diggin' in that hill. Diggin' up dirt just ain't the kinda thing you do with a 'Mech. Then I saw 'em bring up some sort of a box, movin' it real careful. I ordered a couple of my boys to lay down some fire around the box, hopin' to distract them.

"We distracted them all right. I musta hit somethin' valuable. There was a long pause, like they was takin' thought of what had happened. Suddenly a bunch of them turned on me and my company.

They was crazy as all hell, cuttin' through the lines, jumpin' up and down on everythin' that even looked like a 'Mech!

"I've heard of a unit goin' crazy before. That day I saw it."



GAME SET-UP

Use Advanced **BattleTech**® Rules to play this scenario, and lay out the maps according to the configuration shown.

Defender

Defender sets up first and moves second. Attack Lance deploys on West Map within one hex of Woods connected to 0514. Recon Lance deploys on Hill hexes 1313, 1413, 1414, 1115, or 1116.

Snord's Irregulars' Attack Lance:

- Bright Thomlinson's *Rifleman* (Right Autocannon inoperative)
- Samual Sneede's modified *Rifleman*
- Rhonda Snord's *Shadow Hawk* (Autocannon inoperative)
- Shalimar Windall's *Crusader* (Right Torso Armor reduced to 4)

Snord's Irregulars' Recon Lance:

- Terry Malvinson's *Phoenix Hawk*
- John Malvinson's *Wasp* (Two Heat Sinks inoperative)
- Clame McDonald's *Wasp* (Center Torso Armor reduced to 3)
- Winston Nearon's *Locust* (Right Leg Armor reduced to 1)

Attacker

The Attacker deploys second and moves first. Facing east toward the hill and the Irregulars Recon Lance, the Tango Fire Lance deploys in any open hex on the West Map between hex 0811 and 0815. The Bravo Recon Lance enters the Eastern edge of the East Map on the second turn.

Rasalhague Regulars, Tango Fire Lance:

- 1 *Archer* (Lieutenant Danner's, *Piloting 4, Gunnery 2*)
- 1 *Wolverine*, (Left Leg has no Armor)
- 1 *Griffin*
- 1 *Warhammer*

Rasalhague Regulars, Bravo Recon Lance:

- 1 *Wasp*
- 2 *Locusts*
- 1 *Marauder* (Lieutenant Garvus, *Piloting 3, Gunnery 2*)

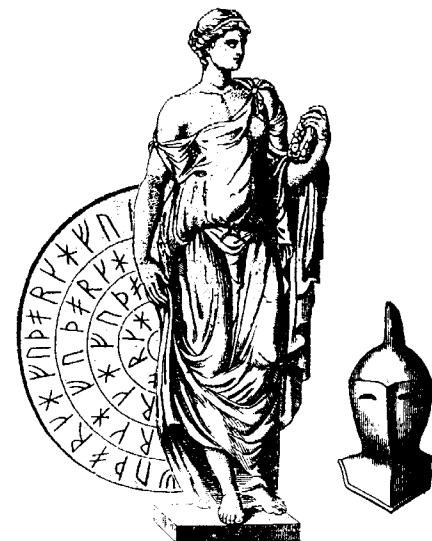
SITUATION: 3020 HOURS (TST) ALEXANDRIA

Because the planet Alexandria has a wealth of natural resources, it has been a hot spot for running battles over the past 200 years. In 3020, House Steiner made another bid for control of the planet, sending several units of the 12th Star Guards, as well as other mercenary units, to take control of that world. Among those units was Cranston Snord's Irregulars.

During the Star League's peak, Alexandria had been a showplace for classical art. In 3020, however, it was nothing more than a muddy battlefield. Most of the cities were in ruins, and any remaining works of art had been hidden. Cranston hoped to regain some of those artifacts while fighting there.

The battles on Alexandria wore down the Irregulars' 'Mechs and their patience. Morale sank when they discovered that most of the objects they sought had been destroyed. Finally, after questioning some of the locals, Snord learned that a very small collection of sculpture was buried in a hillside not far from where the unit was stationed in Lake Meede. Unable to requisition any equipment, he and his men used their 'Mechs to dig the collection free. A Kurita force engaged them, not knowing that a full attack lance was in a nearby forest.

In the heat of the battle, Kurita BattleMechs deliberately fired on and destroyed the artifacts. Enraged, the Irregulars attacked the Kurita 'Mechs with unbelievable ferocity. Though costly, the action did a great deal to relieve the pressures that had been building up on the Irregulars.



Victory Conditions

The Irregulars must drive at least five 'Mechs off the northern edge of the East Map. Any other situation warrants a Kurita victory.

Special Rules

In Turn 2, the Bravo Lance enters the eastern edge on the East Map.

In Turn 3, the artifacts are considered destroyed by enemy fire. Any 'Mech on the hill where the Recon Lance was positioned will go berserk for one to six turns (roll 1D6). During this time, they will fire all weapons that are able to bear on a target, regardless of heat buildup. They will also move at the maximum rate of speed to the closest enemy 'Mech to engage in close combat per Advanced **BattleTech**® Rules. Once the berserk turns are up, the players once again control their 'Mechs. If there are no 'Mechs on the hillside, roll 1D6 for each Snord 'Mech. A result of 1 means that 'Mech is in berserk status.

OPERATION ROAD RUNNER

DASH TO THE NORTH

"At the time, we had no idea what was happening to us. My company had seen some hard fighting before, but nothing like the stuff that we were getting on Shiloh. Those Steiner rats were acting like we were sitting on some sort of gold mine!

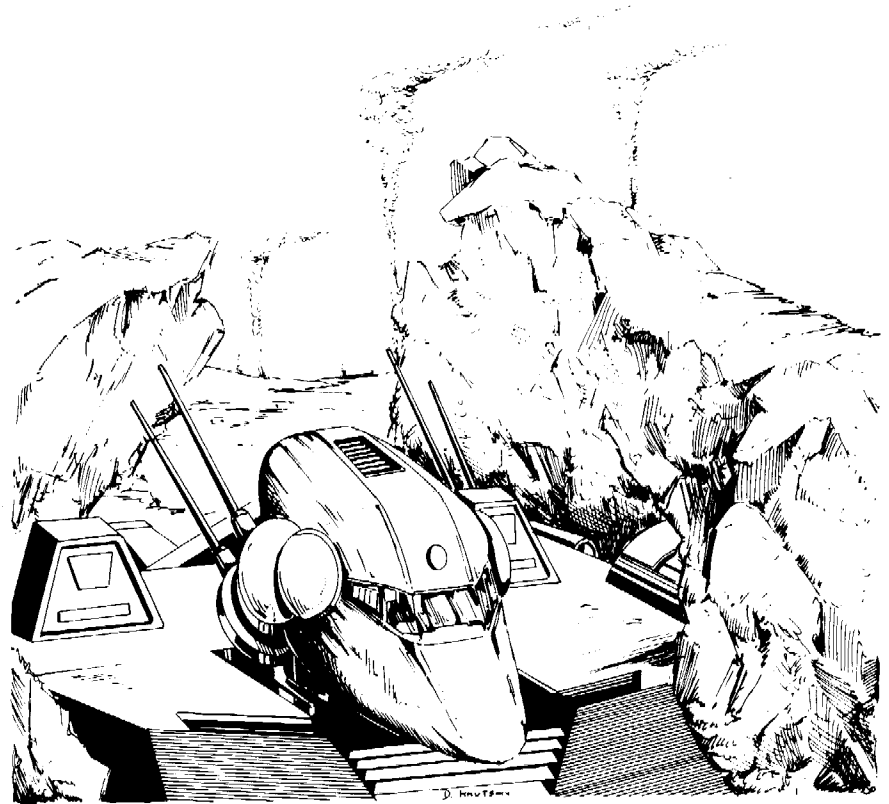
"I took command of the Fire Lance and was ordered to perimeter patrol duty. It seemed safe enough. After all, most of the fighting was a good 75 kilometers from where we were. Some of the boys had come across a hidden vault full of odd-looking rocks and the like. Maybe the stuff was valuable, but not to a MechWarrior. We left it where we found it and continued on patrol. Then we met them.

"Them was that crazy Cranston Snord and his boys. What were they doing so far from the front? Before I could figure out what was going on, Snord called us on the commlink and ordered us to surrender. Hell, I had heard about him and all of the trouble his unit had caused near Sol. Being a hot shot, I told him no, and ordered my lance to attack. It was one of the biggest mistakes of my life.

"We hit them hard and fast, breaking their formation fire zone and forcing them to pull back. Some of my men got cocky then. They pumped out the firepower, wasting shots, doing nothing except heating themselves up. When their engines shut down, Snord and his men made a dash to the north.

"As it turns out, they weren't interested in fighting us at all. The only thing those goons wanted was that hidden mound of rocks that we had found earlier. Putting two-and-two together, I tagged after him, managing to stay near him for a long way. At one point, it looked as though I had Snord right where I wanted him. Then, as if the Almighty himself came down to save him, my *Griffin* overheated, and the wily bastard slipped clean away.

"What did that crazy Snord do? He went back after those rocks! Then, after he'd found them, he turned around and fought his way back through me and my men again!"



GAME SET-UP

This scenario uses Advanced **BattleTech**® rules. Lay out the game maps in the configuration shown.

Attacker

Attacker deploys first on the southern edge of the South Map. This player places his units first, but moves second.

Snord's Irregulars Command Lance:

- Cranston Snord's *Archer* (Center Torso Armor 17)
- Jake Walmar's *Warhammer* (Left PPC inoperative, Left Arm Armor gone, Right Torso Armor 7)
- Deb H'Chu's *Thunderbolt* (Right Torso Armor 8, Left Torso 10)
- Solomon Storm's *Wolverine*

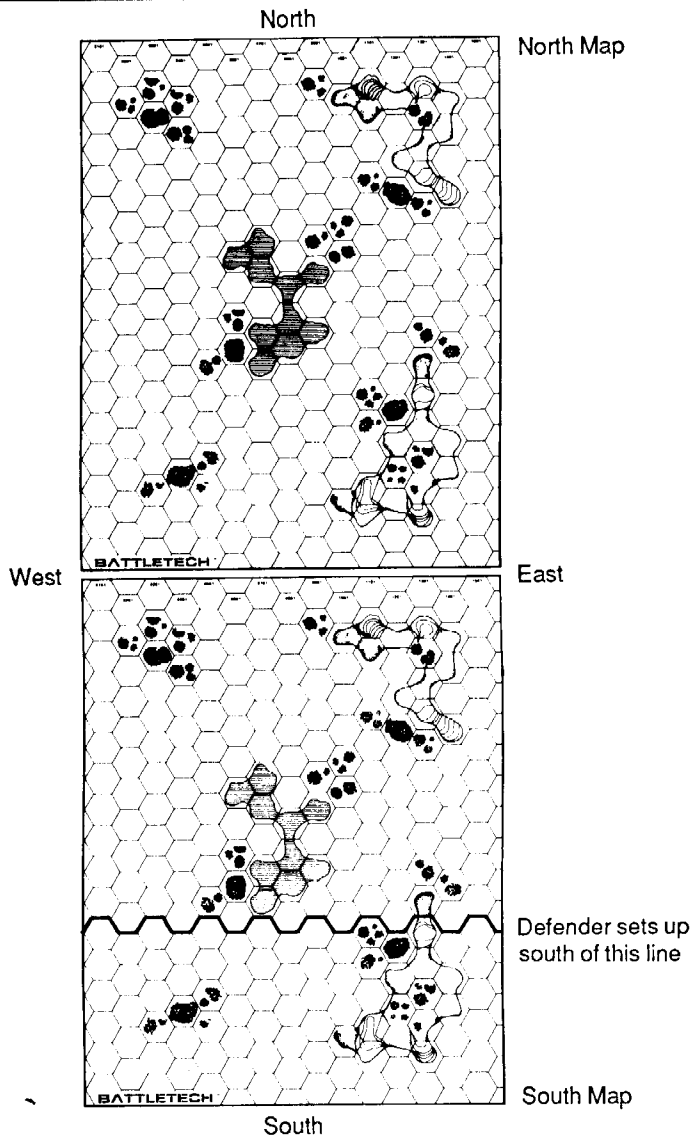
Defender

Defender deploys second anywhere on the South Map south of hexrow 0112 through 1512. At the start of the game, the *Griffin* has overheated and its engines are shut down, requiring a *Piloting Skill Roll* to restart. This player sets up second and moves first.

110th Black Marauder Fire Lance:

- 1 *Griffin* (see above)
- 1 *Rifleman* (Left Large Laser inoperative)
- 1 *Thunderbolt* (LRM Ammo only allows three more reloads)
- 1 *Warhammer*

SITUATION: 1100 HOURS (TST), FALD PLAINS, SHILOH



Victory Conditions

The goal of the Irregulars is to find the cache of stored rocks, retrieve them, then head south and exit the game board from the same side as they started. To secure a victory, therefore, the Irregulars must move at least one 'Mech to hex number 1102 on the North map. That 'Mech must spend four consecutive turns in that hex, then leave the southern edge of the South Map. At least one other of the Irregulars 'Mechs must be able to leave from the same edge. Any other condition results in a victory for the 110th Black Marauder Lance.

Special Rules

The cache of rocks and gems are stored in hex 1102 on the North map. This is the objective of the Irregulars in this battle.

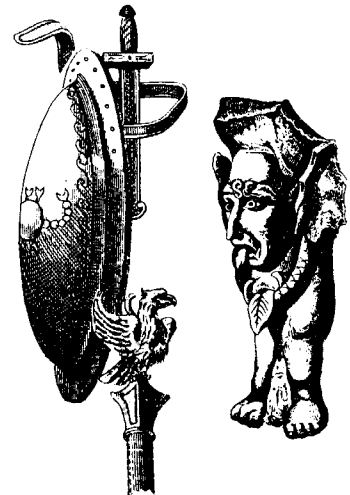
The Water hexes on the North Map are to be treated as Clear Terrain hexes for the duration of the scenario.

Shiloh was one of the many worlds fought over by House Marik and Steiner. A water-rich world with several deep saltwater oceans, Shiloh's resources were critically needed by both sides.

For many years, there had been battles for control of the Fald Plains, an uneven stretch of ground that was defensible and provided cover for several flatlands that could be used as natural landing strips. During the Star League era, there had been several mining operations for the rare stone crystals known as shuksam and mirst on Fald Plains. Most of these mines were looted in the First Succession War, but some caches still remained hidden.

When Cranston Snord read about one of these, he managed to get assigned to Shiloh. His unit was attached to elements of the 10th Skye Rangers, who were trying to secure some of the flatlands. When Cranston volunteered to scout the plains, the Steiner command saw it as an opportunity to get Snord and his troublesome unit out of the way so that the Regulars could do their job. Cranston had no intention of scouting. He knew that the semi-precious stones were hidden in the Fald Plains and that this would be his only chance of finding them.

For several weeks, he and his men made their way across the plains, having little or no contact with the enemy. Cranston separated the lances so that they could cover more area. Finally, his sensors picked up the spectrum of the Shuksam deposit that he had been seeking. Unfortunately, he had to fight his way through a Marik Lance to get to it, then fight his way back through them to rejoin the rest of the company.



TO THE RESCUE

THE MARIK TRAP

"We really only wanted to scare the hell out of them, that was all. Rhonda started it, saying she was bored. Then Deb chimed in, saying she was bored, too. Then Shorty starts goin' on about needing new parts.

"He'd done a check over our 'Mechs that night, and said. Clame's 'Mech was short a leg actuator and that Shalimar's *Crusader* needed a whole new leg from the damage he took earlier in the city of Thurston. Before we knew it, Rhonda suggests that we do our own little raid on the Marik camp.

"Now, Cranston would've never gone for such a move. He didn't approve of dangerous risks if there wasn't anything 'collectible' to gain. We eased our consciences by telling ourselves we wanted to get our hands on some of those repair parts. But all we really wanted to do was stir up some of Marik's boys' sleep. I guess we more than accomplished that!

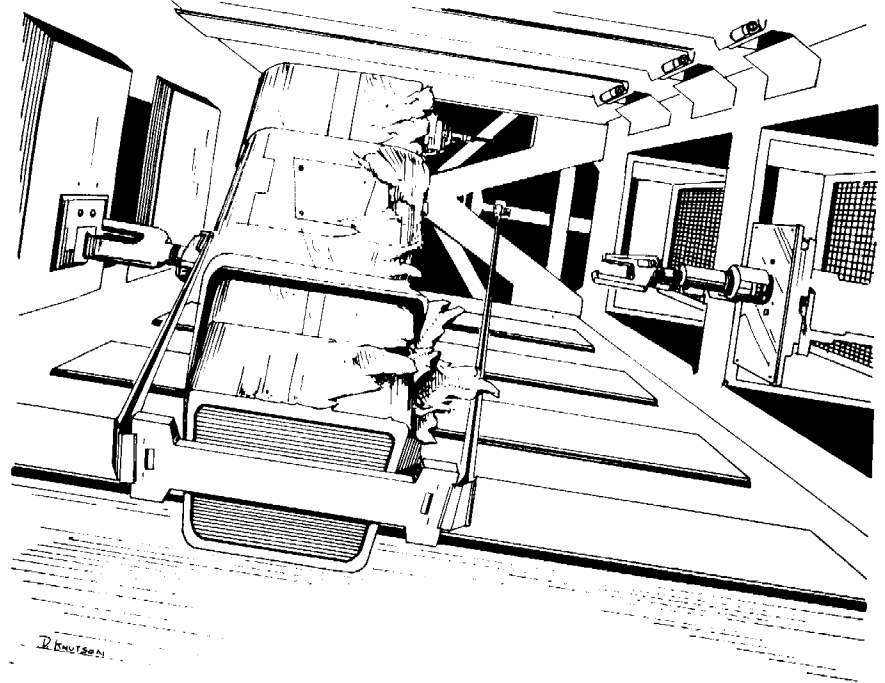
"We woke up Clame and asked him if he want to tag along. He never turned down a fight. Shorty wanted to join us, because he knew what parts we needed. We were more than happy to take him.

"Cranston was snoring like a hellstorm on Alexandria when we slipped past his tent and into our 'Mechs. We set off for that encampment, moving slow in the night. My 360 Darkscan didn't pick up any sign of guards as we came to the camp. There were no 'Mechs, but we found a big supply dump, so we turned Shorty loose to find the stuff.

"I was worried 'cause there wasn't any 'Mechs around and there shoulda been. Deb was worried, too. Well, let's say Deb was disappointed. She began to march around the perimeter of the camp. It was then they hit us, comin' at us from all sides. They musta had somethin' that overrode our Darkscan equipment, because we still weren't picking up anything.

"I fired. Clame fired. Rhonda and Deb fired. Shorty *really* fired. The night lit up like day, and it got a little too hot, even for my liking. The next thing I know, here comes Cranston. He musta tailed us. He and Walmar came over the hill to bail our butts out... and to chew 'em out, too. I was hoping that the info about the new way to override Darkscan equipment would be worth somethin'. It wasn't.

"I just thank the Almighty that Cranston doesn't carry a grudge against anyone 'cept Janos Marik."



GAME SET-UP

Defender

The Defender sets up Rhonda Snord's units anywhere on the South Map within six hexes of the southern edge of that map. Cranston's and Jake's 'Mechs come in relief on the fifth turn, entering any eastern hex from the South Map.

Rhonda Snord's Irregulars:

Deb H'Chu's *Thunderbolt* (2 Heat Sinks inoperative, Armor on Right Torso reduced to 5, Left Torso Armor reduced to 8)

Clame McDonald's *Wasp* (due to faulty Leg Actuator, any Running or Jumping requires a *Piloting* Skill Roll.)

"Shorty" Sneeede's Modified *Rifleman*

Rhonda Snord's *Shadow Hawk* (Left Leg Armor reduced to 4, Right Leg Armor reduced to 5)

John Malvinson's *Wasp* (Center Torso Armor gone, Right Torso reduced to 3, Left Torso reduced to 4, one Heat Sink inoperative)

Cranston Snord's Relief:

Cranston Snord's *Archer*

Jake Walmar's *Warhammer*

Attacker

The attacking elements of the Marik Militia's 15th Regiment enter the Map from any edge.

15th Regiment's Fire Lance:

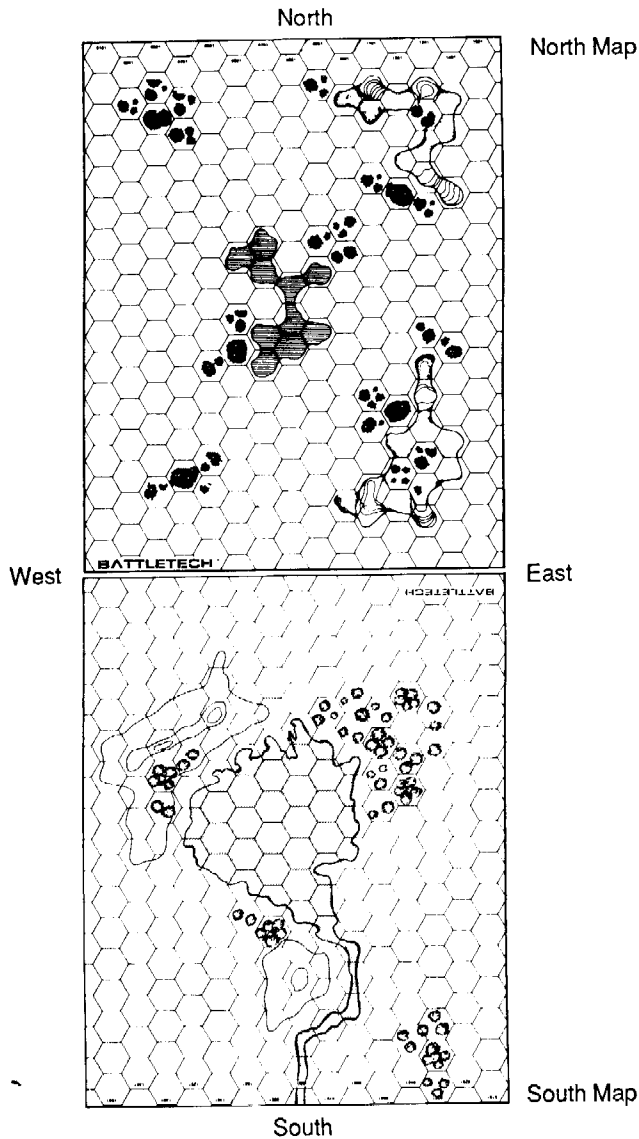
1 *Crusader*

1 *Marauder*

1 *Wolverine*

1 *Archer*

SITUATION: 0100 HOURS (TST), 3010, UHURU



Victory Conditions

At least five of Snord's 'Mechs must escape from the northern edge of the North Map. Of these, at least three must be from Rhonda Snord's group. Any other outcome is a Marik victory.

Special Rules

The Marik 'Mechs are making use of a new jamming device that prevents them from being scanned at night. This modifies all the Irregular's Attack Rolls by 2, as their targeting systems will not detect the 'Mechs with the same degree of accuracy.

All terrain on the maps is as listed.

Battles on Uhuru were not new. Since the outbreak of the First Succession War, there have been many battles on this world located on the front lines between House Marik and House Steiner.

In 3010, Snord's Irregulars were assigned to the world as a support unit. Their main task was to relieve some of the front-line troops from battle. Because House Steiner was willing to pay a premium for the mission, Cranston accepted the mission even though there was nothing to 'collect' on the world.

But the front lines were quiet. Too quiet. Cranston's people decided to liven things up. Without authorization, elements of Snord's Irregulars led a night raid on a supply dump belonging to the 15th Regiment of the Marik Militia.

Unknown to anyone, the 15th Regiment had been equipped with a newly developed type of jamming system for night scanners. This allowed them to trap the Irregulars, whose targeting systems failed to activate.

Luckily for his men, Cranston discovered that they had disappeared. Checking the tracking device he had hidden on Rhonda's 'Mech, he tailed them and, with Jake Walmar's help, was able to bail out his friends.

The information the Irregulars obtained about the jamming device proved to be critical in the later campaigns on the world. They were also able to acquire much-needed spare parts. Once again, through a combination of luck and skill, Snord's Irregulars outwitted Marik.



SNORD AND THE SWARM

SET THE RECORD STRAIGHT

CLASSIFIED INFORMATION

TO: Col. Arthur Flade
Regimental Commanding Officer
Chaffee Operations Center

FROM: Cranston Snord
Commanding Officer, Snord's Irregulars
Contract Number ST455A-3

Subject: Dieudonne Campaign, Drop
Number 3007

Dear Sir:

I am writing you at this time to discuss your public comments concerning the activities of my unit during the recent Dieudonne Campaign. Your unfounded criticism of my unit's fighting ability has caused me and my men great distress.

The bungled drop and subsequent battle in question during the Dieudonne Campaign (Drop No. 3007) was the result of a foul-up by the DropShip pilot, not the result of the "well-known collecting habits" of my unit, as you publicly stated.

We were deposited on a known House Marik training and proving ground. The infantry units stationed there were veterans, as were the support crews. This can all be verified by captured Marik documents (copies enclosed). Combine this with the fact that a veteran Marik Recon Lance was located nearby and that the area was surrounded by a heavy minefield concentration, and you can see what kind of mess we were in! It was due entirely to the skill and fighting ability of my unit that we were able to link up with the Arcturan Guards several kilometers away in the legitimate Drop Zone.

In short, sir, I request an official retraction of your statement to be published in the news services, plus an apology concerning the motivations of my unit. Yes, we are interested in finding the Tome of Rigo, but not enough to lead other units into danger on our part.

Sincerely,

Cranston Snord
Cranston Snord



DEB H'CHU



CLAME McDONALD

GAME SET-UP

Snord and the Swarm uses **CityTech®** Game Rules and **BattleTech®** game maps. The Attacker sets up last and moves first.

Attacker

The Attacker forces must set up on the North Map on any Clear hex within five hexes of 0606. The Irregulars move first and set up after the Defenders.

Captain Cranston Snord's Irregulars Command Lance:

Cranston Snord's *Archer*
Jake Walmar's *Warhammer*
Deb H'Chu's *Thunderbolt*
Solomon Storm's *Wolverine*

Elements of Snord's Irregulars Recon Lance:

Clame McDonald's *Wasp* (Jump Jets inoperative due to damage from landing)
John Malvinson's *Wasp*

Defenders

Defenders set up first on any hex on either Map. This player sets up first and moves second.

Jarvis Flight Militia:

200th Jump Platoon (SRMs)
1080th Jump Platoon (Portable Lasers)
122nd March Infantry (Portable Lasers)
34th Highlands Mechanized Infantry (SRMs)

Jarvis 10th Mobile Strike Platoon:

5 J. Edgar 25-ton hovercraft
1 Wheeled Scout

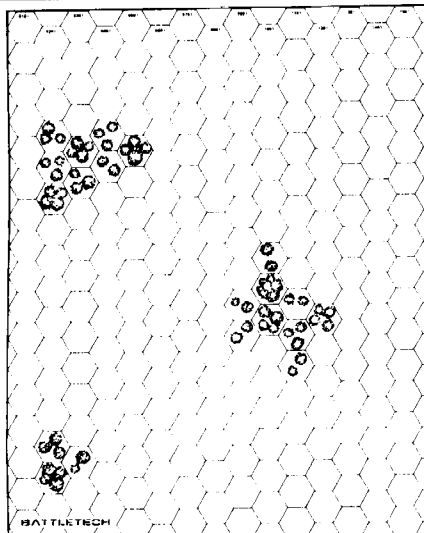
Elements of the Darkside Recon Lance 199:

1 *Locust* (Piloting 4, Gunnery 3)
1 *Stinger* (Piloting 3, Gunnery 3)
1 *Spider* (Piloting 5, Gunnery 2)
1 *Wasp* (Piloting 2, Gunnery 2)

SITUATION: 0500 HOURS (TST), 3017, DIEUDONNE

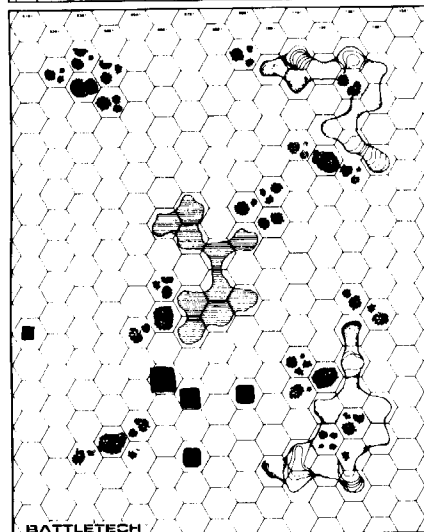
North

North Map



West

East



South Map

Victory Conditions

Snord's Irregulars must move at least three 'Mechs off the southern edge of the South Map. The Jarvis Proving and Training Facility wins by destroying all Irregular 'Mechs. Any other condition is considered a draw.

Special Rules

Prior to the setup of any playing pieces, several buildings must be placed as follows:

1 Heavy Building	South Map hex 0612
3 Hardened Buildings	South Map hexes, 0713, 0913, 0715
1 Light Building	South Map hex 0111

The above buildings comprise the facilities of the training center. All are connected by dirt roads that have no effect on play.

Prior to the start of play, the Jarvis Training Facility player must write down four hex locations to be considered minefields on the North Map. Each minefield inflicts 20 points of damage every time it is entered. Treat these as an SRM attack to the front of the 'Mech.

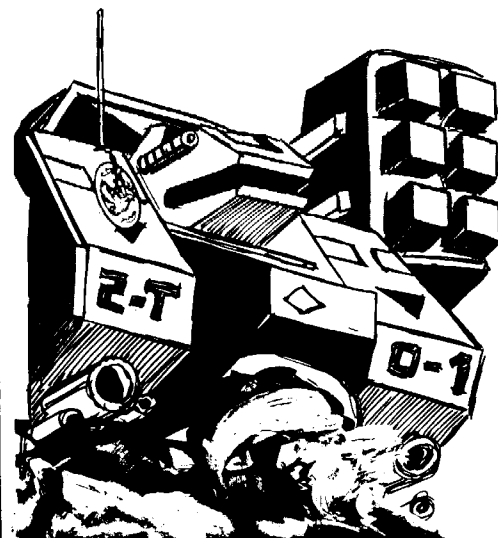
A number of battles had been fought for control of Dieudonne within Marik-controlled space. In 3011, House Steiner attempted once again to take the planet. Cranston Snord volunteered his unit for the action, as it was rumored that the sacred Tome of Rigo was secreted somewhere on the world.

Colonel Arthur Flade was in command of the operation for House Steiner. Flade had no use for Snord, viewing the Irregulars as little more than scavengers. When he had them under his command, he went out of his way to make certain they were assigned the most dangerous duty. He ordered Snord's Irregulars dropped *near* the Jarvis Military Proving and Training Grounds. The DropShip missed the Drop Zone, placing the Irregulars' 'Mechs directly *on* the facility.

The Proving Grounds were filled with veteran infantry division vehicles and several support 'Mechs. A nearby minefield limited movement. Cranston's renowned luck prevailed as the unit fought its way clear of the facility, enabling it to link up with the rest of the attack force.

Flade pronounced the unit lost just after the drop and issued several damning statements about Snord and his tactics. Though he could never prove it, Snord believed Colonel Flade ordered the Irregulars dropped off-target. Since that time, he has refused to work under Flade in any future operation.

House Steiner eventually managed to destroy the Jarvis Proving and Training Facility.



A PRESENT FROM JANOS

SUICIDE SQUAD

*Interview with Katrina Steiner, by Thelos Auburn, Historian, House Steiner, 3025.
Subject: House Steiner mercenaries.*

"I took Cranston and his unit under my wing for two reasons. First, we needed the men, especially good men like him. Second, Cranston had been attached to House Marik and had been double-crossed by them. He had reason to hate them, and I liked that.

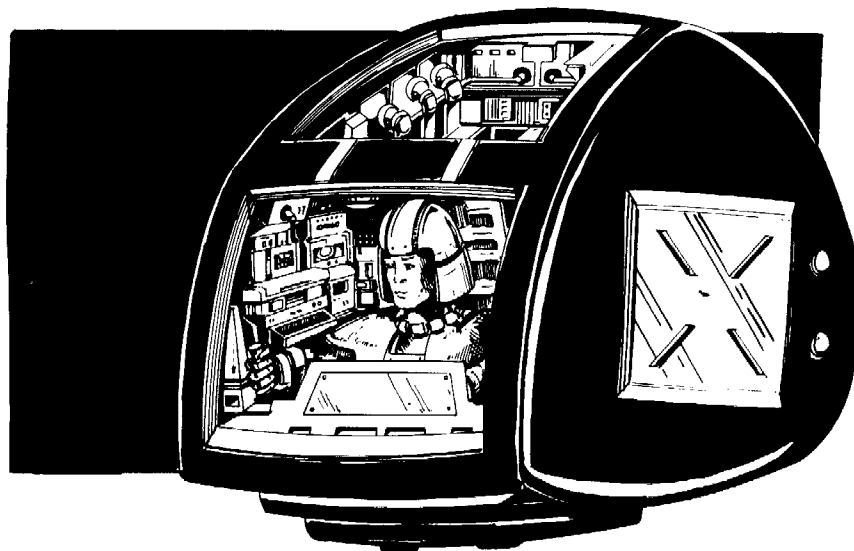
"His methods are totally unorthodox, which plays hell with my commanding officers, but it plays hell with the enemy, too. Oh, I know he'll drop everything in the middle of battle to try and grab some weird artifact. He's been called crazy. I call him damn lucky. Too many times he should have died, only to have fate save his old butt.

"The fights he has waged against House Marik have made him legend. The crazy Junk Yard Dog Affair, which resulted in the capture of Jason Marik, was beautiful! Of course, after the kidnapping of his cousin, Janos wanted Cranston and his men dead.

"Janos put together a suicide squad to do a drop on Clinton. This time they were not out to smash Cranston's museum, but to smash Cranston and all of the Irregulars. It was supposed to be a crowning triumph for Janos, proof that he could crush all who oppose him.

"Ha! That suicide group was nuttier than a fruitcake. Most of them were rejects from the Regular Army. Trust Janos not to waste good troops. Oh, they made it to Clinton all right. They even got to engage Cranston and the Irregulars, but it was nothing like what they had hoped for.

"Cranston made use of the fact that he was fighting on his home ground. This suicide squad had counted on the element of surprise, not tactics. That's a mistake when fighting Cranston. He destroyed the entire unit. It turned out to be just another slap in the face for Janos Marik."



GAME SET-UP

A Present from Janos uses the **BattleTech®** Advanced Rules and Maps. In this scenario, the Attacker moves second and sets up first.

Attacker

The Attacker sets up on the southern edge of the South Map. All units will be facing north.

Carp's Commandos Command Lance:

Lt. Marty Carp's *Marauder* (PPC on Right Arm inoperative;
Piloting 4, Gunnery 3)

1 *Warhammer*
1 *Phoenix Hawk*
1 *Stinger*

Carp's Commandos Recon Lance:

Lt. Dart's *Rifleman* (only 6 points of armor in Center Torso;
Piloting 3, Gunnery 3)

1 *Stinger*
1 *Wasp* (Medium Laser misfires on a 1D6 roll of 1)
1 *Spider*

Defender

The Defender sets up second and moves first. The Command Lance may set up anywhere on the North Map. The Recon Lance must enter on the fifth turn from the west edge of the North Map. This unit was hidden in the tall brush common to the area.

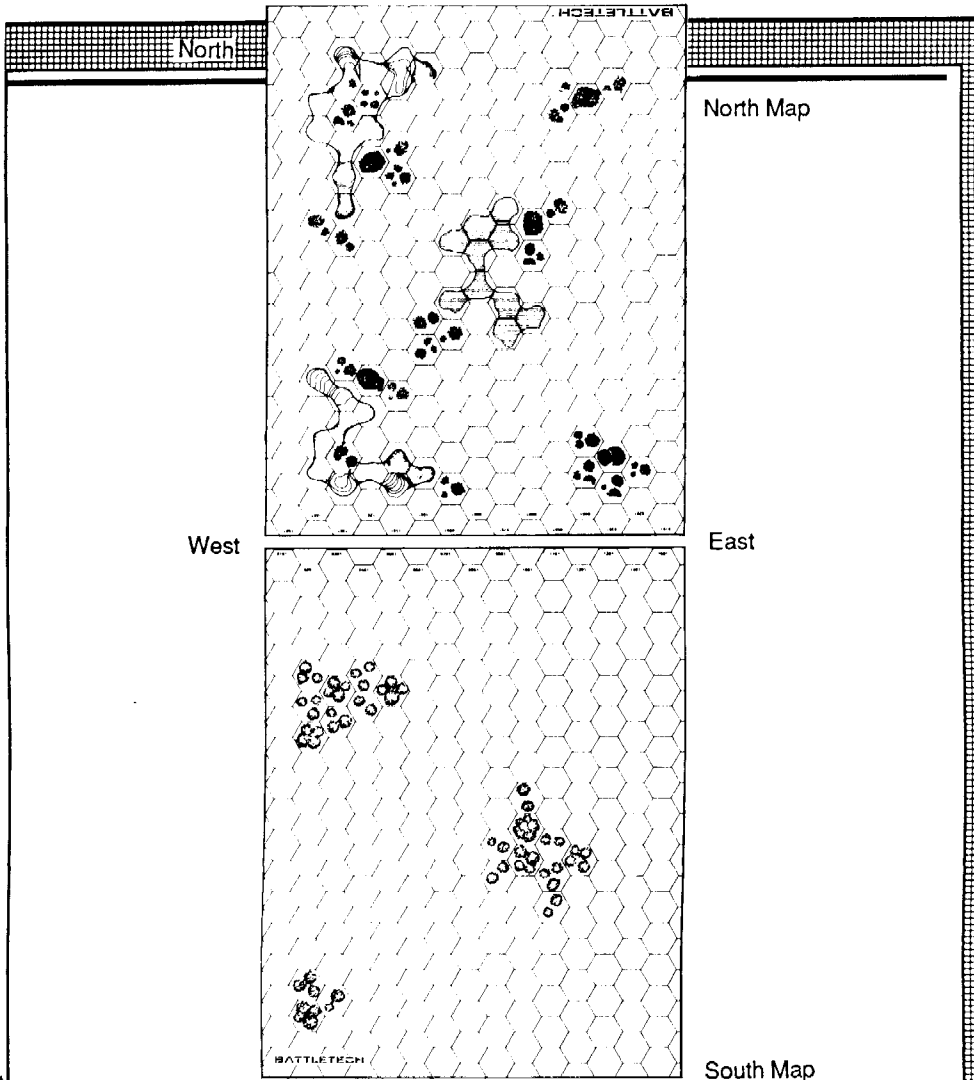
Snord's Irregulars Command Lance:

Cranston Snord's *Archer*
Jake Walmar's *Warhammer*
Deb H'Chu's *Thunderbolt*
Solomon Storm's *Wolverine*

Snord's Irregulars Recon Lance:

Terry Malvinson's *Phoenix Hawk*
John Malvinson's *Wasp*
Clame McDonald's *Wasp*
Winston Nearon's *Locust*

SITUATION: 0400 HOURS (TST), FERRALD MARSHES, CLINTON



Victory Conditions

The suicide squad wins by destroying five or more of the Irregular's fielded 'Mechs. Any other result is a victory for Cranston Snord and his company.

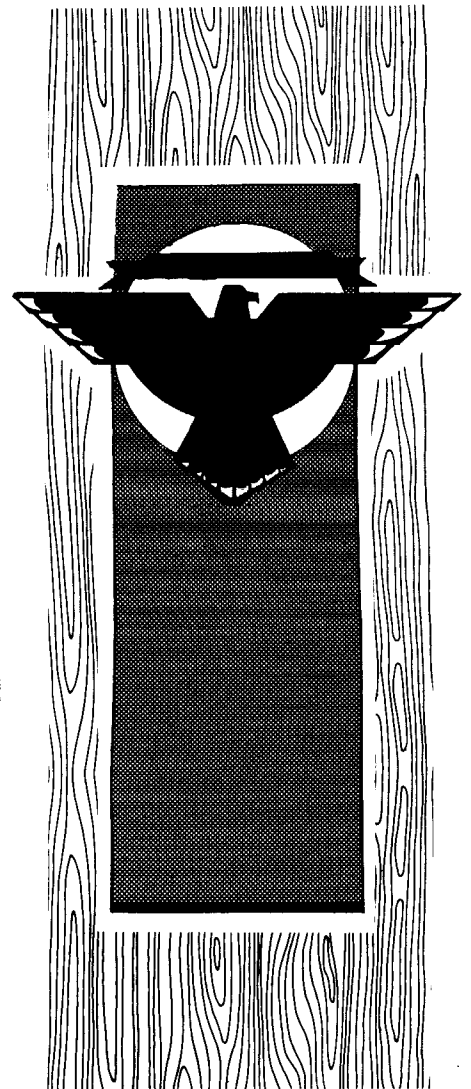
Special Rules

Because of the special nature of their mission, no DropShip will be coming back for Carp's Commandos. They knew it was a one-way trip when they signed on, and this knowledge has driven some of these MechWarriors into a frenzy. At the beginning of play, the Carp's Commandos player must roll 1D6 for each of his 'Mechs. If a 1 or 2 results, that 'Mech will go berserk when fired upon.

A 'Mech that goes berserk must attack the nearest opposing BattleMech, regardless of size. It will fire all weapons (even those that are out of range) at that 'Mech, regardless of the heat generated. It will move at maximum speed toward the nearest enemy unit and engage that unit in close combat such as punching, charging, or pushing. The only way for this 'Mech to be stopped is to kill it. As losses in no way affect the victory conditions of the Commandos, this makes their unit very dangerous. These 'Mechs will not behave in a berserk manner until fired upon.

Following Cranston's kidnapping of his cousin, Janos Marik formed a suicide company to try and take out the Irregulars on their home ground of Clinton. This squad was led by Lieutenant Marty Carp, who was pulled out of military prison for the mission. Most of the men that made up the raid were convicts, and their equipment was far from the best. Such efforts to save money would cost Janos Marik in the end. The entire mission started badly for Marik's raiders when they landed off-target. Alerted to the attacking force, Cranston lured them into a trap and defeated them easily.

This is one of the Irregulars' most resounding military victories. It is also one of the few times that the company fought for their lives and not for the sake of finding some lost item of value.



THE STUMBLE RAID

CLOSE CALL

"We got ourselves into a real bad situation on Aluha Australus. Every time the Steiner DropShips closed in to pick us up, the Marik ground fighters took off from a secret base and chewed them up. We were pinned down on the planet with no way off.

"Snord and the other company commanders met that night to go over our options. One was to go for a do-or-die attack on the Marik ground forces until we were wasted. Or we could have surrendered. Naturally, Snord came up with another idea.

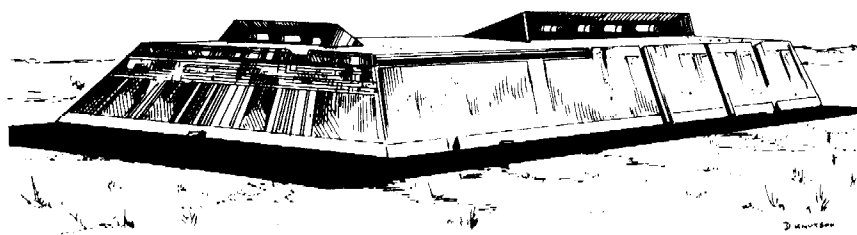
"He proposed that the Steiner ground units engage the Marik ground units, while he took us in search of that fighter base that was causing all of the trouble. Of course, he had another reason, too. Shorty told him it would be a great chance to get hold of some spare parts we needed. The Steiner commanders were happy to get us out of the way, so they agreed.

"While the Steiner boys provided the diversion, we took off. Cranston had a couple of ideas as to where the base was located. He told me to take my Recon Lance and scout ahead, while he followed with the rest of the company.

"We came across this big, old, empty concrete slab in the middle of nowhere. I figured that we had found the base, but when I tried to call Cranston, I couldn't raise any of the rest of the unit on the commlink. There was something eerie about it, too. There were no fighters, no buildings, no nothing. I remember feeling really nervous, and I told two of the boys to keep their distance while we checked it out.

"Suddenly the concrete opened up and some gun emplacements popped out. Fully armed fighters crawled out of holes in the ground, guns blazin' every direction. I tried to call Cranston, but nothin' came back. We were out in the open, getting our cans cut to shreds by those fighters sitting on the ground.

"That was when the cavalry came over the hill. Cranston and the Command Lance had seen the fire, circled to the rear, and saved our butts. It wasn't the first time, and it wouldn't be the last."



GAME SET-UP

This scenario uses of **CityTech**® Rules and maps as well as Aerospace Fighter and Land-Air 'Mech rules from **AeroTech**®. The Attacker sets up first and moves first. In this case, the Attacker is the Marik 405th Aerospace Wing. The Defender is elements of Snord's Irregulars and relief from the 19th Regiment of the Lyran Guards.

Attacker

The Attacker places his Fighters and 'Mechs in the following hexes on the North Map: 0408, 0411, 1107, 1112, 1016, 0703. Gun emplacements can be placed on any border hex of the map. On the South Map, fighters may be placed in the following hexes: 0404, 0912, 0709, 1008, 1009, 0201, 0204. Gun emplacements can be made in any hex within three hexes of any border.

House Marik's 405th Fighter Wing:

- 4 *Light Sabre* Class Fighters
- 3 *Hellcat* Class Fighters
- 3 *Eagle* Class Fighters
- 3 *Stinger* LAMS (Land-Air Mechs)
- 1 *Phoenix Hawk* LAM

Gun Emplacements of the 2234th Fighter Support Group:

- (Treat as Medium Building)
- 6 Autocannon 10 placements with 30 rounds ammo each
- 4 SRM 6-packs placements with 5 reloads each

Defender

The elements of Snord's Recon Lance must set up on either map no less than four hexes from any border. Elements of the Irregular's Attack Lance arrive in the fourth turn. The 19th Regiment's reinforcements arrive on the eighth turn.

Snord's Irregulars Recon Lance:

- Lt. Terry Malvinson's *Phoenix Hawk*
- John Malvinson's *Wasp*
- Clame McDonald's *Wasp*
- Winston Nearon's *Locust*

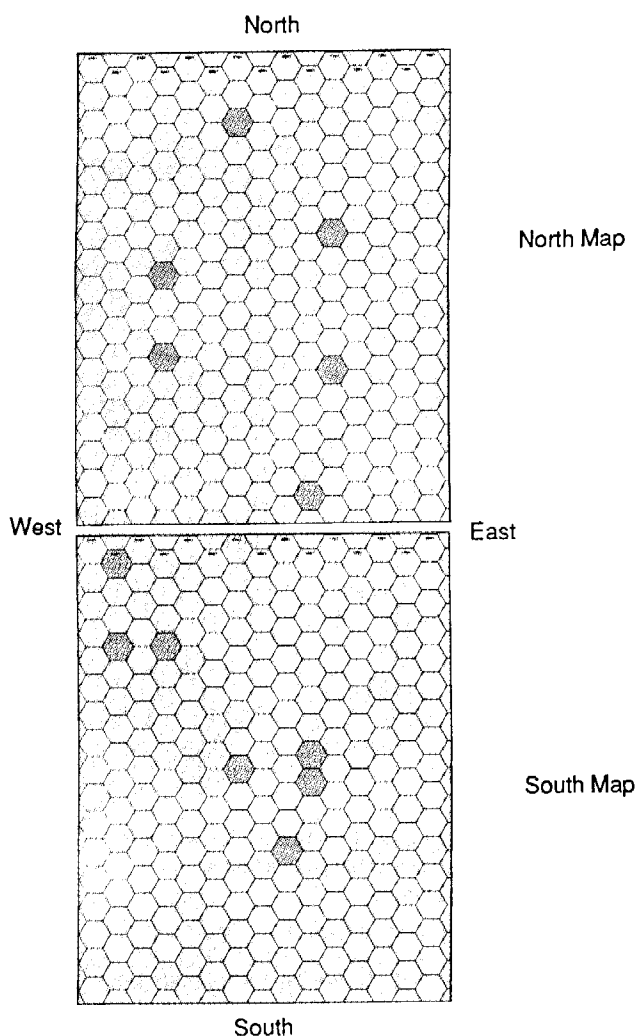
Snord's Irregulars Attack Lance:

- Bright Thomlinson's *Rifleman*
- Samuel Sneed's *Modified Rifleman*
- Rhonda Snord's *Shadow Hawk*
- Shalimar Windall's *Crusader*

19th Regiment's Support Lance:

- 1 *Archer*
- 1 *Rifleman*

SITUATION: 1600 HOURS (TST), 3009, ALUHA AUSTRALUS



Victory Conditions

Snord's Irregulars win by destroying half the fighters on the ground and by rescuing at least two members of their Recon Lance from the southern edge of the South Map. The Marik player wins by destroying a total of six 'Mechs without losing more than three fighters. Any other outcome is considered a draw.

Special Rules

The Clear hexes are considered Pavement for this game.

The Fighters on the ground cannot take off in the middle of a firefight. They must remain in the same hex for the duration of the game. They are manned, however, and may pivot two hexsides in place every game turn to bring their weapons to bear.

The Land-Air 'Mechs can begin the game in any configuration chosen by the Marik player.

The battles over control of Aluha Australus are not considered House Steiner's best military moves during the Succession Wars. It is a backwater planet with little to offer in war materials or supplies. Nevertheless, House Steiner has made several attempts to take control of this world. In 3009, Cranston Snord volunteered his unit to serve on a raid to Aluha. There was reportedly a collection of portraits by the famous artist Davials hidden there.

The Marik fighter base on the world was not only heavily manned and staffed, but was also well hidden. Its heavy, bombproof doors and underground fighter bays kept it concealed. When the Steiner 19th Lyran Guard, along with Cranston Snord's Irregulars, dropped on the southern continent, they were immediately cut off from their supplies and DropShips by the Marik fighter forces. Attacked by strong Marik ground forces, there seemed nothing that Steiner could do except to slowly starve. They were trapped with little hope of getting home.

While the 19th regiment engaged the pursuing Marik forces, Snord set out with his men to try to wipe out the fighter base. It took days to even find the facility. When they did, the fighters popped up from their bunkers, nearly tearing the Recon Lance of the Irregulars to shreds. When Cranston failed to contact his men, he ordered his troops into an encircling movement on the Recon Lance's position.

He arrived almost too late. The fighters and gun batteries were turning his Recon Lance into scrap metal. He charged in to rescue his men, not knowing that the 19th Lyran had been victorious and was also racing to rescue.



SNORD RIDES AGAIN

BRANDY FOR JANOS

"My family used to be Techs, but that was three generations back. My great-great-grandfather didn't take the time to pass on his skills before he died, so we lost all our status and ended up being as good as Dispossessed.

"Like my father, I became an infantry rat. We were serving on Nestor when I was assigned to the 4074th Platoon of the Green Guard. It wasn't bad duty at all. Simple patrol. Hell, we only ran into a 'Mech once in awhile, and most of those were out of commission.

"Our CO assigned us transport duty, taking some junk from a recently discovered bunker. We figured the way they were treating it, the junk was vital repair parts or Star League missiles. As it turned out, the whole shipment was a couple of crates of brandy—old Earth vintage stuff.

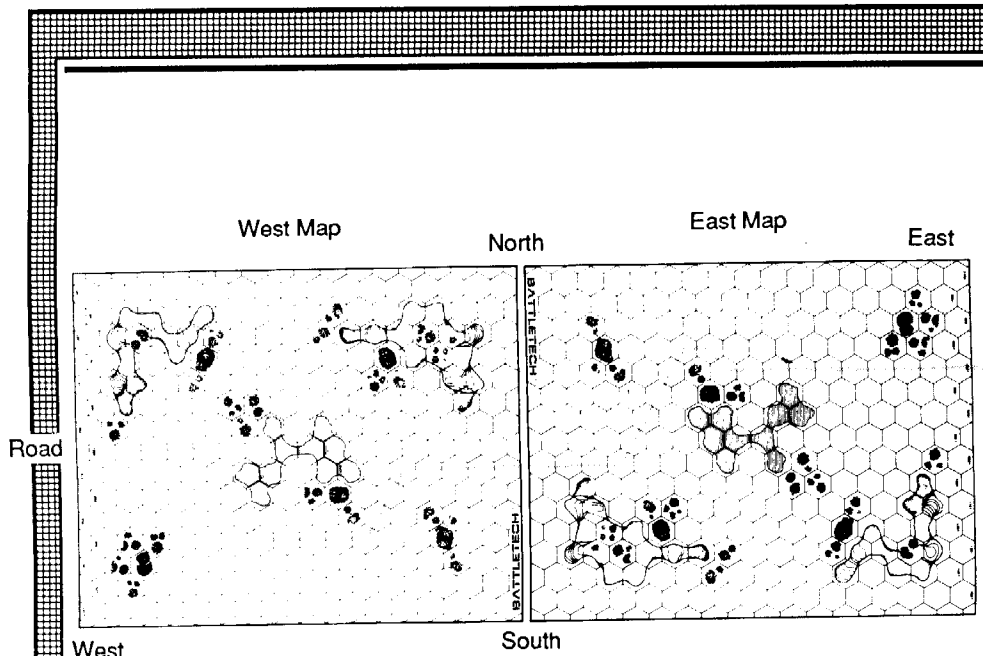
"It seemed like easy enough detail. All we had to do was move the brandy from the city of Jilor to Millor. I wondered what was up when they sent a Fire Lance to follow us as support. My CO told us that a mercenary unit called Snord's Irregulars was in the area.

"These guys 'collected' this kind of junk, and, according to the CO, they had disappeared from the front two days earlier. No one had seen a sign of them since. The brandy shipment was supposed to go to the personal cellars of Janos Marik himself, and we were told to guard it with our lives.

"It all sounded so stupid at the time. A top-notch mercenary unit breaking away from combat, penetrating over 49 kilometers into enemy territory to steal a shipment of brandy? Then, out of nowhere, they hit us. The column stopped, and the 'Mechs started to deploy. My transport blew as soon as I was clear of it.

"Cranston Snord's Recon Lance was all over the place, shooting up anything that moved. My men and I hid in the transport that held the brandy. We figured it was safe. They wouldn't fire on that vehicle. For a few minutes, I thought that we had them. But apparently somebody in supply had goofed up. Our big 'Mechs didn't have enough ammo to hold out for a long fight.

"That's when we took off. Fight to the death for a few cases of brandy?" Hah! If Janos wanted it so bad, why didn't *he* come and protect it?"



GAME SET-UP

Snord Rides Again uses **CityTech®** Rules and **BattleTech®** maps. In this case, the Defender sets up first and moves first. The Attacker sets up last and moves last.

Attacker

The Attacker deploys anywhere on the southern edge of the East Map. All 'Mechs should be facing north at the start of the game.

Snord's Irregulars' Recon Lance:

- Cranston Snord's *Archer*
- John Malvinson's *Wasp*
- Clame McDonald's *Wasp*
- Winston Nearon's *Locust*

Defender

The Defender deploys his forces in a long row of hexes between 0804 and 0813, on the East map.

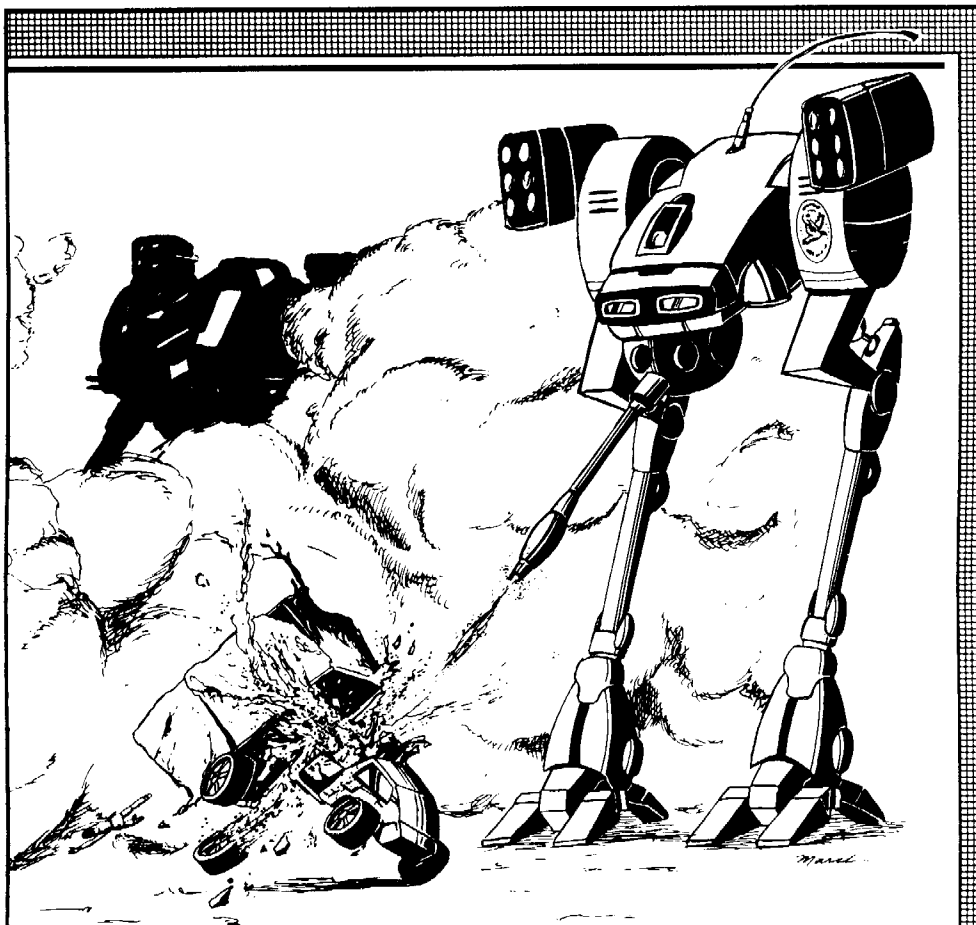
Vehicles/Mechs:

- 2 Wheeled Scouts
- 2 Trucks carrying infantry
- 1 Vedette carrying the brandy
- 3 *Riflemen* (large Lasers replaced by two more Autocannon/5s)
- 1 *Ostscout*

Infantry:

- 2 Platoons of Foot Infantry with SRMs
- 2 Platoons of Jump Infantry with Portable Lasers

SITUATION: 0815 HOURS (TST), 3013, NESTOR



Victory Conditions

Cranston and the Irregulars must secure the brandy supply by knocking out the transport carrying it and removing the three crates containing the brandy. They must lose no more than two 'Mechs in the fighting. Any other result is a Marik victory.

Special Rules

The trucks are large troop transports that have only 1 point of armor. The first hit disables the vehicle; the second destroys it. The foot infantry is riding on the trucks and should be placed on the same hex as those vehicles. It will take the infantry 1 MP to leave the hex with the truck in it. In combat, 30 percent of the firepower damage to the vehicle is transferred to the infantry. The second hit on the truck will inflict 100 percent damage on the infantry if they have not moved.

The transport with the brandy must roll 1D6 every time the internal structure is damaged. A result of 1 indicates that one of the three wine crates has been destroyed. This roll is also performed in the case of an ammunition explosion.

In order to remove the brandy crates from the transport, a 'Mech must remain in the same hex as the nonmoving destroyed vehicle for a total of three turns.

The *Riflemen* for the Marik forces have enough ammunition for four total reloads of one Autocannon 5 or one reload for all four. After that, they are forced to rely on their laser systems for attack.

The fighting for Nestor was an ongoing battle for both Houses Steiner and Marik. In 3013, House Marik realized that it would have to commit more troops and supplies than the world was really worth, and so Marik began a mass evacuation.

During this period, Snord's Irregulars were assigned as support troops, along with elements of the Lyran Guard already on the planet. Snord accepted the duty because of the famous wineries that existed on the planet in the days of the old Star League. Reports said that the fine brandy was in the hands of Marik forces, who were trying to get it offplanet.

It cost Cranston quite a bit of money to find a Marik informant. Even then, the informant refused to give up any military secrets, but was more than happy to turn over the route the brandy was taking on its way to a transport off-world.

In the heat of the battle of Tursimis, the Irregular's Recon Lance disappeared. Most of the officers for House Steiner had grown accustomed to these actions on Snord's part and were not shocked by the move. Besides, the Command and Fire Lances of the Irregulars were still in the battle, and they had the firepower that was needed.

On the flat, dusty plains of Rafsh, the Recon Lance, along with Snord himself, came across the column carrying the brandy, and engaged the defenders. The defending forces were made up of infantry plus several modified *Riflemen* equipped with quad autocannon mounts instead of large lasers. They carried only a limited amount of ammunition.

The battle started out badly for the Irregulars until the *Riflemen* ran out of ammo. In a fast, sweeping move, the Recon Lance tore up the 'Mechs and recovered the brandy. The fact that they had snatched it from the mouth of Janos Marik made that brandy taste all the sweeter to Cranston Snord.





JUNK YARD DOG

From *Recorded History Tape 10021*, by *Thelos Auburn, Historian, House Steiner*. Subject: *Snord's Irregulars and the Junk Yard Dog Campaign*.

AUBURN: Cranston, I am most interested in recording your side of the series of battles that became known as the Junk Yard Dog Affair. Perhaps you can enlighten both me and the history books about what really happened.

SNORD (chuckling): Most of that campaign has been refought in every barroom this side of New Avalon. The truth of the matter is that, one, we went to take back what was ours and, two, we planned to teach House Marik a little lesson.

AUBURN: If you could cover the specific details of what happened, I would appreciate it.

SNORD: In the winter of 3017, while we were fighting Marik Regulars on Loric, House Marik raided our base on Clinton. They attacked and looted the museum and library, burning what they did not steal.

The place was a shambles when we finally got back there. Morale in the unit dropped so low that I could tell that most of the men were thinking of leaving and taking up with other units. Hell, I was thinking that way myself. By Gaffa, I was mad! Mad that they had destroyed the museum, of course. But what made me even madder was the fact that we had not had a chance to go up against them in a fair fight.

I went to Katrina Steiner and proposed a raid on Nathan, planning to regain some of what they had stolen. My spies had told me that Nathan was where Marik's men had taken our goods, planning to sell it off. At first, Katrina refused. But, after I told her how the men felt, she gave us the support we needed.

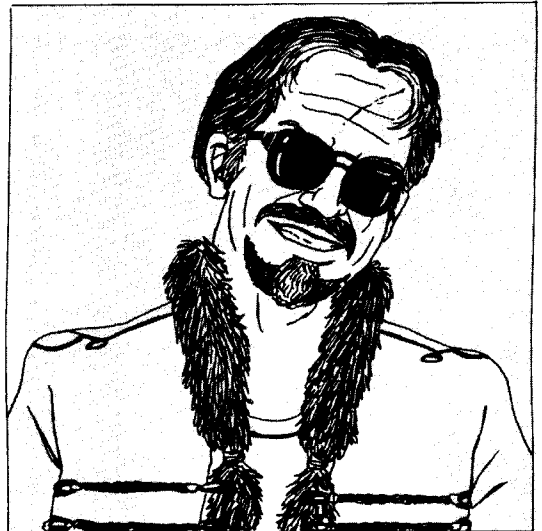
Nathan was a long way into Marik space, and we had to fake our way there, acting as a lost regiment of the Marik Militia returning to Nathan for resupply and repair. We flew under the Marik flag to avoid suspicion. Our DropShip was cleared, and on Friday, March 13, 3018, we landed on Nathan as guests of the local Earl.

We tore the hell out of Nathan, and actually managed to get most of our stuff back. But the local forces were hot on our tails, so we left in kind of a hurry, but not before letting those boys on Nathan know the real name of the unit they were fighting.

Of course, Janos and his commanders figured they could fortify the border and nail us on the way back to the Commonwealth. So, we just didn't go that way. We cut around to Holt, which my informants had described as an excellent place to resupply. To top it off, I found that a cousin of Janos was living there.

We decided to take Jason Marik as a hostage in order to keep Marik's fighters off our back. Snatching him was easy. We dropped right onto his estate. While the Recon Lance took the supplies, I found the little weasel and took him prisoner.

When we made it back to the Commonwealth, I turned Jason over to Katrina personally. She was sure surprised to see us. All that time, she thought we were dead. Poor old Janos. I wonder if he'll ever get over it...



JUNK YARD DOG: SCENARIO I

RAID ON NATHAN

"The Irregulars? Yeah, I not only have heard of 'em, I've fought 'em. It wasn't on any real battlefield though, but on Nathan, of all places. Yup, there we were, far from the Lyran Commonwealth, not thinkin' that anybody'd be attackin' us so far from the front.

"Boy, were we wrong!

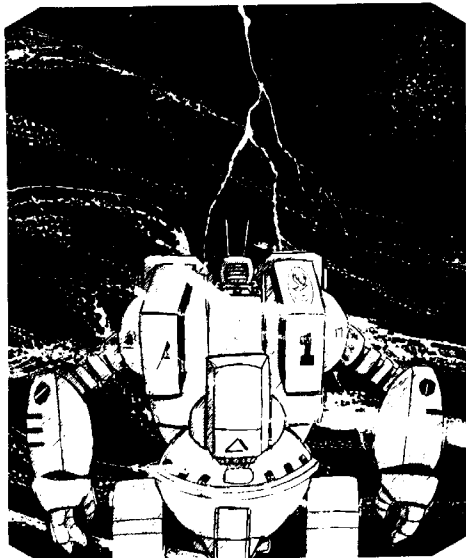
"Somehow he and his band of loonies managed to sneak past the border defenses, orbit Nathan, and actually get permission to land from the Air Defense Command there. I think Janos strung up the officer who made *that* mistake.

"Me and my men were on R and R, sippin' a couple of cool slashers in the local beer hall, when we got the order to report to the repair station and pick up our 'Mechs. Somebody was makin' a move on the city of Fullson, hitting the open-air market there. We didn't know what to make of it at the time, but we went.

"Some of the 'Mechs were torn apart for repairs when we took off. The garrison on Nathan offered to help, but I could see it was goin' to take hours for them to get themselves organized. When I marched my men in, I found the 'Mechs of Cranston Snord's unit makin' off with several huge, armored chests.

"We moved in on 'em, thinkin' that it was goin' to be a mop-up. But it seems like the Almighty himself is on the side of those loons. There they were, pinned down in the city with no escape, when the biggest storm ever hit the planet. Winds at nearly 190 kph tore us up. Somehow, Snord and his boys managed to get away.

"Yeah, I know a *lot* about the Irregulars . . ."



SOLOMON STORM



JAKE WALMAR

GAME SET-UP

In this scenario, **CityTech**® rules are used as well as a **BattleTech**® map and **CityTech**® city map. Snord's *Irregulars* are the defenders. They set up first and move second. The Marik 'Mechs set up second and move first.

Defender

The Defender can set up on any Clear Pavement hex on the North Map. Snord's Irregulars Recon Lance:

- Lt. Terry Malvinson's *Phoenix Hawk* (only 3 points of Armor on the Left Leg and three Heat Sinks inoperative)
- John Malvinson's *Wasp*
- Clame McDonald's *Wasp* (Jump Jets inoperative and Center Torso Armor is reduced to 4)
- Winston Nearon's *Locust*

Snord's Irregulars Command Lance:

- Captain Cranston Snord's *Archer* (Left Torso Armor 10, Right Torso 8, Center Torso 12)
- Jake Walmar's *Warhammer*
- Deb H'Chu's *Thunderbolt*
- Solomon Storm's *Wolverine*

Attacker

The Attacker sets up second, deploying anywhere on the South Map, at least eight hexes from the southern edge of the North Map.

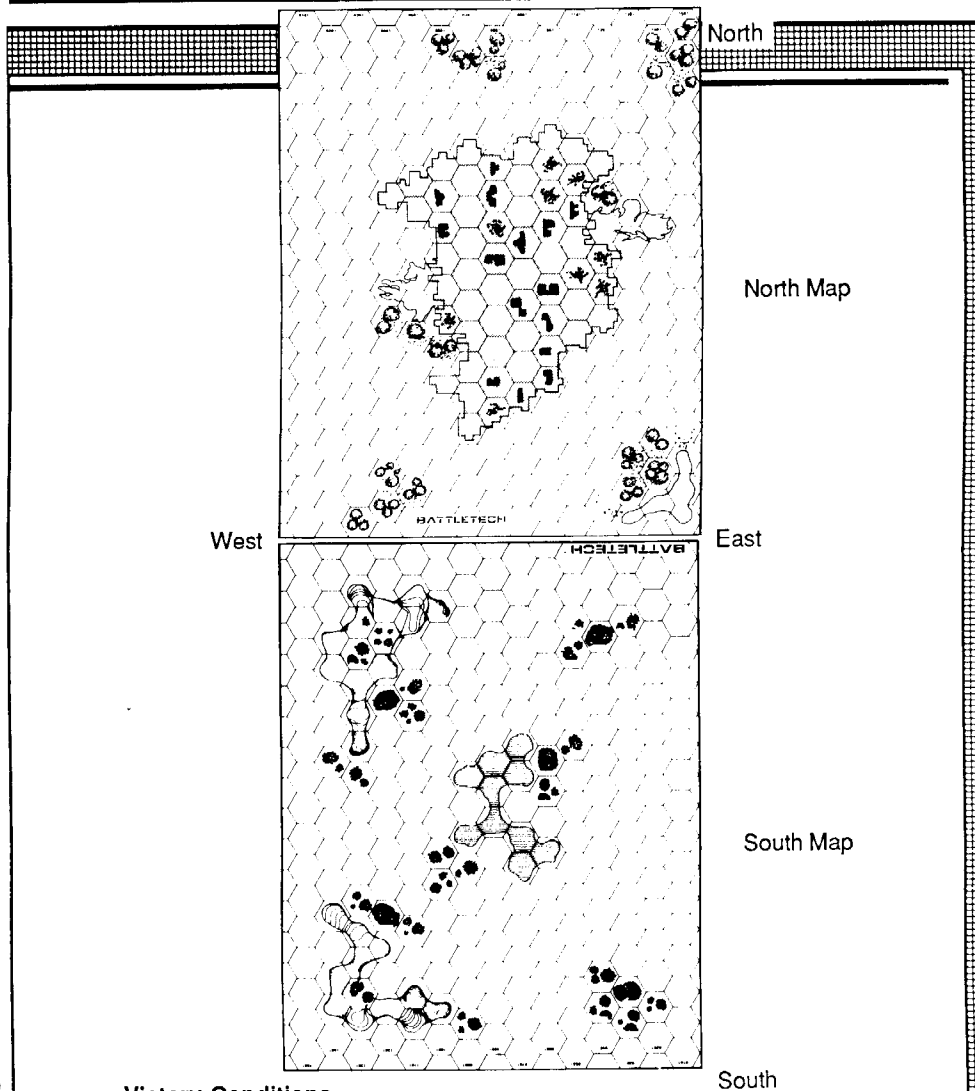
Gray Lance:

- Rifleman* (lacking Left Arm and Weaponry)
- Wasp* (Jump Jets inoperative, Center Torso Armor is 2)
- Shadow Hawk* (Left Leg Armor gone, 2 points of internal damage. Right Leg Armor reduced to 5, Center Torso Armor 7, four Heat Sinks inoperative)
- Locust* (Medium Laser misfires totally on a roll of 5+ on each Attack Roll)

Purple Lance:

- Phoenix Hawk* (Left Leg Armor 2, one Engine hit.)
- Hunchback*
- Rifleman* (Right Leg Armor 5, Right Torso Armor 3, Right Arm Armor gone, Center Torso Armor 5, one hit on Engine incurred, two Heat Sinks inoperative)
- Stinger* (Jump Jets inoperative)

SITUATION: 1500 HOURS (TST), FULLSON

**Victory Conditions**

Snord's Irregulars can obtain victory by moving all their units off the southern edge of the South Map. The Marik player wins by destroying at least three of Snord's 'Mechs. Any other condition is considered a draw.

Special Rules

Place the following buildings in the following hexes on the North Map.

Buildings	Hex Numbers
9 Rubble	0610, 0807, 0813, 1005, 1006, 1106, 1109, 1208, 1209.
8 Light Buildings	0606, 0805, 0908, 1107, 1009, 1010, 0913, 0812.
5 Medium Buildings	0607, 1007, 0910, 1011, 1012
2 Heavy Buildings	0806, 0910
1 Hardened Buildings	0808

The storm raging during the battle has numerous effects. First, a player targeting a 'Mech must adjust the die roll by 2 at medium range and 4 at long range. Each turn spent in a clear hex not adjacent to a building or heavily wooded hex requires a *Piloting Skill Roll*.

All Missile attack targets are modified by 1, regardless of range. The Base-to-Hit target and Death From Above attacks have +2 modifiers.

Cranston Snord and his men smuggled themselves onto the surface of Nathan, raiding the city of Fullson and the famed open-air markets there. Cranston's informant told him that part of Bright Thomlinson's art collection was being auctioned off in the market, as well as several of the rare samples taken from Solomon Storm's movie collection, including a priceless original copy of one of the Marx Brothers' films.

At first, there was little or no resistance as the Irregulars thundered their way through the city and into the market. Their massive BattleMechs knocked down the large tents and pawed their way through the debris until they found the collections, both of which were still intact. Once their priceless treasures were stored away in the 'Mechs, the Irregulars made their way to the nearby city of Markhall.

A unit of Marik's Militia garrisoned in the city of Tros was mobilized to stop the Irregulars. Most of Marik's 'Mechs were in various stages of repair, but they did outnumber the two lances of the Irregulars.

When the Irregulars moved out of the city of Fullson, they were met by the 'Mech company from Tros. The battle was fierce, and Cranston pulled his unit back into the city rather than face a firefight on the open plains near the small town.

Unknown to either group, a freak storm was closing in on the city. Hurricane-force winds hit Fullson just as the Marik forces were closing in on Snord. Taking advantage of the confusion of the storm and the fighting, Cranston made a bold move and drove his unit back to their secondary goal at Markhall. In various stages of disrepair, the Marik units were caught in the full fury of the storm and were unable to stop the Irregulars.



JUNK YARD DOG: SCENARIO II

A FAMILY REUNION

Cranston's DropShip was secluded in the forests not far from his unit's position. A small army of 'Mechs was closing in on the Irregulars as they slowly made their way to the DropShip. After one firefight that repulsed the attackers, a message came over Cranston's commlink.

"Cranston, we could've had 'em. Why'd you call us back?"

"Look, we're not here to fight. We're here to get back what's ours and to teach old man Marik a lesson."

"But, sir, we have 'em right where we want 'em! You can postpone the takeoff for another few hours. I'm positive that Darrell is one of those pilots."

"Hey, Deb! We can't stay here just so you can have some touching reunion," radioed Jake from his *Warhammer*. "In case you haven't noticed, there are a few of those Marik types that want to reduce us to scrap metal!"

"Stow it, Jake," Deb H'Chu responded. "Cranston, I'm asking nicely. Hold back for a little longer. Just an hour."

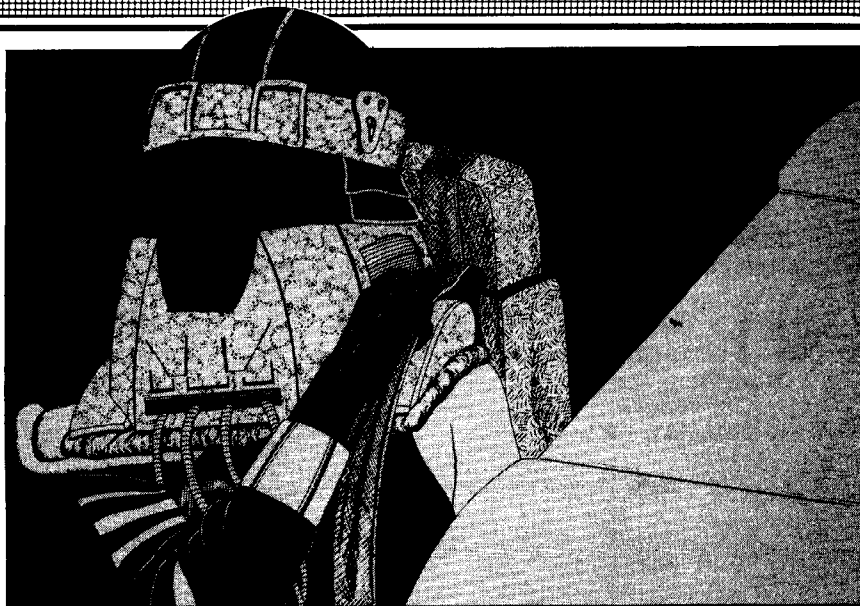
"We can't do that, Deb, and you know it."

"Cranston... I've got to do this. I haven't seen him in over ten years. For Gaffa's sake, the man was supposed to be dead!"

There was a long pause on the communications system. The whole company was tuned in to Cranston's command frequency. Then they heard: "Jake, Clame, Shorty, Rhonda... give her some fire support. Deb, you've got your hour. But if you're not back here by 1330 hours, we're launching with or without you. The rest of you keep those boys tied up as long as you can while Deb checks this out."

"Cranston, why'd you give in to her like that?" Jake called irritably.

"Because she's my responsibility," replied Cranston. Then, in a much softer tone of voice, he added, "And it's the only time I remember Deb H'Chu asking me for anything."



GAME SET-UP

This scenario uses Advanced **BattleTech**® rules and maps. In this case, the Defenders are Snord's Irregulars, who set up first and move second. The Attackers are elements of the Informal 20th Light Armored Cavalry, a temporary unit formed on Nathan to track down and find the raiding Irregulars.

Defenders

Deb H'Chu should deploy her *Thunderbolt* anywhere on the North Map within eight hexes of the northern edge. All other Irregular 'Mechs are to deploy on the South Map.

- Deb H'Chu's *Thunderbolt* (Center Torso Armor 8, Right Torso 7)
- Rhonda Snord's *Shadow Hawk* (Right Leg Armor gone, 2 points internal damage, two heat sinks damaged, and Jump Jets inoperative.)
- Jake Walmar's *Warhammer*
- Shorty Sneed's modified *Rifleman* (No Left Torso Armor, 1 point internal damage, Ammo depleted)
- Clame McDonald's *Wasp*

Attacker

Elements of the Informal 20th Light Armored Cavalry deploy anywhere on the South Map board. The other *Thunderbolt* is that of the H'Chu cousin and it is deployed anywhere within eight hexes of Deb H'Chu's *Thunderbolt* on the North Map.

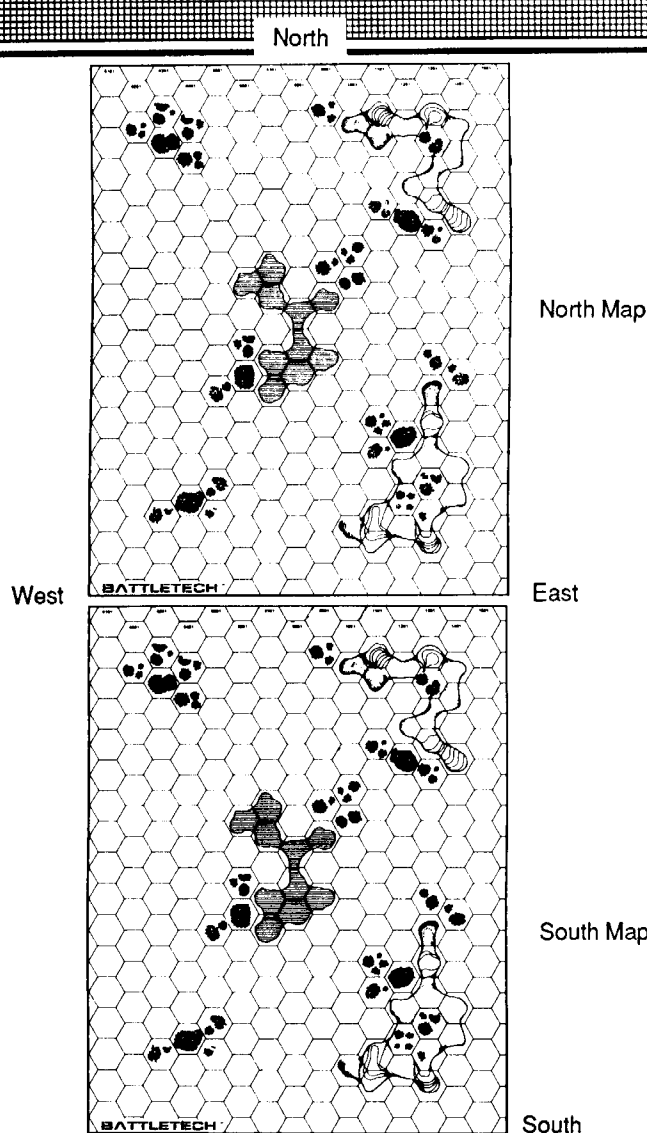
- Crafter H'Chu Zhu's *Thunderbolt* (Left Leg Armor gone, 2 points internal damage, three Heat Sinks damaged, Center Armor 5, Right Torso Armor 3, Missile Pack Reloads only 2)

Informal 20th:

- 1 *Phoenix Hawk*
- 1 *Rifleman* (missing Left Arm and Weapons, Left Torso Armor is 3)
- 1 *Wolverine* (Center Armor is gone, with 1 point of internal damage. Engine has been hit once)
- 1 *Wasp* (No Armor on Right Leg, missing four Heat Sinks)
- 1 *Locust*



SITUATION: 1330 HOURS (TST), DAST FOREST, NATHAN

**Victory Conditions**

The *Irregulars* win by moving all units from the southern edge of the South Map within 15 game turns. The Informal 20th wins by destroying three Irregular BattleMechs. Any other outcome is considered a draw.

Special Rules

Deb and her cousin's replacement do not get along and will engage in combat. The main purpose of the *Irregulars* is to keep her in some sort of combat condition and to get her back to the DropShip. If, by the sixth turn, she is not on the South Map, any one of the *Irregulars* on the South Map will move to the North Map to aid her in her fight.

Notes:

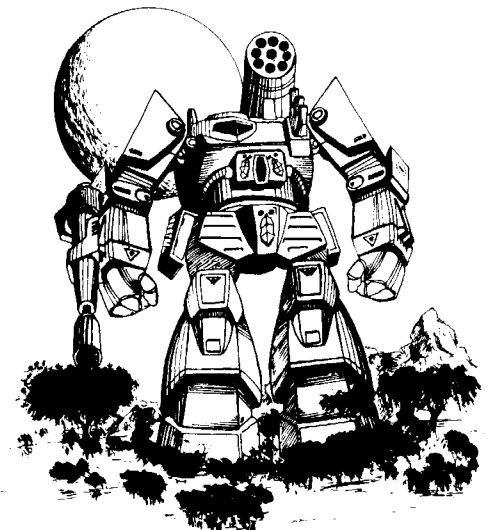
During the actual Junk Yark Dog Affair, Deb and her cousin's 'Mech did meet and engage in combat, *Thunderbolt vs Thunderbolt*. Deb's superior skills won the day, and she managed to take out the enemy pilot without killing him. She then linked up with the rest of the *Irregulars*, who made their way to the DropShip, then off to the JumpShip hidden outside the Nathan system.

The Succession Wars altered many aspects of the so-called "nuclear family". Like most civil wars, it pitted brother against brother. Different elements of different families separated, many ending up fighting each other. The return of feudalism further segregated those families, trapping them on worlds controlled by feuding houses.

Such was the case of the H'Chu family. While Deb worked for House Steiner, several members of her family became mercenaries for House Davion and House Marik. Deb tried to keep tabs on the various factions of her family, but such things were difficult at best during the Succession Wars.

Darrell H'Chu Zhu was Deb's distant cousin and close childhood friend. During the *Irregulars*' evacuation from Nathan, Deb spotted Darrell's 'Mech, recognizing it by the H'Chu family crest. She begged Cranston to delay departure long enough for her to see if it was really her cousin.

What Deb didn't know was that her cousin had died three weeks prior to her arrival on Nathan. Another distant relative was now in possession of Darrell's 'Mech, and he had no liking at all for Deb or for her mercenary unit...



JUNK YARD DOG: SCENARIO III

RECALL

From *Recorded History Tape 10045*, by *Theos Auburn, Historian, House Steiner*
Subject: *Battle Recollections of Shorty Snee*.

"If I hear one more stupid yarn about the Junk Yard Dog Affair, I'm going to go nuts. I got to get this off my chest. The big question is—how did we get into Marik space and why did we head for Holt?"

"The first part is easy. Katrina Steiner loaned us a JumpShip. While this gesture sounds all fine and generous, that ship should have been on its way to the scrap yard when we got it. I'm a damn good Tech, and it took just about everything I had to keep that bucket of bolts together.

"The second part is a little more difficult to cover. Why did we go to Holt instead of returning directly to the Lyran Commonwealth after our raid on Nathan? Well, there's a couple of reasons. First was Cranston's odd sense of tactics. He knew that the Marik boys would have the border sewed up, waiting for us. Second, I knew the 'Mechs needed replacement parts after the fight on Nathan. We needed ammo, too, or we'd never get back.

"But the real factor in the decision came from a secret transmission that Cranston received prior to our take-off. One of Janos' cousins was on Holt. The kid's name was Jason Marik-Torrenson. He'd been set up as ad hoc governor of the planet.

"Cranston figured it would catch Janos off guard if we didn't make a break for the border, but cut to Holt instead. Once there, we could take our replacement parts and see if we couldn't 'persuade' Jason Marik to take a little trip with us back to House Steiner."



GAME SET-UP

This game utilizes the Advanced **BattleTech**® rules and maps. The Defenders are Snord's Irregulars, standing in the shallow waters of the Great Swamp. The Attackers units are the 'Mechs of the Rainbow Company.

Defender

The Irregulars set up first in any designated Water hex on the East Map. They move second.

Cranston Snord's Irregulars Command Lance:

Cranston Snord's *Archer* (only 3 missile reloads remaining)

Jake Walmar's *Warhammer* (Center, Right, and Left Torso armor reduced by a total of 25 points)

Deb H'Chu's *Thunderbolt* (Arm-mounted Laser inoperative, Left Arm Armor gone)

Solomon Storm's *Wolverine* (no Left Arm Armor)

Thomlinson's Attack Lance:

Bright Thomlinson's *Rifleman*

Shorty Snee's Modified *Rifleman*

Rhonda Snord's *Shadow Hawk* (Jump Jets inoperative, Center Torso Armor 6)

Shalimar Windall's *Crusader* (no Left Leg Armor, 3 points of internal damage, three Heat Sinks inoperative, in addition to the one that does not normally function on his 'Mech)

Malvinson's Recon Lance:

Terry Malvinson's *Phoenix Hawk*

John Malvinson's *Wasp*

Clame McDonald's *Wasp*

Winston Nearon's *Locust* (armor on right leg is 2)

Attacker

The Attacker sets up on any hex of the West Map at least eight hexes from the edge of the East Map. The Attacker sets up second and moves first.

Rainbow Company Command Lance:

Harper's *Warhammer* (Center Torso Armor gone, Engine hit once, one Heat Sink destroyed)

1 *Rifleman*

1 *Wolverine*

1 *Phoenix Hawk* (Right Leg Armor gone, with 2 points of internal damage, five Heat Sinks inoperative, Center Torso Armor gone, Gyro has been hit once)

Lieutenant Peters Fire Lance:

Lieutenant John Peters's *Archer* (Right Arm gone, Right Torso Armor gone, one Heat Sink inoperative)

2 *Shadow Hawks* (One with inoperative Jump Jets)

1 *Marauder* (Left PPC gone, Left Leg Armor 5, three Heat Sinks inoperative)

Doris Wellham's Recon Lance:

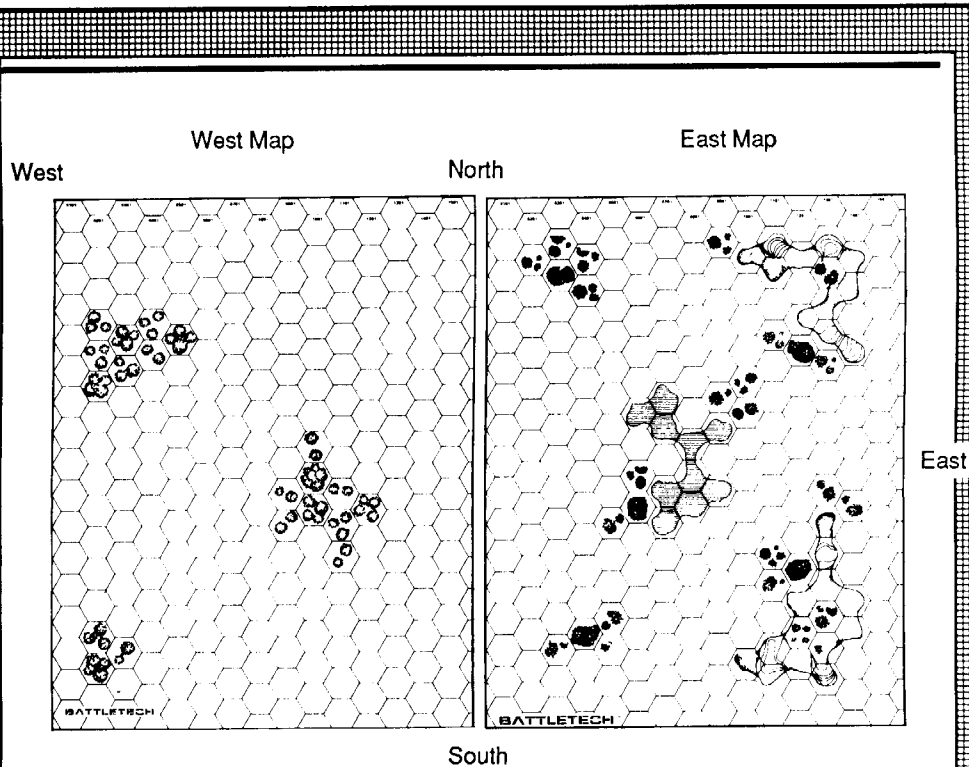
Doris Wellham's *Shadow Hawk*

1 *Wasp* (No Center, Right, or Left Torso Armor)

1 *Locust* (Right and Left Leg Armor reduced to 2)

1 *Stinger* (Missing Left Arm and Weaponry)

SITUATION: 0600 HOURS(TST), HOLT

**Victory Conditions**

To win, Snord's Irregulars must lose no more than five BattleMechs in combat. If more are lost, the victory goes to the Rainbow Company.

Special Rules

All hexes of the East Map are considered Level 1 Water hexes except for Hill and Elevation hexes, which are to be treated as Level Terrain (islands in the swamp).

All terrain except for the hillsides on the West Map are treated as Clear.

Shalimar Windall is carrying the recovered Elvis collection, taken from a city on the edge of the plains earlier that day. If he takes more than 10 points of damage in any combat round, he must roll 1D6. A result of 1 indicates that the crates containing the collection have been destroyed. For the purpose of victory conditions, this is treated as a destroyed 'Mech.

There were many instances of retaliation raids made during the Succession Wars. The Junk Yard Dog Affair is the most widely publicized raid of this type made during the 31st century.

Jason Marik-Torrenson lived on a modest family estate on Holt, a planet located deep within Marik-held space. Some of the booty from Marik's raid on Cranston's museum on Clinton had been transported to Holt, including some of Rhonda Snord's valuable Elvis recordings.

The fighter support on Holt had been moved to the border area in an effort to catch Snord's Irregulars. Unfortunately, the Irregulars did not make a move on any of the border worlds as Marik expected. They hit Holt instead.

There was a household garrison defending Holt, but they were completely off guard when Cranston dropped his forces in the Feathered Plains in an effort to raid a small 'Mech repair facility for supplies. In the fighting that followed, there were, of course, a series of lucky breaks for the Irregulars. Through good use of terrain and concentrated firepower, the Irregulars managed to lure the bulk of the household guard to an area along the Great Swamp of the Feathered Plains. Standing in the swamp to vent their heat, the Irregulars were able to wipe out the Rainbow Company of the 27th Marik Militia.



JUNK YARD DOG: SCENARIO IV

KIDNAPPING A MARIK

Summary of Holt Raid, The Junk Yard Dog Affair. Interviews with Cranston Snord, Snord's Irregulars' Commanding Officer. Official Report Tape of Mission Results to Katrina Steiner, 3025. Theos Auburn reporting.

"They say Holt is a beautiful world. I don't know. We didn't get to see much of it. After the swamp confrontation on the Feathered Plains, we were kind of rushed. Our 'Mechs were in pretty fair condition, which is more than I can say for the Household Guards that Jason had tossed up against us.

"I was faced with a unique decision, either retreat back to the DropShip or make a trip to the Estate House where Jason and his remaining troops were holed up. Reports from the border indicated that if we were going to try and get out of the Free Worlds in one piece, we were going to need some leverage.

"Taking Jason Marik was our ticket home. His castle was lightly defended, and we hit 'em hard and fast, tearing up the outer walls. Toward the end, Jason got into his private 'Mech and tried to make a break for it. What a little ferret!

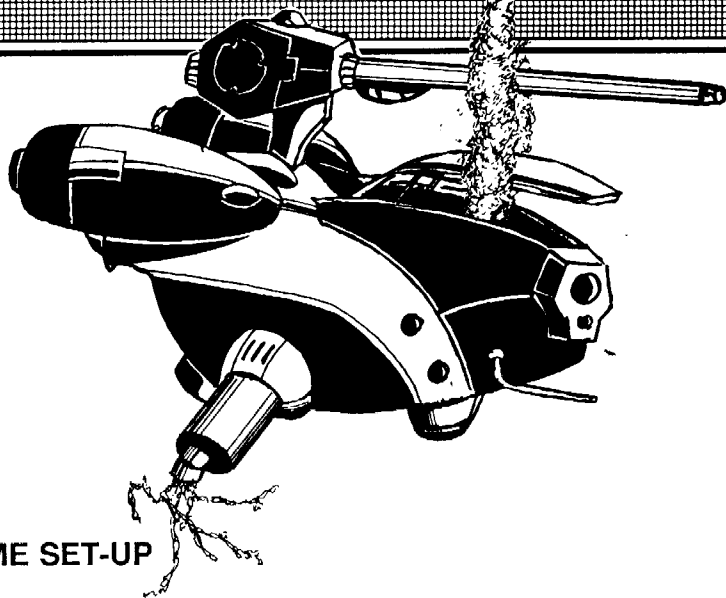
"He almost got away, though. I was the lucky Warrior who managed to corner him. You'd think someone who could afford a 'Mech like that would have learned how to pilot it. He stunk, plain and simple. Rhonda and I chased him and his guards off the estate, right into the arms of the Irregulars.

"I gotta admit, though, that once we had him cornered, Jason and his men put up a good fight. We took some heavy damage, but Jason got hit bad. When Shorty pulled him out of what was left of his *Marauder*, Jason was still alive, but pretty battered up.

"We warned the Regency on Holt not to follow us or we'd ice Jason. Then we made our way offworld before reinforcements arrived.

"We turned Jason over to Katrina, who ransomed him back to old Janos. You can bet he was really burned about the whole thing, too. We heard later that this just about ruined Jason's chances as a successor to Janos when the old guy kicks the bucket.

"The fighting on Holt was not the easiest we've ever been in, but it sure was the most fun. It's not often a guy gets an opportunity to kidnap a member of a ruling House. And it was even more fun because it ticked off old Janos so much."



GAME SET-UP

This battle occurred almost immediately after the Battle of the Feathered Plains. In this case, Snord's Irregulars are the Attackers and the House Guards of the Marik-Torrenson Estate are the Defenders. As the units that survived the Battle of the Feathered Plains on both sides are used in this battle, those battle records should be used. If not available, the statistics for the participating 'Mechs are provided. This scenario uses **CityTech®** rules.

Attacker

Attacker sets up second and moves first on any hex of the North Map board.

Snord's Irregulars Command Lance:

Cranston Snord's *Archer* (Ammo depleted to 3 reloads)

Jake Walmar's *Warhammer* (Right PPC inoperative, Left Torso Armor 3)

Deb H'Chu's *Thunderbolt* (Arm-Mounted Laser inoperative, Left Arm Armor gone, 4 points internal damage, Left Torso Armor gone, Center Torso Armor 5, Right Torso Armor 5, Left Leg Armor 4, four Heat Sinks inoperative)

Solomon Storm's *Wolverine* (No Left Arm, Left Torso Armor 2, three Heat Sinks inoperative)

Malvinson's Recon Lance:

Terry Malvinson's *Phoenix Hawk* (Center Torso Armor 3, Left Torso Armor 2)

John Malvinson's *Wasp* (No Left Leg Armor, 1 point internal damage, two Heat Sinks inoperative, Jump Jets inoperative)

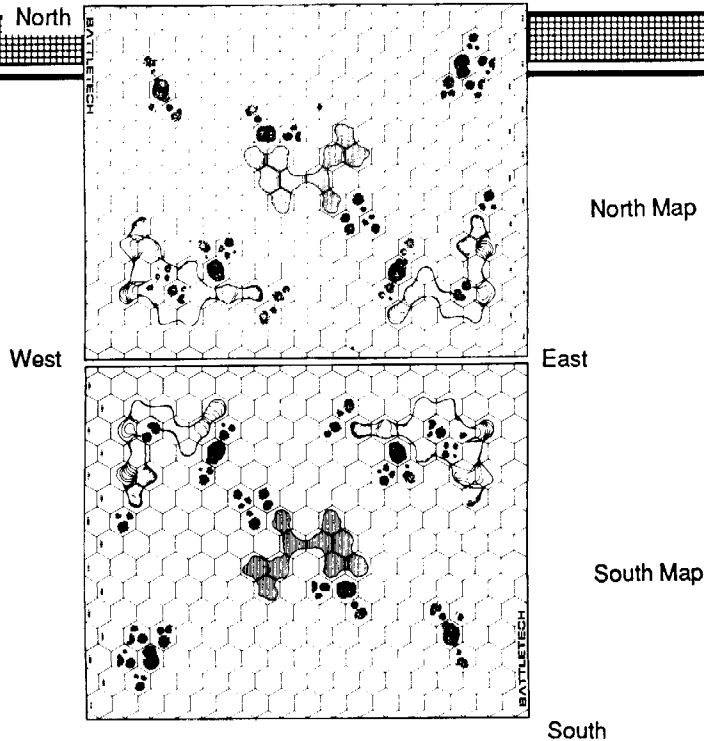
Thomlinson's Attack Lance:

Bright Thomlinson's *Rifleman* (Ammunition depleted to 3 reloads, Center Torso Armor 5, Right Torso Armor 6)

Shorty Sneed's Modified *Rifleman* (Leg Armor on both legs is 3, PPC inoperative, Rear Center Armor gone)

Rhonda Snord's *Shadowhawk* (Jump Jets inoperative, Center Torso Armor 4, SRM inoperative, Left Leg Armor gone, 3 points internal damage, two Heat Sinks inoperative, Right Leg Armor 2, Left Torso Armor 7, Right Torso Armor gone)

SITUATION: 0900 HOURS (TST), MARIK ESTATE, HOLT

**Defender**

Defender deploys first on any hex of the South Map. Marik's *Marauder* must deploy on the northern edge of the South Map, more than ten hexes from any border east or west. The Defender attacks second.

Harper's Command Lance:

- 1 *Rifleman* (Right Autocannon inoperative, Right Torso Armor 7)
- 1 *Wolverine* (Center Rear Armor gone, Engine damaged once, Left Arm Armor gone)

Peter's Fire Lance:

- Peter's *Archer* (Right Arm gone, Right Torso Armor gone, 3 points internal damage, two Heat Sinks inoperative, Ammunition reloads remaining 2)
- 1 *Shadow Hawk* (Right Arm Armor 5)
- 1 *Shadow Hawk* (Jump Jets inoperative, Center Torso Armor gone, 2 points of internal damage, Cockpit Armor 1, Left Torso Armor gone, one hit on Engine, one Heat Sink inoperative, SRMs inoperative, one hit on Gyro)

Wellham's Recon Lance:

- Doris Wellham's *Shadow Hawk* (SRM Ammo depleted, Left Arm Actuator damaged)
- 1 *Wasp* (No Center, Right, or Left Torso or Left Leg Armor, three Heat Sinks inoperative, 2 points of internal damage to Left Leg)
- 1 *Stinger* (Lacks all weapons and both arms)
- Jason Marik-Torrenson's *Marauder* (Piloting 8, Gunnery 5)

Victory Conditions

Snord's Irregulars win by destroying Marik's *Marauder* without killing the pilot. The Marik player wins by moving Jason's *Marauder* off the northern edge of the North Map. Any other outcome is considered a draw.

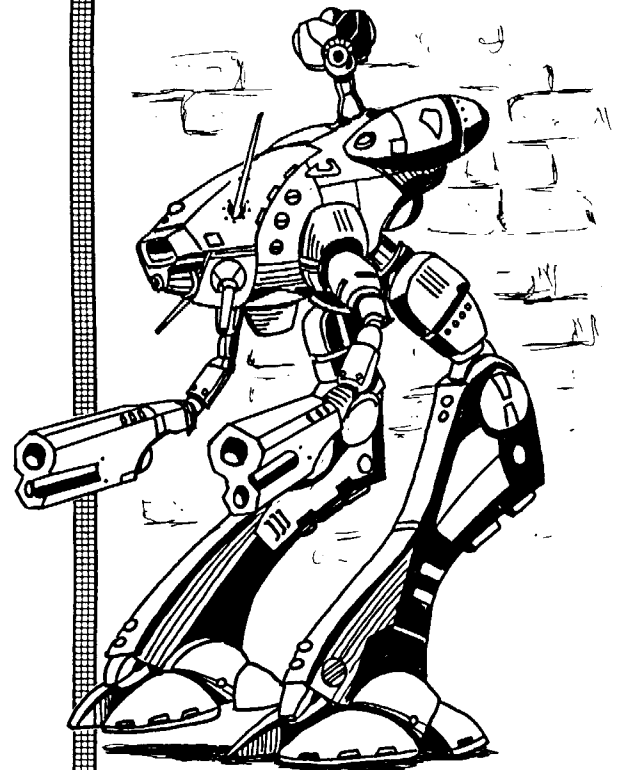
Special Rules

Treat all Water hexes as Clear Terrain.

Jason Marik-Torrenson was not considered the Free Worlds League's outstanding MechWarrior. He served in several different units, and was never noted for his tactics or skill. Some of his commanding officers commented that he would have been killed long ago if not for the superior quality of his 'Mech.

When Snord's Irregulars dropped on Holt, Jason Marik panicked. He sent out an immediate call for AeroSpace Fighter reinforcements. When Cranston ordered his BattleMechs onto the Marik-Torrenson estate, Jason was petrified and tried to escape. Most of the Regency estate was destroyed. The remnants of the Household Guards, along with Jason in his *Marauder*, ended up facing the Irregulars who had survived the Battle of the Feathered Plains.

During the raid, several Marik guards who were disgusted by Jason's failure of leadership simply surrendered or retreated. Eventually, Cranston and Jason fought one-on-one, while the rest of the Irregulars held back, on their Commander's orders. Jason was taken prisoner when his 'Mech overheated, but only after his *Marauder* had inflicted a great deal of damage on Cranston and the other members of the unit.





CRANSTON SNORD'S IRREGULARS

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Command Lance



Archer
Capt. Snord



Warhammer
Lt. Walmar



Thunderbolt
H'chu



Wolverine
Storm

Attack Lance



Rifleman
Lt. Thomlinson



Phoenix Hawk
Sneede



Shadow Hawk
Snord



Crusader
Windall

Recon Lance



Phoenix Hawk
Lt. Malvinson



Wasp
Malvinson



Wasp
McDonald



Locust
Nearon

Cranston Snord's Irregulars have widely different reputations, depending on who you ask. Katrina Steiner thinks of the unit as one of the more effective, if unorthodox, units in her employ. House Marik would like to rid the Inner Sphere of the unit and has been trying for many years. Jaime Wolf sees the unit as a band of looters who have made good. One way or the other, the Irregulars are probably best known for their ability to get into and out of tight spots created by their never-ending quest for the lost artifacts and/or treasures of Mankind's past. Whether called looters or not, they are still a unit to be reckoned with.

This scenario set details the history of Snord's Irregulars, profiles the statistics and condition of its members and the company 'Mechs, and includes 14 scenarios pitting the Irregulars against the wide variety of opponents they have fought throughout their colorful past. Also described are some of their more memorable treasure hunting expeditions.

Some of the scenarios included are:

- Return of the Snord*
- Operation Ford Runner*
- A Present from Janos*
- The Stumble Raid*
- The Junk Yard Dog Campaign*
(A 4 scenario campaign)



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