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CLASSIC
BATTLETECH[®]
★ **FIELD MANUAL** ★

MERCENARIES[™]

REVISED



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CREDITS

Original Field Manual:	BattleTech Line Developer
Mercenaries	Randall N. Bills
Loren Coleman	
Field Manual: Mercenaries,	Production Staff
Revised	<i>Art Direction</i>
Herbert A. Beas II	Randall N. Bills
Additional Writing: Mercenary	<i>Cover Art</i>
Force Briefs	Doug Chaffee
Daniel M. Ball	<i>Cover Design</i>
Herbert A. Beas II	Jason Vargas
Randall N. Bills	<i>Layout</i>
Loren Coleman	Jason Vargas
Warner Doles	<i>Illustrations</i>
Chris Hartford	Tom Baxa
Ken' Horner	Joel Biske
Camille Klein	John Bridegroom
Nick "Gunslinger" Marsala	Jeff Laubenstein
David L. McCulloch	Fred Hooper
Paul Sjardijn	Scott James
Christoffer "Bones" Trossen	Chris Lewis
	Larry Macdougall
	Mike Neilsen
	Roger Peterson
Product Development	Loston Wallace
Herbert A. Beas II	<i>Color Section</i>
<i>Development Assistance</i>	Liz Danforth
Randall N. Bills	Dave Martin
	Mark Zug
Product Editing	Franz Vohwinkel
Diane Piron-Gelman	

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Playtesters

Joel Agee, Daniel M. Ball, Ron "Mad Newf" Barter, Dave Baughman, Andrew Bend, Paul "Blackhorse" Bowman, Robin "Havoc" Brush, Loren "Rumor" Coleman, Benjamin "Hawk" Disher, John Dzieniszewski, David Ferguson, Bruce Ford, Johnathan Giese, Anthony "Shadhawk" Hardenburgh, Glenn Hopkins, Ken' Horner, Darryl Hunt, Michael Kehoe, Rod Klatt, Camille Klein, Michael "Konan" Koning, Peter La Casse, Nick "Gunslinger" Marsala, Buster "Banshee" McCall, David L. McCulloch, Mike Miller, Jeff "Highlander" Morgan, Greg "Mauler" Mueller, Darrell "Flailing Death" Myers, Andrew Norris, Adam "I'm on Sabbatical" Olsen, Amy LA Olsen, Nathaniel Olsen, Tim Piazza, Martin "Scum" Plut, Robin "Shooter" Powers, Mark Reindl, Rick "Rick Steele" Remer, Alyson Sjardijn, Paul Sjardijn, Chris "Fate's Toy" Snider, Joel Steverson, Lara Harman-Steverson, Brian Stull, Roland "Ruger" Thigpen, Øystein Tvedten, Jason "Panzerfaust 150" Weiser, Scott "Crimson Marauder" Whitmarsh, Jon R. Wooldridge, Andreas Zuber, *Steel City MechWarriors*: Rich Cencarik, Rich Darr, Brian Golightly, Ben Rome.

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Find us online:

Precentor_martial@classicbattletech.com (e-mail address for any Classic BattleTech questions)

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PARTING SHOTS

The piercing wail of missile alarms preceded the incoming hail of high-explosive munitions by only a fraction of a second. As the pounding blasts tore even more precious Starshield armor away from his DRG-5K *Grand Dragon*, Major Shinto Kubusaka, the 60-ton BattleMech's most precious component, felt himself thrown to one side, straining the limits of his five-point harness. Wincing as the pain from a bruised rib lanced through him, he clenched his controls tighter, fighting the inertia of his own motion and the force of almost two dozen warhead explosions. He forced the 'Mech to turn left, presenting fresher armor—and the muzzle of a Lord's Light 2 particle cannon—to his tormentor.

The crosshairs flashed gold and a single pull of his trigger sent a stream of man-made lightning into the lighter *Cobra*, spearing the 'Mech through the chest. Kubusaka allowed himself a grim smile as fire and smoke poured from the wound. The *Cobra* stumbled back a bit, its gait impaired by a partially fused gyro. But the mercenary's smile died as he caught sight of a brilliant flash far to his left. He turned in time to see the flaming wreckage of one of his own *Victors* crashing to the ground, the victim of two Lyran heavyweights.

"Christ Almighty!" an outraged voice rang out, one Kubusaka immediately recognized as that of Lieutenant Jonas Deoring. "Command, Support! I lost Heller! Repeat, Heller is down! No ejection! They're murdering us, here!"

Damn it! Kubusaka cursed inwardly. It wasn't supposed to be like this! It was supposed to be a simple objective raid, a smash-and-run, a parting shot between nobles who now had to accept that the FedCom Civil War was over. Nobody mentioned that the LAAFers would have fortified the position with almost a full mixed battalion. And now, to make matters worse, his subordinates were starting to panic.

Not good for a first mission. Not good at all.

Kubusaka dialed Deoring's channel even as he worked his *Grand Dragon* into a backward march, sending another bolt from his PPC after the Lyran *Cobra* and cursing as the shot missed high. This time, the *Cobra*'s reply came with support from a nearby *Falconer*. Another brace of missiles rocked his machine, and the jarring crash of a gauss rifle slug, shattering armor just above its left knee, nearly toppled it.

"Support, this is Command," he barked, grinding his teeth as he fought the *Dragon*'s temptation to fall. "Close ranks and fall back by three hundred. Keep calm, or so help me, I'll shoot you myself!"

Switching to the tactical command frequency without waiting for Deoring's reply, Kubusaka spared only a second to take stock of the situation. In all, a full company of mostly fresh Lyran 'Mechs—counting the wounded *Cobra*—still remained in play, forming a wall of metal that his abbreviated and badly mauled company simply could not break. Somewhere beyond them, scattered on the hillside in unrecoverable ruins, lay two of his *Corsair* fighters, shot down by a resistance far more determined

than he had anticipated. Just beyond that, the objective—a series of low buildings supposedly housing supplies of "limited military value"—remained untouched, protected by a second company of 'Mechs and armor.

Kubusaka's men were already down by three machines, and they'd never even come close.

Too much, he decided.

"Attention all Intellectuals, this is the Brain," he snapped. "DropShip ETA is—" he glanced at the chronometer on his HUD—"three zero minutes and counting. Begin fallback! I say again: Mission is a bust. Alpha Lance, begin fallback to dust-off site immediately! Command and Support will cover!"

"Retreat!?" came another voice, respectful yet challenging at the same time. "Sir, you cannot—!"

"That's affirmative, Command Two!" Kubusaka shot back; Tae Kwon Kocheke made an excellent exec, but he'd yet to shake that sense of invulnerability that seemed to infect all young MechWarriors. "You know the score as well as I."

The Lyran *Falconer*, stepping to the fore, opened up with its PPC and gauss rifle, both of which tore into Kubusaka's *Grand Dragon* with enough force to shatter or liquefy over a ton and a half of armor. Even as he fought the controls to stay upright, Kubusaka could feel the cockpit temperature rising. Red panic lights on his command panel told the full story. *Engine breach! Damn it!*

"I have him!" Kocheke announced, lighting the sky with crimson and azure beams of coherent light and a spread of missiles from his *Thunderbolt's* shoulder launcher.

All of Kocheke's weapons found the Lyran machine, burning and blasting away armor weakened earlier in the fight, but Kubusaka was not sure if a laser or a missile eventually struck the *Falconer's* gauss rifle. The Lyran 'Mech stumbled backward under the explosion as ruptured capacitors left its entire right arm a mangled stump, then crashed to the ground—down, if only for the moment.

"Command One, are you alright?"

"Affirmative, Command Two," Kubusaka replied, watching his heat scale gradually crawl back into the yellow band. "Continue withdrawal. Mission is a bust."

This time, the reluctance in Kocheke's voice was much less noticeable. "Copy, Command One. Fall back; I will cover."

As Kocheke's voice relayed the withdrawal orders on the tactical channel, Kubusaka nodded—more to himself than his exec—and turned his *Grand Dragon* back toward landing zone, and the inbound DropShip still invisible even to his BattleMech's sensors. This mission was over, for better or worse. Now would come the time to pay the dues and look for more work, even as the foolishness of the Civil War sputtered out. Paying dues, making repairs, and burying the dead—those were always hard. As for finding more work, Kubusaka knew that would be no problem at all.

Something would come up.

Something always did.



INTRODUCTION

Though the previous *Field Manual: Mercenaries*, first proposed by General Maeve Wolf, was by and large considered an unqualified success as a resource for potential employers of mercenaries across the Inner Sphere, many of those same mercenaries regarded that document with a certain disappointment. Commissioned by Wolf's Dragoons, with information gathered and reported by the Dragoons' impressive WolfNet intelligence service, the manual nonetheless came across as somewhat biased in the view of many professional soldiers.

The reason for this startling attitude is as simple as it is obvious. Wolf's Dragoons, for all their sense of honor and their amazing contributions to the mercenary way of life, are, in the end, the competition. Increasing challenges to the *Field Manual's* assessments of listed units, and other units demanding to know why they were overlooked, prompted General Wolf to concede that *Field Manual: Mercenaries* needed reworking, but the fundamental problem of Dragoons bias remained.

To address that specific concern, the Mercenary Review and Bonding Commission accepted the task of presenting a revised publication for the express purposes of presenting a fair and professional overview of the majority of the accredited mercenary units currently operating in the Inner Sphere and near Periphery.

A comprehensive overview of every single unit and freelance professional soldier operating today is beyond the scope of any one volume, however. This task only becomes more difficult given the fluid state of the industry and the challenge of obtaining valid information on individuals and organizations scattered over hundreds of light years, many operating under a communications blackout to maintain security. For this reason, this edition of *Field Manual: Mercenaries* will be followed up by a series of *Mercenary Supplementals*, which will add information on various units as the Bonding Commission receives reliable research and comprehensive overviews of each.

In keeping with the intentions of the original *Field Manual: Mercenaries*, this volume is intended to serve two primary purposes. The first, acquainting potential employers with the mercenary commands available for hire, is further enhanced by an overview of the mercenary trade in general, to give those same employers a feel for the market trends and standards by which all mercenaries should be rated. The second purpose is to establish those standards, and hopefully reinforce the honorable values of today's mercenary industry for those who choose to pursue a career in it. To meet these goals, this book is divided into the following main sections: *Boom Years*, *The Mercenary's Atlas*, *Employment and Contracts*, *Standard Operating Procedures* and *Mercenary Force Briefs*.

The first section, *Boom Years*, covers the recent history of the mercenary trade, particularly events of the past decade, which have created a boom in potential markets and the number of mercenary units willing to work for them. *The Mercenary's Atlas*, a drastically expanded section, covers a few of the new and estab-



lished hubs of recent mercenary activities, from Outreach and Solaris VII to Arc Royal, while discussing how mercenary business is conducted. *Employment and Contracts* covers the basics of the modern mercenary business, including an overview of employers, common contract and mission types, and the standards of the MRBC, which governs much of the honorable mercenary trade. *Standard Operating Procedures* discusses military practices common to most mercenary units employed throughout the Inner Sphere, from the organization of such units to decorations and honors awarded and recognized in the industry.

Finally, the *Mercenary Force Briefs* section contains a sampling of overviews of mercenary units compiled for this volume, covering each unit's history and/or most recent activities. Also listed in each entry are the unit's current command structure, preferred tactics, basic organization, experience and loyalty ratings. These listings are intended to familiarize potential employers with the capabilities of many of these units, which maintain a brisk trade from Outreach, but is by no means an exhaustive listing. Far more units will be featured in upcoming supplements, the first of which is being compiled as of this writing.

On behalf of the Mercenary Review and Bonding Commission, I therefore submit this first volume, the Revised Mercenary Field Manual.

—Colonel Paul Kastanza, MRBC Mercenary Affairs Division (Outreach Office)

27 August 3067



BOOM YEARS

The Inner Sphere is home to more mercenary commands than any one volume can hope to count, with more forming—and dying—every day. Throughout the Succession Wars, many of these forces—be they remnants of the original SLDF, disgruntled House troops, battlefield orphans or even the dreams of the idle rich—have been a mainstay of the armies of the Successor States and their Periphery neighbors, taking part in conflicts from major to minor. The past few years since the last Field Manual, however, have seen some of the most extraordinary events ever to affect the modern mercenary trade.

TWILIGHT OF THE CLANS

Among the most momentous events of recent years are the formation of the new Star League and the destruction of the invading Clan Smoke Jaguar by Task Force Serpent and Operation Bulldog. In the formation of the League, a number of highly respected mercenary commands, including the Eridani Light Horse, the Kell Hounds and the Northwind Highlanders, played a prominent role in the Jaguars' destruction. Some, such as the Light Horse and elements of the Highlanders, became a part of the new Star League Defense Force. Others, like the Hounds and the Crater Cobras, fought by their side.

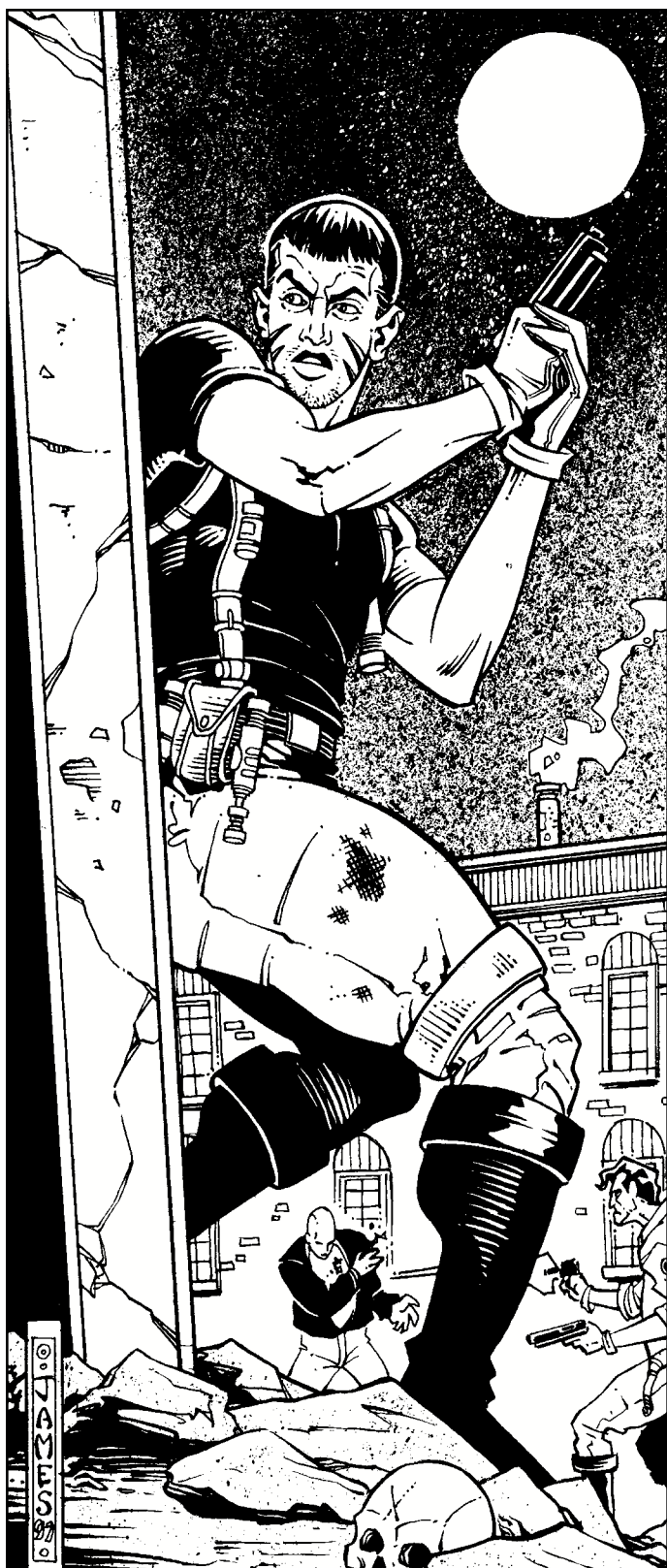
The campaign to destroy a Clan took two years, but the desired result—the end of the Clan invasion—was won in the pivotal battle known as the Great Refusal on the far-off world of

Strana Mechty, capital of the Clan homeworlds. The fighting decimated entire regiments, regular and mercenary alike, and even those with no direct hand in the fighting saw action on the home front as part of the defensive line between the Inner Sphere and the Clan invaders during a time of terrible upheaval.

The Great Refusal ended in a victory for the entire Inner Sphere, but it has not halted the threat posed by the Clans once and for all. In the years that followed, Clan forces once again mobilized against the Inner Sphere, with actions ranging from the border-wide slugfest of the Ghost Bear Invasion of 3062-3063 to the Jade Falcon Incursion into Lyran space during the height of the FedCom Civil War. Worse still are reports that some Clans, such as the Crusader Wolves led by Khan Vladimir Ward, do not view the results of the Great Refusal as binding upon them.

WAR AND REJUVENATION

As the war to destroy a Clan began in earnest, the Inner Sphere became a hotbed of activity. Victor Steiner-Davion was barely gone from the Inner Sphere a year before trouble began to brew in the Capellan region. Increasing hostilities between House Liao—seemingly resurgent under Chancellor Sun-Tzu Liao's *Xin Sheng* (Rebirth) program—and the neighboring St. Ives Compact boiled over in 3060 with an apparent renegade attack by the St. Ives' Blackwind Lancers. Within months, the entire region was in flames, despite the deployment of SLDF peacekeepers along the St. Ives border.



The two-and-a-half year Capellan/St. Ives conflict ended with the reintegration of the renegade Compact into the Confederation. During that war, several mercenary commands were savaged or simply ceased to exist. Many, like the Fourth Tau Ceti Rangers and Laurel's Legion, followed the example of McCarron's Armored Cavalry's move before the war and officially joined the Capellan state command, while others—such as the Blackwind Lancers—became part of the Free Capella movement. Still other mercenary commands, such as the little-known Angels of No Mercy, were shattered. All told, more than seven mercenary BattleMech regiments were absorbed into the Confederation, while two others became revolutionaries (some would say terrorists). An estimated three others—mostly smaller mercenary forces in the Chaos March region—were completely destroyed in the fighting. The result was the single largest decline of the mercenary population since the Clan invasion, though it would not be long before the ravages of the FedCom Civil War dwarfed this figure.

THE FEDCOM CIVIL WAR

As the St. Ives conflict wound down with the fall of St. Ives and the signing of the final truce in 3063, rising tensions in virtually every corner of the Inner Sphere had erupted in a smattering of conflicts from the killing fields of the Chaos March to flashpoint battles on worlds once united beneath the Steiner-Davion banner. Indeed, even while the last shots of the St. Ives war echoed into history, the first shots of a larger conflict were being fired.

Covering two realms and spilling over into others, the FedCom Civil War sent many regular and mercenary forces to battle and death with campaign after bloody campaign. A majority of mercenary forces serving in the Lyran Alliance pledged themselves to neutrality or joined the Lyrans against Victor Steiner-Davion. Many of the latter did so not by choice, but were manipulated by leaders and generals eager to win honor and power under the absentee rule of Archon Katherine Steiner-Davion. Some mercenary commands managed to shield themselves from the worst of the fighting, but only for a while. Some, such as Kristen's Krushers, became the victims of regular forces sent to hunt them down, while others, like the Gray Death Legion, fought to the bitter end defending House Steiner against its enemies. Mercenary units such as the Blue Star Irregulars and the Kell Hounds were integral to Peter Steiner-Davion's final victory on Tharkad.

In the Federated Suns, mercenaries played an equally valuable role for both sides. The Fighting Urukhai spearheaded one of Duke James Sandoval's drives into the Draconis Combine, and later took an active part in the defense of Addicks against DCMS reprisal raids. Meanwhile, others—like the Screaming Eagles—maintained order behind the lines and security on other borders of the Davion realm.



THE JADE FALCON INCURSION

Even without choosing sides in the Steiner-Davion feud, mercenary commands took part in other actions during the FedCom Civil War on behalf of the war-torn realm. When the Jade Falcon Clan once more crossed the border of its occupation zone in hopes of gaining territory at the Lyrans' expense, mercenaries in Alliance employ staunchly defended against the Clan incursion, accounting for roughly one-fourth of all troops used to blunt the Falcon advance. Though led by such elite forces as the Kell Hounds, the hard-fought defense—which included a foray into Clan-held territory—proved costly. Many regular and mercenary forces, even top-rated commands like Barber's Marauder IIs, did not survive.

THE CAPELLAN FRONT

As the Civil War raged on, mercenaries on the Capellan front saw heavy defensive action, blunting enemy advances on Algol, Brockway, Panpour and New Syrtis. Whether fighting with regular support or on their own, these mercenary commands—including such long-standing pro-Davion forces as the Lexington Combat Group, the Twelfth Vegan Rangers and the recently hired Vanguard Legion—made their presence felt. Many of these commands, under Duke Hasek's direction, saw action in the Chaos March or on the Taurian Concordat front, when Taurian forces surged across the Davion-Periphery border.

THE CHAOS FRONT

Since its formation in 3057, the Chaos March has attracted mercenary forces of all sizes and types, drawn by an abundance of new employers and new wars in which to fight. Though few expected the scattered, shattered worlds of the March to last long before being swallowed up by the neighboring Great Houses, the "piranha principle" that is credited with the survival of the Periphery has worked in favor of the March worlds. Simply put, the various major powers have been far too preoccupied with internal matters or other fronts to concern themselves with a few relatively unimportant planets.

In the resulting power vacuum, the Capellan Confederation has gradually gained ground, despite the loss of momentum in the Chaos March following the successful conclusion of the St. Ives war. This creeping territorial expansion has forced the Confederation to look to mercenaries to help reclaim former Capellan worlds lost since the Fourth Succession War, and mercenary forces have won many of the most recent Capellan victories in the March.

However, recent events in the Chaos March demonstrate that other big players have finally gotten interested in the affairs of this volatile region. The Word of Blake, in an apparent effort to secure a buffer zone around Terra, has employed its own agents and many local mercenaries to establish hegemony over several March worlds. Many of the neighboring governments, wary of such imperial ambitions, have since turned to Wolf's Dragoons as a potential check against the Blakists, and the Dragoons responded with the formation of their Allied Mercenary Command—which includes such noteworthy units as the Northwind Highlanders and the Dismal Disinherited. At present, reports abound of small-scale clashes between the AMC and the Blakists, but full-scale warfare has yet to erupt.

More troubling are scattered reports of organized terrorist operations in the March. While groups like the Capellan-backed Zhanzheng de Guang guerrillas have existed for some time in the region, another super-fanatical organization known simply as the Bloody Hand has made its presence felt with a number of recent actions, many against AMC forces.

WHISPERS ON THE RIM

Recent years have seen massive upheavals in the near Periphery, as well as in the Chaos March and on the Successor State borders. Word of Blake once again seems active in many realms, working with local governments on agendas known only to themselves, while other nations—such as the Taurian Concordat and the Magistracy of Canopus—appear to have become embroiled in

TAKING A STAND

A wise man once said, "All it takes for evil men to triumph is that good men do nothing." While the jury's still out for some on whether or not the Word of Blake can be considered truly evil, I know for a fact that many in the Chaos March hold to a very different outlook on this matter. With these masses in mind, and in response to several communiqués from our neighbors in the past few weeks, we must address the clear and present danger of certain imperial powers in our region, powers that may not always have the best interests of the people they would rule in mind.

Toward that end, I declare that the Allied Mercenary Command shall make its services available to any and all local parties who require them in the name of maintaining freedom and stability in these uncertain times. Special contracting services for AMC forces may be accessed at the Hiring Hall by the end of this week, and units will be approved and deployed based on the needs of the strategic situation for the duration of the perceived emergency.

Let it be known, however, that this is not a declaration of war. Neither we Dragoons nor the other AMC member units will act to seize and hold territory. All operations we undertake will consist of defensive actions, and only on behalf of those neighbors who contract for our services. We act in defense, for our neighbors and our own sovereignty, in the face of uncertainty.

—Commander Jaime Wolf (retired),
announcing the formation of the Allied
Mercenary Command



BOOM YEARS

NEW BEGINNINGS

Today marks the first step toward a new era for professional soldiers throughout the Inner Sphere, and it is only fitting that we begin by returning to Galatea, recognized by generations before us as the home of the mercenary trade before Outreach. The MRBC, as ever, remains devoted to the cause of improving the honor and integrity of the mercenary profession, and we will continue to represent the common interests of hired soldier and employer alike. This cause is not mandated by any single mercenary command or political agency—no matter how powerful or noteworthy—but by the collective will of fighting men and women throughout the Inner Sphere.

War is a dirty and dangerous business, but it is also a sad fact of life. For those who have made it a career, it is our goal to do all we can to minimize its costs in human lives and materiel.

—Colonel Kamala Sjardijn, at the MRBC Galatea Office groundbreaking ceremony, 1 February 3062

internal conflicts of their own. Recent fighting, including the apparent fracturing of the Taurian Concordat, and the short conflict between the Marian Hegemony and the Circinus Federation, have shown that the Periphery remains as volatile as ever. The emergence of new 'Mech designs like the pirate-made *Brigand* prove that this region is growing ever more sophisticated as well, a dangerous combination but a fertile marketplace for the mercenary industry.

NEW TIMES, NEW MARKETS

In the wake of so many recent conflicts, tensions remain high in virtually every corner of the Inner Sphere and Periphery. Indeed, with the discovery in the past decade of deep Periphery realms, new markets for mercenaries willing to travel exist as far as the imagination can extend. As if to accommodate the increased need for hired troops, new hubs of mercenary activity have begun to arise in recent months and years.

Some worlds, such as Arc-Royal, Northwind and Solaris VII, have come into their own as focal points for the mercenary industry. Hopeful warriors, fresh from academies or from commands broken in the recent waves of warfare, cluster around these planets, seeking out the greatest warriors in the Inner Sphere for advice, inspiration, training or even employment. Even forgotten hubs of mercenary activity, such as Westerhand—once the Solaris VII of the Capellan Confederation—and Galatea, have seen a sharp increase in hiring hall activities. Farther down the scale, the Chaos March world of Fletcher, blacked out by the loss of its HPG, and the distant Periphery pirate havens of Antallos, Astrokaszy, and Heroditus have become centers for the mercenary trade. Though most of these latter worlds do not offer the respectability (or security) of the MRBC seal of approval, few can argue that the flow of troops looking for work remains steady in spite of these risks.

The uninitiated should examine all this apparent opportunity carefully. Despite the opening markets presented by new and ongoing conflicts, despite the sudden dearth of larger mercenary commands as many have been swallowed into larger states or destroyed by recent fighting, and despite the rise of new mercenary hubs, the fact remains that odds do not favor the new mercenary command. In fact, the streets of TempTown in Harlech continue to fill with the lost remnants of other mercenary units whose fortunes turned against them. Unable to find work, discredited or dishonored, these pitiful souls are a warning to those who think today's mercenary path is paved with gold.

THE MRBC ANGLE

Another significant—and relatively recent—development in the mercenary trade is the resurgence of the Mercenary Review and Bonding Commission as a separate entity, out from under the shadow of Wolf's Dragoons and ComStar. Overlooked against the backdrop of war and death, the MRBC nonetheless initiated plans to expand beyond the boundaries of Outreach itself, beginning with the establishment of offices on Galatea in 3062. Plans for additional offices have recently been unveiled for Solaris VII, Arc-Royal and Northwind as well—all in an effort to bring high standards and ethical codes of conduct to “all mercenaries, wherever they serve.”

Critics have suggested this newest wave of MRBC expansion is merely a Dragoons-sponsored ploy, an effort to project the appearance of fairness by an agency long considered extremely Dragoons-centric. Citing its conception in a time when the Dragoons' Allied Mercenary Command is engaged in what they call “an active campaign to control the Chaos March”, these same critics have suggested that this action is part of an effort to assure a Dragoons stranglehold over mercenary operations throughout the Inner Sphere, a blatant demonstration of elitism that will soon shut out the smaller mercenary commands. In response to these allegations, the MRBC has announced its new offices now opening on Galatea will be staffed exclusively by the most prominent locally based mercenaries, and no members of Wolf's Dragoons are sitting on that branch's review board as of this writing.



THE MERCENARY'S ATLAS

As any modern mercenary can tell you, Outreach is not the only place to raise and hire professional soldiers. Indeed, almost every world in the Inner Sphere and Periphery maintains its own private hiring hall, though the vast majority of these are likely smoky backrooms more akin to an underworld bar or black market dealership. However, for those who want to hire the best, the most honorable and the most effective mercenaries, Outreach has been the place to go.

The so-called Warrior World of Outreach is not the only place to find the best hired guns today, however. Galatea, for all its lost luster, remains a viable place to recruit, train and gather skilled mercenaries, as does Solaris VII, the Game World. Hiring halls recognized by the international community may be found even on Arc-Royal, the home of the Kell Hounds, and also on the Northwind Highlanders' homeworld.

Below are descriptions of the four most prominent recognized centers of the mercenary trade, including Outreach, Arc-Royal and Solaris VII. Subsequent supplements will cover more mercenary hubs, such as Galatea, Northwind, and the often-overlooked worlds of Westerhand and the Periphery markets.

OUTREACH: THE MERCENARY SYSTEM

Conveniently located less than two jumps from Terra along several major trade routes, and home to the single most renowned mercenary command in the Inner Sphere, Outreach is understandably the busiest port of call for professional soldiers

and employers alike. Every day, dozens of JumpShips arrive at the planet's Bataar and Gobi stations and collect or disgorge hundreds of DropShips and small craft, all of which pass under the watchful guns of Dragoons WarShips and orbital defense systems, assuring the security of the Warrior World and those who seek to do business here.

THE WARRIOR WORLD

Outreach itself is the second planet in the Outreach system, a pleasant, terrestrial world of blue skies lit by an orange sun and deep green oceans that cover seventy-five percent of the planetary surface, leaving the remaining twenty-five to the twin continents of Romulus and Remus. With an average equatorial temperature of 24 degrees and a surface gravity of 1.1 gees, Outreach is cooler and its gravity is slightly heavier than Terran standard. Most inbound DropShip traffic is advised upon entry into the system to gradually adjust life support and acceleration en route to the planet, to give visitors time to adjust to planetary conditions prior to landing at the spaceport in Harlech, capital city of Outreach and the modern mercenary trade.

Once home to the Star League Martial Olympiads, Outreach was ceded to Wolf's Dragoons in 3030 by a grateful Prince Hanse Davion. Within a few years, the Dragoons redeveloped Outreach and raised the capital of Harlech as the home of the Hiring Hall and the Mercenary Review and Bonding Commission, while simultaneously cultivating the continent of Remus as their own private holding. As the years passed, the Hiring Hall and the



THE MERCENARY'S ATLAS

FACT SHEET: OUTREACH

Noble Ruler: Governor Jaime Wolf
Star Type (Recharge Time): K9V (200 hours)
Position in System: 2nd
Time to Jump Point: 3.31 days
Number of Satellites: 1 (Cerberus)
Surface Gravity: 1.10
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Warm-Temperate)
Surface Water: 75 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Fish
Population: 341,220,000
Socio-Industrial Levels: A-A-B-A-B

MRBC came to eclipse the preeminence of the Mercenary Guild and the heart of its operations on Galatea.

Harlech

More than half the population of Outreach lives in and around Harlech, an urban haven set between the large freshwater Lake Kearny and the steep cliffs of The Ridge. Home to the Dragoons' multi-acre command center, Wolf Hall, a Class A ComStar HPG station, the University of Outreach and—of course—the Hiring Hall, well over 90 percent of the planetary income flows through this city. Harlech also incorporates the Harlech Interplanetary Spaceport, one of the largest of its kind in the Inner Sphere, and the only landing area cleared for non-Dragoons traffic. Adjacent to the spaceport are the so-called 'Mech Yards, block upon block of warehouses and support bays for every type of combat vehicle from assault BattleMechs to light scout tanks, all staffed by experienced technicians whose services are available to all Outreach visitors—for a price.

Run with an open-door policy, Harlech welcomes mercenaries of every stripe, who may come and do business regardless of their histories, save for those so despised as to be labeled renegade. This policy has swelled Harlech's population and brought untold business to the Warrior World, but has also given rise to an increasingly large shantytown population. TempTown, also known as the Free-Hire Quarter, was once little more than a small neighborhood where down-and-out mercenaries went to fade away. This population of the destitute and desperate has nearly quadrupled in size over the past ten years, extending throughout the southwest quadrant of the city, where even Harlech's Elemental police are loath to go.

The Hiring Hall

The Hiring Hall is the jewel in Harlech's crown, an array of six twenty-story towers that surrounds a central ten-story dome. Building codes in the city forbid any other structure from rising more than six stories in height, assuring that the Hiring Hall will always dominate the Harlech skyline. The compound was designed to please the eye and remind all who make the trek to this world of the purpose of its existence.

The Hall contains all the resources needed to locate, meet and test mercenaries, as well as facilities for contract negotiations and offices and conference rooms for mercenary and employer agents, all available for daily use or even a year-round lease. The central dome of the Hiring Hall complex serves as the planetary administration building as well as the hub of the mercenary trade. This dome houses a host of permanent offices for city and planetary administrators, as well as service representatives for the spaceport, orbital stations, 'Mech Yards and even the Dragoons' Technical Branch.

Personnel are always on hand in the central dome to offer visiting mercenary commands and employer representatives everything from travel clearances to storage of military equipment to obtaining temporary lodging and a host of other services. In addition, living quarters may be rented here, and visitors can even shop in the Hiring Hall's interior mall and dine at one of more than a dozen restaurants within the dome.

Also in this location are the MRBC's central offices, as well as "the arena," the trading floor where mercenaries and employers meet in a free-for-all forum reminiscent of business stock exchanges on hundreds of worlds elsewhere in the Inner Sphere. For mercenaries interested in professional training, the Hiring Hall includes classrooms attached to the Outreach Mercenary Training Command and boasts simulator-training facilities scattered throughout the dome and all six towers.

MERCENARY REVIEW AND BONDING COMMISSION

The Mercenary Review and Bonding Commission was formed in 3052, after a dramatic loss of employer confidence following the ComStar schism and the abortive Operation Scorpion that preceded it. Organized primarily by Wolf's Dragoons, but with the explicit support of the Great Houses, the MRBC replaced ComStar's Mercenary Review Board and effectively spelled the official end to Galatea's dominance of the mercenary trade.

The MRBC is a neutral body dedicated to promoting a uniform standard of conduct among mercenary commands and their employers, and thus serves as an overwatch authority for hiring practices on Outreach—though recent developments include the MRBC's expansion on Galatea. The MRBC, in accordance with the Mercenary Review and Bonding Accords signed in 3054 by representatives from all five Great Houses, ComStar and Wolf's Dragoons, also retains the right to adjudicate disputes between mercenaries and employers who conduct business through the MRBC or MRBC proxies. This authority lends a degree of legal security for professional soldiers and employers.



The commission is composed of representatives from all political entities throughout the Inner Sphere and even some from nearby Periphery realms. ComStar, minor political powers such as the Free Rasalhague Republic and several noteworthy elite mercenary officers also hold seats alongside the five House realms, the Magistracy of Canopus, the Taurian Concordat and the Outworlds Alliance.

Through ComStar-bonded accounts, the MRBC acts as an escrow company for contract payments. Employers deposit the full contract payment in trust with the commission, which then authorizes the contracted mercenary command to draw against that balance. The remainder is usually held until completion of the contract, at which time the MRBC takes a five-percent handling fee on the contract. This system protects employers from default by mercenary commands and guarantees that mercenary commands receive their final payments. Mercenaries who choose to do business outside the MRBC—and their employers—must often rely on a much more informal “honor system” completely lacking in the guarantees provided by the commission.

MERCENARY TRAINING ON OUTREACH

While most mercenaries are veterans of state-run military programs, a large body of warriors throughout the Inner Sphere and Periphery lack the type of training found in these prestigious but often exclusive military academies. Recognizing a demand for formal, quality training outside the military-academy network, Wolf's Dragoons opened the Outreach Mercenary Training Command (OMTC) in 3056.

The OMTC works with the University of Outreach to offer a full curriculum for aspiring warriors of every stripe, as well as advanced courses for those who wish to enhance their education in the military arts. BattleMech, aerospace fighter and even battle armor courses are taught by Dagoon instructors at simulators in the Hiring Hall, where the OMTC's main offices are also located. Additional classrooms are located at the University of Outreach campus on the shoreline of Lake Kearny, while the open proving grounds south and east of Harlech provide field and live-fire exercises.

With coordination from the University of Outreach, the OMTC offers a wide variety of classes, from basic “100-grade” classes in math, reading, writing and other standard academic fields, to the “400-grade” advanced military training courses specializing in interstellar strategy and advanced battlefield tactics with full simulator and battlefield training. Basic course fees for the OMTC start at 500 C-bills per course level and increase drastically depending on any simulator and live exercises required. All students must pay such fees in advance, but are under no obligation to Wolf's Dragoons—though in some cases, the Dragoons have extended job offers to particularly promising OMTC graduates.

Dragoons Simulator Systems

Simulator facilities are located at the Hiring Hall, the University of Outreach and at a host of locations near the proving grounds. All simulators feature the latest in full-range, active-interface simulator pods, which can be programmed to simulate a variety of missions. The Dragoons and the OMTC maintain an extensive file of simulator programs, including aerospace battles around WarShips and historical event scenarios such as the Clan Invasion battles of Luthien and Twycross, and can even generate computer-controlled opposing forces (OpFors) with variable difficulty levels.

Simulators can be linked in any configuration desired, and a networking center at the Hiring Hall allows users to wage multi-regimental battles by tying in all major simulator centers in the city, though the cost of doing so is astronomical. Simulator time costs 50 C-bills per 30-minute block, and individual simulators may be linked for a flat fee of 10 C-bills per machine. Simulating a 30-minute lance-against-lance engagement with all live pilots typically costs 480 C-bills.

Proving Grounds

The open proving grounds, available for use by all mercenary visitors to Outreach and students in OMTC classes, lie south and east of Harlech and cover roughly 40,000 square kilometers of various terrain, including mock cities. Under typical conditions, anywhere from five to ten zones may be set aside for classes or open field exercises by visiting mercenary commands—day or night—and may be used to train in all forms of battlefield combat from a few infantry squads to a full combined-arms battalion.

During proving ground exercises, the weapons of all participating units must be powered down to non-lethal levels or loaded with marker ammunition, and heavy combat units such as BattleMechs are not permitted to engage in physical attacks. Damage is simulated by battle harnesses and on-board “governor” units, which are wired to a diagnostic interface and tied into a Dagoon Field Master computer to simulate the effects of battlefield damage.

User fees for the open proving grounds are based on force size and composition. Fitting a BattleMech with a battle harness requires two hours of work by two Dagoon technicians and costs 100 C-bills, while fitting a foot soldier with a similar exoskeletal harness takes only 5 minutes and one technician for a cost of 15 C-bills. Computer simulation fees vary by force size as well, starting at 200 C-bills per lance of participating machines or 50 C-bills per squad of infantry. Partly because open proving ground exercises are cheaper than simulator pods, demand for time in the fields has created a near-perpetual waiting list.

Tetsuhara Proving Grounds

In addition to the open proving grounds near Harlech, Wolf's Dragoons also maintain their own private training fields on



THE MERCENARY'S ATLAS

FACT SHEET: SOLARIS VII

Noble Ruler: N/A

Star Type (Recharge Time): K1V (192 hours)

Position in System: 7th

Time to Jump Point: 5.18 days

Number of Satellites: 1 (Solaris 7 Able)

Surface Gravity: 1.10

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Cool-Temperate)

Surface Water: 80 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Fish

Population: 498,243,000

Socio-Industrial Levels: A-A-A-A-B

Remus. Use of these fields is by invitation only, restricted to Wolf's Dragoons and the few select mercenary commands the Dragoons have permitted to take part in exercises there. Most of the invited units are of the highest caliber—they include portions of the Kell Hounds, the Northwind Highlanders and other A*-rated commands.

SOLARIS VII: TRIAL BY FIRE

Some describe Solaris VII, the Game World, as a mass of contradictions. Made wealthy by no less than four major BattleMech manufacturers and the largest legalized gambling economy in the Inner Sphere, most of its citizens nonetheless live below the poverty line. Known for possessing the single largest and most cosmopolitan city in the Successor States, the vast majority of its fertile lands and lush forests remain unexplored and underdeveloped. People of every major and minor political power in the Inner Sphere, the Periphery and even some from the Clans call Solaris VII home and live in grudging tolerance of one another, while night after night their champions assail one another in lethal blood sports.

Likewise, Solaris VII as a mercenary haven is a mass of contradictions. While the games certainly draw no small amount of talent, their focus on glitz and glamour as much if not more than on the fine arts of BattleMech warfare leads many potential

employers to look last to Solaris VII for reliable professional soldiers. And yet Solaris remains a haven for mercenaries of every kind, from the discreet to the flamboyant. MechWarriors, fighter pilots, tank grunts and foot soldiers can all be found on the mean streets of Solaris City, and most even come with a few bonus talents suitable for a host of covert ventures. The fact that many mercenary commands have formed and do business from offices across Solaris City has led more and more talent scouts from the Inner Sphere to seek out such rare gems in the rough.

THE GAME WORLD

Solaris VII is the seventh of twelve planets orbiting an orange K-class star on the Lyran-Free Worlds border, a little more than four jumps from Terra. Cooler than Terra at an average of 25 degrees Celsius, and almost constantly shrouded by gray clouds, critics often disagree when scientists label Solaris a terrestrial planet. Water, much of it tainted by heavy, naturally occurring minerals, covers a full eighty percent of this planet's surface, leaving the rest to the continents of Grayland and Equatus, and a few small islands.

Once a holding of the Free Worlds League, Solaris VII was colonized purely for its industrial potential, much of which went into the production of BattleMechs. In the days of the Star League, a host of BattleMech manufacturers had facilities on Solaris, and many used this world, with its varied terrain, as a test bed for new weapon systems, testing designs against one another. Solaris City grew around the largest concentration of these facilities, ultimately giving rise to the microcosm of the Inner Sphere that exists today, while the games grew more and more flashy and spectator-oriented.

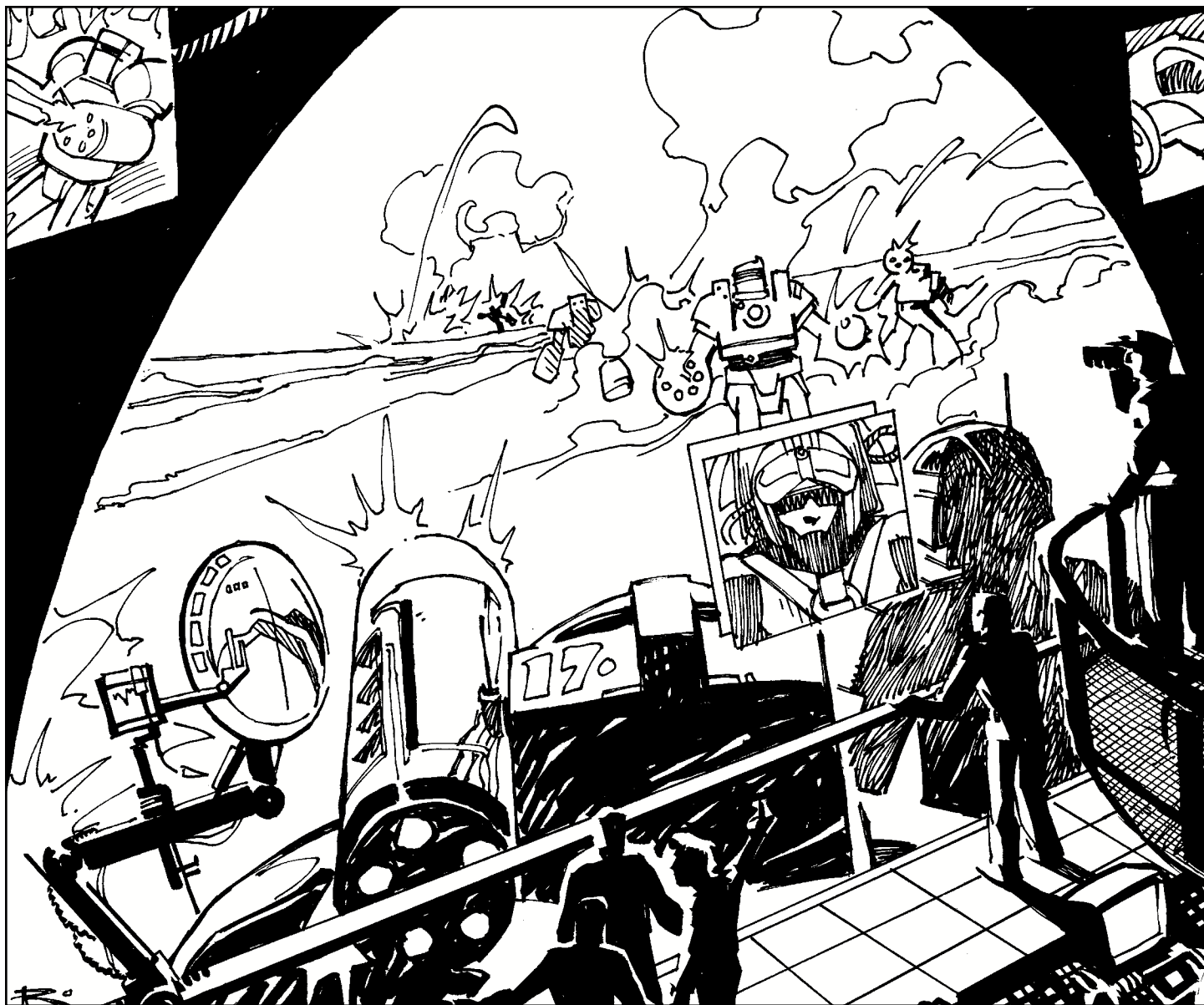
Solaris City

Three million people live in the dense urban sprawl that is Solaris City and its outskirts. Located on the Solaris River near the heart of Grayland, where annual rainfall averages around 160 centimeters and feeds marshlands to the south, north and east, the air is almost constantly damp and the streets forever slick. First impressions of Solaris City tend to see the International Spaceport and its surrounding neighborhoods as a gloomy industrial wasteland, despite local efforts to present a more glamorous face. Solaris City is more than industrial grime, however. Each of the Great Houses maintains a district in this city, all of which reflect the styles, architecture and cleanliness one might expect from larger cities in those domains.

Solaris City is home to the planet's five Class Five arenas, one for each of the Great House districts. These arenas are the venues where champions of the 'Mech stables battle for fame and fortune before thousands of bloodthirsty fans every night. Though ravaged by the waves of riots and open combat during the FedCom Civil War, the arenas still draw tens of thousands every day to watch MechWarriors clash in high-tech gladiatorial combat—all for the glory and fame of being crowned the next Solaris Champion.

Countless holodramas and documentaries describe both faces of Solaris City, where glamour and prestige mix with crime and corruption. The various districts maintain a constant simmering hatred for one another; citizens flock to banners, employers and heroes are all bent on each other's annihilation (or at least each other's public humiliation), and police rarely communicate between districts. The city is ruled as much by corporations and crime lords as it is by politicians and nobility, a place of shadow and substance.

For the mercenary, all faces of Solaris City are a proving ground, and the next employer—or the next victim—may lie in wait at every turn. Official hiring and recruitment for mercenaries often takes place at the Guild Hall, a haven for brokers, warriors and employer agents that, while no longer under the official sponsorship of the Mercenary's Guild, continues to draw hopeful mercenaries to Solaris



VII in search of work. Other hiring halls also exist in the various state sectors, such as the Blue Hills' Mainline MechWarriors, which caters to Davion employers and soldiers.

The Reaches

Outside Solaris City lies the Reaches. Though the term describes the region from the city limits to the distant cities and towns on the continent of Equatus, for most the Reaches are the less-affluent suburbs of Solaris City where the districts are less well defined and the line between decency and survival is more blurred. Solaris VII natives see the Reaches close to Solaris City—namely Xolara, Roland Fields, Burgton and Bracken Swamp—as a natural extension of the city itself, albeit

with a lower-class collection of neighborhoods. Many of these assume a similar national identity to the nearest six districts of the city proper, though communities also exist with ties to the lesser powers of the Inner Sphere and Periphery. Rasalhagian, Taurian, Canopian and even Clan enclaves are said to thrive in the Reaches.

Soldiers for hire turn up in the Reaches almost as often as in Solaris City, though wary employers often make inquiries and attract potential employees into the International Zone's Guild Hall rather than venture into Solaris VII's meaner streets. Often, however, Reaches recruits are conspicuously lacking in combat skills as well as the social arts.



THE MERCENARY'S ATLAS

FACT SHEET: ARC-ROYAL

Noble Ruler: Grand Duke Morgan Kell
Star Type (Recharge Time): G3V (184 hours)
Position in System: 4th
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Deven and Thorwald)
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 32° C (Mild-Temperate)
Surface Water: 74 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Mammals
Population: 2,098,000,000
Socio-Industrial Levels: A-A-A-A-A

WARRIOR TRAINING

Warrior training on Solaris VII is far more informal than at any academy or mercenary training center and often focuses on single-combat dueling, the kind of warfare waged in Solaris' many arenas. Most warrior training also centers on BattleMech combat, with precious little attention spared for the other venues of warfare such as aerospace, conventional vehicle and infantry actions.

Warrior training on Solaris generally takes place in the major stables of Solaris City, but entry into such stables is not often permitted to those without combat experience. Local internships have begun to open the door for native Solarians to get in on the ground floor of the Games, though this trend is fairly recent.

Outside of the stables, numerous "trade schools" exist for teaching the arts of combat. Many of these focus on personal combat, such as hand-to-hand martial arts and infantry tactics, but some feature the rudiments of BattleMech training. Most of these, unfortunately, are fly-by-night operations that offer passable combat training to anyone who can cough up the C-bills, though prices often range from 50 to 500 C-bills per class. Lacking the finer points of tactics and strategy, classes often consist of extensive simulator pod exercises far less sophisticated than those found on Outreach. Simulated battles and field exercises in trainer 'Mechs generally emphasize engagements no larger than a lance-on-lance skirmish, again in keeping with the preferred style

of combat on Solaris VII. Most graduates of these classes possess merely competent skill at the helm of a BattleMech, tank or fighter, but such skills come at a bargain compared to the personal investment of several years at a state-run academy.

THE SOLARIS GAMES

By far the greatest tests of raw battlefield talent on Solaris are, of course, the Games. Matches occur almost nightly in the arenas of Solaris City and around the world. Though many feature BattleMech action, many Reaches circuits also include vehicle duels, exoskeleton matches and even rare one-on-one dogfights over the uninhabited countryside. These matches are live-fire exercises in which the combatants put their lives on the line with live ammunition and the very real chance of sudden death in the name of fortune and glory.

Most of the Games are organized by fight promoters, entertainment industries and the stables who manage their champions, but a large number of freelance fighters exists as well, who may get into the arenas if they have the necessary C-bills and firepower. Solaris City and its nearby Reaches even boast leagues of play, which count many stables among their membership and offer potential employers a chance to measure the talent of the participants. League matches and championship matches are among Solaris VII's biggest draws.

Championship matches are the bread and butter of Solaris VII, with the "Big Five Days"—the Grand Tournament—the most important of all. Unlike the score-based League matches, the championships are often fought as single- or triple-elimination tournaments, where the winner moves onto the next bracket while the loser is ejected from play. The rioting during the FedCom Civil War that tore Solaris apart initially dulled the appeal of the championship matches in the eyes of many spectators, but the return of some normality following the end of the war has sparked a dramatic increase in attendance, though turnout remains somewhat low compared with pre-war levels.

ARC-ROYAL: MENTORS AND MASTERS

As mercenary hubs go, Arc-Royal is a new addition to the mercenary's atlas, though it may be argued that the Kell Hounds who make it a center for the mercenary trade have been working at it for decades. Arc-Royal is a pleasant, pastoral world of mild weather and remarkable beauty. It is also home to one of the most legendary mercenary forces ever to stride across the battlefield, as well as the equally formidable renegade warriors of Clan Wolf (in-Exile). The fact that Arc-Royal is now also the capital of the Lyran Alliance's Arc-Royal Theater only increases its prestige as a symbol of military strength in the region, and mercenaries flock to this world for a chance to be part of something big.

OLD CONNAUGHT

Compared to Harlech and Solaris City, the capital of Arc-Royal looks nothing like a mercenaries' haven and retains something of a "home town" appearance. The streets are clean, the architecture reminiscent of nineteenth-century Germany and the people uncommonly friendly despite the influx of warriors in their midst. Most of the inhabitants of Old Connaught are proud of their Lyran heritage and their link to the Kells, who claim stewardship of this planet. Kell Hound security troops, often backed by LAAF infantry or local police, are a common sight on the streets, yet few see their armed presence as intrusive or even intimidating.



Mercenaries new to Arc-Royal are asked to register with Old Connaught's Visitors Center at the nearby spaceport, where they are also expected to stow their machines and leave all but one sidearm behind before venturing into the city and stopping by the Warrior's Hall. This helps keep the atmosphere in the Arc-Royal capital peaceful, even when local Clansmen stop by for a visit.

CLAN WOLF (IN-EXILE)

In addition to the Kell Hounds, Clan Wolf (in-Exile) has its primary enclave on Arc-Royal. Nicknamed Wolf City, the Warden Wolf enclave is a sprawling mix of temporary and semi-permanent structures bracketed by military bases and factories that constantly remain under improvement or expansion. Traffic between the enclave and the rest of Arc-Royal is tightly controlled, with Clan and Kell Hound units maintaining secure checkpoints as far from the enclave as a full kilometer, and near-constant 'Mech and battle armor patrols providing additional defense farther in.

Lower caste Clansmen from the enclave—often under warrior guard—frequently conduct trade and maintain contacts with Old Connaught, in the interests of keeping friendly lines of communications open and coordinating defense forces on Arc-Royal and throughout the Arc-Royal Theater. However, relations remain somewhat tense between the Inner Sphere natives and the folk of the Clan enclave. This rule does not apply to the Wolf warriors and the Kell Hound mercenaries, who view each other as valued allies and often train in close proximity. It is not uncommon, therefore, for mercenaries visiting Arc-Royal to encounter Warden Wolf representatives and even instructors at the Warrior's Hall.

THE MERCENARY TRADE ON ARC-ROYAL

Hiring and recruiting activities in Old Connaught take place in the Warrior's Hall, a recent addition to the city skyline that stands a few blocks south of the Office of the Grand Duke, Old Connaught's capital building. Nowhere near as grand in size and design as the Hiring Hall on Outreach, the Warrior's Hall is nonetheless an impressive structure, a vaguely pyramid-shaped tower that stands twelve stories high. The Hall features conference rooms and offices for mercenary brokers and employer representatives, as well as a communications center tied into the city's Class-A HPG station.

Though currently lacking MRBC support, the Old Connaught Warrior's Hall is already developing a reputation for promoting fair business dealings between employers and local mercenaries. Much of this is attributed to the presence of accomplished Kell Hounds negotiators at the Hall, all of whom are available for freelance work on behalf of less savvy mercenary commands.

Arc-Royal Combat Training Program (ARCTP)

Visiting or prospective mercenaries may also visit the Warrior's Hall to enroll in the Arc-Royal Combat Training Program, the Kell Hounds' mercenary mentoring system. This program offers training for warriors and mercenary administrators alike, and ties into the "farming" system enacted by the Hounds on and off throughout their career. The ARCTP serves the dual purpose of training new mercenary commands dedicated to the high standards of the Kell Hounds and similar legendary mercenary forces, while fostering small and independent mercenary groups from which the Hounds may later draw recruits of their own.

The ARCTP consists of formal classroom studies with simulator training and field exercises that may include live ammunition or battle harnesses. Instructors include off-duty officers from the Kell Hounds mercenary regiments, as well as an occasional guest instructor from the LAAF or the Warden Wolves, adding to the overall quality of the training program. The class curriculum is a well-rounded balance of tactical theory and mercenary economics, but all of it presumes some degree of previous education in a state academy or university.

The cost of enrolling in the ARCTP is prohibitive, with each course running about 900 C-bills, and space is limited. Graduates, however, can boast that they were trained by the Kell Hounds, and may even gain access to limited financial aid from the Hounds' mercenary farming program so long as the funds are used to form a mercenary command that measures up to Kell Hounds standards.

PHELAN KELL AND THE WOLVES (IN-EXILE)

Phelan Kell, son of Kell Hounds commander Morgan Kell, was in the Periphery on a pirate-hunting mission when the Clan invasion began. Captured and made a bondsman of Clan Wolf, Phelan's intervention at numerous critical times lessened the bloodshed caused by the Clan invasion. These actions earned him respect in the eyes of his master, Ulric Kerensky, then Khan of the Wolf Clan (and later ilKhan over all the invaders).

Through Ulric's sponsorship, Phelan was adopted into the Wolf Clan's warrior caste, where he acquired the Bloodname of Ward and eventually rose to the position of Khan of Clan Wolf. From this position, he worked with Ulric and Natasha Kerensky to uphold the Truce of Tukayyid and keep the Clans from moving forward with their invasion goals, until Clan Jade Falcon inevitably forced the issue and sparked the so-called Refusal War in 3058.

In an effort to preserve their Clan in some form, the Wolf leaders devised a strategy to preserve the Truce of Tukayyid and the ideals of Clan Wolf by transferring more than a third of the Clan's total strength and occupation zone support forces into the Inner Sphere, while the remainder waged a war of attrition against the Falcons. The Wolves that remained behind, though beaten, reclaimed their strength and power under Khan Vlad Ward, while those who followed Phelan, Abjured by their own brethren, became known as Clan Wolf (in-Exile).

The Exiled Wolves under Khan Phelan Kell maintain their ties to the rites and traditions of Clan Wolf, and have also brought the benefits of Clan technology and productivity to the Inner Sphere. Fervent Wardens, these warriors now fight beside the Kell Hounds and played a critical role in Operation Bulldog, repelling the Jade Falcon Incursion, and even in the final stages of the FedCom Civil War. The close relationship between Khan Kell's Wolves and the Kell Hounds promises to be a mutually beneficial one well into the foreseeable future.



THE MERCENARY'S ATLAS

FACT SHEET: FLETCHER

Noble Ruler: None
Star Type (Recharge Time): G4V (185 hours)
Position in System: 7th
Time to Jump Point: 7.96 days
Number of Satellites: None
Surface Gravity: 1.30
Atm. Pressure: High (Breathable)
Equatorial Temperature: 30° C (Mild-Temperate)
Surface Water: 90 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Amphibians
Population: 536,000,000
Socio-Industrial Levels: C-C-B-C-B

FLETCHER: OFF THE RECORD BOOKS

Fletcher's dense atmosphere and constant cloud cover keep it damp and chilly. In its heyday as a holding of the Terran Hegemony, this world was an industrial powerhouse. Several arms factories were located here, including StarCorp Industries, Caletra Fighters, Yelm Weapons and Flame Tech. This world also gained significance as the burial site of Capellan Chancellors, starting with Aliesha Liao, the author the Ares Conventions, who was laid to rest in the days of the Terran Hegemony long before the Capellan banner flew over this world.

During the Succession Wars, virtually all of Fletcher's heavy industries were destroyed, leaving it a dreary but self-sufficient funeral world by the time the Federated Commonwealth took over. Lightly garrisoned after its conquest, Fletcher became a hotbed of terrorist activity by the pro-Liao Zhanzheng de Guang, who attempted to seize the planet unsupported during the Marik-Liao invasion of 3057. Fletcher's HPG was destroyed in the fighting, apparently by Liaoist guerillas, and the planet has remained "dark" ever since. Ironically, this very event transformed this Chaos March world into a haven for mercenary activities. Without an HPG, Fletcher became a hiding place for disreputable and desperate mercenary commands as well as the many pirate bands that roam the lawless worlds of the March.

In the wake of the FedCom Civil War, pro-Capellan guerillas have once more begun to wrestle with the planetary authority for control of this world, and have already taken over a number of outlying cities and townships in the absence of organized resistance. Because this effectively makes them the largest single organized movement on planet, the Capellans have already claimed victory in retaking Fletcher, a claim still open to considerable debate. Regardless of whether or not the Capellans truly have gained an upper hand on this isolated world, the mercenary trade appears unaffected.

ROYCE

Since the virtual collapse of central authority on Fletcher, the planet has devolved into a collection of city-states, though the capital city of Royce has maintained a semblance of order. Controlled by militia units nominally loyal to the ideals—if not the realm itself—of the Federated Suns, Royce has become an island of civility in an ocean of chaos. An uneasy trade maintains the other city-states of Fletcher through Royce's spaceport, but the overland routes are often compromised by Mech pirates and bandits—many of whom are down-and-out mercenaries whose commands were shattered in the constant turmoil that bedevils the Chaos March.

Because of its stability, Royce has expanded since the fall of Fletcher's central authority and is now the heart of planetary trade in goods and services. Mercenaries, typically operating as freelance warriors or in smaller groups, base their operations out of Royce because the local militias offer them discreet lodging and a discount on military supplies obtained through the planet's legal (and not so legal) economies. In exchange, some mercenary commands bolster the city garrison on a rotating basis, adding to its stability and to the continued mercenary business.

THE MERCENARY TRADE ON FLETCHER

The site of Royce's destroyed hyperpulse generator has become the planet's answer to the hiring halls of Outreach, Solaris VII and Arc-Royal. The five-story structure built on the rubble of the HPG station externally resembles any other government building in Royce, with its blocky, Spartan appearance and round-the-clock guards. Inside, it is essentially a large convention hall, with a network of conference rooms on every floor surrounding a main floor filled with kiosks and booths devoted to agents of every major employer who does business here.

Weapons are not allowed in the Royce Hiring Center, save those of its own extensive (and heavily armed) security force. Geared toward discreet gatherings of smaller mercenary commands, the conference rooms are cramped and soundproofed, accessible only to those who register for their use at the main office and obtain an encoded key. Minimal support staff is kept on hand to broker negotiations, as no overwatch authority exists here. Mercenaries and employers conduct negotiations at their own risk, secure only in the knowledge that one good double cross can easily lead to another. Unfortunately, this system has proven effective only in bringing work to questionable mercenary commands with missions that often cannot be sanctioned by MRBC standards.

Unlike other hubs of mercenary activity, Fletcher offers no formal schooling for warriors and is not kind to those new to the business. Mercenaries traveling to Fletcher in search of employment are well advised to reconsider their plans if their skills are not up to par, and to remain on their guard during all business dealings.



EMPLOYMENT AND CONTRACTS

The following information is provided to aid mercenary commanders and potential employers when hiring and drawing up contracts. The *Employment* section describes current job markets, theaters of operation where mercenary troops are likely to serve, while *Employers* provides information on the attitudes and hiring practices of major mercenary employers. The *Contracts* section describes standard mission types, contractual terms and obligations. The *Mercenary Review and Bonding Commission* section briefly describes the commission most widely recognized for handling fair and above-board contract negotiations between mercenaries and their employers. This overview is followed by *Alternative Enforcement*, which briefly covers what mercenaries might expect when operating outside the MRBC.

Every Great House maintains permanent offices at the Hiring Halls on Outreach and Galatea, along with several Periphery states and even some of the larger multi-world corporations. All of these employers commonly list job opportunities for mercenary commands of various sizes and specialties on *WARRIOR WANTED* screens located throughout the halls. On other mercenary hubs without official representation by the MRBC, these same employers often resort to smaller offices or local agencies, which usually post their own run of *WARRIOR WANTED* ads based on local markets.

JOB MARKETS

The following section describes the “hot spots” of the Inner Sphere as of 1 October 3067 and the types of action mercenary groups can expect in each area. Technically, of course, any border region may be considered a “hot spot,” but the following describes those regions most inflamed by recent fighting, where a mercenary command may most likely find itself involved.

Chaos March

The remnants of the Federated Commonwealth’s Sarna March shattered during the Marik-Liao invasion and the secession of the Lyran Alliance in 3057, forming the so-called Chaos March, a cluster of worlds claimed by no stable government or major power. Roughly sixty light years in diameter and located at the core of the Inner Sphere the region has seen the rise and fall of dozens of petty lords and minor alliances since its creation, and continues to exist only while the attentions of the Great Houses remain diverted toward the Clans and each other.

At present, the worlds of Outreach and Northwind remain independent entities, recognized by virtually every major House and minor power. A few minor alliances, such as the Siaph Triumverate and the Terracap Confederation, also struggle along despite numerous hardships. Aside from these exceptions, the rest of the Chaos March worlds are on their own, though many still believe it is only be a matter of time before the near-by Great Houses finally reabsorb them.

The great powers’ failure to do so thus far has created a vacuum that the Word of Blake seems eager to exploit. Blakist agents and mercenary commands in their employ have turned up on virtually all Chaos March worlds, where they hold some degree of standing with local governments and warlords. Though many people still mistrust the quasi-religious splinter faction of ComStar, the promise of order and prosperity has proven a powerful tool for the Blakists. Presently, the only check on the Word of Blake’s ambitions appears to be a few ambitious local leaders, Capellan guerillas and Wolf’s Dragoons, all of whom engage in or support active military resistance to Blakist expansionism.

THE MODERN MERCENARY

Despite a history that extends to ancient times on pre-spaceflight Terra, the life and motivations of the mercenary remain a mystery to the casual observer. Most see the mercenary as a mere money soldier, with no allegiance save the next contract and the mighty C-bill—or worse, as little more than a pirate trying to justify his desire to kill and plunder. Some see the mercenary trade as a breeding ground for revolutionaries, bandits and criminals of every stripe whose single-minded devotion to profit provides all the reason they need to live. Such views are, of course, simplistic and almost always wrong.

Contrary to popular belief, financial gain is more easily sought—at a much reduced risk—in commercial ventures than in taking up arms and fighting someone else’s war. On average, more than half of all mercenary commands formed each year die off from battle losses or bankruptcy within their first twelve months of operation. The average income for a MechWarrior in a financially viable mercenary command, according to the New Avalon Business Advocate, was 1,500 C-bills per month, a figure on par with the average blue-collar citizen of the Inner Sphere. Furthermore, the average mercenary warrior stood a nearly nine in ten chance of being killed in battle within ten years of service. Even more worrisome, the average mercenary lacks the most basic life insurance coverage, a result of his or her career choice, where rates for the rare affluent warrior who can afford them climb as high as 3,000 C-bills per month. Free medical aid may be obtained through the command, but the quality can vary wildly from unit to unit. So, if not for the money or the benefits, why do mercenaries fight?

The answer, more often than not, is freedom—the freedom to control one’s own financial destiny, outside the structures of states and societies and unbound by rules made by uncaring politicians. The modern mercenary commander takes great pride in being his own boss, commanding his own financial future as a business owner without fearing the burden of state taxes or political



EMPLOYMENT AND CONTRACTS

agendas with which he may disagree. The tales of mercenary units formed from shattered military commands after they mutinied against their superiors are legion. Once freed of the chain of command that bound them, these warriors can fight for the causes they choose while eking out a life of their own in the company of like-minded soldiers.

There are some thrill seekers out there who become mercenaries for the adrenaline rush, as well as those who regard the profession as a path to untold riches. These individuals, however, represent the true novices in the field. Mercenary commands such as these will likely fail in their first year unless they recognize the true nature of their work before it is too late. Still others are self-styled heroes, inspired by tales of the Kell Hounds, Wolf's Dragoons or the Northwind Highlanders. But for those who continue in the tradition of the modern mercenary, the freedom to control one's own destiny is—and always will be—the deepest motivation for accepting each contract and fighting the battles an employer asks them to fight.

Mercenary commands currently serving in the Chaos March fall into three general types. The first type is composed of larger units—battalion strength and greater—employed directly by Great Houses or by proxy forces representing one of the Great Houses. These mercenary groups receive fair command and salvage rights and see quite a bit of action.

Smaller commands comprise the second type. These forces are primarily employed by struggling independent governments and private concerns in the March, who are desperate to hold on to their newfound freedom. Savvy mercenaries have managed to negotiate short-term contracts with these employers that give them above-average pay and salvage rights. However, most of these new governments cannot afford to provide their mercenary units with transportation or support. Additionally, most of the small units have surrendered command rights, apparently gambling on a lack of heavy action in the near future.

The third type are mercenaries employed under the auspices of Wolf's Dragoons' Allied Mercenary Command (AMC). This loose confederation of mercenary forces is currently active in resisting the Word of Blake's efforts in the March, helping to support those governments reluctant to become part of a Blakist hegemony.

Disputed Territories

Spinward of the Chaos March lie close to two dozen worlds of House Davion's Achernar Polymorphous Defense Zone (PDZ) that remain hotbeds of activity for Capellan-backed guerillas. Initially thrown into chaos after the secession of the Lyran Alliance from the Federated Commonwealth, these worlds fell back under Davion sway, but remained somewhat unstable thanks to the ongoing efforts of the pro-Capellan resistance, who still clamor for a return to House Liao's rule. With Chancellor Sun-Tzu Liao's reclamation of Tikonov, this local instability threatens to turn ugly once more.

Though pro-Liao sentiments are clear in this area, many local governments and citizens also claim strong loyalty to the Federated Suns. As a result, the governments of these disputed worlds are hiring mercenaries to augment local defenses and to assume riot control duties in anticipation of a final showdown between the neighboring Liao and Davion realms.

Clan Occupation Zones

The Clan Occupation Zones, which cover an area as large as any single Successor State, stretch across Draconis Combine and Lyran Alliance territory and encompass almost all of the Free Rasalhague Republic. Employers continue to hire mercenaries for raids into the zones and garrison duty along their borders, as well as for extra defense forces to guard against Clan reprisals. On the Draconis Combine front, many mercenaries have also seen their roles expand to include riot duty on recently reclaimed worlds, where the populations continue to adjust to the Combine's efforts to reintegrate them.

Most garrison contracts along the Clan Occupation Zones include compensation bonuses if the Clans attack, and pay up to twice normal rates for each month that the unit faces such attacks. Raids into the zones also pay double the normal rate, and most employers tend to be generous with command and transportation rights. However, few employers are willing to surrender salvage rights to Clan technology.

Before accepting an assignment in the Clan Occupation Zones, every soldier-for-hire should be aware that the Clans disdain mercenaries. In the rigid Clan caste system, mercenaries are ranked scarcely higher than bandits, and can expect little to no quarter and no hope of repatriation upon surrender when battling Clan forces. So far, only Clan Wolf has shown any interest in making bondsmen out of mercenaries. By contrast, the warriors of the Ghost Bear Dominion seem willing to go out of their way to destroy such forces.

Periphery States

Recent years have created something of an uproar among the Periphery realms, affecting the mercenary trade in all fringes of the Inner Sphere. The Outworlds Alliance, for example, has ceased hiring mercenaries, citing its own laws as a reason for the contracts for mercenary commands not integrated into the Alliance defense force to expire. On the flip side, the Circinus Federation has increased its hiring volume, largely prompted by recent predations by the neighboring Marian Hegemony. The majority of these contracts, however, are limited to smaller mercenary commands.

The Taurian Concordat has suffered grievous setbacks in the past few years. The secession of several worlds to the so-called Calderon Protectorate, the equally shocking breakaway of the former New Colony Region (now known as the Fronc Reaches), and



renewed military action on the realm's border with the Federated Suns have created a new demand for mercenary forces. Mercenaries employed in these regions may expect to see a great deal of defensive duty along the Concordat's shrinking borders, or to act in support of raiding operations. In such cases, mercenaries may find themselves facing opponents in the Protectorate, Federated Suns or even the local Pirates' Haven.

To make matters even more interesting, the Magistracy of Canopus is also hiring mercenary commands to boost its own defenses. Mercenaries hired for operations in the Fronc Reaches should be warned that still-active political ties between the Taurians, Canopians and Capellans may pose a major concern in the event that one faction or the other invades the region. Conflicting orders to keep the peace or to attack a nominal ally can create legal nightmares for the unwary mercenary commander.

Deep Periphery

Though ComStar's Explorer Corps has drastically reduced its activities since the fall of the Smoke Jaguars, some operations continue under the auspices of the Star League Defense Force, including search-and-destroy missions against the remnants of Smoke Jaguar forces and local bandits. Mercenary commands, usually a battalion or smaller in size, may expect to see sporadic action during missions in the deep Periphery, generally as part of a bandit hunting force or security for an exploration team.

In addition to these possibilities, the recent discovery of deep Periphery realms such as the Hanseatic League and Nueva Castile, and the beginnings of limited trade between them and various realms, has opened a new market for mercenaries. These realms often require mercenaries for additional defense against pirates, but some—like the peoples of Nueva Castile—prey upon one another. Because the economies and governments of these small states are so far behind those of the Inner Sphere, mercenaries may expect generous contract terms such as full salvage and independent command rights to work in the Deep Periphery.

EMPLOYERS

The section below outlines most major mercenary employers active in the Inner Sphere, as well as their general attitudes toward mercenaries.

Federated Suns

House Davion's Federated Suns arose from an oligarchy to become one of the more militaristic Successor States. As a result, this realm has long relied on mercenaries to help repel aggressors such as the Draconis Combine and to aid in its own military pursuits. Consequently, the leaders and citizens of the Federated Suns generally view mercenaries favorably.

The Federated Suns has a history of dealing fairly and honestly with mercenaries, though on occasion it has attempted to forcibly incorporate certain mercenary groups using the "company store" tactic. Under the reign of Prince Victor Steiner-Davion,

such practices have ended, and mercenary confidence has grown strong since.

When negotiating contracts with mercenary units, the Federated Suns commonly uses pairs of negotiators—a throwback to the days of the Davion-Steiner alliance, when each House sent a negotiator to ensure the other's good faith. Typically, both negotiators drive hard bargains, forcing a mercenary command to work hard to find loopholes to exploit, but the "good negotiator/bad negotiator" tactics of old have been on the wane since the FedCom Civil War.

The Federated Suns is generous with salvage rights except when Clantech is involved, and prefers that mercenaries accept Davion-provided transportation as a means of controlling a mercenary command's movement while on the job. When a command uses private transportation, House Davion offers barely more than twenty percent reimbursement, though some negotiators have managed to get more favorable terms. Support and command rights are negotiable according to the mission.

Lyran Alliance

With its vast wealth, the Lyran Alliance of House Steiner doles out contracts much more generously than any other Successor State, though its negotiators can drive a hard bargain if need be. To this nation founded on economic principles before military force, the mercenary profession is a business like any other. As a result, Lyran citizens are generally more trusting and less suspicious of mercenaries, accepting them as a logical extension of their nation's defense forces.

Though mercenaries may encounter any number of the Alliance's "social generals," often-incompetent officers more interested in advancing their careers than in furthering the practical objectives of the state, the Lyran military reflects the same generally accepting attitude as civilians. The days when General Nondi Steiner commanded the LAAF and assigned most mercenaries to rear-line garrison duty are over, and mercenaries may expect any mission type from a Lyran contract.

Lyran negotiators are always LAAF officers, who prefer to remain in their Hiring Hall offices and send for the mercenary officers and negotiators rather than scout them out on their own. Interviews often take on the air of a military tribunal, with several officers and their aides arrayed behind a large table while the mercenary negotiators are left standing or given seats on the floor. As might be expected, the LAAF is stingy with command and salvage rights, and prefers that mercenary forces provide their own DropShips. However, they usually provide generous support compensation and above-average pay.

Draconis Combine

Despite its history of military expansionism, the traditions of bushido that serve as the basis of Draconis Combine society have precluded most of its citizens and military personnel from viewing mercenaries with anything but contempt for much of the nation's existence. Only Coordinator Theodore Kurita's reforms,



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and the memory of mercenary assistance defending Luthien from the Clans, have earned the mercenary trade any respect among the Combine citizenry and soldiery.

Holding fast to their standards of honor, the DCMS hires only the most reputable mercenary commands for visible duty, but for operations staged from less prominent worlds far from prying eyes, less sterling forces may find work as well. No longer single-mindedly focused on the Clan front, missions for the Draconis Combine may take any form and occur along any border.

Combine hiring and negotiation methods vary wildly. At the Hiring Halls on Outreach and Galatea, the Combine office might send a single representative to greet a potential hire, and then spring four talented negotiators for contract discussions. Or the office may send several scowling headhunters to greet a mercenary group, and a lone negotiator to finalize a contract. Apparently, the Combine likes to use conflicting methods just to keep mercenary commands on their toes. With regard to contract terms, mercenary commanders can expect any Kurita representatives to be especially rigid about retaining command and salvage rights.

Free Worlds League

Captain-General Thomas Marik's decision to stop hiring mercenaries and allow extant mercenary contracts to lapse has led many mercenary commands to look elsewhere for employment. This trend, which accelerated after the Marik-Liao offensive of 3057, does not apply to all the various sub-states that make up the Free Worlds League, however. Because of its confederation-style government, the League thus offers sporadic contracts, many tied to a single semi-autonomous district or duchy.

Free Worlds negotiators often send a single representative to offer employment and present an effectively non-negotiable contract to a prospective hire. Thanks to the economic might of the League, they tend to offer good pay and fair rights, and have given few units cause to complain in the past.

The factionalism of the Free Worlds League has created internal conflicts on occasion, leading to instances where mercenaries and regular forces alike were routinely bribed or misled to meet the needs of squabbling rulers. Today, much of this internal strife has abated, and so mercenaries employed by League members can expect mostly defensive assignments or raiding and bandit hunting missions along the state's borders. The Word of Blake also does much of its hiring via Free Worlds League proxies.

Capellan Confederation

Though its leadership has a tradition of tight control over its people and thus regards the individualistic habits of mercenaries with no small degree of suspicion, the Capellan Confederation has historically hired a large number of mercenary commands.

This nation's rigid caste structure can be a blessing and curse to a mercenary force. While the average Confederation citizen would not think to criticize his Chancellor's decisions, even indirectly, by protesting the arrival of a mercenary unit or sug-



gesting that its services are not necessary, the upper castes are often not so understanding. Members of the military directorship and regular Confederation MechWarriors may not hesitate to make hired soldiers aware of the natives' higher social standing, and the fact that a great many mercenary commands have accepted Sun-Tzu Liao's invitation to join the regular forces has lessened their perceived need for "mere money soldiers."

Capellan headhunters and negotiators always travel in threes, selected for their rivalries as much as for their skills, based on the theory that rivals—or outright enemies—cannot conspire against the Chancellor without risking mutual exposure. Despite the Confederations' recent recovery under the successful *Xin Sheng* program, command rights and support remain hard points to negotiate in mercenary contracts—the former because of the CCAF's still-rigid command structure, and the latter because available support remains elusive. Transportation and salvage rights are more negotiable, with fair pay offered on missions ranging from guerrilla campaigns and objective raids to defensive assignments and even missions in defense of the Confederation's Periphery allies.

Free Rasalhague Republic

Decimated by the Clan invasion and now overrun by ComStar and Star League garrisons, the Free Rasalhague



Republic nonetheless continues to hire mercenaries to bolster its native defense forces. The presence of new BattleMech factories in the Republic has created a minor economic boom for this tiny realm, allowing it to hire several mercenary commands for missions ranging from Clan raids to garrison and cadre duties. However, mercenaries figuring the realm's negotiators as pushovers will find that the memory of mass mercenary abandonment during the Ronin Wars remains vivid in the minds of the Republic's people. For this reason, though the nation offers adequate pay, its negotiators bargain hard for all rights, especially command rights.

Periphery Realms

Lacking the powerful military machines of the Inner Sphere, and thus forced to rely on mercenaries for additional protection, few Periphery states display anti-mercenary sentiments. In fact, at the present time only the Outworlds Alliance refuses to hire mercenary commands, enforcing laws that were suspended until just recently.

Though the typical Periphery realm attracts hard-luck mercenary outfits—some of which may supplement their incomes by engaging in outright piracy—all mercenaries are not judged by these undesirable groups. In the Magistracy of Canopus and the Taurian Concordat, for example, members of a mercenary command can expect fair consideration for their own records and achievements rather than misdirected blame for the unprofessional behavior of other units. The Marian Hegemony is likewise considered a fair employer, no more or less trustworthy than certain Great Houses, while its rivals in the Circinus Federation may offer generous salvage rights to boost that state's own flagging defenses.

Curiously, though respected for the services they offer, most mercenaries find they are treated with some suspicion by lesser Periphery powers and even the common Periphery citizen. This attitude largely stems from the fact that few mercenaries travel into the Periphery voluntarily, and these outer realms have thus developed a discerning eye toward professional soldiers.

Most Periphery states are fairly agreeable on command rights and salvage, except for the Marian Hegemony, which jealously guards command rights. These realms also offer transportation and usually reimburse a mercenary group for up to sixty percent of its private transport costs. Support is also negotiable, but the low level of Periphery technology makes Periphery technicians of little use to many mercenaries.

Corporations

Corporations care about the bottom line, which has advantages and disadvantages for mercenaries. On the one hand, corporate executives recognize mercenaries as fellow independent businessmen and generally treat them with a degree of professional courtesy. On the other hand, they carefully weigh costs and benefits in every negotiation. Lacking the huge financial base of most interplanetary governments, corporations typically bargain hard for every C-bill. Few try to retain command rights,

but most are unwilling to pay private transport costs because they can usually offer a mercenary unit transport aboard their own JumpShips and DropShips. Salvage rights and technical support are negotiable, depending on the employer and the mission. A 'Mech manufacturer, for example, will bargain hard for salvage rights but be generous with technical support. Non-military firms tend to do just the opposite.

Mercenary Units

Only the larger mercenary commands subcontract work to other mercenary units, and when they do it generally means action. At present, the Kell Hounds, which dominate the region formerly known as the Arc-Royal Defense Cordon, are currently hiring mercenaries as part of their ongoing farm program and to bolster defenses in the Melissia Theater. Meanwhile, Wolf's Dragoons are gathering mercenaries into their own Allied Mercenary Command (AMC) as a check on Word of Blake ambitions in the Chaos March. Good treatment can generally be expected between mercenary commands, along with fair pay and most rights. Command rights, however, can be a sticky issue, and normally remain with the hiring command. Fortunately, subcontracted units can expect good salvage rights and fair support in return for this concession.

CONTRACTS

Contracts determine the responsibilities and rights of a mercenary force and its employer. Therefore, both parties should ensure that all their concerns are discussed during negotiations and specifically addressed in the final contract.

MISSION TYPES

Regardless of whether or not they are handled through the MRBC, mercenary missions are generally classified as defense, raids or assaults, indicating their overall intent. A fourth category includes covert operations, but generally such missions are highly sensitive and often require mercenary commands with a loose code of conduct to carry out. For this reason, Outreach and other MRBC-approved hiring halls do not sanction many covert missions.

The twenty mission types defined below are recognized by hiring halls across the Inner Sphere and Periphery.

Retainer (Defense)

Retainer contracts place a mercenary command at the employer's beck and call for a designated period, during which time it may be called upon for unspecified defensive missions that can range from relief to riot duty and even mole-hunting. The rest of the time, the mercenary force performs standard garrison duty. Retainer contracts typically run two years, and employers traditionally pick up full transportation costs and reimbursement for out-of-pocket expenses incurred. Pay is average, with a ten- to twenty-percent bonus if and when combat occurs.



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Garrison (Defense)

Running anywhere from one to five years, garrison duty is considered “grave time” by most mercenary commands. A unit on garrison assignment may guard anything from a facility to a planet, defending against hostile raiders or even assault forces. Garrison duty on interior worlds frees up regular troops for hostile action. On border worlds, where combat is a real threat, garrison units maintain a fairly strict order of readiness and receive combat bonuses in the event of military action.

Cadre (Defense)

Cadre, or training, duty is possibly the lightest duty of all. Generally, a unit on cadre assignment trains corporate security personnel or a local planetary militia in combat tactics. Cadre duty is usually combined with a garrison contract when possible; larger mercenary units frequently detach and deploy a part of their forces (from a single lance to an entire company) on cadre duty while the rest of the unit is employed in another fashion. Normally, cadre contracts last from six to twelve months.

Relief Duty (Defense)

Relief duty generally runs two months or more, and entails reinforcing friendly military forces that are often in danger of being overrun. Mercenary groups that sign on for such assignments know they will be dropping into a war zone, to face an enemy command that may or may not have already smashed those they came to assist. Most employers are understandably desperate when hiring relief forces, and so mercenary units can usually bargain for excellent terms. However, command rights are a constant problem, as most employers prefer to attach the mercenary force directly to on-site troops. Because the enemy likely controls most approach paths to the battlefield, the danger of this assignment is apparent from the start.

Defensive Campaign (Defense)

Unlike a garrison assignment, mercenaries hired for defensive campaigns are expected to engage an active enemy and fight delaying actions until the employer can move additional relief forces into the area. Typically, units are hired for defensive campaigns only after an attack has begun or when the employer believes one is imminent.

In the past, employers have tried to hire units on standard garrison contracts and then press them into defensive-campaign duty, but the Mercenary Review and Bonding Commission strictly prohibits such practices and imposes hefty fines against employers who hire units under false pretenses. Consequently, few employers attempt such deceptions nowadays, though mercenaries working outside MRBC protection take their chances.

Defensive campaign contracts typically run a minimum of three months.

Riot Duty (Defense)

The most unsavory of all defensive missions, riot duty involves using heavy assets against civilians. Under the Ares Conventions, such action is only allowed if the civilian targets are engaged in activity that is demonstrably harmful to a legal, internationally recognized government or civil authority. Furthermore, the conventions prescribe that riot-control troops use the minimum force necessary at all times. For these reasons, many mercenary commands refuse riot duty unless they have trained infantry occupation forces. Riot duty does not pay well, and contracts run a minimum of three months.

Security Duty (Defense, Covert)

Security duty, also called “bodyguard” or “watchdog” duty, is a specialized form of short-term garrison duty that involves protecting a specific person, object or place from attack and/or capture. Corporations and planetary governments frequently employ mercenaries for security duty, but this type of mission does not pay well unless combined with cadre duty. Four months is considered the minimum standard length of a security-duty contract.

Mercenaries who specialize in covert operations may find their skills put to the test during covert security duty, which generally implies a higher-priority individual or object to defend, while operating in uncontrolled areas under false pretenses. An example of covert security duty would be escorting a disguised House noble through enemy territory, through open streets and public transportation—rather than a standard security assignment, where bodyguards in plain view protect an official with a secured itinerary and travel route.

Objective Raid (Raid)

Objective raids, also known as tactical raids, are the most common type of mission a mercenary command may receive. These operations consist of infiltrating enemy lines to destroy a specific target, then pulling out. The target may be an installation, specific equipment or certain military command personnel—anything or anyone that might be considered a viable military objective. A typical objective raid contract runs a minimum of two months, starting when the mercenary force reaches a designated staging area.

Because of the high risk and little chance of backup should events turn against the mercenaries, employers usually offer generous pay and rights.

Extraction (Raid)

Extraction raids, commonly known as “smash-and-grabs,” are nearly identical to objective raids. In an extraction raid, however, the mercenary group must capture a target and return it to the employer. Understandably, extraction raids that target people often become complicated if the target resists. In fact, if a mercenary unit extracts a hostile target who has no demonstrable military value, the unit, as well as the employer, may be charged



with kidnapping and may be legally compelled to repatriate the target. Most employers are willing to accept such risks, however, because the extractions of key enemy leaders can severely cripple an opposing force, especially if the extraction is timed to occur immediately prior to a major raid or assault by or against the enemy.

Extraction raid contracts usually run a minimum of three months but may last considerably longer depending on the complexity and secrecy surrounding the mission. Similarly, pay may vary greatly, depending on the danger involved and the contract length.

Reconnaissance (Raid, Covert)

Reconnaissance duty involves infiltrating an enemy world and testing the preparations, willingness to engage and overall expertise of the defending forces. Typically, reconnaissance raids are staged before a planetary assault or major raid, but must not alert the enemy that an attack is imminent. Therefore, recon forces must be able to move quickly, avoid detection and operate in small detachments.

Most reconnaissance contracts run a minimum of one month, but typically employers sign the mercenary command for a “follow-up” planetary assault or another raiding mission that begins as soon as the recon contract expires. This allows the mercenary recon force to aid in the action. Pay and rights for reconnaissance contracts are generally above average.

Covert reconnaissance raids stress infiltration even more than engagement, and may even require the mercenary command to travel to the target incognito to gather information on troops strengths, deployments and equipment make-up in a more passive manner than a direct recon raid. As with all covert assignments, mercenary forces can expect little to no support from their employers if anything goes wrong and they are caught behind enemy lines.

Diversionsary Raid (Raid, Covert)

Typically staged just prior to a major assault or raid, a diversionsary raid requires the mercenary unit to draw as many enemy troops as possible from the primary assault objective. This involves hitting hard and moving fast, typically with little to no battlefield support close at hand. Because of the extreme danger of diversionsary raids, employers offer incredibly high pay and negotiated benefits. Diversionsary raid contracts rarely run longer than one month.

As with the covert reconnaissance raid, the covert diversionsary raid differs from the standard in style, but not in function. During a covert diversionsary mission, the mercenary force must avoid capture at any cost for the length of the operation and present the appearance that anyone other than their employer is responsible for their actions.

Planetary Assault (Assault)

Mercenaries are generally hired to act as support forces for regular troops during planetary assaults. This duty involves heavy,

protracted fighting, with contract durations of four months or longer. Employers usually offer generous pay, salvage and transportation rights, and are willing to negotiate support. However, employers almost never negotiate command rights on planetary assault contracts. Unless the mercenary force is an A-rated unit or better, it will always be placed under the direct command of the force leader.

Pirate Hunting (Assault)

Pirate-hunting duty is considered an excellent combat assignment for its fair pay and excellent salvage rights. Command rights are rarely a problem, and most employers provide adequate transportation reimbursement to carry out the mission. Few employers provide battlefield support, but mercenary units are unlikely to face opposing forces large enough to warrant reinforcements. Pirate-hunting contracts generally run about two months.

Guerrilla Warfare (Assault, Covert)

Guerrilla warfare is one of the most challenging and dangerous missions a mercenary force can accept. Incorporating elements of a planetary assault, cadre duty, reconnaissance and objective raids, these missions demand that mercenary commands operate behind enemy lines without support for extended periods. While on the job, the mercenaries harass the enemy by identifying and destroying vital targets, while training local allies (most often civilians) in the art of guerrilla fighting. Because of the obvious dangers, guerrilla warfare contracts offer the highest pay and most generous rights of any type of mercenary contract, with a typical length of around six months.

Covert guerrilla warfare contracts differ from the norm only in the stipulation that the mercenary command never reveal the identity of its employer and take every step necessary to prevent such information from falling into enemy hands.

Assassination and Terrorism (Covert)

Assassination and terrorism missions are among the most underhanded contracts a mercenary command might ever be offered, and are not sanctioned by any MRBC-sponsored Hiring Hall. Essentially variants on objective raids and guerrilla warfare, these contracts differ in that civilians are classified as fair game—indeed, civilians tend to be the focus of attention. Less civilized governments and extremist groups are the most likely employers for mercenary assassins and terrorists, though some covert agencies within the Great Houses and minor governments may find use for such “outside services” when their own agencies are considered too compromised.

Because of the heinous nature of these extremely covert assignments, payment and command rights are remarkably good, but transportation reimbursement and support is often lacking to ensure that no trails lead back to the employer.

Espionage and Sabotage (Covert)

Another variant on the standard guerrilla warfare contract, and similar to terrorism campaigns, the espionage/sabotage con-



tract requires a mercenary command to engage civilian and administrative objectives rather than military targets with an eye toward crippling the enemy's infrastructure rather than the people. Espionage contracts often add clauses for relaying military and political intelligence as well, which an employer will presumably use in an invasion at some later date.

Like assassination and terror campaigns, espionage or sabotage missions pay well and command rights are almost always to the mercenary force's liking, but at the cost of transportation and support reimbursement.

Observation and Mole-Hunting (Covert)

The observation contract is essentially a long-term reconnaissance raid against an enemy objective, where the mercenary agent is expected to infiltrate and gather information on a subject or suspected activity without being detected. The observation mission differs from other mercenary missions in a surprising lack of combat, with the focus more on intelligence gathering than battlefield victory. The typical observation contract runs anywhere from six months to a year, though some have lasted much longer.

All standard stipulations of secrecy, protecting the identity of the employer and the lack of transport or battlefield support remain in effect with the observation campaign, but pay is excellent and command rights are almost invariably independent.

The mole-hunting mission resembles the observation mission, except that the mercenary command must infiltrate a certain portion of its own employer's operations to root out possible spies within the organization. Once located, enemy elements must be eliminated or merely reported by the mercenary command. A typical mole-hunting stint runs close to six months, allowing mercenary operatives time to infiltrate and investigate security leaks.

CONTRACTUAL TERMS AND OBLIGATIONS

Traditionally, all responsibilities and contract lengths follow the standards set for the different mission types described in the preceding section. However, pay and all other contractual terms from command rights and mission pay to transportation, salvage and support rights are customarily negotiated by the employer and the mercenary command. The command's expertise and history, as well as the mission itself, are the main factors affecting these negotiations.

Mercenary commands are urged to obtain and study the details of proposed missions whenever possible before negotiating and signing contracts.

Command

Customarily, command rights fall into four categories: independent, liaison, House and integrated.

Independent command allows a mercenary force full battlefield autonomy, with no interference from the employer, his troops or a representative (though the mercenary force remains bound



to explain any questionable actions to the employer and the MRBC after the contract expires). Particularly during covert missions, employers grant independent command rights because doing so shields them from any legal responsibility for the mercenaries' actions under the contract.

Under liaison command, the mercenary force accepts a liaison who represents the employer and accompanies them during the mission. In exchange, the employer assumes limited legal responsibility for the actions of the mercenary force during the length of the contract. The liaison—usually a regular officer—monitors all mercenary command decisions and generally watches out for the employer's interests. Depending on the power of the employer and the strength of the contract, a liaison can bring heavy pressure to bear on the mercenary force and can be a damaging witness in any post-mission hearing. Corporations, most Periphery realms and smaller states favor liaison command. However, most Great Houses will use liaisons if pressed for it, depending on the needs of the mission.

Under House command, the mercenaries are placed under the direct authority of a regular military officer designated by the employer. This designated commander may dictate tactics and strategies to the mercenary group, but the mercenaries otherwise retain command integrity. Under this arrangement, the employer assumes full legal responsibility for the mission and the mercenaries' conduct during the contract, unless the employer can demonstrate that the mercenaries willfully disobeyed the orders of their designated commander. The Successor States prefer House command, and the Lyran Alliance usually agrees to nothing less unless the mercenary command grants severe concessions elsewhere in the contract. Furthermore, certain closely coordinated raids, garrison and assault duties virtually demand House command to ensure all participating troops are properly deployed.

Under integrated command, the employer assigns regular officers to most of the mercenary force's command positions, effectively making the mercenaries a part of his regular forces. The employer assumes full legal responsibility for the mission and the mercenaries' conduct during the contract, unless the employer can demonstrate that the mercenaries willfully disobeyed the orders of the designated commanders. Generally, employers use this arrangement when hiring mercenaries to bolster regular units for large assaults or raids, though most Great Houses grant a mercenary group House command rights if pressed. Understandably, mercenary leaders shun integrated command because it requires them to give up virtually all control over their troops.

Overhead Compensation

Overhead compensation is the amount of money the employer provides the mercenary command to cover out-of-pocket expenses incurred during a mission, such as food purchases, spaceport taxes and run-of-the-mill supplies. Typically, such costs are minor, and so most employers offer generous remuneration

terms. Mercenary commands should keep this in mind and never make concessions in other contract terms or payment in exchange for "generous" remuneration to cover overhead.

Transportation

As a rule, mercenaries can expect to be transported at the employer's expense aboard their employer's own DropShips and JumpShips. Many commands, however, do not care to rely on employer-supplied travel, especially in a hostile theater where rapid withdrawal may become necessary. If the employer lacks his own vessels or they are unavailable, he may suggest the mercenaries use private transportation instead. In this case, employers offer to reimburse mercenaries for a certain percentage of the cost, whether via their own vessels or leased transports.

Salvage

Even before the Clan invasion and the appearance of advanced Clan technology on the modern battlefield, salvage rights were one of the most closely contested contract terms in a mercenary negotiation. Mercenaries have historically preferred to keep whatever they capture, as battlefield salvage can dramatically increase the profit margins for a successful mission. Employers, on the other hand, see salvage rights as a way to gain back some of the money they are spending on the mercenary unit, to say nothing of the potential to reverse-engineer captured enemy technologies. The method of assigning salvage rights has varied over the centuries, but currently four main levels of salvage rights are recognized by virtually every mercenary force and employer in the business: full, exchange, shared and none.

Full salvage rights and no salvage rights are self-explanatory. In the former case, mercenaries can cart off all equipment captured during the mission, barring any objects or persons specially designated by the contract (such as the targets of an extraction or objective raid). Gaining full salvage rights generally takes some hard bargaining, however. No salvage rights means that the employer is entitled to all salvage the mercenary force brings back. Employers rarely declare no salvage rights in the absence of at least liaison command, as the employer knows that a mercenary unit will not likely bring anything home it isn't entitled to keep.

A command with exchange rights must turn over all salvaged items to its employer at the end of the mission, and receives in exchange fair market value for a percentage of the items, paid in C-bills or materiel. Exchange rights came into widespread practice to address salvaged Clantech, and employers customarily provide an equivalent item of advanced Inner Sphere technology when possible. As an ideal middle ground, most employers are willing to settle for exchange rights when it comes to salvage, as the employer generally gets first pick of the equipment to be exchanged.

Shared rights are an alternative to exchange rights more common in the case of missions not directed against the Clans.



EMPLOYMENT AND CONTRACTS

Under this arrangement, the mercenary command keeps a certain percentage of all salvaged items (figured by tonnage), while the employer receives the rest. Because mercenaries select the items they keep in this case, most employers prefer exchange rights.

Support

Support denotes how much of the mercenary unit's technical support costs the employer will reimburse. Support costs include the cost of replacement parts and materiel as well as outside technical assistance. Customarily, employers offer either straight support or battle-loss compensation.

Under a straight support arrangement, the employer agrees to pay a percentage of the command's normal monthly technical expenses, including technician salaries and the costs of tools and materials. When combat is expected, a straight support arrangement usually benefits the employer, as the expenses of repairing battle damage can quickly exceed normal maintenance costs. On cadre missions and other light duty, such as garrison posts in "safe" zones, the arrangement usually benefits the mercenary unit.

With a battle-loss compensation arrangement, the employer agrees to cover a percentage of the cost of repairing or replacing the command's battlefield losses and damage. Customarily, the employer is required to compensate the unit within six months of the date of loss. This compensation is cumulative, so if a particular piece of equipment is destroyed and replaced four times over the course of several battles, the employer might owe a percentage of four replacements. Compensation can be paid in C-bills or a combination of C-bills and equipment, but a replacement item must exactly match the destroyed item. Withholding battle-loss compensation constitutes a breach of contract and exposes an employer to severe fines. Understandably, mercenaries expecting battle will push for battle-loss compensation, while their employers prefer straight-support terms (an employer will gladly agree to pay all of a unit's regular maintenance expenses rather than be responsible for replacing a handful of 'Mechs, which may be worth millions of C-bills). After salvage rights, this point may well be the hardest part of a contract to negotiate.

EMERGENCY POWERS CLAUSE

An emergency-powers clause is routinely included in almost every contract negotiated through the MRBC. This clause enables the employer to extend a contract and expand the mercenaries' duties as necessary in the event of a declared state of emergency. Contracts may be extended only one month at a time, up to a maximum of three months (though negotiations may add or decrease the number of extensions). However, the employer must also pay a bonus for each emergency extension; typically, the amount increases each time.

The mercenary command may later appeal the necessity of a state of emergency to the Mercenary Review and Bonding

Commission. If the commission finds that the emergency was unjustified, it can force the employer to pay the mercenaries a fee up to three times the amount of the extension bonuses.

BREACH OF CONTRACT

The Mercenary Review and Bonding Commission handles all disputes over breaches of contract. A mercenary command or employer may breach a contract in several ways, as outlined below.

A mercenary command may breach a contract by:

- Taking improper action against non-military targets
- Failing to perform contracted duties to the best of its ability and in accordance with the Ares Conventions or Outreach Accords
- Displaying cowardice in the face of the enemy
- Willfully disobeying its legally sanctioned commander(s) or willfully disregarding contractual obligations
- Misrepresenting its qualifications or assets

An employer may breach a contract by:

- Misrepresenting the mission parameters in a contract
- Through omission of fact or misrepresentation, luring a mercenary command into situations where its survival forces it to commit acts that violate the Ares Conventions or Outreach Accords

If a mercenary command or employer accuses the other of breach of contract, or if the commission decides that circumstances warrant an investigation, the commission reviews the facts for a full week. If the commission then determines that charges are justified, it sets a hearing date and freezes all funds in trust related to the contract. If a mercenary command stands accused, it is summoned to Outreach, paying for its own transport. An employer charged with breach of contract must appear before the commission or send a duly appointed representative, and must pay for any expense incurred in bringing the affected mercenary command to Outreach. Any party that refuses to appear receives a summary verdict of guilty; the commission reimburses any travel expenses for any party found not guilty.

A panel of four commission members hears each case, renders final judgment and determines appropriate punishment. A ComStar representative serves as panel chairman, and two panel seats are reserved for the political members of the commission, excepting representatives from the employer state or the state against which the mercenaries were fighting. The fourth seat on the panel is reserved for an officer of an A-rated mercenary command. Any accused party may veto one panel member's presence and request a replacement. A majority vote is required against the accused to bring in a guilty verdict.

For mercenary commands, penalties for breach of contract can be ruinous. The minimum penalty carries an automatic forfeiture of contract payment, a 20,000 C-bill fine and a one-month hiring ban. The average penalty for breach of contract runs closer to



a fine of 50,000-100,000 C-bills and a six-month hiring ban. While under a hiring ban, the unit as a whole may not take a contract anywhere, and any attempt to do so results in additional fines and possible imprisonment. Members of a unit under ban may hire out individually, however. In extreme cases, the commission may order a command to disband, seize all of its equipment, institute a five-year hiring ban on every individual command member and order the imprisonment of members on Outreach. (The commission has rendered such a verdict only once during its fifteen-year existence, against a ruthless command that considered burning an entire Rasalhagian city an appropriate distraction during an objective raid against Clan Wolf.)

Against employers found guilty of contract breach, the commission levies a fine that can range as high as ten times the full contract value against the employer, to be paid to the mercenary command. The commission's ability to enforce this is somewhat limited, but employers who defy the penalty are identified as "high risk" by the commission, warning other potential mercenary recruits away from doing business until the fines are paid.

Mercenary commands that fail to comply with the commission's rulings may be designated rogue. In such cases, the commission may authorize other mercenaries to apprehend or even destroy the offending command. Employers who fail to comply may find themselves under a commission-instituted hiring freeze. In this case, all mercenary commands currently working for the employer are authorized to cease operations immediately with no fear of default, and other units are advised not to enter a contract with that employer.

MERCENARY REVIEW AND BONDING COMMISSION

In response to a loss of employer confidence following the ComStar schism and the abortive Operation Scorpion, the ComStar Mercenary Review Board was dissolved in 3052 and replaced by the Mercenary Review and Bonding Commission. This body was organized by Wolf's Dragoons and dedicated to promoting uniform standards of conduct among mercenary units and their employers. To this end, the commission oversees hiring practices on Outreach, adjudicates disputes between mercenaries and employees and serves as an escrow company for contract fees.

The commission consists of representatives from all the major political entities in the Inner Sphere and officers from several elite mercenary commands. ComStar also retains a permanent seat on the commission, and its representative serves as chairman for all commission meetings. Representatives of the Great Houses and the Free Rasalhague Republic, along with the Dragoons, the Northwind Highlanders and the Blue Star Irregulars, hold six seats. The Magistracy of Canopus, Taurian Concordat and Marian Hegemony also have seats, while addi-

tional seats have been offered to the Star League Defense Force and the Word of Blake. At present, neither of the latter two entities has accepted.

Through ComStar-bonded accounts, the commission acts as an escrow company for contract payments. Employers deposit the full amount of the contract in trust with the commission, which then authorizes the hired mercenary command to draw against this balance. The remainder is usually held until completion of the contract, at which time the commission deducts a five-percent handling fee based on the full contract amount. This system protects employers from default by mercenary commands and guarantees that mercenaries receive their final payments.

NON-MRBC ENFORCEMENT PRACTICES

At present, the MRBC's authority is limited primarily to mercenary contracts taken or brokered through Outreach and Galatea. However, worlds such as Solaris VII, Arc-Royal, Fletcher and Heroditus remain havens of mercenary activity. On such worlds, the hiring practices are more informal and far less controlled by a fair and balanced arbitrator.

Mercenaries who choose to do business outside the sanction of the MRBC must rely on a cynical variant of the honor system, wherein they negotiate for a certain percentage of the contract up front (usually around twenty-five percent) and retain a copy of the agreement in case of any double-crosses, before taking the assignment. If the mercenary commander feels, after carrying out his end of the bargain, that the employer broke faith, he may appeal through that employer's appropriate mercenary affairs division. In many cases, however, the outcome is less than desirable for the mercenaries.

Because it exists to promote fair and honorable mercenary business practices, in rare instances the MRBC may serve as a binding third-party arbitrator for disputes over a contract negotiated outside the commission's jurisdiction. Doing so requires the mercenary commander and an employer representative to make the trip to an MRBC office once the commission has agreed via HPG to hear the case and view the evidence. Both the employer and the mercenary command must foot the bill for transit, and will not be compensated regardless of the verdict. The findings of the commission may result in fines similar to those for breaching MRBC-brokered contracts, but the commission does not have the authority to institute hiring bans or freezes in such cases and thus cannot truly enforce this judgment.

Because all major employers are registered with the MRBC, mercenary commands that breach contract in a way that also violates the Ares Conventions may be labeled rogue, whether or not they operate under MRBC aegis. In such a case, the renegade mercenary command becomes fair game for bounty hunters and other officially recognized mercenary forces.



STANDARD OPERATING PROCEDURES

Though they are not House troops by any stretch, most mercenary commands do hail from former House militaries, or can at least boast training from state-run academies. As a result, most modern mercenary forces maintain certain standard operating procedures with regard to their arrangement and use of military assets. Moreover, most employ similar ranking conventions, and there even exist a few medals and decorations that are respected across the industry. The following section outlines the most common of these procedures and conventions.

BATTLEMECH ASSETS

Most mercenary units rely heavily on BattleMechs. In fact, hundreds of smaller commands maintain no supporting aerospace, armor or infantry assets at all, largely because BattleMechs provide the most effective combination of armor, firepower and maneuverability for their cost and manpower requirements. Without a doubt, 'Mechs are the most versatile and durable battlefield assets available today, able to fight successfully in nearly any environment, withstand more punishment and be restored to combat readiness more easily than almost any other element of modern warfare. Additionally (except in cases of the most serious damage, such as fusion-engine overloads or murderous concentrated fire), even BattleMechs rendered useless for combat can be salvaged for parts and materials worth several hundred thousand C-bills. Even a junked BattleMech is worth its weight in gold.

Mercenary commands rarely favor any single weight class or type of BattleMech over another. Some commands, in an effort to spare themselves the added expense of ammunition, tend to lean toward "laser boats"—BattleMechs that mount more energy weapons than any other kind—while savvy commanders realize that the added benefits of ballistic and projectile weapons far outstrip the cost of ammo. Similarly, many small outfits load up on heavy 'Mech designs, mistakenly believing that larger machines will land them larger contracts—or at least help them survive until they find one. However, the most successful unit commanders know that a well-balanced mix of light, medium, heavy and assault machines is the best way to maximize their troops' fighting (and earning) potential. Though some more successful units seem to contradict this general rule, such units often contain highly experienced MechWarriors, usually operate in conjunction with lighter support units or have simply been very lucky.

Another common trend among mercenary commands is a preference for 'Mech designs that originate from the region of space where the force itself first formed. For example, a force

that employs a high number of *Panthers* and *Dragons* most likely originated in the Draconis Combine or near the Kurita border, while another force heavily reliant on *Valkyries* or *Enforcers* likely hails from the Federated Suns. Of course, such generalities are not always reliable; while working for different Houses, salvaging enemy 'Mechs and trading with other mercenaries, older and more well-traveled commands eventually gain considerable access to a wider variety of BattleMech designs, thus becoming more diverse.

The high cost of most advanced-technology weapons has prompted many mercenary commands to operate their machines at upgrade levels lower than those of regular Great House 'Mech units, and they rely more on cheaper, more readily available parts. Additionally, few mercenary commands can afford to maintain and train a large tech-support staff, and so even those few commands that manage to salvage Clantech usually do not adapt it for use on their own Inner Sphere designs. Instead, many sell or trade such salvage for advanced Inner Sphere technology.

BATTLEMECH ORGANIZATION

For centuries, most mercenary groups organized their BattleMechs according to the standard Inner Sphere arrangement of four-'Mech lances grouped in three-lance companies, three-company battalions and three-battalion regiments. In recent years, however, some mercenary commands have begun to attach separate command lances to forces of battalion size or larger, and the arrangement has now become standard in the mercenary industry.

STANDARD MERCENARY BATTLEMECH ORGANIZATION

Force Size	Component Elements	Total Strength
Lance	—	4 BattleMechs
Company	3 lances	12 BattleMechs
Battalion	3 companies + 1 command lance	40 BattleMechs
Regiment	3 battalions + 1 command lance	124 BattleMechs
Reinforced Regiment	4 battalions + 1 command lance	164 BattleMechs

AEROSPACE ASSETS

Nearly every mercenary command seeks its own DropShips and JumpShips because having their own transport provides them with unprecedented control over their own fortunes. Every merc has heard horror stories of being left behind after a failed



assault; owning a DropShip virtually ensures that a merc company can lift off from a battlefield at any time. Owning a JumpShip offers even more freedom, enabling a merc command to exit a star system at any time regardless of commercial shippers' schedules and space availability. Finally, owning such vessels can save a command millions in transportation costs.

JumpShips, however, remain prohibitively expensive. Though a fair number of commands manage to purchase their own DropShips, only the most successful can afford to buy JumpShips. As for WarShips, despite their rising prominence in the fleets of the Great Houses, almost no mercenary commands—Wolf's Dragoons and the Blue Star Irregulars notwithstanding—possess such craft. As the construction of even the lightest corvette represents a monumental sum and hundreds of man-years in development time, these vessels are simply not built for mercenary commands at present, and it remains highly unlikely that they ever will be.

Mercenary forces generally possess relatively few aerospace fighters, simply because most commands view aerospace fighters as a poor investment. For one thing, aerospace fighters are not nearly as resilient as BattleMechs. When operating in a planetary atmosphere, a damaged aerospace fighter is likely to plow into the ground at an unforgiving speed, destroying the machine (and its pilot, if he is unlucky enough not to eject first). By contrast, a BattleMech that falls to the ground usually survives the mishap with a scratch or two. In space, damaged aerospace fighters are likely to collide with other vessels or simply vanish into the void, beyond effective detection range, in a matter of seconds.

Most of those commands that do include aerospace assets maintain one fighter for every twenty-four BattleMechs, only half the one-per-company ratio recommended under standard tactical doctrine. As a result, most mercenaries rely on their employers to provide aerospace support when necessary. When a mercenary unit maintains sizable aerospace assets, veteran and elite pilots customarily fly these craft.

AEROSPACE ORGANIZATION

Mercenary aerospace assets are usually arranged according to the old Star League lance-squadron-wing scheme, sometimes with a separate command element. (Aerospace companies and regiments were actually developed between the first two Succession Wars for ease of record-keeping.) Some mercenary commands still use the company designation of twelve fighters, but most have long since abandoned it.

ARMOR ASSETS

Unlike most Great House armies, mercenary commands have always shown affection for armored vehicles. Inexpensive and easily repaired, armored vehicles usually

STANDARD MERCENARY AEROSPACE ORGANIZATION

Force Size	Component Elements	Total Strength
Air Lance	—	2 aerospace fighters
Squadron	3 lances	6 aerospace fighters
Wing	3 squadrons	
	+ command lance	20 aerospace fighters
Regiment	2 wings	
	+ command lance	62 aerospace fighters

match up surprisingly well against BattleMechs. With heavy armor or good maneuverability, an armored vehicle can usually avoid the full brunt of a BattleMech's weapons fire, and a coordinated attack by multiple armored vehicles can usually bring down an unwary MechWarrior's machine.

Many mercenary commands today seem to favor light hovercraft (such as the Condor or the Pegasus) and well-armed tracked vehicles (like the Manticore or the Von Luckner). In battle, they often use the heavier units to breach an enemy 'Mech's armor, while the lighter elements perform scout missions or speed onto the battlefield to deliver a quick *coup de grace* against a weakened enemy element. Weapons fire from heavier units like the Schrek PPC Carrier or Demolisher Heavy Tank can penetrate a BattleMech's armor with a single salvo, a concern for any MechWarrior, and a favored tactic of the experienced mercenary is to deploy such units in ambush or as part of a static defense position. Used in considerable numbers, armored vehicles can hold their own against an enemy force or provide excellent fire support for a BattleMech command.

Some mercenary forces use their lighter, faster vehicles—and even VTOLs like the Warrior or Cavalry Attack Helicopters, despite their relative fragility—to spearhead assaults with lightning-fast sweeps across the enemy line. These craft can do respectable damage before heavier units appear, harassing hostile formations and even, when properly deployed and expertly crewed, bringing down a few medium or heavy BattleMechs with minimal losses in manpower or equipment.

Armor is typically deployed in battalion strength when attached to a BattleMech regiment and in company strength when attached to a BattleMech battalion. Except for fast scout designs, armor vehicles are rarely deployed in platoon-size detachments because such detachments are virtually defenseless against any force larger than another armor platoon. However, not all mercenary commands use armor exclusively for support. Several mercenary armor regiments operate throughout the Inner Sphere today, many specializing in garrison duty.

ARMOR ORGANIZATION

Mercenary groups commonly organize their armor in four-vehicle platoons, three-platoon companies, three-company



STANDARD OPERATING PROCEDURES

STANDARD MERCENARY ARMOR ORGANIZATION

Force	Component Elements	Total Strength
Platoon	—	4 vehicles
Company	3 platoons	12 vehicles
Battalion	3 companies + 1 command platoon	40 vehicles
Regiment	3 battalions + 1 command company	132 vehicles

battalions and three-battalion regiments. If the unit is operating independently, it usually contains a command platoon as well, attached at the battalion level—or a full command company, if the armor formation is regiment-sized.

When armor provides support for BattleMechs, the BattleMech commander typically also directs the armor force, but this is not always the case.

INFANTRY ASSETS

Mercenary commands typically use infantry as security/garrison troops or in specialist roles because most commands are usually unwilling to accept and unable to afford the heavy casualties that normally result when deploying such forces in front-line combat.

Security/garrison duties such as quelling civil unrest (for which BattleMechs are particularly ill-suited) is one of the missions that infantry normally performs; another is simple base and DropShip security for the main command force. Infantry are also commonly used to secure territory claimed by a mercenary command's 'Mech forces. Specialist infantry detachments, such as commando squads, engineering crews, artillery crews and even dedicated anti-'Mech squads have proven their worth on many battlefields. Scout-specialist infantry squads can also infiltrate enemy positions and operate behind hostile lines much more easily than other battlefield units, capabilities that make them an ideal choice for demolition, sabotage and intelligence-gathering missions.

STANDARD MERCENARY INFANTRY ORGANIZATION

Force	Component Elements	Total Strength
Squad	—	7 troops
Platoon	4 squads	28 troops
Company	3 platoons + command squad	91 troops
Battalion	3 companies + command squad	278 troops
Regiment	3 battalions + command squad	834 troops
Battle Armor Squad	—	4 troops
Battle Armor Platoon	3 battle armor squads	12 troops

Battle Armored Infantry

Growing steadily in prominence since the Truce of Tukayyid in 3052, battle armor has become an increasingly common sight on the modern battlefield, enabling mercenary commanders to field more resilient and powerful infantry assets than ever before. However, at present Wolf's Dragoons remains the only mercenary outfit that possesses the facilities and knowledge base required to produce and maintain large quantities of battle armor. Other large mercenary commands that have used such assets, such as the late Gray Death Legion and the Kell Hounds, possess Inner Sphere-designed battlesuits, not quite as strong as the Dagoon Elemental design but slightly more versatile.

INFANTRY FORCE ORGANIZATION

Most mercenary commands organize their conventional infantry assets into seven-troop squads, four-squad platoons, three-platoon companies, three-company battalions and three-battalion regiments. (Infantry companies, battalions and regiments customarily include extra command squads as well.)

Mercenary battle armor is organized in four-man squads and three-squad platoons. Because they are rare among merc units, battlesuited troops are usually deployed in three-squad platoons rather than the five-squad regular-infantry platoons favored by some House militaries. In an exception to the four-man squad rule, Wolf's Dragoons organize their battle armor troops into five-man Points that reflect the unit's Clan origins.

TECHNICAL AND MEDICAL SUPPORT

Technical and medical support assets are one of a mercenary unit's deepest concerns because mercenaries do not have the vast support resources available to regular army troops. A mercenary command must rely on those they can afford to bring with them aboard their vessels, along with those few outside technicians and medics who can at times be recruited from within the unit's deployment region. Outside techs and doctors can be quite expensive, however, and these elements of a mercenary command simply cannot be risked in a combat zone like regular army troops.

For these reasons, any mercenary command that hopes for long-term success must recruit accomplished field-support personnel as vigorously as it recruits its combat personnel. Indeed, the expertise of most mercenary support staffers averages out at veteran quality, rather than the regular expertise found in House army support branches. Technicians with expertise in Inner Sphere advanced technology or Clan tech are especially



TYPICAL RANK STRUCTURE

Ground Forces	DropShip and JumpShip Crews	Technical Support Staff
Brigadier General	—	—
Colonel	Captain	—
Lieutenant Colonel	Commander	—
Major	Lieutenant Commander	—
Captain	Lieutenant	Lieutenant
Lieutenant	Ensign-Lieutenant J.G.	Master Technician/Engineer
Enlisted Personnel		
Sergeant	Chief Petty Officers	Senior Technician/Engineer
Corporal	Petty Officers	—
Profession Title	Spaceman	Technician/Engineer

sought after, as are proficient “meatball surgeons” capable of quick-and-dirty medical handiwork even under fire.

Unfortunately, few mercenary commands can afford enough technicians and medics to provide 100 percent of their support needs. Paying a large support staff can quickly bankrupt a merc force unless it is constantly in combat, which no command ever is (or truly desires to be). Therefore, most mercenary forces maintain just enough support staff to provide sixty percent of their regular maintenance needs, a level that ensures the force’s ability to always field a good portion of its machines in excellent repair without causing undue financial strain.

RANK STRUCTURES AND INSIGNIA

Most mercenary forces build their chains of command around a simplified version of the standard Star League rank structure, as shown in the Typical Rank Structure Table above. Most forces have also developed their own unique insignias that loosely reflect the rank structure, but several mercenaries have been known to shun such insignia as symbols of the unproductive bureaucracy and elitism that plague so many regular military units and forced them to go independent in the first place. A few who do wear insignia show their personal disdain for such things by wearing them as cufflinks, on their hats or on their chests, in defiance of standard military practices.

Brigadier General

In the Successor State armies, a brigadier general (or simply, general) is an aide to a general. In the mercenary profession, where the largest commands may possess multiple regiments, this rank is often used to identify the senior regimental commander.

Colonel/Captain (Admiralty)

Mercenary colonels typically command regiments, though many battalion commanders style themselves colonels as well. In multi-regimental mercenary forces, the senior colonel is commonly considered first among equals, though many Successor State militaries require the senior colonel of a mercenary force to at least temporarily assume the rank of brigadier general to facilitate a smooth chain of command during operations.

The admiralty rank of captain denotes the commanding officer of a mercenary DropShip or JumpShip. Historical tradition and practical necessity prohibit the presence of more than one captain aboard ship, and so any other captain aboard a DropShip assumes the courtesy title of commodore while on board (which confers no additional authority). For the same reason, non-admiralty captains (such as BattleMech, aerospace or armor force commanders) assume the courtesy title of major while on board.

Lieutenant Colonel/Commander (Admiralty)

The rank of lieutenant colonel is generally reserved for senior battalion (wing) leaders or the executive officer of a regiment. Admiralty commanders serve as executive officers or senior department heads aboard mercenary DropShips and JumpShips.

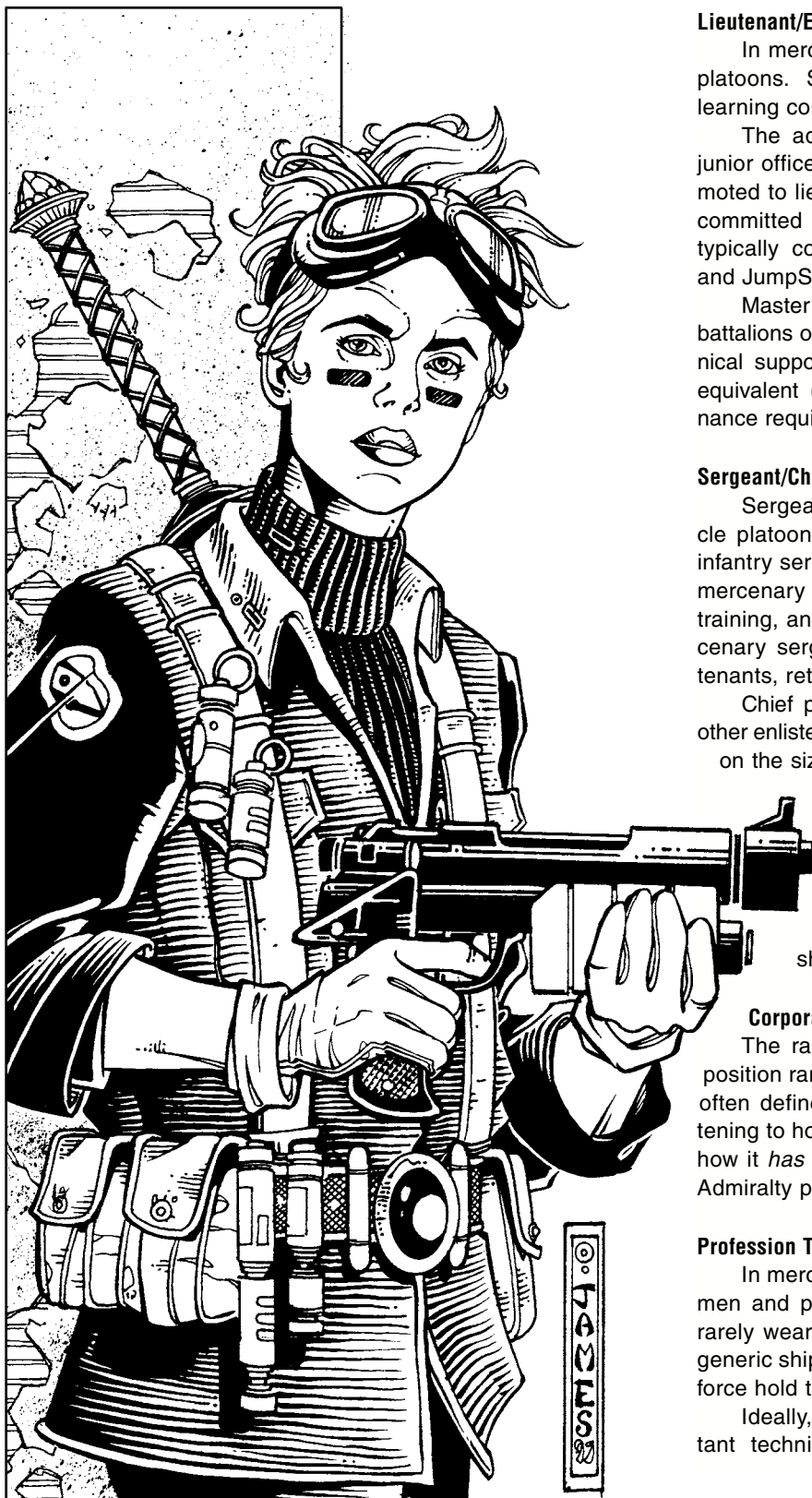
Major/Lieutenant Commander (Admiralty)

Majors typically command full battalions of BattleMechs, infantry or armor, while aerospace majors command abridged or full aerospace wings. Occasionally, majors serve as direct aides to colonels and other higher-ranking officers. The admiralty equivalent of a major, a lieutenant commander, commonly oversees large departments on DropShips and JumpShips.

Captain/Lieutenant (Admiralty, Support)

Captains command BattleMech, infantry or armor companies, or aerospace squadrons, but may also serve as aides to colonels and other higher-ranking officers. Officers of the equivalent admiralty rank, lieutenant, command large work centers or small departments, or serve as aides to captains and commanders.

In technical or medical support forces, the rank of lieutenant is generally awarded to master technicians responsible for overseeing the maintenance of regiments or several independent battalions. This rank is an honorary position and confers no inherent authority or privileges, aside from senior rank over the relevant support staff.



Lieutenant/Ensign (Admiralty)/Master Technician (Support)

In mercenary forces, lieutenants lead lances, elements or platoons. Sergeants are typically promoted to this rank after learning command skills.

The admiralty rank of ensign is a probationary title for junior officers. After one year, an ensign is automatically promoted to lieutenant junior grade, provided that the ensign has committed no offense requiring disciplinary action. Ensigns typically command smaller work centers aboard DropShips and JumpShips.

Master technicians are responsible for the care of vehicle battalions or aerospace wings, and oversee the battalion's technical support staff. Aboard DropShips and JumpShips, their equivalent (master engineers) are responsible for all maintenance requirements and also command the ship's technicians.

Sergeant/Chief Petty Officer (Admiralty)

Sergeant is considered the senior enlisted post in a vehicle platoon, BattleMech lance or aerospace squadron, while infantry sergeants commonly serve as squad commanders. In mercenary forces, sergeants are often considered officers-in-training, and are routinely promoted to lieutenant. Some mercenary sergeants also commonly serve in the place of lieutenants, retaining their enlisted ranks.

Chief petty officers are the senior enlisted supervisors of other enlisted personnel on a DropShip or JumpShip. Depending on the size of a ship and its crew, the crew complement may contain chief petty officers of three different grades: chief, senior chief and master chief.

Senior technicians oversee the maintenance of aerospace squadrons or BattleMech and vehicle companies. Aboard a DropShip or JumpShip, a senior technician may oversee the ship's weapons or engines.

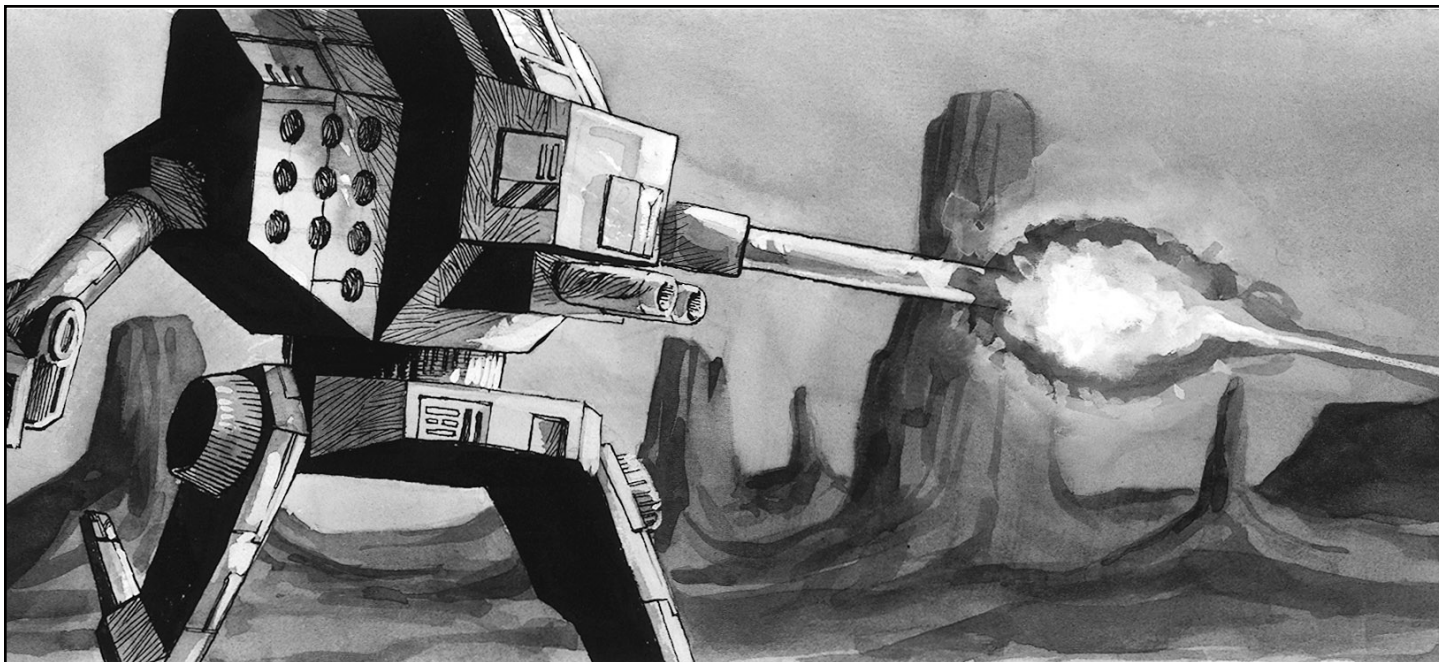
Corporal/Petty Officer (Admiralty)

The rank of corporal is a type of "middle management" position rarely used outside infantry forces. A corporal's job is often defined as taking the commanding officers' orders, listening to how the sergeant wants it done, and then figuring out how it *has* to be done and explaining that to the lower ranks. Admiralty petty officers perform much the same task.

Profession Title/Spaceman/Technician

In mercenary forces, MechWarriors, armor crews, infantrymen and pilots are simply referred to by their job titles and rarely wear any rank insignia. Aboard spacefaring ships, the generic shipboard personnel who make up the bulk of the labor force hold the rank of spaceman.

Ideally, a technician (tech) and his crew of astechs (assistant technicians) are responsible for maintaining a single



BattleMech or aerospace fighter. However, mercenary forces rarely maintain large support staffs, and so a single technician may be responsible for an entire element, lance or platoon, and usually lacks enough astechs. Engineers are the general technicians on DropShips and JumpShips; they perform all maintenance and run engine-room control panels.

UNIFORMS

Few mercenary commands enforce strict uniform dress codes. After all, the attention paid to such inessential regulations is one of the main reasons that drive many regular soldiers to become mercenaries to begin with. Most mercenary commands allow their warriors to dress as they want, as long as an individual's clothing does not hinder his or her performance of duties or offend local sensibilities. For example, a mercenary MechWarrior commander may allow her troops to wear garish colors, but no infantry commander would let his troops wear "hunter orange" in the field because such clothing would endanger their lives and jeopardize their mission.

Some larger, more respectable (and typically, more successful) mercenary forces have established their own uniform styles, in the hopes of fostering a sense of camaraderie and "team identity" among their ranks.

DRESS UNIFORMS

Only very successful mercenary commands can afford such luxuries as dress uniforms. Consequently, most merce-

naries in formal settings wear dress uniforms saved from former duty in regular armies, or a "generic" dress uniform only a hair removed from civilian formalwear.

Some mercenary commands have dress uniforms connected to the command's history. For example, the Northwind Highlanders' tartan kilts, formal shirts and war sashes date back to that unit's origins on ancient Terra. Other commands employ striking uniforms in which members cannot help but take pride. The dazzling dress uniform of the Kell Hounds, for example, features a double-breasted jacket cut to resemble a large hound's head, with ears at the shoulders and a muzzle fastening down near the belt.

MEDALS AND DECORATIONS

The notion of mercenaries awarding medals and decorations may seem incongruous, considering how assiduously most mercenary commands avoid rank insignia, titles, uniforms and other trappings of regular military service. Most mercenaries recognize medals and decorations as the cheap flattery they are, but certain awards have gained at least some currency in the mercenary profession as well as in regular army units.

THE HOUND'S TOOTH

The Hounds' Tooth is a white enamel pin in the shape of a large canine tooth. It is awarded by the Kell Hounds only to warriors outside the mercenary command who have fought



STANDARD OPERATING PROCEDURES

alongside them and earned their respect through a demonstration of skill, courage and honor—three qualities strongly reflected in their founding members, Morgan and Patrick Kell.

THE BLUE STAR

Also called the Blue Star of Kerensky, this Star League medal was originally created to recognize the “unswerving loyalty in the face of great hardship” displayed by veterans of the Amaris Civil War. Exactly thirty-seven of the medals were awarded after that campaign. When Kerensky called for the Exodus, every Blue Star recipient stayed behind, unwilling to break their pledge to act as defenders of the Inner Sphere. Thirty-two of those medal recipients formed the core of the Blue Star Irregular mercenary regiments. (Three had retired and have since passed away, and two of the original recipients dropped from sight a year after the Exodus.)

Traditionally, whenever a medal holder passes on or retires from active duty, his Blue Star medal passes to an active member of the mercenary command. The new medal recipient is selected by a vote of the entire multi-regimental force for his or her loyalty to the Irregulars and commitment to the honorable conduct of war. Previous medal bearers are allowed to nominate their successors, and their nominations count for fifty votes. To date, no nomination has ever been overturned by popular vote.

Twice, a Blue Star holder has left the Irregulars to serve with another mercenary force, but both times the medal was returned after the individual's death in combat. Only one medal has ever been lost to battle damage, but a new one was crafted from the metal of that warrior's Rommel-class tank.

The Blue Star is a piece of blue steel edged in red enamel, with a gold-etched shield in its middle.

LEGION OF KARSSKHOV

The Legion of Karsskhov is awarded by Avanti's Angels in recognition of a sacrifice beyond the call of duty made to protect an Angels member or the Angels as a whole. To date, five warriors have been inducted into the Legion of Karsskhov since its inception in August of 3058—four of them posthumously, including founding member Brent Karsskhov, who gave his life to protect the Angels' executive officer.

Any individual awarded the Legion of Karsskhov may display the Legion emblem, the black silhouette of a *Phoenix Hawk* flanked by two golden angel wings, on his or her

BattleMech. The decoration confers a pledge from the Angels to extend whatever aid they can to the recipient whenever he or she requests it.

THE WALLS OF HONOR

The Walls of Honor on Outreach are (currently) a series of four three-meter wide, five-meter tall, rectangular columns of polished black marble. Etched into each face and lacquered in gold are thousands of names, mercenary logos and dates. Commissioned by the MRBC in 3060, this solemn memorial was originally intended solely for all mercenaries killed or missing in action during Operation Bulldog, but professional soldiers killed or lost since the Clan Wars have been added in subsequent months and years. Each entry on the wall includes the warrior's name, mercenary force logo, and year in which he or she was reported lost. Plans are already underway to expand the site by adding two more columns to the row, which stands on a special ferrocrete deck overlooking the shores of Lake Kearny. The new columns will commemorate all the mercenaries who fell during the FedCom Civil War or in related combat actions.

Inclusion of a warrior's name on these walls is restricted to those from mercenary commands with the highest citations for honor and excellence in the mercenary profession, as determined by a special review panel chaired by the MRBC. Currently, this panel includes permanent representatives from the MRBC, the Northwind Highlanders, Wolf's Dragoons and the Kell Hounds, but three “floating” seats are set aside every year for additional high-rated mercenary commands.

THE SHIELD OF VALHALLA

The Shield of Valhalla is a relatively new award for mercenaries who stage from Solaris VII. Commissioned in 3064 by Lord Jarvo Parmus, a former merc turned noble resident of Silesia in Solaris City, the award consists of a short blue and gray ribbon, at the end of which hangs a bronze medallion in the shape of an ancient Viking helmet set against two crossed battleaxes on a circular field.

The Shield is worn like a standard campaign ribbon, and is awarded only to those mercenary MechWarriors who can verify that they have successfully killed at least one enemy BattleMech from each weight class during the performance of a mercenary contract. The warrior must also prove that he or she took the contract on Solaris VII.



MERCENARY FORCE BRIEFS

The following information provides a sampling from the MRBC's Mercenary Force Briefs Database, highlighting more than sixty individual mercenary commands currently employed or known to be seeking employment in the Inner Sphere and Periphery. These represent just a few of the hundreds—if not thousands—of mercenary forces at large throughout the Inner Sphere, and while many routinely do business through the MRBC's offices on Outreach, not all of them are registered with the Commission. The inclusion of such a broad range of commands is intended to provide prospective employers with a better understanding of the different types of mercenary forces upon which they already rely, or may choose to rely in the future. The profiles of several noteworthy groups have also been expanded to include particularly interesting sections of their histories, tactics and traditions. The following briefs include the Dragoons Rating and a condensed history of each mercenary command, describe available forces and composition, and highlight exceptional officers, tactics and strategies. A detailed explanation of the Dragoons Rating system appears in the overview of the Mercenary Review and Bonding Commission in the *Employment and Contracts* section, p. 19.

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



'MECH



AEROSPACE



ARMOR



SPECIAL



INFANTRY



warriors rarely show mercenaries any professional courtesy until a merc command reaches Veteran status. Elite forces are rare, comprised of some of the Inner Sphere's most experienced and highly sought-after mercenaries. Elite mercenary commands—the type of forces featured in holoventures—are famous for their exploits and usually receive the respect they deserve.

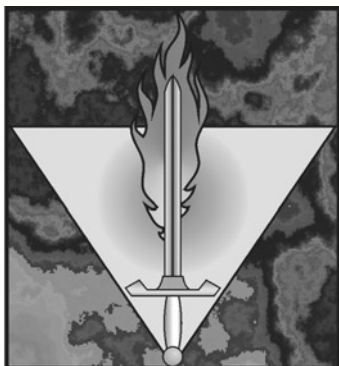
A mercenary command's current employer typically assigns its loyalty rating, Questionable, Reliable or Fanatical. Questionable mercenaries are those with a reputation for breaking contracts or skirting the legal edges of contract violation, though newly formed mercenary forces without any track record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

The force descriptions include the force's size, standard quality rating and general loyalty/reliability ratings. A force size can range from a single lance to an expanded regiment. Most follow standard Inner Sphere organizational schemes (see *Standard Operating Procedures*, p. 30), except where noted in the individual brief.

The standard quality rating represents an estimation of a force's overall skill and combat experience, averaged over assignments with several employers or over several years with a single employer. In general, commands with a higher quality rating consistently perform better than those with lower ratings, regardless of other factors. The standard ratings, used throughout the Inner Sphere and Periphery, are Green, Regular, Veteran and Elite. A Green rating typically identifies a force largely made up of unblooded or inexperienced troops, but might also apply to more seasoned soldiers if the command is untested in battle. Regular forces are comprised of troops with average ability—soldiers with at least some proven combat experience who have worked together for some time. Veteran commands have several years of active combat experience and are usually tapped for more vital (and dangerous) missions. As a rule, regular House



ALWAYS FAITHFUL



ALWAYS FAITHFUL: HONEST TO A FAULT

Originally formed from a mishmash of SLDF and Rim Worlds regulars, the Always Faithful Brigade spent the First Succession War fighting for the Capellan Confederation, where heavy combat against House Marik cost them much of their Star League equipment. Lured into House Kurita's service, the mercenaries fell afoul of the Combine's infamous "company store" policy; their growing debts forced them to undertake many nasty assignments. Another force would have jumped contract, but the Faithful stayed true to their name. Upon capturing Davion JumpShip parts, the Faithful settled their accounts and departed Combine space. Reorganized into a single regiment at the start of the Third Succession War, this command served the Lyran Commonwealth on the Marik and Kurita fronts, seeing action in the heavy fighting around Tamar.

Aldo Lestrade, Duke of Summer, feared the Combine might strike into the Isle of Skye—understandable, given that a previous raid had cost him several family members and left him seriously wounded. Having often berated then-Archon Katrina Steiner for leaving the Commonwealth open to possible Kurita attack, Lestrade was determined to ensure that Summer, at least, would be defended, and thus hired the Faithful in 3026. Ultimately, Lestrade succumbed to a mortal threat not from Combine BattleMechs, but a presumed Kuritan assassin who penetrated the formidable security of Castle Lestrade and poisoned him with a rare neurotoxin.

After Duke Lestrade's death, unrest in the Free Worlds League provided the now-unemployed Faithful with work once more. First Duncan and later Thomas Marik employed the command in the campaigns to bring the breakaway Duchy of Andurien back under League control. During Operation Guerrero, Thomas "loaned out" several mercenary commands, including the Faithful, to the Capellan Confederation for their joint assault on the Sarna March. Though initially successful, the advance bogged down, eventually creating the Chaos March, and the Faithful were battered on the chaotic fields of Caph. Only the arrival of Word of Blake troops imposed a degree of order, and the troubled world became a Blakist protectorate.

The Blakists were busy elsewhere, deploying elements of the Fourth Division and the mercenary Hsien Hotheads to protect the HPG on Hsien. Fearing the troops' appearance as a prelude to a takeover attempt, anti-Capellan factions formed an uneasy alliance and hired the Always Faithful. The Blakist forces have made no overtly hostile moves, but Colonel Riel is concerned that the single Militia Level III he supposedly faces is actually a significantly larger force.

The regimental insignia is a flaming sword, upraised against an inverted yellow triangle. BattleMechs use standard camouflage, but incorporate black trim in memory of the unit's fallen.

Dragoons Rating: B-

OFFICERS

Running his force and worrying about finances have worn Colonel Riel down, and his health is failing. Though he remains a capable commander on good days, his doctor fears that the stress of combat could prove too much. Despite this, Riel has put off retirement, believing the Faithful could be ripped apart as his executive officer, Lt. Colonel Brian Renollds, and Major Deng Xiao of the Seventh Striker Battalion vie for control. Major Xiao is the unit's force's most tactically astute officer, and the other battalion commanders often defer to his suggestions, much to the irritation of Lt. Colonel Renollds (whom Xiao considers barely competent).

TACTICS

The Andurien campaign cost the Faithful their aerospace and infantry support, forcing them to fall back on direct tactics. Where possible, they try to fix an opponent in position and then use heavy 'Mechs to pummel a few lances before support can arrive. In contrast, Major Xiao prefers to keep his battalion mobile, whittling away at the flank of an enemy and avoiding a head-on confrontation.

SUPPORT

Continuing financial difficulties have eroded the regiment's support arm. Currently the mercenaries can only generate fifty percent of what they require. Similar difficulties during the Second Succession War forced the unit Faithful to sell their JumpShips and DropShips.



Always Faithful

Regiment/Regular/Reliable

CO: Colonel James Burrill Riel

XO: Lt. Colonel Brian Renollds

2nd Assault Battalion: Major Akira Sugioaka

5th Dragoon Battalion: Major Mordred Chivas

7th Striker Battalion: Major Deng Xiao

Heavy 'Mechs are the regiment's mainstay, including many stripped-down Star League-era designs (though a few have recently been refurbished). Battalion designations date back to the era when the Faithful fielded a full brigade. Though not fanatical about their history, members of the Faithful enjoy regaling new recruits with tales of their unit's proud history.



THE ARCADIANS: DOGS OF WAR

In the wake of the War of 3039, the militaries of the Federated Suns and Lyran Commonwealth were in a severe state of flux, especially with both nations continuing to unify their militaries into the AFFC. A number of officers and senior NCOs from both militaries chose to leave or retire, or found themselves the victims of cuts made in the name of streamlining. A few Federated Suns officers saw a tremendous opportunity in this post-war environment. They began to quietly recruit individuals from within the AFFS ranks to join them as they finally went independent.

In the spring of 3042, twenty senior field-grade officers retired. Immediately cashing out their pensions and rounding up additional investment capital to purchase a regiment of BattleMechs—mostly older equipment destined for the scrap heap—they also brought with them more than enough officers and NCOs to fill enough billets for a typical AFFS 'Mech regiment. Thanks to the many contacts earned in a lifetime of service, these senior officers immediately landed garrison contracts with several major FedSuns defense suppliers.

These initial contracts gave the mercenary force, christened the Arcadians, time to rebuild their ancient machines and ready access to lostech advances. Most importantly, these early contracts garnered them simple and profitable assignments, augmented by the occasional raiding mission, just to keep their skills honed.

In the wake of the Clan Invasion, the AFFC took over the unit's contract. They initially garrisoned the Capellan border, then served for five years along the Clan border before being rotated into the St. Ives Compact. There they almost immediately became embroiled in Chancellor Liao's invasion of the Compact, and were recalled when that realm fell to the Confederation in June of 3063. The Arcadians were then routed to the world of Talcott, to hold the planet—and especially the GM manufacturing facilities there—for Duke George Hasek. Following the end of the FedCom Civil War, they took up station on Acamar, protecting it from the occasional Capellan-sponsored foray.

Currently, the Arcadians are not registered with the MRBC. The mercenaries' insignia is a crossed sword and lightning bolt set upon a gold shield.

Dragoons Rating: Unrated

OFFICERS

Brigadier Michael Penne is the Arcadians' ultimate leader. He is one of the original twenty founding members, elected as the unit's force's commander by those officers. Sixteen other founding members remain with the command, mostly serving in staff and advisory roles, though Colonel Andrews and Lt. Colonels Estevez and Prentiss prefer to remain in the field with their troops.

TACTICS

Equally proficient in traditional AFFS-style combined-arms fighting and unsupported battles, the Arcadians prefer to engage at range, peppering an enemy with withering fire before a flanking force rushes in to deliver the coup de grace.

SUPPORT

The Arcadians started life with a large and competent technician corps and have grown from there. Over the years they have purchased enough DropShips to transport the entire force and have signed long-term contracts providing them with two JumpShips for their exclusive use.



The Arcadians
Reinforced Regiment/Veteran/Fanatical
 CO: Colonel Bradley Andrews
 XO: Lt. Colonel Willard Estevez

The majority of the force's 126 BattleMechs are of relatively recent construction, including several *Avatars* and *Sunders*, as well as two *Templars* given to them by Duke Hasek. The first two battalions are the heaviest and serve as a shock force, while the third is a highly mobile cavalry squadron, able to run down almost any enemy.



1st Arcadian Air Wing
Reinforced Wing/Regular/Fanatical
 CO: Major Kelli Winston



8843rd Armored Regiment
Reinforced Regiment/Veteran/Reliable
 CO: Lt. Colonel August Prentiss

The 8843rd—absorbed almost wholesale from a demobilized AFFS regiment fifteen years ago—has one cavalry squadron and two heavy battalions, one of which fields an entire company of Arrow IV-equipped Demolishers. The cavalry squadron has an attached mechanized infantry battalion that includes one company of battle armor, likewise a gift from Duke Hasek.



AVANTI'S ANGELS



AVANTI'S ANGELS: TRIAL BY FIRE

Born during the hard years of the original Clan invasion, Avanti's Angels were treated as a sacrificial force to be thrown into the teeth of the enemy when regular army commands turned in retreat. Their nothing-to-lose attitude followed them through campaigns in the Chaos March, the Periphery, and even in a short stint during the Star League Defense Force's annihilation of Clan Smoke Jaguar.

Recently, with the FedCom Civil War threatening the GioAvanti merchants in Skye, the Angels' commander took a leave of absence from his own command and led a small detachment back to his homeworld to aid his estranged family. Operating without a contract, the abbreviated Angels reportedly staged hit-and-run raids against pro-Katherine forces on Syrma and then pro-Victor forces on Zebebelgenubi. How this served GioAvanti interests is unknown, though without oversight any complaint that may surface against the mercenaries will likely be handled from higher levels in the LAAF.

Avanti's Angels employ a pristine white paint scheme with gold trim. The commander's 'Mech, "Archangel", is treated with a mother-of-pearl finish and has flames licking up the sides of its legs. The command insignia is a portrayal of the Greek character Icarus flying too close to the sun.

Dragoons Rating: B+

OFFICERS

Commander Marcus GioAvanti hails from an influential merchant family in the Isle of Skye and attended the New Avalon MechWarrior Academy. Troubled relations with his family forced him out of the academy and eventually led him to Outreach. These strained feelings did not stop the commander from leading a portion of his force home during the recent civil war, though he left again without much fanfare (or, apparently, remuneration) only a few months after Peter Steiner-Davion assumed the archonship. Commander GioAvanti never signs away tactical command rights.

TACTICS

The Angels specialize in hitting hard and fading fast—"seizing the initiative and throttling it," as Marcus GioAvanti likes to say. They have also learned to salvage "on the fly." MechWarriors are trained to quickly but carefully sever limbs, legs, and even heads and chunks of torso from fallen enemy 'Mechs.

This mercenary command trains in tactical doctrine from single combat to six-'Mech lances, and can reorganize to any configuration in mid-combat. This kind of flexibility allows the Angels to adjust to any surprise thrown at them on the battlefield, and can generate chaos among any enemy force wedded to static combat tactics. GioAvanti constantly remixes his lances and companies, even renaming them in order to keep their working style from becoming predictable.

SUPPORT

The Angels' DropShip assets are impressive for the command's size. The *Heaven Sent* is an upgraded *Union*-class ship used as the main deployment vessel. Its second DropShip is an ancient *Fortress*, used primarily as a mobile maintenance depot. The *Head of a Pin*, or *Pinhead*, is held together by patches and a great deal of "happy thoughts" by the mercenary force's technicians.



Avanti's Angels

2 Companies/Veteran/Reliable

CO/ 1st Company: Marcus GioAvanti

XO/ 2nd Company: Charlene Boske

Always riding the edge of Elite status, the Angels never quite make that final break. Battlefield attrition and an occasional stroke of misfortune always seems to beat them back down to Veteran status.

The Angels deploy a large number of older machines, including a few never upgraded with modernized weaponry. Only two lances incorporate post-3055 designs. Making up for this, the mercenaries own approximately forty tons of Clan technology that they have managed to jury-rig into their Inner Sphere designs; their command lance includes a C³ network.



Angels Aerospace

2 Lances/Regular/Reliable

Lance Cmdr: Nathaniel Klepper

Using older *Stingrays* and a pair of refurbished TR-14 *Transgressors*, the Angels can cover themselves on battlefield insertions and fly high-altitude reconnaissance. Still, Commander GioAvanti knows these are his most vulnerable resources. Frugality and judicious use of aerospace assets allows the Angels to maintain this risky venture.



Angels Special Assault Force

Mixed Company/Veteran/Reliable

Force Cmdr: General Hanford Lee

The assault force is a mixed company of armor and motorized infantry. The Angels field a lance of mixed-weight hovercraft; the infantry train in everything from anti-'Mech to recon functions.



BANNOCKBURN'S BANDITS: STEADY ON.



For a unit whose symbol is a hand clutching a bag of gold, Bannockburn's Bandits has been remarkably stable in its dealings with the Taurian Concordat. One of the oldest mercenary commands in the Periphery, the Bandits have been in service to the Concordat longer than many more prominent forces have even existed.

This record becomes truly impressive when considering that the Bandits' 'Mech assets tend to be on the light side and have been since 2997, when they left their last employer, the Draconis Combine, citing unfair treatment. For nearly a century since, not much has changed for the Bandits, apart from the names of unit commanders and a recent technological upgrade provided in recognition of their long and faithful service. Though their combat units are far from pristine, the Bandits' two 'Mech battalions, aerospace squadron, and infantry companies, are well maintained and piloted by competent warriors.

These mercenaries positively drip with tradition, and one of their proudest is loyalty. In 3064, the Bandits' commander, Colonel David Bannockburn, renewed his contract with the Taurian Concordat, refusing a potentially more lucrative offer tendered by Marshal Cham and the secessionist Calderon Protectorate movement. His harsh and very public refusal forced Marshall Cham to transfer his generous offer to the Clean Kill mercenary command instead.

Dragoons Rating: C

OFFICERS

Colonel David Bannockburn, a descendant of the original Bandits commander who led them into the Periphery, is a skilled officer with a good reputation for using his forces effectively. His executive officer, Lieutenant Colonel Katherine Morgan, is an experienced soldier with a reputation for saying no.

TACTICS

The Bandits use a variety of fast-moving strike and fade tactics, combined with aerospace artillery support. They have a reputation for hitting an enemy flank at just the right moment when fighting alongside Taurian Regulars in a defensive environment, while their offensive tactics generally focus on striking to demoralize an enemy force in its rear areas.

SUPPORT

Bannockburn's Bandits have only enough technical support to handle 75 percent of their maintenance needs. The unit owns its own DropShips, but relies on its employer for JumpShip assets.



Bannockburn's Bandits

2 Battalions, 1 Company/Veteran/Reliable

CO: Colonel David Bannockburn

XO/1st Battalion: Lt. Col. Katherine Morgan

2nd Battalion: Major Isaac Carter

Headquarters Company operates primarily as a fast-reaction force and general fix-it formation to cover the flanks of the two line battalions. Also attached to the HQ Company are most of the Bandits' rear-area support troops, including recruiters, trainers and transport personnel.

First Battalion (Morgan's Lancers) conducts ground-based recon and spotter duties, as well as fast strikes at enemy weak points and rapid advances in broken country. The battalion also trains heavily in other light cavalry missions and has a reputation for sturdiness under severe pressure.

Second Battalion (Carter's Commandos) are short one company, with survivors of India Company having been folded into David and Echo companies after losses in the Pleiades offensive. The Commandos specialize in fast strikes into enemy rear areas.



Bannockburn Aerospace

Squadron/Veteran/Reliable

Squadron CO: CWO Harriet Swiller

The Bandits' aerospace fighters are divided into two-fighter lances, with one lance assigned to each battalion and the Headquarters Company.



The Bandit's Boys

2 Companies/Veteran/Reliable

Infantry CO: Maj. Benedict Washington III

Golf and Huey Companies were originally components of the two 'Mech battalions, but have become more independent in the wake of changes to the Bandits' organization. This new status reflects the greater trust Colonel Bannockburn has placed in them. Both infantry companies are motorized forces with anti-'Mech training.



BARRETT'S FUSILIERS



BARRETT'S FUSILIERS: THE LIGHT MUSKETEERS

The Fusiliers were raised by founder, Alonzo Barrett, of House Steiner's Third Royal Guards, who resigned in 2995 to strike out on his own, gathering a core company of veteran MechWarriors, and a fighter squadron to form his own mercenary command. A consummate historian, Barrett researched his family heritage and discovered his descent from a member of the French Royal Guard once known as The King's Musketeers. Starting a unit tradition, he equipped his troops with épées and Musketeers' uniforms for dress occasions. Though much of their missions were uneventful, Barrett's Fusiliers managed to claim a full 'Mech battalion with aerospace support that included a new *Overlord*-class DropShip captured from the Eighteenth Dieron Regulars during the defense of Sevren earlier that year.

During the Fourth Succession War, Barrett's Fusiliers took a pounding on Sabik, losing half the command to Kingston's Caballeros, but returned after six months' rest to help destroy the Fourth Proserpina Hussars on La Blon. After the war, they signed with the Free Worlds League, where they would remain until 3057, eventually expanding to regimental size. Relations between the League and the Fusiliers had begun to wane by then, but the mercenaries still played a role in Operation Guerrero, fighting on Shuen Wan before they received orders to support Liao troops. Despite the death of Colonel Raul Barrett in the final days of the war, who had commanded since his father's death in 3035, the Fusiliers' professionalism allowed them to continue on under the command of Raul's son, Nikita Barrett. The Capellans treated the regiment well, and at the end of Operation Guerrero, Nikita Barrett opened talks with House Liao for a new contract. The LCCC, catching wind of this, moved to secure the Fusiliers with a remarkably generous counteroffer that the younger Barrett found himself unable to refuse, preventing the Fusiliers from leaving the Free Worlds' employ.

Barrett's Fusiliers paint their machines olive drab. The unit new insignia depicts a musketeer with a drawn épée, on which is the inscription, "All for one and one for all."

Dracons Rating: B+

OFFICERS

Colonel Nikita Barrett is a new breed of Fusilier officer. A graduate from the Orloff Military Academy, he proved himself a capable commander on Old Kentucky. He is a natural leader with a solid grasp of the combined-arms tactics that have become so important in the modern battlefield.

TACTICS

With the inclusion of combined arms, anti-'Mech infantry, and guided munitions, the Fusiliers have become more effective. Today, the regiment employs cavalry-style attacks coupled with precision bombing and artillery support.

SUPPORT

The Fusiliers have full tech support, as each MechWarrior is qualified to repair his or her own machine while working with the regiment's techs and astechs. The Fusiliers have three *Overlord*- and two *Fortress*-class DropShips.



Barrett's Fusiliers

Regiment/Veteran/Reliable

CO: Colonel Nikita Barrett

XO/1st Battalion: Lt. Colonel Franco Hudmeyer

2nd Battalion: Major Sasha Rayners

3rd Battalion: Major Robert "Bama" Baumhauer

The Fusiliers favor fast, maneuverable machines. Each battalion has one assault and two battle companies. Just over fifty percent of the regiment has been upgraded, with more expected by year's end. New machines, like House Liao's *Jinggau*, have been seen in their ranks. The Fusiliers also deploy a regimental command company and battalion command lances.



Barrett's Bombardiers

Wing/Veteran/Reliable

Infantry Cmdr: Major Franz Gregoravich

For more than thirty years, the Bombardiers were the stalwart support of the Fusiliers' ground forces; they're now an integral part of any battle plans. Adept at precision bombing and ground support, the wing are equipped with advanced fighters, including a few *Shivas*.



Barrett's Armored Cavalry

Reinforced Battalion/Veteran/Reliable

Armor Cmdr: Major Andrew Jacobs



BATTLE MAGIC: SUPPORT SPECIALISTS



A mercenary command formed by 'Mech Magic, Incorporated and trained by Dragoon technicians to master Clan technology, Battle Magic has established a reputation for technical excellence. The skilled technicians of the support company work with militias or other mercenary units, aiding them in upgrading existing equipment with recovered lostech, installing new Inner Sphere technology or even fitting and maintaining Clan-made equipment. Battle Magic often raided into the Clan occupation zones to acquire Clantech, but with the spoils from Operation Bulldog and the Jade Falcon Incursion flooding the market, it has become more cost-effective—and less risky—to pay the market price.

Captain-tech Jana Nakitsu kept her command out of the fighting in the FedCom Civil War. Battle Magic has since made a healthy living selling its technical expertise to broken mercenary forces that streamed back to Outreach to rebuild.

Having mastered many of the secrets of Clantech, Battle Magic recently expanded its field of expertise to include battle armor, a relatively rare but gradually expanding new weapon in many mercenary arsenals. Rumor has it that Captain Quaid is working with the Blackwell Corporation to develop an inexpensive and reliable battle armor design for the mercenary market.

Battle Magic uniforms and equipment use a gold-on-black color scheme. The unit's insignia is a black lightning bolt spread over a circular gold field. It is worn as a shoulder patch on uniforms or painted on 'Mechs, vehicles and battle armor wherever the warrior or his crew desires.

Dragoons Rating: A+

OFFICERS

Though confined to a wheelchair, Jena Nakitsu continues to direct the daily activities of her command. Battle Magic technicians have even modified the cockpit module of a BLR-4S *BattleMaster* to accommodate her wheelchair in the passenger position.

Captain Regina Quaid brings with her ten years of experience gained as part of the Federated Commonwealth's battle armor development program, and now commands the Tech Raiders Armored Infantry.

TACTICS

The addition of battle armor and OmniVehicles gives Battle Magic an even wider range of tactical options. Diversionary tactics are still the norm, but with infantry to back up their armor and 'Mechs, these mercenaries rarely run into any situation they cannot handle.

SUPPORT

Battle Magic possesses no integral transport assets, preferring to hire DropShips and JumpShips on a contract-by-contract basis rather than tie up resources on expensive ships. With so much technical skill on hand, the unit has more than sufficient support.



Battle Magic Company/Elite/Reliable

CO/Support Commander: Captain-Tech Jena Nakitsu

With Clantech more widely available, Battle Magic technicians have continued to familiarize themselves with Clan weaponry. Following the acquisition of an ATM system, Jena Nakitsu has directed her crew to assess the possibilities of adapting conventional LRM launchers to use multiple munitions.



Battle Magic Air Support 2 Lances/Veteran/Reliable

Wing Commander: Captain Simon Klause

A pair of *Eisensturm* OmniFighters recently replaced two of the wing's much-modified craft. The Air Support pilots are still experimenting with different weapons configurations, but with access to Clan weaponry, these heavy fighters will doubtless prove deadly regardless of the payload.



Battle Magic 'Mechs 2 Lances/Veteran/Reliable

BattleMech Cmdr: Captain Sloan DeVries

Battle Magic played on its reputation to acquire a number of advanced designs, including four OmniMechs, but with only eight qualified MechWarriors, the command cannot field all the equipment on hand. Many of these 'Mechs have seen extensive rebuilding to showcase specific aspects of Clan technology.



Battle Magic Tech Raiders 2 Companies/Veteran/Reliable

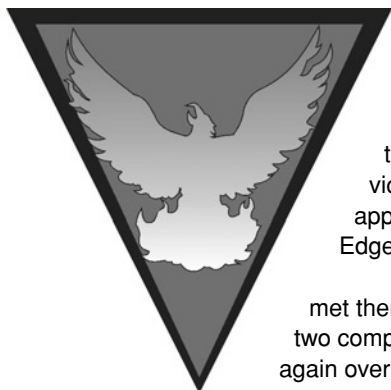
Armor Cmdr: Captain Regina Quaid

The Tech Raiders have developed a pack-rat mentality that would drive the commander of a conventional force mad. Their vehicles sometimes resemble mobile scrapheaps, so large is the quantity of salvaged equipment tied onto their external cargo racks.

The Raiders have expanded their capabilities through the acquisition of several Bandit Hover tanks from the Dragoons and the addition of a few standard Inner Sphere battle armor suits.



THE BLACK OUTLAWS



THE BLACK OUTLAWS: DARK PHOENIX

The Outlaws arose from a battalion of Federated Suns MechWarriors who mutinied on Halstead Station late in 3039. Commandeering four DropShips and one of the attached JumpShips, they fled the FedSuns and made their way to the Rasalhague Republic, where they offered their services as mercenaries. A Rasalhague representative jokingly called them outlaws because of their appearance, and the name stuck. Commanded by then-Major Donald Trent, the Outlaws garrisoned The Edge, located on the border of the Republic and the Periphery, until the arrival of the Clans.

In March of 3050, elements of Clan Wolf's Sixteenth Battle Cluster landed on-planet, and the Outlaws met them on the Plains of Torneträsk. Though they attempted to fight a set-piece battle against the Clan, only two companies of Outlaws survived to withdraw to Rodigo. In May of that same year, Clan Wolf forces appeared again over that planet, as if following the Outlaws like a dark cloud. History repeated itself on Rodigo, with only a battered remnant of the command able to retreat to Memmingen.

On Memmingen, the Outlaws were able to rest and replace some material losses, where they met up with the Black Omen, another mercenary command mauled by the Clan invaders on Damian. (Lack of HPG communications caused both groups to be listed as destroyed until after the Clan War.) For their survival, both commands found it prudent to form an alliance. In late November 3051, the Wolves jumped into the Memmingen system to face a defending force that included the Third Drakøn, the Outlaws and an armored division. During the battle, the Outlaws overran a Wolf supply cache, capturing much needed supplies, two Clan BattleMechs, and four second-line warriors. Major Trent ordered his Outlaws offworld upon receiving word from the Drakøn's commander of Star Colonel Marcos Radick's actions against the village of Danton, but died in action just after issuing the command.

The Outlaws withdrew to Ueda, where Major Edwina Forrest of the Black Omen, the most senior commander between the two surviving forces, was made overall commander for both. The Outlaws were then transferred to Karbala, where they spent four years replacing lost materiel and manpower. The Outlaws renamed themselves the Black Outlaws, in recognition of their camaraderie with the Black Omen, and Major Forrest reorganized the force into a Clan-style Cluster with a command lance. Shortly thereafter, a small force of Black Omen warriors reclaimed their independence and departed for the Draconis Combine. In 3067, the Outlaws transferred to Tukayyid under contract with ComStar.

The Black Outlaws paint their 'Mechs raven black with a mural of a red, orange and gray phoenix covering the torso. The command's insignia is a phoenix set on a blood-red inverted triangle trimmed in black and is placed on the shoulders and flanks of all units.

Dragoons Rating: A

OFFICERS

The Outlaws are led by Major Freeman Johnson, who assumed command after Major Forrest's mysterious death on Tukayyid. An original Outlaw, Major Johnson is a skilled tactician and expert at small-unit operations. He is a natural leader and has the Outlaws' full support.

TACTICS

Having battled and survived Clan Wolf in three major engagements during the invasion, the Outlaws have developed a unique perspective on Clan warfare, and honed their skills accordingly. As a result, the mercenary command is highly experienced in Clan Trials and adept at manipulating the spirit of the Trial without breaking the letter of its rules.

SUPPORT

The Outlaws have their own *Invader*-class JumpShip and four *Union* DropShips. Their technicians provide only fifty percent of the command's support, though ComStar technicians presently provide the balance. The Outlaws are ninety percent upgraded with Star League tech.



Black Outlaws

Reinforced Battalion/Veteran/Reliable

CO: Major Freeman Johnson

Able Company: Captain Jacob Best

Baker Company: 1st Lieutenant Brian Pohanka

Charlie Company: 1st Lieutenant Alvin P. Hill

The command lance is made up of five Inner Sphere OmniMechs operating independently of the companies to sup-

port them as necessary. Able Company is the command's battle unit, made up of fast mediums and heavies. Baker is the recon unit, made up of jump-capable light and medium 'Mechs. Charlie Company is the assault company, with no 'Mechs weighing less than 80 tons, and its third lance is made up entirely of Clan Wolf freeborn warriors plus one MechWarrior who won a slot in the lance. This lance has a *Warhammer IIC* and a *Highlander IIC*, the only Clan 'Mechs in the command.



THE BLACKHEARTS: SMOOTH OPERATORS

Until recently, the exact details of the Blackhearts were more rumor than fact. When asked, members always stated that their command arose from former Star League forces stranded in the Periphery, where they operated until 2866, when Archon Elizabeth Steiner hired them during a mercenary buildup. Early in 3028, Lyran intelligence uncovered evidence revealing the mercenaries' origins as elements of the former Special Armed Services, special teams that served in the Regular Army's elite anti-terrorist organization. Recruited only from Terran Hegemony troops, the SAS established itself as the Star League's premier covert operations team, with about a hundred battalions of SAS teams active by 2753, all dedicated to finding and rooting out terrorist groups "without resorting to equally violent actions" (though such was not always the case).

Faced with this revelation, Colonel Johnson confirmed that her command had originated from the Seventy-seventh SOG, which operated in the Taurian Concordat. Believing his command was about to be cashiered, Colonel Johnson was stunned when General Nondi Steiner offered the Blackhearts a part in Operation Götterdämmerung. In June 3028, the entire command was transferred from

Anywhere to Ridderkerk, their jump-off point. On August 25th, the Blackhearts landed on Basiliano with the Twenty-fourth Arcturan Guards, engaging the Night Stalkers and forcing them to withdraw. Following Basiliano, the Blackhearts captured Kufstein and Engadine, while supporting the Twenty-sixth Lyran Guards. Following the war, the Blackhearts moved on, signing a contract with the Free Worlds League. During Operation Guerrero, they operated with Capellan guerrillas on Capolla, but departed shortly after defeating the Lyran garrison, after discovering that their Capellan allies were *Zhanzheng de guang* terrorists.

The Blackhearts paint their machines in a black, white and gray tiger-striped camouflage pattern. Their insignia is a light blue kite shield, trimmed in gold. The shield bears a red and white checkered device in its center, with red hearts in the upper left and lower right corners.

Dragoons Rating: B

OFFICERS

Colonel Marcus Johnson assumed command when Sandra Johnson retired. A consummate professional whose grasp of tactics and special operations is eerily brilliant, Marcus is a natural pilot and commander who leads by example.

TACTICS

The Blackhearts cross-train in a variety of tactics and are equally adept at every style from small-unit combat to regimental maneuvers. They excel at nighttime operations, where they operate freely using their special training.

SUPPORT

SAS doctrine dictates that SOG units have self-contained support for field operations. The Blackhearts adhere to this doctrine, providing all their own technical support. Transportation includes three *Overlords*, two *Fortresses*, two *Seekers*, a *Vengeance* and two upgraded *Triumph* DropShips for special missions.



The Blackhearts

Regiment/Veteran/Reliable

CO: Colonel Marcus Johnson

XO/7th Striker: Major Glen Allen Stryker

21st Light Horse: Major Tammie La Franc

35th Dragoon: Major Bekkard Jamieson

The regiment includes an independent command lance for the battalions and the regiment as a whole. The Seventh deploys medium and heavy BattleMechs and is the command's workhorse. The Twenty-first consists of light 'Mechs and serves as a screen/recon force. The Thirty-fifth Dragoon deploys assault and heavy 'Mechs. All of these machines are 90 percent upgraded with Star League technology.



Blackhearts Armored Cavalry

Regiment/Veteran/Reliable

Cavalry Cmdr: Major Thaddeus Cameron

The Fourteenth ACS is a cavalry squadron comprised of hover and tracked vehicles. The Fifty-sixth Artillery is the Blackhearts' mobile artillery squadron, including Long Toms. The Seventy-seventh is the Blackhearts' special operations command and makes strict use of hovercraft and VTOLs. The regiment has 25 percent upgraded equipment.



Blackhearts Flying Lions

Wing/Veteran/Reliable

Wing Cmdr: Major Ariel Summerfield

The Flying Lions are descendants of an original SAS aerospace wing. The wing remains organized according to its original SLDF scheme, containing fifty-four fighters in nine squadrons. All pilots are trained in all aspects of fighter tactics, including ground support. The wing is equipped with 45 percent upgrades.



BLUE STAR IRREGULARS



BLUE STAR IRREGULARS: BUCKING THE ODDS

The Blue Star of Kerensky was a Star League medal awarded to veterans of the Amaris Civil War in recognition of “unswerving loyalty in the face of great hardship.” Only thirty-seven of these medals were conferred before the fall of the League and Aleksandr Kerensky’s Exodus. Every recipient chose to remain behind, keeping their pledge to act as defenders of humankind.

Two recipients later dropped out of sight and three others passed away before Colonel Jeremiah Brighton put out the call in 2788 for all medal winners to join him in resurrecting the honors and traditions of the Star League Army. With the bulk of these troops coming from the disbanded 1894th Light Horse, Twenty-first Rim Worlds and the Avatars of Painful Death, these regiments reformed as a mercenary command. The newly christened Blue Star Irregulars chose House Davion as the most honorable of available masters, and have served that House well for nearly three hundred years.

When Kerensky’s descendants returned to the Inner Sphere, the Blue Star Irregulars saw them as a perversion of the great general’s vision, rather than the evolution of it. Hard-pitched fighting between the Blue Stars and Jade Falcons destroyed the Avatars and all but decimated the Twenty-first Rim Worlds. Though the battered command managed to pull back with some gains made, it would take them years to rebuild even two full regiments.

The Irregulars spent another decade sparring against the Falcons, including some hard fighting in the middle of the Steiner-Davion civil war. Many good warriors fell, including several Blue Star caretakers, but the Irregulars nonetheless answered the call when Morgan Kell summoned them in support of Peter Steiner-Davion’s move to assume the Archonship. Brutal fighting on Tharkad broke the 21st Rim Worlds and severely wounded the Light Horse, but support from the highest levels of the new Lyran state makes it likely that the Irregulars will return to full fighting strength before resuming duty in the Federated Suns.

ORGANIZATION AND COMMAND

Regimental commanders must be caretakers of the Blue Star of Kerensky. Most battalion commanders are also caretakers, though this is not required. Earning one of these medals—typically upon the death or retirement of an active member—is thought to be a large step toward some kind of command position. The commanding officer of the 1894th Light Horse is considered the overall commander of the Irregulars.

Both regiments employ regimental and battalion command lances. The Light Horse works well in combined-arms operations, but the reconstituted Twenty-first lacks the easy working relationship enjoyed by its companions. The Irregulars field some of the most advanced ‘Mech designs in the Inner Sphere, including two full companies of Clan Omnis.

SUPPORT

The Blue Star Irregulars remains the only Inner Sphere mercenary command in control of a WarShip. *Kerensky’s Blues* is a *Fredasa*-class vessel, captured from Clan Jade Falcon during a combined assault by the Irregulars and Hell’s Black Aces in 3055. The WarShip suffers constantly from poor maintenance, and during the space battle over Tharkad it took a critical pounding. Though obviously too large and costly for the Irregulars to fully support, they refuse to give it up. The unit also owns enough JumpShips and DropShips to transport the entire command.

Problems with the *Kerensky’s Blues* excepted, the Irregulars’ staff provides roughly 90 percent of all technical support. This includes field maintenance on two companies of Clan OmniMechs, though any major overhaul of these machines is contracted out to Wolf’s Dragoons or the Wolves (in-Exile).

COLORS AND INSIGNIA

Blue Star field uniforms consist of dark blue, silver-trimmed flight suits for pilots; dark blue one-piece body suits for MechWarriors; and dark blue padded fatigues for armor and infantry. Dress uniforms are dark blue trousers with dark silver piping, a dark silver banded collar shirt and a dark blue vest. A jacket-cape and knee-high black boots complete the officer’s dress, while enlisted ranks wear a standard jacket. Rank and unit insignia are worn on the left sleeve cuff of both jacket and shirt.

For their BattleMechs and vehicles, the 1894th employs a dark blue paint scheme with lots of silver-steel striping. The Twenty-first uses a solid dark blue scheme that appears black under any but the best lighting. The force insignia is a blue-steel star set against a silver shield and is placed on the upper torsos of ‘Mechs. Unit members also wear this as a patch on the left breasts of their uniforms. Regimental crests are worn as patches on sleeves, right above rank insignia.

The Blue Star irregulars currently hold thirty-one of the original thirty-seven Blue Stars of Kerensky. Caretakers may wear them at high-dress functions only, pinned to the left breast. A thirty-second medal was recently lost to Clan Jade Falcon, which the mercenary command plans to get back. One of the five lost medals has also turned up recently, on display in the Snord museum on Clinton. Negotiations to return that medal to the unit are not faring well.



1894TH LIGHT HORSE: KEEPERS OF THE FLAME

The Light Horse shows no hesitation when demonstrating its loyalty to the Irregulars or to the Steiner-Davion line. In 3057, Katherine invited the Irregulars to remain in Lyran space as a most-favored command, supporting her over her brother, Victor. Colonel Lwai lost little time in arranging his reply. Early in 3058, he sent his message to Tharkad: *The Blue Star Irregulars will forever support a rightful claim to the Federated Commonwealth.* The regiment then abandoned its garrison on Rasalgethi, moving into the Arc-Royal Defense Cordon and submitting to Morgan Kell's command.

During the FedCom Civil War, the regiment made good on its pledge by joining the task force that stormed Tharkad in support of Peter Steiner-Davion. Though the mercenaries had wanted more than anything to move to Victor's side, events conspired against them and Kell had made a convincing case for kicking out Katherine's stronger support first. The 1894th fought and won several crucial battles, but took a heavy morale hit when they could not reach the besieged Twenty-first Rim Worlds before the second Irregulars regiment was decimated.

The 1894th rallied in time for the final push at Tharkad City, breaking through loyalist positions to bolster Peter's sagging assault. With a heavy battalion moving in on the capital, the Eleventh Arcturan Guard tendered its surrender.

The 1894th's regimental insignia is a galloping brown and white pinto facing right, painted on the lower left torso of all BattleMechs. Sparks and silver-blue stars surround the horse's feet as if struck from the ground upon which it runs, trailing behind in a swath across the entire torso. Stars are outlined in red for every kill made by the warrior. Aerospace fighters replace the pinto with a light blue Pegasus, armor with a heavy Clydesdale.

Dragoons Rating: A*

OFFICERS

Wu Sen Tang rose to command after the battle for Tharkad City, and received a commendation from the new Archon. He accepted a temporary posting to Black Earth as the 1894th rebuilds with equipment drawn from Inarcs and Coventry, but has stated his desire to return to the newly reinstated Federated Suns.

TACTICS

With a confidence won over centuries, the 1894th specializes in high-speed maneuvers requiring tight formations and pinpoint timing.



1894th Light Horse

Regiment/Elite/Fanatical

CO: Colonel Wu Sen Tang

XO/ 1st Battalion: Lt. Colonel Tracy Jamison

2nd Battalion: Major Peter Orullian

3rd Battalion: Major Kelle Vozka

The regimental command lance is a strengthened force of six 'Mechs. Generally, each Light Horse battalion is comprised of one heavy company, one medium and two mixed light/medium companies. Battlefield losses currently have the unit down to 82 percent.

First Battalion employs a full company of Clan BattleMechs and Omnis. The regimental and battalion command lances all contain at least one Clan machine as well. The command also boasts two companies of Inner Sphere OmniMechs upgraded with Clan technology sprinkled throughout the battalions.



Star Hunters

Strengthened Wing/Veteran/Fanatical

Wing Cmdr: Major Iso Kasigi

The Star Hunters field a host of 26 fighters, primarily light designs with a few mediums. After replacing losses over Tharkad, only half the fighters still employ Clan-tech weapons. The Star Hunters are grouped into four squadrons, with a two-fighter command element.



1894th Cavalry

Battalion/Elite/Fanatical

Armor Cmdr: Lt. Colonel Michael Mulvihill

The 1894th's heavy cavalry can engage the enemy without direct BattleMech support. Demolishers and Sturmfeur designs are favorites. As the unit rebuilds from the civil war, Lt. Colonel Mulvihill hopes to hang onto its new Elite status. There is also talk of building a fast-assault battalion of heavy hovercraft to support the Light Horse's preferred flanking tactics.



1894th Tactical Recon Group

Battalion/Regular/Fanatical

Infantry Cmdr: Major Karstan Rappahladron

The First Company of these reconnaissance and covert-action specialists is equipped with VTOLs, while Second and Third are a mix of scouts, demolition experts and communication specialists. All work together to gather and assess intelligence, and then pass their findings along to the regiment.



21ST RIM WORLDS: ASHES TO ASHES

The Twenty-first Rim Worlds has been here before. Hammered into near-oblivion by Clan Jade Falcon in 3054, only thirty-two MechWarriors and fewer BattleMechs survived, yet they managed to rebuild more rapidly than most by recruiting warriors Dispossessed by the Clan assault.

This time, after suffering hideous losses in the mountain passes of Tharkad, the Twenty-first is rebuilding again, from forty-one warriors but only twelve serviceable machines. The Golden Lions did a thorough job of smashing the Twenty-first into a materiel sinkhole, but they could not break the spirit of such a strong command. Morgan Kell assisted by letting the Irregulars search his Kell Hounds' "farming teams" for members that matched the command's fighting philosophies and style. Archon Peter Steiner-Davion likewise came through with the promise of resources channeled from Inarcs and Coventry.

Many Lyran officers expected the Irregulars to return to the Federated Suns (and likely wished for it, with the heavy draw the mercenaries would be on the Lyran logistics corps), but they have remained for more than material support. In fact, an incident with the Twenty-first prompted Colonel Wu Sen Tang to accept a Black Earth posting instead. In the Jade Falcon strikes a few years before, the Clan had taken one of the regiment's Blue Star caretakers as bondsman, and with him one of the coveted Blue Star medals. Intelligence placed

both up near the Melissa Theater in Lyran space.

It may seem ludicrous to some to risk restarting another war for the sake of one warrior and a piece of metal, but that is exactly what the Irregulars may do; as long as they have the support of Morgan Kell and Peter Steiner-Davion, they are likely to get what they want.

The insignia of the Twenty-first is a phoenix, painted on the lower right torso of a 'Mech. Ablaze with blue fire, the phoenix throws off sparks and blue stars in all directions. Stars are trimmed in red to denote each individual kill.

Dragoons Rating: B-

OFFICERS

Colonel Hank Hatfield-McCoy was never considered high-command material, and would likely never have progressed beyond battalion commander had battlefield attrition not thrust him into full command of a battered regiment. Though a good tactical officer, lack of strategic training and a noted tendency toward self-centered action have plagued his career. The heavy losses on Tharkad might yet serve to mellow the man into a good commander, but his selection of young Preiss Whitcock as his second rather than long-time veteran Zachary Busch is worrisome.

TACTICS

The Twenty-first Rim Worlds is developing strong night-fighting skills, enhanced by Colonel Hatfield-McCoy's training plans that include direct-fire training without the aid of targeting systems. Whether or not this pays off in the long run is anybody's guess.



21st Rim Worlds

Regiment/Regular/Reliable

CO: Colonel Hank Hatfield-McCoy

XO/1st Battalion: Major Preiss Whitcock

2nd Battalion: Major Raffia Dayton

3rd Battalion: Major Zachary Busch

Even with new hand-selected recruits, the Twenty-first Rim Worlds has degraded beyond patch-and-fix repair. The regimental TO&E is full of holes, currently standing at only 58 percent manpower and 46 percent materiel. The only shining star in this situation is a full company of Clan OmniMechs and BattleMechs now distributed throughout the regiment's command lances. As with the 1894th, regimental command is made up of six BattleMechs rather than the usual four. The Twenty-first Rim Worlds traditionally relies on heavier designs than the Light Horse, a tradition they are unlikely to give up as they rebuild.



Neutron Blues

Wing/Veteran/Fanatical

Wing Cmdr: Major ReAnn "Rumor" Youngcolt

The Blues are comprised of twenty fighters, scrambled into three squadrons of six and one command element. Most of the craft date from before the return of the Clans, though losses over Tharkad have brought the unit a recent gift of four new Lyran OmniFighters.

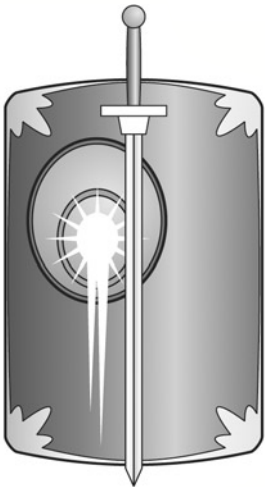


3rd Assault Avatars

Mixed Battalion/Veteran/Reliable

Force Cmdr: Lt. Colonel Nepharius Angvanharobis

As part of the post-Tharkad recovery, Nepharius championed the idea of combining armor and infantry into a new mechanized force that could shoulder more battlefield responsibility. The Avatars, a reinforced assault battalion of four four-lance companies, was the result. Using heavy and assault-class vehicles to the exclusion of all else, two of these companies are full armor. Two others are mechanized infantry that now includes artillery, VTOL support and an anti-Mech command squad, plus two squads of battlesuits.



BROADSWORD LEGION: WARRIORS OF STEEL

Though none will admit it, the Broadsword Legion owes in its formation in part to Precentor Martial Victor Steiner-Davion. Colonel Kari Marita, a popular Level III commander in ComStar's 166th Division, resigned her commission upon Victor's appointment as Precentor Martial. Rather than defect to the Word of Blake, she made her way to Outreach with her modified *Thug* seeking employment as a mercenary. Her resignation prompted more than 30 percent of her former division to follow suit. On Outreach, Marita's former troops convinced her to form her own command. The Broadsword Legion was born.

Many of the Broadsword Legion are survivors of Tukayyid. Charged with defending the city of Skupo, the 166th Division engaged the Thirteenth Wolf Spiders, who had slipped in behind them. All but shattered after a days-long hit-and-run battle against the Wolves, the 166th was still struggling to rebuild when the ComStar and Word of Blake schism occurred. Though they remained with ComStar after that, when Victor Steiner-Davion was proclaimed Precentor Martial, many like Kari Marita chose to leave rather than serve under a deposed House Lord. The members of Broadsword Legion refuse to serve the Federated Suns or the Lyran Alliance, home realms to the man they call "the Blasphemer".

The command has stayed true to its origins, organizing as a Level III-Rho unit. A good portion of the command's vehicles is Star League or better quality. The Legion possess Clan tech but has only two operational Clan *Jagatai* OmniFighters. The Legion's infantry are equipped mostly with Raiden and Kanazuchi battle suits, with a squad of Purifiers recently acquired from unknown sources. They have spent months training together to hone the skills they once possessed and have logged many hours on the Dragoons' training grounds for operating in an urban environment. More than one observer has noted that the Legion exhibits skills beyond those indicated by their current rating, which can be attributed to their previous experience.

Colonel Marita has ordered all Legion units painted gunmetal gray. The insignia uses a broadsword pointed down set on a bronze Roman legionnaire shield that shows the old ComStar logo on its face.

Dragoons Rating: C

OFFICERS

Colonel Kari Marita is an inspirational leader, gifted 'Mech pilot and superior tactician. Quiet and unassuming, she gives precise instructions on what she wants, and at times is just as involved in getting it done. Her senior officers are former members of the 201st Division who escaped Terra when the Blakists attacked, and were subsequently transferred into the then-Demi-Precentor's command. Both are exceptional warriors and strong leaders, complementing their commander. One is rumored to be the sister of a senior Free Capellan officer.

TACTICS

The Legion is slowly transforming itself into a unit that prefers to operate in urban and nighttime settings. Close combat, ambushes and sniping tactics are getting special attention.

SUPPORT

One area of concern for Colonel Marita has been the lack of full support. The Broadsword Legion has acquired just enough former ComStar technicians to give them 50 percent support. The Legion has a modified *Triumph*-class DropShip, the *Damocles*, to provide transport for the entire command, but no JumpShip.



Broadsword Legion
Battalion/Green/Reliable

CO/Excalibur Company: Colonel Kari Marita
Toledan Company: Captain Nicole Doles
Claymore Company: Captain Elizabeth Joyce

The Broadsword Legion is organized in three mixed companies, each comprised of two demi-companies each. They do not use lances but instead subdivide the demi-companies into three two-unit squads, an arrangement that gives them tactical flexibility to meet opponents who may underestimate the troop strength they are facing.

Excalibur Company, the force command element, contains a demi-company of 'Mechs and hover tanks. Though Colonel Marita's 'Mech is equipped with Clan ER PPCs and C³i, the rest of her MechWarriors use older designs favoring survivability with their own modifications.

Toledan Company is made up of a demi-company of C³i 'Mechs and one of battle armor infantry. The infantry uses recently acquired Bandits and Blizzards as transport, plus two modified Cavalry transport VTOLs.

Claymore Company is the Legion's heavy assault force. The 'Mechs in this command are Star League heavy and assault designs supported by a demi-company of heavy tracked vehicles and the two Clan fighters.



BRONSON'S HORDE



BRONSON'S HORDE: SWORN TO VENGEANCE

Bronson's Horde began with the mass desertion of most of the Eridani Light Horse mercenary command from its then-commander, Colonel William Bronson, believing that he had lost touch with their proud Star League traditions. Finding his command reduced to a mere handful of loyal troops in 2869, the enraged Bronson withdrew to the Periphery, to rebuild his command from the dregs of humanity. He employed a rigorous training program to whip this rabble into fighting shape and carve a new mercenary command in his own image, motivated by a vow of vengeance that he passed to his son, Russel. In 2946, Russel Bronson led the Horde in a brutal surprise assault against the Eridani Light Horse on New Karlsruhe, delivering a crushing blow before the Light Horse rallied to drive the Horde back.

That renegade assault cost the Horde more than a regiment of troops and its DropShip assets; it also ruined a reputation that had taken nearly eight decades to forge. Few reputable employers remained willing to trust them with high-paying contracts after that, and over the next decade, a full regiment of MechWarriors quit, a misfortune that Russel Bronson blamed on the Eridani Light Horse, perpetuating the vendetta that continues today.

3063 found the Horde employed by the Marian Hegemony at the start of its Circinus campaign. Assigned to assist Marian forces in the defense of the Illyrian worlds, the Horde suddenly broke contract to sign on with the Circinians—an act of treachery that, according to some observers, led to the ultimate failure of the Marian invasion. This egregious breach of contract has hurt the Horde's Dragoons rating and caused the Hegemony to call for the Horde to be declared rogue. It has also added to the mercenaries' already unstable reputation and accounts for their Questionable loyalty rating. Following the Circinus campaign, the Horde signed a long-term contract with the Word of Blake—a move that could potentially place the Horde in direct opposition once more to their ancient nemesis in the Eridani Light Horse, thanks to the latter's alliance with ComStar and the new SLDF.

The Horde uses a sunset-orange paint scheme with black striping on its 'Mechs, a scheme detractors say makes them look like a "jack o' lanterns with legs." The unit's regimental insignia is the black silhouette of a saber-wielding horseman rampant, set over a circular shield of mottled gold and red.

Dragoons Rating: C

OFFICERS

The generations of Bronsons who have commanded the Horde have proved capable leaders, but each one has been hampered by an irrational hatred of the Eridani Light Horse that often clouds their judgment. Dwayne Bronson, the Horde's current commander, and his sister Robyn demonstrate the same devotion to this inherited vendetta.

TACTICS

Horde commanders rarely divide their forces, preferring to use the regiment's full strength during all engagements. Typically, the Horde uses concentrated-fire attacks to open a large hole in its opponent's forces. Then one battalion keeps the hole open while the remaining three roll over and decimate a sizable portion of the opponent's troops.

SUPPORT

Bronson's Horde owns two *Invader*-class JumpShips and enough DropShips to transport the entire regiment. Its technical support staff is rated at 80 percent optimum.



Bronson's Horde

Expanded Regiment/Veteran/Questionable

CO/Command Battalion: Colonel Dwayne Bronson

XO/1st Battalion: Lt. Colonel Robyn Bronson

2nd Battalion: Major Tomas Malec

3rd Battalion: Major Jan Hlavac

While executing a garrison contract for Ceres Metals, Dwayne Bronson expanded his command lance into a company and then a battalion, which acts as the command unit for the entire regiment. The regiment contains more than fifty assault-class 'Mechs and is classified as a heavy force. The group also contains two companies of advanced-design *Vindicators* pur-

chased through Ceres Metals, as well as two companies of post-3050 'Mech designs.



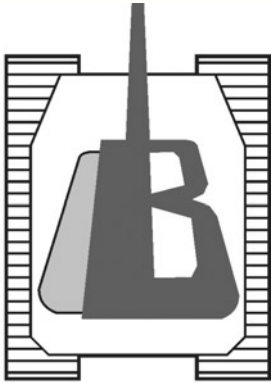
Bronson's Vengeful Spirits

2 Wings/Green/Reliable

1st Wing Cmdr: Major Paul Russo

2nd Wing Cmdr: Major Stanislav Chistov

Half of the Horde's Second Wing (the Dark Shrouds) is rated Regular, with the remaining pilots rated Green. Each wing boasts a full squadron of Transit aerospace fighters, acquired while the Horde served a garrison contract with Ceres Metals.



BULLARD'S ARMORED CAVALRY: BLACK PANZERS

During its long years of employment with the Capellan Confederation, Bullard's Armored Cavalry has earned a reputation for being greedy and opportunistic. Founder Richard M. Bullard never did anything to change this perception. In fact, he was proud of it, even though the command's seedy reputation got them in hot water three times during their service to House Liao. In 2987, the Cavalry stole gold from a Davion treasure trove on Aosia. In 3027, they launched an unsanctioned raid on Bromhead, to relieve the local bank of its money and effectively deny pay to local FedSuns troops stationed on-planet. In 3058, amid the chaos that erupted while on Carver V, it's the Cavalry's new commander, Colonel Frank Bullard (the founder's grandson), decided the time had come for his command to strike out on its own. At this point the commander of Third Company, Captain Gary Larsen—an honorable man—decided he'd had enough of the Bullards' pirate-like actions. Larsen challenged Bullard and the Cavalry polarized into two warring factions. When the dust settled, Larsen departed with

one of the regiment's four DropShips—a *Union*—and headed for the Periphery, along with all of its infantry and armor support.

Bullard's remaining force was effectively shattered. With less than half a battalion of operational 'Mechs, his troops were unceremoniously discharged from their service to House Liao on a technicality. Those who remained made their way to Outreach, where they were forced to live in the shanties of Harlech's TempTown. Bullard was just about to disband the mercenary command when Colonel Wayne Waco, the informal head of TempTown, contacted him and introduced Bullard to representatives of the Circinus Federation. Bullard soon negotiated a new contract under which the Cavalry received new 'Mechs to replace its losses.

Bullard's Armored Cavalry uses an olive-drab paint scheme with brown and yellow highlights. Its insignia is a black tank on a yellow disc, its turret a stylized red "B".

Dragoons Rating: D-

OFFICERS

Colonel Frank Bullard is a carbon copy of his grandfather and just as unscrupulous. He is cavalier about most things except money and will do just about anything to earn it, legal or otherwise. Despite being a charlatan in many respects, Bullard is a fine tactician and adept at mobile warfare. He served with the Second Confederation Reserve Cavalry before assuming command from his dying father in 3057.

Major Markus Teng-Li is an enigma compared to his commander. A former officer in the Capellan Dynasty Guards, he was cashiered for unknown reasons. Using ingenuity and luck, he escaped the Confederation with his stealth *Marauder* and made it to Outreach, where Bullard found him by accident. Not one to look a gift horse in the mouth, Bullard signed Markus on. Teng-Li quickly asserted himself, proving his worth and earning command of the unit's second company.

TACTICS

Bullard specializes in cavalry-style tactics and mobile warfare. He uses his BattleMechs in lance formation for fast strikes and assaults, each lance supporting the other in coordinated attacks from two directions.

SUPPORT

Despite losing half of his technical support team to Larsen, Bullard retained enough to keep his command operational, though maintenance on newer units is difficult and costly in time and money. The unit has an aging *Fortress* and two *Union* DropShips to transport the command and all the supplies they need.



Bullard's Armored Cavalry **Battalion/Regular/Questionable**

CO/1st Company: Colonel Frank Bullard

XO/2nd Company: Major Markus Teng-Li

3rd Company: Captain Jebadiah Banes

The companies are comprised of older variants of classic designs like the *Marauder*, *Thunderbolt*, and *Shadow Hawk* 'Mechs. Bullard's command lance, however, consists of a new *BattleMaster*, *Goliath*, *Archer* and *Warhammer*, the latter a sign-on bonus from the Cricinians. First Company is outfitted with heavy and assault 'Mechs, while Second Company is

made up of fast mediums and lights. Third Company, the recon force, is made up solely of light 'Mechs.



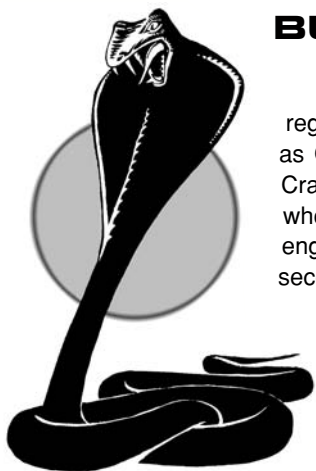
Bullard's Armored Lancers **2 Companies/Regular/Questionable**

Armor Cmdr: Captain Willie "Popcorn" Hollis

After the debacle on Carver V, Bullard lost his entire armor command. Thanks to Colonel Waco, Bullard located some down-and-out tank crews and infantry in TempTown and outfitted them with older Condors, Drillsons, Gladius and Fulcrum hover tanks. The company's mixed infantry attachment includes a platoon of salvaged standard Gray Death battle armor.



BURR'S BLACK COBRAS



BURR'S BLACK COBRAS: STRIKE FORCE

The Cobras' history dates back to the beginning of the First Succession War, when several battered regular army units formed Baldwin's Cobras Heavy Brigade. During the war, they were constantly referred to as Crater Makers because of their reliance on artillery, so Baldwin subsequently renamed his brigade the Crater Cobras. The mercenaries served throughout the Inner Sphere, bypassing only the Draconis Combine, whose ruling House they blamed for the Star League's fall. The Black Cobras Regiment fought numerous engagements against the Combine, engaging the Thirtieth Dieron Regulars twice and decimating it in their second encounter. During the Fourth Succession War, the Black Cobras and its sister regiment, the 789th

Striker, were selected to take Sarna alongside the Fifth Syrtis Fusiliers and the Second Screaming Eagles. There, they faced all five McCarron's Armored Cavalry regiments. By the time relief came, the

Fusiliers were dead and the Black Cobras had suffered heavy casualties. After the war, both Crater Cobras regiments left the Federated Suns for the Free Worlds League, and served the League for more than twenty years, even fighting off a few FedCom raids. During Operation Guerrero, Thomas Marik sent the Black Cobras to Nanking to pacify that world. The mission ended dramatically when presumed

Zhazheng de guang terrorists sabotaged and destroyed three Crater Cobra DropShips as the mercenaries attempted to land on Nanking. Only two companies survived the disaster.

When the League refused to indemnify Colonel Burr for the losses caused by the *Zhazheng de guang* attack outside of combat, Burr and his surviving Cobras left for Outreach, where they spent four years regrouping and retraining. After several successful short-term contracts, Burr's force developed a solid reputation. In 3065, the Word of Blake hired them on behalf of the exiled government of Bryant, to assault the planet and defeat the Bryant Regulars. Supported by Blakist forces and Jacob's Juggernauts, the Cobras' combat experience and coordinated assaults overcame the odds against them, and they shattered the Regulars' line north of the planetary capital. The Cobras replaced their battlefield losses with the remaining Regulars' 'Mechs, which gave them enough to form a reserve. The also have received upgraded 'Mechs for 40 percent of the force, directly from Terra as payment by Word of Blake.

The Cobras have kept to their traditional colors of black with yellow trim. The unit insignia is a striking black cobra on a yellow field, which is painted on the backs and upper right legs of the unit's BattleMechs.

Dragoons Rating: C

OFFICERS

Colonel Burr is a troubled man, having driven himself hard to rebuild his command. His ambition is fueled by his unbridled hatred for Thomas Marik. Impressed by his passion for the Cobras and his concern for those who serve under him, his men and women have stood by him, demonstrating loyalty few mercenary leaders enjoy.

TACTICS

Flanking attacks and counterattacks have become the Cobras' area of expertise. They use their light and medium 'Mechs to harass opponents and goad them into turning toward their attackers, which then allows the assault force to hammer them in waves.

SUPPORT

After Bryant, the Cobras acquired enough new technical support personnel to bring them up to 80 percent optimum. The command owns an *Overlord* and a *Union* DropShip, which the Bryant government allowed them to keep.



Burr's Black Cobras

Reinforced Battalion/Regular/Questionable

CO: Colonel Richard Burr

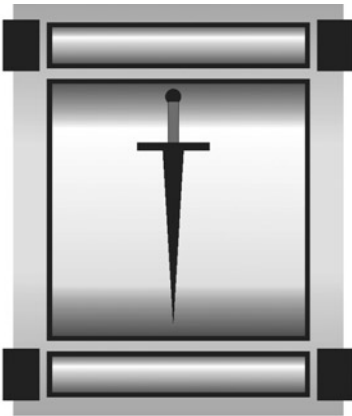
Aide: Captain Dana Burr

Hood Company: Major Samuel Adams

Strike Company: Major Johnny Swift-Eagle

Fang Company: Major Helen Schappel

The Black Cobras currently consist of a sole 'Mech battalion. To honor their dead comrades, Burr renamed his companies after the fallen squadrons. Hood Company uses fast maneuverable medium 'Mechs. Strike Company is comprised of fast light 'Mechs, while Fang Company serves as the battalion's assault command.



CAESAR'S COHORTS: LEGION OF THE DAMNED

Caesar's Cohorts arose from former members of the Marian Hegemony's Praetorian Guard who left their homeworlds in late 2975, rejecting the piracy that had then become an accepted way of life among their former brethren. They formed the Cohorts on the principles they believed the Praetorian Guard had been meant to follow. Life was not easy for this burgeoning command, as contracts came few and far between for a command with no experience.

The Cohorts got their first break when the Lyrans Commonwealth offered them a garrison contract for the Bowie Industries plants on Wyatt in 2984. The assignment, however, would prove costly. In 2991, Marik Guard forces launched an assault on Wyatt as part of their Operation Killing Stroke, and caught the planet's defenders flat-footed. When the Marik troops landed, they quickly overwhelmed the Seventeenth Arcturan Guards and then turned their force against Caesar's Cohorts. Thrown back after the loss of their commander, the Cohorts nevertheless attempted to intercept the four new *Chippewa* fighters captured from Bowie Industries by the Marik invaders. Intercepted by the

last two Cohorts aerospace lances, the Marik units destroyed them. This final blow of the disastrous Wyatt campaign ended the Cohorts' seven-year Lyrans contract and sent them to look for greener pastures.

The command's next contract for the Free Worlds League placed them on Epsilon, a garrison mission that enabled them to stabilize their shaky morale and slowly mend their battered equipment. The pay was steady and by 3025 they had earned enough to upgrade their strength and their living conditions. When the Fourth Succession War erupted, the Cohorts found themselves anxiously awaiting orders based on rumors that "something big" was about to happen. Soon afterward, however, Operation Dagger brought House Marik into the war, but left the Cohorts sidelined. Major Orosco, his temper getting the best of him, voiced his displeasure loudly and publicly. Subsequently, the Cohorts were fired and ordered out of Marik space. Having failed to make it in the Inner Sphere, they returned to the Periphery.

In the Magistracy of Canopus, they found refuge and more garrison employment, taking up station on Lockton in early 3030. They participated in the Andurien-Canopian invasion of the Capellan Confederation in September of that year, and performed better than their Canopian counterparts, thanks to their experience in fighting House troops. On Drozan, the Cohorts put up a spirited defense against Kincade's Rangers and even deflected one assault from elements of the Warrior House Dai Da Chi. However, Major Orosco ultimately withdrew, knowing that the Capellan force was more powerful than his employer realized. Since then, the Cohorts have returned to defending Lockton, working in tandem with Ramilie's Raiders.

The Cohorts' colors are bronze with red and white highlights. The unit's insignia is a bronzed Roman shield with a silver inlay background and a Roman sword dagger pointing downward.

Dragoons Rating: C

OFFICERS

In his youth, Worrell Orosco was a lanky, ambidextrous country boy whose fists were as quick as his temper, but time has diminished both somewhat. He assumed command after the disastrous campaign on Wyatt, and ever since, his leadership has solidified and united his command, making them a valuable asset for the Magistracy.

TACTICS

The Cohorts prefer echelon formations that mutually support each component unit. They have mastered mobile defenses using terrain and the environment to their advantage.

SUPPORT

With the help of the Canopian government, the Cohorts now provide 65 percent of their needed support. They own four *Union*-class DropShips to transport the entire command.



Caesar's Cohorts

Reinforced Battalion/Regular/Reliable

CO: Major Worrell Orosco

Praetorian Guards Company: Captain Clay Orosco

Centurion Company: Captain Raul Clarkson

Legionnaires Company: Captain Allison Rubens

Caesar's Cohorts adopted the Marian Hegemony's new style of organization in 3049 to emphasize their roots, but field three centuries per company instead of two. Praetorian Company deploys mostly assault and heavy 'Mechs, while Centurion and Legionnaires field mostly medium and light 'Mechs. The Cohorts are 40 percent upgraded, thanks in part to the Magistracy and the Capellans.



CAMACHO'S CABALLEROS



CAMACHO'S CABALLEROS: AGAINST THE UNIVERSE

As a Free Worlds League officer, young Carlos Camacho backed Duggan Marik's attempt to become Captain-General, until a bomb attack left Janos, Duggan, and (apparently) Thomas Marik dead, leaving the throne in the hands of the vindictive Duncan Marik. Instead of waiting for the inevitable, Carlos chose exile, forming the Seventeenth Recon Regiment from loyal retainers and allies from the Southwestern worlds.

After the disastrous defense of Jeronimo against Clan Smoke Jaguar, the Seventeenth subsisted on a string of poorly paying contracts until 3056, when Chandrasekhar "Uncle Chandy" Kurita, CEO of Tanadi Computers, hired them to defend his Hachiman headquarters. False rumors of a breakthrough in hyperpulse technology at Tanadi required the Seventeenth to defend the Tanadi compound against Blakist attackers masquerading as the Ninth Ghost Regiment.

Tanadi's international interests led to the Caballeros' redeployment to Towne, to protect company assets there during the Lyrans' secession from the Federated Commonwealth. This task became complicated when the Black Dragon Society compromised the Fifteenth Dieron Regulars and the rogue Combine regiment descended on Towne. Salvage from the battle for Port Howard expanded the Camachos' regiment to four 'Mech battalions, and Chandrasekhar Kurita arranged to have his "pet mercenaries" participate in the celebrations for the Coordinator's birthday as a reward. Eager for revenge after the Towne debacle, the Black Dragons attempted to use the Seventeenth's 'Mechs to assassinate Theodore Kurita, but though they managed to prevent the attempt, desperate fighting cost the Caballeros a battalion of 'Mechs and the lives of many warriors.

After Operation Bulldog the Caballeros were deployed to secure Tanadi assets on liberated worlds, only to be caught in the Ghost Bears' attack. The regiment survived the fighting, but lost Force Commander Bar-Kochba and most of his Battalion on Luzerne.

Resembling a circus or gypsy caravan more than a combat unit, with the MechWarriors of the Seventeenth are permitted to decorate their BattleMechs as they see fit. The regimental insignia consists of a howling coyote, sitting with its head silhouetted against a full moon. MechWarriors often display personal crests or other decorations.

Dragoons Rating: B-

OFFICERS

Worn down by the loss of his daughter on Jeronimo and the responsibilities of command, Colonel Carlos Camacho plans to hand command over to his son and return home to Galisteo soon. Unfortunately, Gavilán Camacho has long lived in the shadow of his sister, Patricia, and many Caballeros doubt his abilities. Since Port Howard, however, Gavilán has matured, and his battlefield performance against the Ghost Bears has begun to silence even his harshest critics.

Lt. SG Cassandra "Abtakha" Suthorn was "recruited" during a raid on Larsha in 3047 after she disabled a Caballero *Wolverine* with nothing but a rifle and a broom handle. She has refined her anti-BattleMech skills since and is credited with more than forty kills.

TACTICS

Whether engaged in offensive or defensive operations, the Caballeros depend heavily on the skills of Scout Company. When attacking, scouts identify weak points in the enemy's defenses and set up decoys or strike at critical command-and-control targets. When defending, these scouts identify probable routes of enemy advances and guard against some of the more improbable ones.

SUPPORT

Unlike many support elements, Captain Marshal "Astro Zombie" Harris' support company has often been called upon to take up arms and fight. As a result the support staff are ten percent understrength. The Caballeros depend on their employer for transport, lacking both DropShips and JumpShips.



Seventeenth Recon Regiment (Camacho's Caballeros)

2 Battalions/Elite/Reliable

CO: Colonel Carlos "Tiburón" Camacho

XO: Lt. Colonel Gavilán "Falcon" Camacho

1st Battalion: Force Commander Kali "Dark Lady" MacDougall

4th Battalion: Force Commander Bobby "Navajo Wolf" Begay

Scout Company: Lt. SG Daniel "Rooster" Morgan

Aerospace Squadron: Captain Sharon "Dragon" Omizuki

The Caballeros are amongst some of the most skillful 'Mech pilots in the Inner Sphere. Many recruits are drawn from the Trinity Worlds, where massive ranger cattle can only be handled by ranch hands piloting industrial 'Mechs like the popular CattleMaster. Thus, most Caballeros have years of piloting experience before they ever sit in a BattleMech.

The Caballeros' heavy aerospace squadron was captured from the Fifteenth Dieron Regulars. Captain Omizuki, formerly of the Fifteenth, elected to sign on with the mercenaries.



CANOPIAN HIGHLANDERS: UNDER NEW MANAGEMENT

Long a mainstay with the Magistracy of Canopus, the Canopian Highlanders never fear a loss of identity, so many were shocked when the mercenaries, who despised the Inner Sphere since their post-Reunification War foundation, took a job with the Federated Commonwealth in 3059. Filling in for units shifted for operation Operation Bulldog, Colonel Wood noted that she was garrisoning Periphery border worlds, where the people were hardly different from those technically in the Periphery. The Inner Sphere contract was also a chance for healing to take place, but the FedCom didn't do its part to mend old wounds. After two years without receiving the advanced technology they had been guaranteed, the Highlanders returned to the Magistracy in disgust.

The Highlanders saw more of the same over the next few years, protecting the Magistracy against bandit raiders, and enjoying the local pleasure circuses. In 3064, they were shifted to Ballad II where they practiced various combat simulations. Locals often marveled at the realism of these war games, as the Highlanders frequently returned from these months-long ventures in sore need of repair. Colonel Wood, however, declared these combat exercises a smashing success as her command became more seasoned.

In 3067 the Highlanders had returned to Gallis for some rest, relaxation and refitting, when tragedy struck on 30 April. While Colonel Wood was attending a conference on Canopus, an explosion blew apart her command's officers' mess in the middle of a senior staff meeting run by her then-executive officer Ashly Benton. Colonel Wood rushed back to Gallis in time to keep the unit from fragmenting, then set about interviewing replacements. Meanwhile, the investigation into the explosion continues, with leads implicating at least three different pirate bands, though some fragmentary evidence also suggests elements from the Marian Hegemony may have been involved as well.

The Highlanders employ a green with gold striping paint scheme. The regimental insignia is a stylized planet wearing a tam-o-shanter cap. It is painted on the upper left torso of 'Mechs, right wings of aerospace craft, and worn as a patch on the right shoulder.

Draoons Rating: A+

OFFICERS

Colonel Wood has had to make some tough choices and is relying heavily upon her new commanders. She trusts her instincts when choosing people for the job and is hoping to have her faith rewarded when the Highlanders next see action. Major Slodowska is a rising star in the unit, and is seen as Wood's eventual replacement.

TACTICS

Despite a new batch of commanding officers, force cohesion remains as high as it has always been, a credit to the traditions of the Highlanders and Colonel Wood's leadership. First Battalion usually attempts to fight defensively while the Second attempts to lure the enemy into long, drawn-out battles. Third Battalion has created an unusual tactic, using fires to channel enemy forces.

SUPPORT

Thanks to their long history with the Magistracy, the Highlanders are well cared for. It is unclear, however, how much of the Highlanders' support works directly for the mercenary command.



Canopian Highlanders
Regiment/Regular/Fanatical
CO: Colonel Judith Wood
XO: Major Marie Sklodowska

Colonel Wood commands the Second Battalion directly, as the Highlanders do not believe in independent command elements for the most part. Each battalion has a company of upgraded 'Mechs with a few others scattered throughout the regiment.



The Dawn Patrol
Wing/Regular/Fanatical
Wing Cmdr: Major Amedeo Avagadro

First Flight includes more seasoned pilots and medium fighters, whereas Second Flight has some lighter fighters

mixed in. Unlike his predecessor, Major Avagadro prefers that his fighter craft not be attached to any unit, but instead be assigned where needed.

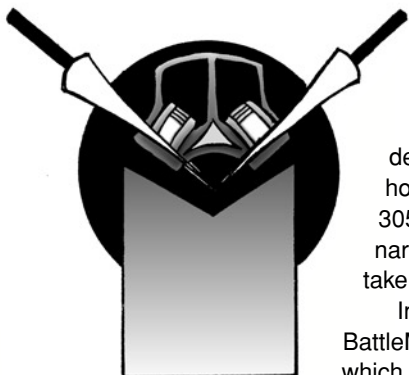


The Bannermen
2 Regiments/Regular/Reliable
Infantry Commander: Colonel Dorothy Crowfoot
1st Regiment: Major Rosalind Franklin
2nd Regiment: Major Irene Joliot-Curie

The Bannermen use an independent command platoon of motorized infantry carried by VTOLs to provide superior mobility, an innovation approved by Colonel Crowfoot because she oversees multiple regiments. The First Regiment relies on independently operating companies, while the Second fights with heavier units in standard battalion formations.



21ST CENTAURI LANCERS



21ST CENTAURI LANCERS: BEST OF THE BEST

With a long and glorious history of honesty and integrity, the Twenty-first Centauri Lancers demand the same integrity of their employers. Word of Blake treachery nearly shattered this image, however, when they captured the Lancers' dependents, to infiltrate Terra under Lancers colors in 3057. Until the truth came out, the Lancers' reputation was badly tarnished. Since then, the mercenaries have been awarded a new contract with ComStar, but the scars of the Blakists' treachery may take a long time to fully heal.

In the field, the Lancers sport appropriate camouflage, though their parade scheme paints all BattleMechs and aerospace fighters a striking royal blue. Vehicles use camouflage suited to the terrain in which they expect to operate. The Twenty-first Centauri Lancers' insignia is a pair of crossed lances flanking a cockpit canopy, all set on a vertical purple banner.

Dragoons Rating: A*

OFFICERS

Colonel Evelena Haskell is the last in a long line of Haskell commanders. Her designated successor, Lt. Colonel Ryan Searcy, has made quite a reputation for himself at the controls of his *Berserker*. Always in the thick of the fighting, Searcy believes in leading from the front, but Haskell has been working hard to convince him of the importance of keeping the bigger picture in mind.

TACTICS

The Lancers avoid restrictive terrain where possible, preferring open field combat, and also possess extensive experience operating in unusual conditions, such as darkness or non-standard gravity. If the Lancers' reputation is not intimidating enough, their phenomenal gunnery skills often do the trick.

SUPPORT

The Lancers' technical division is one of the best in the Inner Sphere, capable of providing a level of support far beyond minimum requirements. Two lithium-fusion-equipped *Star Lord*-class JumpShips and a small fleet of DropShips provide sufficient capacity to transport the entire unit and their dependents.



21st Centauri Lancers Regiment/Elite/Fanatical

Co: Colonel Evelena Haskell

XO: Lt. Colonel Ryan "Blade" Searcy

1st Battalion: Major James LeMonds

2nd Battalion: Major Katherine Li-Smith

3rd Battalion: Major Ty Van Trahn

Heavy and assault 'Mechs make up the Lancers' independent command company, and each command lance is equipped with a ComStar-supplied C³i system. Each Lancer battalion also fields at least one assault and light lance. Working with ComStar gives the Lancers access to the best technology the Inner Sphere has to offer, including some choice Clantech.



21st Centauri Air Lancers Wing/Elite/Fanatical

Wing Cmdr: Major Mario von Fürstenburg

After-action reports from battles with the Clans emphasize the importance of having effective air cover. Toward this end, von Fürstenburg is working to strengthen his command into a reinforced wing. The new squadron, unlike the majority of the Air Lancers, will be equipped with heavy rather than medium fighters.



21st Centauri Armored Lancers 6 Companies/Veteran/Fanatical

Armor Cmdr: Major Wu Ti Seng

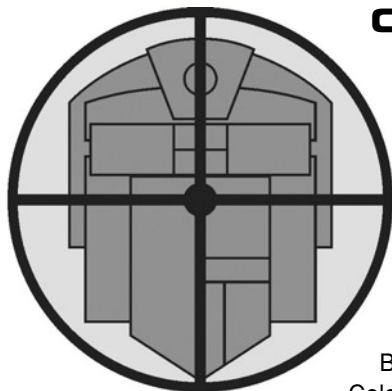
Rather than deploy in battalions, Major Seng operates his companies as independent formations. Leading his troops from the Third Armored Command Company, Seng moves the Twenty-third Recon, Fifth Fire Support, Eleventh Fire Support and Second Assault companies across the battlefield as dictated by the current situation. A sixth company, the Seventeenth Armored Recon, is permanently attached to the Lancers Command Company.



21st Centauri Security Lancers Reinforced Battalion/Elite/Fanatical

Infantry Cmdr: Major Josep Kovrigin

Thanks to the contract with ComStar, the Lancers' First and Fifth companies now deploy battle armor. The regular infantry of Second and Third companies safeguard Lancer bases of operation and ensure the safety of the Lancers' dependents. Colonel Haskell is determined that the unit never again be made to choose between its reputation and the lives of its dependents. The battalion's Fourth Company consists of one platoon of artillery and two more of field scouts.



CLEAN KILL: MISTAKES WERE MADE

Formed a number of years ago, the Clean Kill mercenary organization has had a somewhat checkered past. One of many "also rans" in the mercenary business, this force has never achieved the prominence its commander, Major Phormes Bullard, believes it deserves.

Previously based on Jansen's Hold in the Taurian Concordat, the Clean Kill was transferred to Althea's Choice in 3062. Recently, Major Bullard accepted a contract with Marshall Cham's Calderon Protectorate, a contract that netted the Kill some of its first real military victories and invalidated the command's long-standing agreement with the Taurian Concordat's central government. This contract, offered only after Bannockburn's Bandits vocally and publicly refused it, underscores recent press reports in the Taurian Concordat that hint at rivalry between Major Bullard and Colonel Bannockburn. This alleged rivalry dates back to the Detroit Crisis, the attempted secession of the New Colony Region and the death of then-Protector Jeffery Calderon. MRBC analysts note that Clean Kill's acceptance of service with the Calderon Protectorate stands in violation of the unit's Taurian contract, resulting in a recent breach-of-contract charge that has cut into the battalion's Dragoons Rating.

The Clean Kill presently has upgrade level of 30 percent. Its insignia is a 'Mech's head seen through rifle-scope crosshairs. The symbol is displayed on the left chest of 'Mechs, the glacis plate on tanks and the tail/vertical stabilizers of aerospace fighters. Clean Kill paints its units in dark gray and green highlights with black trimming.

Dragoons Rating: F

OFFICERS

Major Phormes Bullard is described as an arrogant man with a short temper. He often wears his hair long and heavily styled. A barber trims his natty beard once a week, and he favors long uniform overcoats displaying the Kill's colors along with a large assortment of ribbons. Major Bullard pilots an AS7-D *Atlas*, upgraded with Star League era technology.

While the Clean Kill possesses quite a bit of artillery, its longest-range guns are under the control of CWO Michael Board, a former Capellan officer. Board is adept at squeezing the best performance from a piece of tube artillery and has been given four of them, with a platoon of infantry to crew the monstrosities under the major's watchful eye in Headquarters Company. Board is a professional in virtually every way, and, has been seen in the company of Captain O'Reilly when both were off-duty.

TACTICS

The Clean Kill uses maximum-force techniques, including mass bombardment and long-range fire. Despite its name, the unit tends to leave a lot of collateral damage in its wake. Frontal assaults and broken-field fights are common, and the Kill has trained extensively in close-quarters brawling.

SUPPORT

The Clean Kill has technical support sufficient to maintain full readiness under most conditions. They have enough DropShips to move their main body of forces, but no JumpShips.



Clean Kill

Mixed Battalion/Regular/Reliable

CO/Headquarters Company: Major Phormes Bullard

Assassin Company: Captain Charles Stanworth

Bludgeon Company: Captain Helen Narbon

Crush Company: Captain Kailynn O'Reilly

The Clean Kill boasts a full battalion of 'Mechs with armor and artillery support integrated at the company level. Headquarters Company consists of two lances of assault 'Mechs and one lance of four towed Sniper artillery pieces under the command of CWO Michael Board.

Assassin Company—the only all-'Mech company—is primarily a medium-weight force equipped with a variety of designs from 45 to 55 tons, whose primary roles are recon-

naissance and fast-strike duties. Bludgeon Company is a mixed force of four Ontos heavy tanks and eight BattleMechs that range from 75 to 85 tons. All Bludgeon 'Mechs have hands, and this company specializes in close-quarter combat in urban areas. Captain Narbon has a bad reputation with civilian leaders, derived from her almost insane glee at rampaging through downtown areas, while missing the street entirely.

Crush Company is the Clean Kill's light artillery park. Four of the company's 'Mechs are *Catapults* equipped with Arrow IV launchers. Like Bludgeon, Crush Company also fields vehicles in its third lance—four Po heavy tanks. Captain O'Reilly commands her company from the hatch of one of these vehicles, and is most experienced in defensive fighting.



CRIMSON CURSADERS



CRIMSON CRUSADERS: A JADE FALCON LEGACY

Born from the horrors of the Clan invasion, the Crimson Crusaders have the Jade Falcons to thank for their existence. When the Falcons invaded and captured Dompaire, they killed the local duke and his son, leaving the family's vast wealth to Brent Matis—a MechWarrior in the Eighth Lyrans Regulars. Matis invested a portion of his newfound wealth in his own command, the Crimson Crusaders, and made up for his lack of command experience by surrounding himself with veteran warriors, supplying those Dispossessed by the Clans with new 'Mechs. Major Matis then turned the Crimson Crusaders into a combined-arms battalion armed with the best weapons his money could buy, and trained this new command in combined-arms tactics specifically aimed at countering the Clans.

The Crusaders spent the next few years on the Jade Falcon/Lyrans border garrisoning the world of Graceland. In September 3062, Matis received intelligence from an unknown source that his cousin, Selena, was living in the capital city of New Dompaire, and, after consulting his command, launched an unsanctioned raid into Jade Falcon territory. Departing from Graceland, the Crusaders secretly journeyed to their commander's homeworld, where Colonel Matis issued a batchall for Selena. Defending the planet were the elite warriors of the First Falcon Jaegers, who accepted the challenge after some serious discussion.

Both forces met in the rolling forested plains west of the capital city. Using both armored supporting fire lances for support, Matis' BattleMechs attacked the Falcons while his infantry hid. The combined fire of the armor lances and Crusaders' 'Mechs stopped the Falcon Binary cold, but the Clansmen managed to rally and force the Crusaders back, briefly. The Crusaders' tenacity won the day, however, when their anti-'Mech infantry ambushed the Jaegers. With half his troops destroyed, the Falcon commander withdrew, but the Crusaders' victory had cost them nearly as much—half their infantry, four 'Mechs, and all of its armor assets were lost.

En route back to Lyrans space with his cousin, Major Matis received word that the FedCom Civil War had erupted. Rather than choose sides, he took his battered command directly to Outreach, where they sat out the war recovering from their battle with the Falcons.

The Crusaders paint their machines a deep crimson with gold trim, along with a jade green slash mark on the left arm of each 'Mech. The unit crest is the flag of Dompaire—a pair of crossed golden cutlasses and a golden key over a black triangle.

Dragoons Rating: B-

OFFICERS

Major Brent Matis is a proud commander. His unit performed above expectations against Clan Jade Falcon, laying the groundwork for the day they can liberate his family's homeworld. His success against the Falcons has made the rounds on Outreach. Matis' executive officer, Captain Juell Nahibra, is an outstanding strategist and tactician who plans the missions for the command.

TACTICS

Using long-range fire support from artillery and support vehicles, the Crusaders employ their highly mobile 'Mech forces to engage targets from range. Maneuvering on the battlefield in special terrain has become this command's forte. Such tactics proved valuable in their engagement with the Falcons.

SUPPORT

The Crusaders quickly brought their damaged units back to operational status thanks to excellent technical support. The tech staff assembled by Major Matis generates more than enough man-hours to maintain the 'Mechs and vehicles.



Crimson Crusaders

Company/Veteran/Reliable

CO/ 1st Lance: Major Brent Matis

2nd Lance: Lieutenant Troy Montgomery

XO/ 3rd Lance: Captain Juell Nahibra

Matis took his time replacing his command's lost 'Mechs, but eventually purchased four new medium 'Mechs from Vicore and other Federated Suns companies. Second Lance suffered the most against the Falcons and has been the slowest to recover. The company is 60 percent upgraded with the latest technologies available.



The Bloody Feet

2 Companies/Veteran/Reliable

Infantry Cmdr: Captain Talia Reskovichia

No one in the Crimson Crusaders has earned their pay like the members of the Bloody Feet. Losing half their number during their encounter with the First Falcon Jaegers proved to the soldiers that they needed better protection to survive on the battlefield, and so Captain Reskovichia requested that Major Matis outfit the unit with battle suits. Matis recently obtained two full companies' worth of standard battle armor to protect his infantry.



51ST DARK PANZER JAEGERs: PIRATE HUNTERS

Colonel Troy Allen grew up in the usual aristocratic way, attending privileged schools and tutored courses of learning. Having a bent toward the military, he graduated from the Gienah State Academy of Military Services. After serving in the Dixie TMM for a decade, he returned home to look after affairs of state. Though in line for the barony, he left the succession to his siblings after becoming disgusted by the politics surrounding the union of the Federated Commonwealth, in particular everything to do with Melissa Arthur Steiner-Davion. He convinced several friends, former classmates and confidants to join him in an adventure that formed the foundation of the 51st Dark Panzer Jaegers. After fulfilling two minor contracts, the core group expanded its operations and pursued more lucrative assignments.

The most notable contract for the Jaegers began in 3062 and only recently ended. Hired by the Word of Blake, the Jaegers were ostensibly tasked to hunt pirates within the boundaries of the Free Worlds League. Though several verified conflicts did occur—the most notable being a clash on Campoleone against a large force of unknown origins, in which the Jaegers emerged victorious—the mercenary command remained under the radar for most of that time. Where the Jaegers might have been or why the Free Worlds League did not hire them to hunt in their own territory remain mysteries.

The Jaegers' logo shows a boxer dog (fawn coloration, black muzzle, ears cut and standing straight up) standing in profile facing left, on a Steiner blue circular background whose edges fade into the camo pattern of the unit. The words "51st DPJ" appear above the boxer. 'Mechs and battle armor display the logo on each shoulder, while vehicles display it on the glacis of each turret and aerospace fighters on both sides of the fuselage. Any additional numbering identification appears below each insignia.

The Jaegers do not use any specific paint scheme, but instead paint their machines appropriately to the mission.

Dragoons Rating: B-

OFFICERS

Reflecting his continuing disillusion with power politics, Colonel Allen prefers to remain aloof from what he calls "petty conflicts." He refuses to involve the 51st in any situation he finds seedy, preferring to accept contracts that forward his ideals of improving the living conditions and peace of people throughout the inner Inner Sphere and Periphery. The Fifty-first ends up taking many garrison and pirate hunting contracts, both tasks for which the unit is particularly well suited.

Though this "holier than thou" attitude has forged strong ties between Colonel Allen and his troops, it often causes problems with other mercenary commands and has led to several rivalries—most notably with Kirkpatrick's Invaders, whose commanding officer, Damon Kirkpatrick, can't abide what he calls "Panzer hypocrisy."

TACTICS

The Fifty-first specializes in pirate hunting, preferring for long-range combat and not being dependent on ammo-fed weaponry. This state of affairs pleases the command's employers, because it means they need to provide little in the way of ammunition during a contract. The Jaegers can pursue pirates with a doggedness that has made them one of the most effective pirate-hunting merc units in service, even surpassing the vaunted Markson's Marauders.

SUPPORT

Following their lucrative contract with the Word of Blake, the Jaegers have the support staff and revenue to more than meet their maintenance and support demands. The unit maintains its own DropShips: a *Seeker*, an aging *Excalibur* and a new *Assault Triumph*—the latter obviously handed over to the Jaegers for services rendered during their contract with the Word of Blake. No one knows precisely what those services were, nor have the Jaegers divulged that information. The Fifty-first does not own a JumpShip.



**51st Dark Panzer Jaegers
Regiment/Veteran/Reliable**

CO: Sir Colonel Troy "Trashborn" Allen

XO: Lt. Colonel Ty "Timex" Allen

Wraiths Battalion: Major Mark Gerhart

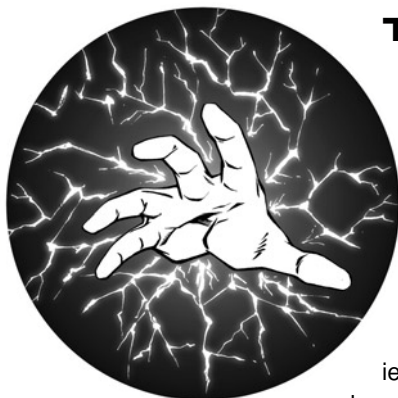
Shadow Thieves Battalion: Major James "Turbo" Chaney

Demon Spawn Battalion: Sir Major Bruce "Phoenix" Van Etten

The Jaegers almost exclusively deploy BattleMechs. Currently the unit is down a company and a half, mostly in vehicles and aerospace assets; they were almost down a battalion, but part of their payment from the Word of Blake was a company of 'Mechs field upgraded with advanced technology. The Jaegers' small infantry detachment is almost exclusively reserved for rear-echelon and DropShip security, as well as limited Special Forces actions.



THE DIOSCURI



THE DIOSCURI: RIDING THE LIGHTNING

Once numbering two regiments, the hard-hitting Dioscuri was reduced to barely a battalion of 'Mechs and MechWarriors by the Clan invasion. The decimated command recruited warriors from similarly shattered mercenary forces, quickly recovering to field two full battalions and a mixed regiment of conventional troops by 3058.

The Dioscuri was well on the road to full recovery of at least one regiment when the FedCom Civil War intervened. Originally posted to Bountiful Harvest by Victor Steiner-Davion, with orders to support the Kell Hounds' operations in the Arc-Royal Defense Cordon, the Dioscuri were transferred to Kikuyu in early 3064 to support the Sixth Donegal Guards, where they faced Clan Jade Falcon's Delta Galaxy during the Falcon Incursion. Forced to bear the brunt of the heaviest engagements, the mercenaries were reduced once more to barely a battalion of 'Mechs and a battered conventional regiment before General Sharon Bryan pulled the Sixth Donegal's 'Mech forces off Kikuyu during a brief lull in the fighting. Undersupported when hostilities renewed, the Dioscuri was finally forced to abandon Kikuyu for Morges, and spent the remainder of the war licking its wounds in the company of Clan Wolf (in-Exile).

The Dioscuri paint their machines in a chaotic swirl of dark blue and black with silver-white lightning streaks. The mercenaries' insignia is the hand of Zeus reaching out of a web of lightning. The insignia is placed over the upper left torso of their 'Mechs or on the sides of aerospace fighters and vehicles.

Dragoons Rating: C+

OFFICERS

Colonels Timothy and Brenda Nels have vowed to rebuild the Dioscuri again to regimental strength, and both continue to work toward that goal even today. Timothy Nels has an instinctive feel for where the greatest threat lies on a battlefield, and often acts preemptively to counter it.

TACTICS

The Dioscuri have changed many of their tactics to suit their reduced size. Second Battalion performs reconnaissance duties before engaging opponents in delaying actions designed to spread the enemy forces out so that the assault battalion can strike from the flank, often employing the command's motorized infantry and VTOL detachment as part of its commander's diversionary tactics. Colonel Brenda Nels' mastery of such tactics ensures that enemy forces are usually spread all over the landscape in a vain effort to hunt down her troops when the assault battalion reaches the battle.

SUPPORT

The Dioscuri was forced to dismiss much of its technical support after the Jade Falcons decimated its regiments, and currently employ just enough technicians to support 80 percent of their required maintenance. The mercenaries possess no JumpShip or DropShip assets.



The Dioscuri

2 Battalions/Veteran/Questionable

CO/1st Battalion: Colonel Timothy Nels

XO/2nd Battalion: Colonel Brenda Nels

First Battalion is organized as an assault force, divided into four reinforced heavy/assault companies of sixteen 'Mechs each, plus one independent command lance. Second Battalion is a standard medium/heavy force of forty 'Mechs including its own command lance. Half of all Dioscuri 'Mechs are upgraded, some with captured Clan technology.



The Brotherhood

Regiment/Regular/Reliable

Infantry Cmdr: Lt. Colonel Boyd Deveraux

The Brotherhood is composed of two scout companies supported by VTOLs and conventional aircraft, one artillery company, one security battalion of heavy foot soldiers, and one motorized battalion. These troops usually deploy with the BattleMech force.



THE DISMAL DISINHERITED

When conversation turns to the most successful mercenary units in the Inner Sphere, few people mention the Dismal Disinherited, instead focusing on relative newcomers like Wolf's Dragoons or the Kell Hounds. Yet the Disinherited have one of the longest histories of any mercenary command, having survived and thrived throughout the Succession Wars and the Clan invasion.

Formed in the wake of the First Succession War by a group of former Capellan MechWarriors, most of whom descended from members of the original SLDF, the Disinherited left their homeland and made for the Free Worlds League, hounded by CCAF troops until they reached Oriente, where Captain-General Charles Marik granted them asylum. In return for Marik's aid, the Dismal Disinherited--a moniker these refugee MechWarriors took in recognition of their origins--signed a long-term contract with the League that carried them deep into the years of the Second Succession War. The early Disinherited MechWarriors gained the most prestige during that conflict, serving almost exclusively along the League-Confederation border, and earning a reputation for exceptional skill and honor common to few in those brutal times.

The mercenaries took heavy casualties during that war, but maintained their strength by recruiting heavily from their own families as well as from those warriors leaving FWLM service. After spending two decades in the League, the Disinherited received an offer from the Lyran Commonwealth they could not refuse. Their departure from the Free Worlds carried on a long tradition of accepting lengthy contracts, a tradition that continues today.

The Disinherited continued in this fashion throughout the Fourth War and the Clan Wars that followed, serving their last two contracts with the Federated Suns and the young Federated Commonwealth. Of late, the Disinherited have focused their energies more on serving smaller and more independent powers, including the Magistracy of Canopus and even the fractured realms of the Chaos March, and remain heavily active in the March, where they collaborate with Wolf's Dragoons to blunt ongoing Word of Blake incursions throughout the region.

COMMAND

A lifelong member of the Disinherited, General Terrence Krieger spent his youth learning about the traits of leadership the hard way. He initially rebelled against his parents, both senior Disinherited officers, as well as other Disinherited officers, and consequently spent a great deal of time in the brig. When he wasn't locked up, he wasted his days playing pranks and engaging in other "irresponsible" activities. Not until he took part in a near-disastrous assault on the Combine world of Kaznejoy did he change his outlook on life. Now 55, he remains something of an unpredictable man who is nearly fearless on the battlefield.

FORCES

The Disinherited have fielded three full 'Mech regiments for more than a century. Following the Fourth Succession War, when the AFFS proved to the rest of the Inner Sphere the value of conventional armor on the modern battlefield, the Disinherited devoted considerable resources toward building up similar supporting forces, and transformed their infantry units into mechanized troops capable of keeping up with the rest of the command. They stopped short of fully integrating their 'Mechs and armor, however, preferring instead to attach supporting elements as needed.

SUPPORT

The Disinherited are readily able to handle all of their maintenance requirements, thanks in no small measure to the fact that every one of their MechWarriors, pilots and crews is capable of performing double duty as an astech. This policy frees more experienced and capable technicians to repair heavily damaged equipment.

The Disinherited have a fleet of DropShips and JumpShips able to transport each of the three 'Mech regiments, plus their supporting units. The JumpShips came after the Fourth Succession War, when the Federated Suns captured a quite a few from the Capellan Confederation and subsequently sold off some to select mercenary units. Ironically, the Disinherited purchased the *Invader*-class *Star Burner*, one of the ships from which their progenitors served before leaving the Confederation.

COLORS AND INSIGNIA

The Dismal Disinherited have no specific parade scheme, instead employing camouflage appropriate to the climate and terrain to which they are assigned. When camouflage is not appropriate, they often paint their equipment in drab reds and browns, though that choice comes less from tradition than from the simple fact that the primers they use come in those colors.

The unit insignia shows a torch radiating rays of light in the darkness, and appears on the left shoulders of Disinherited 'Mechs, the left sides of their vehicles and on the left wings of their fighters. Individual regimental insignias are worn on the opposite side.



FIRST DISMAL DISINHERITED



FIRST DISMAL DISINHERITED: KRIEGER'S PLAGUE OF LOCUSTS

While serving the Free Worlds League in the Second Succession War, the Dismal Disinherited began to attract more and more attention and recruits. For a while, these additions simply made up for combat losses, but by the end of the war, the Disinherited had four full and highly skilled battalions.

During the short lull between the Second and Third Succession Wars, the mercenaries split this reinforced regiment in half, forming two very different forces in the process. The First Regiment was transformed into a fast recon and cavalry unit, though it would take the battle for Dromini IV to make them adjust fully to that new role. On Dromini IV, the First swarmed the battlefields with fast-moving BattleMechs that kept Combine troops two and three times their size pinned down long enough for the heavier Second Regiment to move in and destroy. Unfortunately, when Combine forces overran a Steiner supply depot, the First's lines of communications were lost, forcing them to retreat off-world rather than risk destruction.

In the nearly two centuries since, the Plague of Locusts—the name assumed by the regiment after Dromini IV—has garnered an interstellar reputation and often receives seemingly impossible raiding and reconnaissance missions, tasks at which they rarely fail. Currently assigned to New Canton, they have been busy chasing down raiders, pirates and pro-Capellan guerillas who still haunt the world. Though they inhabit the planet alongside the mercenary command Stalwart Support, the two commands have not interacted much, with the Disinherited operating as an independent force.

The insignia for the First Disinherited is a stylized insect wielding a rifle.

Dragoons Rating: A+

OFFICERS

As commander of the entire Disinherited, General Krieger is the titular leader of the First Regiment, but Colonel Roderick Astbury truly leads the Plague of Locusts. Astbury began his military career at the Blackjack School of Conflict and served in the combined AFFC until just before the Clan invasion, when he left the service as a major and joined the Dismal Disinherited. An unusual officer even for a graduate of that unique Lyrac academy, Astbury found a home for his atypical leadership style and tactical mind in the First Regiment, where he has served ever since.

TACTICS

The First Regiment uses its speed to force battles onto fields of its own choosing. Its MechWarriors alternate between closing with an enemy for powerful hit-and-run strikes and firing from range, a tactic that helps prevent any single element from sustaining serious damage. When possible, the First will coordinate with Disinherited's artillery, delivering precision Arrow missile attacks in the middle of huge melees.

SUPPORT

Even with the assistance of the regiment's MechWarriors, the First often finds itself in a maintenance backlog after a few engagements. As a result, a disproportionate percentage of the Disinherited's entire technical staff is commonly assigned to the First.



1st Dismal Disinherited Regiment/Veteran/Fanatical

CO: General Terrence Krieger

XO: Colonel Roderick Astbury

The First has thrived with the debut of so many XL-equipped 'Mechs in the past fifteen years. Consisting primarily of medium and heavy machines, the First is a powerful force to be reckoned with. Common 'Mechs include the *Lynx*, *Nightsky*, *Wraith* and *Falconer*, all speedy designs with significant punch.



1st Strike Wing Wing/Elite/Fanatical

CO: Major Teddy Rex

The First Strike Wing flies primarily heavy aerospace fighters, specializing in providing precision close air support bombing strikes and especially area denial attacks.



1st Armored Cavalry Reinforced Regiment/Veteran/Fanatical

CO: Lt. Colonel Penny Linn

Consisting of two battalions of fast tanks and hovercraft, two of mechanized infantry and one of mixed tube artillery and air-defense tanks, the First Cavalry can effectively stall almost any opponent it comes across, freeing the 'Mech regiment to strike at will.



SECOND DISMAL DISINHERITED: MORRISON'S CRYPT KICKERS

Formed in 2867, the Second Regiment was assigned the heaviest 'Mechs in the Disinherited. At the time, this amounted to almost eight companies of machines. While the Disinherited devoted most of its resources to filling out the First Regiment, the Second took up station within the Federation of Skye, placing them in position to move quickly to almost any border region within the Lyrans Commonwealth. As it turned out, shortly after the official debut of the First Regiment, the Disinherited were called upon to defend the world of Dromini IV against a massive Kurita assault.

Though the First Regiment became the star of the Dromini battle, the Second served as the mercenaries' hammer, delivering heavy fire against the Draconian invaders, but at a terrible cost in men and machines. When the Disinherited were finally driven off the world, the Second had sustained such severe losses that the regiment stood down for a year to rebuild. Rather than request an easier assignment, the Disinherited returned to the Combine front, with the Second leading the way in battle.

Such actions became a tradition for the Disinherited, with the Second Regiment serving as the unit's steel core and absorbing the brunt of all damage. Thanks to this grim tradition, the Second has been rebuilt time and again throughout its long history, most recently during the Third Succession War almost seventy years ago. Since then, with the exception of a few forays into Combine space during the War of 3039 and the Ronin War, the entire command has served only in low-level conflicts. Currently garrisoning Tall Trees in support of the Allied Mercenary Command, the Second is not actually working for the planetary government or that of the Saiph Triumvirate, but is in place to prevent any further Capellan or Word of Blake expansion within the Chaos March.

The insignia of the Second Regiment is a booted foot standing on a fallen gravestone.

Dragoons Rating: A-

OFFICERS

Colonel Hopin Morrison has spent his entire adult life as a mercenary MechWarrior, though only the last decade as a member of the Disinherited. He began his career in the Lexington Combat Group and transferred through two other commands before finding himself back in the Lexington Group for a concurrent assignment with the Disinherited, who intrigued him. A graduate of some of the Federated Suns' most prestigious military education programs, including the Federation War College, Colonel Morrison rapidly ascended to command of the Second. Additionally, as the unofficial chief of strategy and tactics, he oversees operations and training plans for all of the Disinherited.

TACTICS

The application of overwhelming force defines the Second Regiment, which commonly engages in full-frontal assaults.

SUPPORT

Under normal operations, the Second is more than able to handle its support needs. When the First and Second operate together in heavy combat, however, their combined support needs can overtax the Disinherited's abilities.



2nd Dismal Disinherited Regiment/Regular/Reliable

CO: Colonel Hopin Morrison
XO: Lt Colonel Shi Vo Ktendi

The second battalion is the lightest and swiftest of the Second's complement, fielding mostly fast heavy 'Mechs with a handful of mediums and assaults. The other two battalions are composed of an equal number of heavy and assault machines that emphasize firepower and armor over speed and mobility.



2nd Attack Wing Wing/Elite/Fanatical

CO: Major Etta Foley

Like the First Strike Wing, the Second flies mostly heavy fighters, though these fighters are primarily *Rievers* and *Transgressors* that mount heavy-bore autocannon and the like.



2nd Armored Regiment Reinforced Regiment/Regular/Reliable

CO: Lt. Colonel Valeri Erikksen

Like the First Armored Cavalry, the Second Armored fields five battalions—two of mechanized infantry, one of artillery and two of armor. The two armored battalions are mostly assault machines like the Demolisher, Ontos and SturmFeur.



THIRD DISMAL DISINHERITED



THIRD DISMAL DISINHERITED: JOHNS' HOSTILE HELLRAISERS

The Dismal Disinherited's reputation as skilled, fearless, and seemingly unstoppable mercenaries had already been established by the middle of the Second Succession War, and continued to build from there. They jumped from assignment to assignment, never turning away from a difficult battle and always giving their all—actions that ensured they would either cow their opponents into running or force them into a costly stand-up battle. They also garnered hefty paychecks and significant battlefield salvage, as well as a steady stream of MechWarriors eager to join this command. By the beginning of the 31st century, the Disinherited had once again grown large enough to form another regiment. Focused around maneuverability and shock, the Third Regiment boasted two battalions of jump-capable 'Mechs, mostly mediums, each led by a company of rare Land-Air 'Mechs—a fact that initially earned the regiment the nickname of “Hostile LAMs.”

The Third's first assignment, in service to House Marik, was an assault on the Capellan world of Menkalinan in 3002. The Disinherited surprised the defending troops with their newly formed Third, pushing this highly mobile regiment deep into enemy's rear areas while the first two regiments held them in place. As soon as the Liao commander realized who he was fighting, he called in significant reinforcements, with every fresh battalion and regiment pushing hard to break the Disinherited. Ultimately, League military commanders pulled the mercenaries out, but not before they had inflicted more than three times the losses they suffered, the majority attributed to the Third's disrupting actions behind enemy lines.

The Disinherited's contract with House Marik ran out shortly thereafter and they left to take up station in the Federated Suns, where they once more faced Confederation forces in a drive toward Kittery. Afterward, the Disinherited moved to the Combine border, giving the regiment time to rebuild and refit.

Unfortunately, the scarcity of replacement equipment and attrition slowly whittled down the regiment's invaluable LAM complement. By the beginning of the second half of this century, they had retired their last LAM lance; two non-functional *Phoenix Hawk* LAMs today sit in a mobile museum run by the Third's officers.

The Third's insignia shows the outline of a 'Mech walking through a hellish blaze.

Dragoons Rating: A-

OFFICERS

Distantly related to the Free Worlds League ruling line, Colonel Marik-Johns' family has served the Disinherited for more than a century. Though independently wealthy, he and his progenitors never traded on their name or fortune until Colonel Marik-Johns took charge of building the Disinherited's armored regiments, when he used family contacts to secure favorable deals with League military suppliers.

TACTICS

Though not as quick as the First Regiment, most of the Third has superior mobility and can readily pass over or through almost any terrain. The rest is transported by DropShip to the battlefield, often executing dangerous combat drops right on top of an entrenched enemy.

SUPPORT

Like the other two Disinherited regiments, the Third possesses sufficient technical crews to complete routine maintenance, though in times of heavy action the unit may have to scrimp by as techs are reassigned to other priorities.



3rd Dismal Disinherited Regiment/Veteran/Reliable

CO: Colonel John Marik-Johns

XO: Lt. Colonel Kolt Alexandrov

Once filled with medium 'Mechs, over the past two decades the Third has begun to take on more and more fast heavies, giving it great speed and significant firepower. Only the third battalion lacks significant mobility. Serving as the regiment's anchor point, this battalion fields slower 'Mechs like the *Hunchback* and the *Cobra*.



3rd Attack Wing Wing/Veteran/Reliable

CO: Major Hoyt Sledin

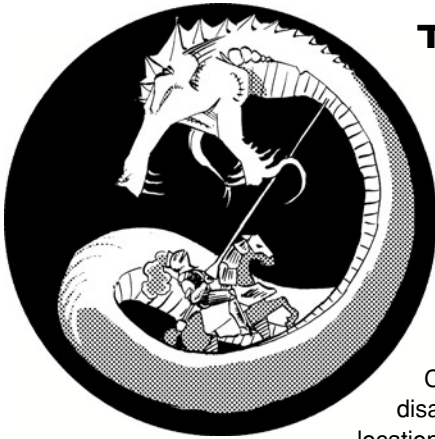
Operating on the same principles as the other two wings, the Third Attack flies primarily heavy fighters and specializes in close air support for its ground forces.



3rd Armored Regiment Reinforced Regiment/Regular/Reliable

CO: Lt. Colonel Jules Chochrane

The regiment's three armor battalions each field four companies, one each of mobile artillery and fast hovercraft, and two others comprised of heavy tanks.



THE DRAGONSLAYERS: BLOOD VENGEANCE

Renowned for their hatred of all things Kurita, the Dragonslayers are long-term employees of the Lyran Commonwealth and later the Federated Commonwealth. Mauled in the War of 3039, the two Dragonslayers regiments subsisted on a string of private sector contracts until hired by the AFFC to reinforce the Clan border on Mogyorod, where they were immediately attacked by Jade Falcon raiders hoping to test the new arrivals. The cost of driving off the Falcon probe was high—two companies of BattleMechs destroyed.

Eager to recover their personnel, the mercenaries agitated for an assignment to hit back, and in 3053 the AFFC finally relented, allowing their Second Regiment to raid Quarrell. The Commonwealth viewed the results as a qualified success, but the Dragonslayers considered it a disaster. Second Regiment took heavy damage and the Commonwealth-supplied intelligence on the location of their comrades proved false. Bitter over the outcome, the mercenaries hid some of the Clan technology they had salvaged, effectively breaching the terms of their contract. When the Federated

Commonwealth learned of this duplicity, Mogyorod's planetary commander directed the Northwind Highlanders' First Kearny Highlanders to forcibly seize the contraband technology. Unable to resist the Highlanders' dawn assault, the Dragonslayers were forced to surrender. Found guilty of contract violation by the MRBC, the mercenaries consolidated their depleted forces and departed for Canopus.

In 3066, Marshigam's Legionnaires borrowed the Dragonslayers from the Magistracy and launched a disastrous attack on the Marik world of Conquista. In desperate need of funds after that, Colonel Sturm Hellecksen accepted what promised to be a lucrative contract for the Marian Hegemony, which began hiring mercenaries after being soundly trounced by the nearby Circinus Federation.

Forsaking camouflage, the Dragonslayers use a red and white paint scheme on their 'Mechs and aerospace fighters. Their insignia is a mounted knight driving his lance into the chest of a rearing dragon. That the dragon just happens to resemble the crest of House Kurita is dismissed by Dragonslayers as a coincidence.

Dragoons Rating: C

OFFICERS

Sturm Hellecksen is an excellent MechWarrior and leader who can inspire his troops to try almost anything. However, his fiery temperament makes him a poor administrator, a fact to which the regimental records stand as mute testament. Lieutenant Colonel Cazzell is little better than his superior at administration, but Major Jennifer Eberhardt brings a degree of sanity to the Dragonslayers' management.

TACTICS

Since their relocation to the Periphery, the Dragonslayers have become skilled at small unit tactics. When facing a larger force, Colonel Hellecksen attempts to fight on mountainous or heavily forested terrain that will break the battle up into a number of small skirmishes.

SUPPORT

The Dragonslayers have always had difficulty maintaining sufficient technical support. Despite their best efforts, the command is currently 25 percent under its optimal support level.

While under contract with the Magistracy of Canopus, the Dragonslayers were denied the opportunity to capture several pirate DropShips, as the contract's salvage rights gave their employer first option. With no such impediments in their new contract, Major Wong is determined to add to the unit's aerospace assets. Until then, the Dragonslayers lack DropShips and JumpShips.



The Dragonslayers

Regiment/Veteran/Reliable

CO: Colonel Sturm Hellecksen

1st Battalion/XO: Lt. Colonel Domonic Cazzell

2nd Battalion: Major Jarrod Davis

3rd Battalion: Major Jennifer Eberhardt

The Dragonslayers are a medium 'Mech regiment. With most of their equipment coming from the Federated Commonwealth, designs such as the *Enforcer* and *Hatchetman* are common. Though the unit lost its hoard of Clantech, almost half the 'Mechs mount some kind of advanced equipment, giv-

ing the regiment a significant technological edge out in the Periphery.

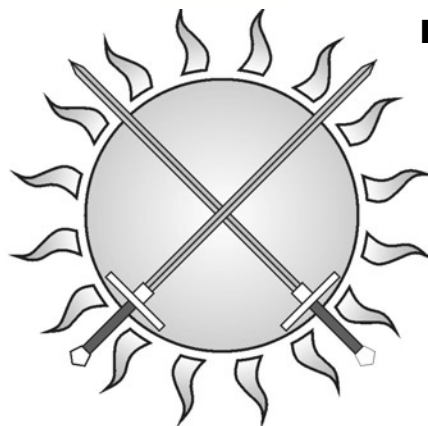


Dragonslayer Air Wing

Wing/Regular/Reliable

Wing Cmdr: Major Hubert Wong

With fast medium fighters, the Dragonslayers Air Wing specializes in interception and space superiority. While able to carry out ground support and bombing missions, the aging *Corsairs* and *Lightnings* are somewhat limited in the quantity of ordinance they can deliver.



FEDERATED FREEMEN: SWORDSMEN OF THE SUNS

Like those of the Arcadians, the founding members of the Federated Freeman received their initial training in the FedSuns military and later chose to go independent as mercenaries. In fact, it was the successes of the Arcadians that convinced Lieutenant Colonel Xavier Pelt to build his own mercenary command. By the mid-3040s, the newly formed AFFC was suffering significant growing pains, with a number of former AFFS officers expressing increasing discontent about the way their superiors were handling the integration of the Davion and Steiner militaries. A distinguished officer from the Davion Brigade of Guards, Pelt had been assigned to the FedCom Corps, where he and several of his fellow MechWarriors felt their careers were languishing.

Pelt still felt strongly committed to the Federated Suns and wanted to continue his service to its people, but always dreamed of commanding a regiment in battle. He retired in 3047, called upon dozens of skilled officers with whom he had served over the last twenty years, and put together a core group of officers to help him build his dream. For the next two years, Pelt and his cohorts recruited heavily from ex-AFFS/AFFC MechWarriors they knew, building a family of individuals who shared similar feelings and ideals. Soon enough, they had assembled a battalion. While he led the battalion on a number of high-risk assignments, several of his fellow retirees continued to recruit MechWarriors for the newborn Federated Freeman.

The Clan War put an end to the Freeman's ability to recruit, but provided several opportunities for service within the Federated Suns half of the FedCom that wouldn't have been possible a year or two earlier. The Freeman garnered a number of high-profile garrison contracts that brought them prominence within FedSuns military circles, enough so that when the war ended they were able to recruit sufficient MechWarriors to fill out a regiment. They also maintained close contacts within the FedSuns defense industry, allowing them access to materiel that most mercenary units of their status could not hope to purchase.

In the decade between the end of the Clan War and the beginning of the FedCom Civil War, the Freeman served in each of the FedSuns marches, as well as within the St. Ives Compact during the Capellan-St. Ives War. At the end of that conflict, the Freeman returned to the Capellan March, where they served Duke Hasek in his attempt to keep the entire region from disintegrating.

The insignia of the Federated Freeman is two swords crossed over a stylized sunburst.

Dragoons Rating: B

OFFICERS

Colonel Pelt started his military career by enlisting in the AFFS at the age of seventeen, and quickly advanced after winning the Diamond Starburst during the Fourth Succession War. Still idealistic for a man of his experience, he is a demanding but fair commander.

TACTICS

Though the 'Mech regiment is organized into three standard battalions, Freeman 'Mechs and vehicles often rearrange themselves into six or more mixed subcommands to confuse enemies and maintain a highly mobile battlefield.

SUPPORT

The Freeman field a *Triumph*, two *Overlords*, four *Unions* and a *Mule*, as well as full engineering and technical staffs, though they rely on the AFFS and/or independent JumpShips for interstellar transport.



Federated Freeman Regiment/Veteran/Reliable

CO: Colonel Xavier Pelt

XO: Lt. Colonel Starling Groh

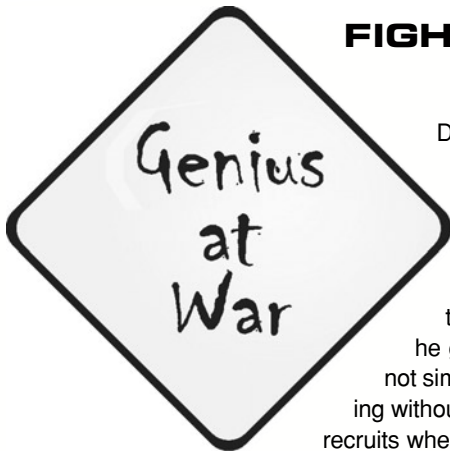
The regiment is still rebuilding after suffering heavy losses during the Capellan-St. Ives War and later police actions in the FedCom Civil War (including the suppression of several Confederation-sponsored uprisings on Monhegan). Duke Hasek has promised the Freeman priority access to quarter-master supply lines, though a number of key AFFS units have even higher priority, leaving little for the mercenaries. Colonel Pelt is currently exploring other supply avenues.



First Freeman Auxiliary 2 Battalions/Regular/Reliable

CO: Major Veronica El Tarkh

Once a full regiment, the auxiliary took heavy losses in the past five years. Of its two reinforced battalions, the first consist mostly of heavy and assault tanks while the second, rebuilt almost from the ground up, fields primarily fast hovertanks.



FIGHTING INTELLECTUALS: ROCKY START

A charismatic and skilled battlefield commander who graduated with high marks from the Draconis Combine's prestigious Sun Zhang MechWarrior Academy, Shinto Kubusaka served with the DCMS for the better part of a decade, a veteran of Operation Bulldog and the Ghost Bear War. Despite being praised and decorated for his remarkable record, then-*sho-sa* Kubusaka resigned his commission, gathered several like-minded warriors and struck out on his own, taking his hard-won *Grand Dragon* with him.

Hoping to learn the ropes of mercenary command from such accomplished masters as the Kell Hounds, Kubusaka eschewed the hiring halls on Outreach in favor of Arc-Royal. There, he gathered enough troops to fill a combined-arms command. He insisted that his new recruits be not simply good warriors, but also scholars in their own right. In Kubusaka's words, "Mere honor is nothing without the culture to back it up." This policy set back his timetable and even led to defections by some recruits when their would-be commander floundered on payment in the unit's early days.

Despite these setbacks, the Fighting Intellectuals were born in 3066, their name a tongue-in-cheek reference to Kubusaka's preference for scholar-warriors. With a full 'Mech company, nearly a full aerospace squadron and just enough technicians to keep their machines running, the command cut its teeth on its first successful contract: a raid on a pro-Katrina supply depot on Laiaka as part of the Hounds' mercenary farming program.

The successful operation enabled Kubusaka to hire additional troops and encouraged him to take a second objective raid, this time for Baron Rupert Kerr, a minor noble on Kandersteg. Believing the mission was little more than a punitive strike between feuding Lyran nobles, Kubusaka led his Intellectuals to the objective only to find it defended by a full mixed battalion of LAAF troops, which pummeled his command in a brief yet fierce engagement. The Intellectuals lost half their aerospace assets and suffered heavy damage. Withdrawing without even scratching the contracted objective, the demoralized mercenaries returned to Atocongo to recover.

The Fighting Intellectuals use whatever camouflage pattern applies best to the terrain in which they will be fighting. Their insignia is a simple yellow diamond, reminiscent of a common traffic sign, with the words Genius At War crudely written in the center.

Dragoons Rating: C

OFFICERS

Captain Tae Kwon Kocheke is an imposing figure whose dark complexion and permanent scowl only enhance the intimidation factor of his heavily muscled physique. The latter has led many to speculate that he is a displaced Clan Elemental, a claim he emphatically denies. In truth, Kocheke appears to simply be another of Kubusaka's handpicked intellectuals, whose schooling includes advanced physical sciences and biochemistry as well as tactical and battlefield skills learned at the Arc-Royal Combat Training Program.

SUPPORT

With only enough technicians to service ten of their twelve BattleMechs and half their fighters in any given week, the Fighting Intellectuals are currently suffering from a distinct lack of capable tech support. The unit's single *Union*-class DropShip, currently employed by Kubusaka on a long-term basis, is barely adequate for transport. Kubusaka therefore often leaves a portion of his force behind on attack missions, to simplify support and transport needs.



Fighting Intellectuals

Company/Regular/Reliable

CO: Major Shinto Kubusaka

XO: Captain Tae Kwon Kocheke

The Intellectuals' 'Mech force contains a mix of older chassis, though many of these sport upgraded technology. The company's most prized possession is a captured Clan *Puma*, claimed when Kubusaka recruited its warrior on Arc-Royal.



Soaring Intellectuals

2 Air Lances/Green/Reliable

CO: Captain Ronnie Hartland

The Soaring Intellectuals employ a lance each of mismatched light and medium-weight aerospace fighters. Captain

Ronnie Hartland, the Intellectuals' air group commander, prefers to use the lighter craft as scouts, and leads the medium lance on DropShip escort and ground attack missions.



Intellectuals Security Detachment

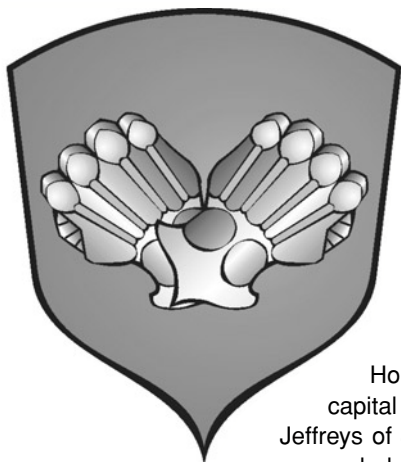
Platoon/Regular/Reliable

CO: Sergeant Waldo Ferrigno

The Intellectuals' infantry support includes two squads of jump troopers and two motorized infantry squads who typically serve as the Intellectuals' scouts and spotters when not tasked with securing the command's headquarters or DropShip.



FIST OF MOKAL



FIST OF MOKAL: DESPERADOES

Major Rocco Valdez built his mercenary command in 3054 around a group of warriors cast aside from forces shattered during the Clan invasion, and spent two years hammering this group of individual soldiers into a single-minded, battle-ready combat command dubbed the Fist of Mokal. Valdez, a former Marik officer, used his contacts in the FWLM to land a contract for his new command, and in June of 3056, they were sent to garrison the FedCom border world of Berenson. There they spent a year in relatively quiet training. In 3057, during the Marik-Liao invasion of the FedCom, the FWLM loaned the Fist of Mokal to the Capellans, where they fought alongside Jeffrey's Own on Sheratan.

The Fist landed in the capital after finding the planet lightly defended, claiming Sheratan for House Liao. This enraged the Sheratan Knights, staunch FedCom supporters, who converged on the capital and engaged the Fist in a furious hit-and-run battle. Stunned, senior commander Major William Jeffreys of Jeffrey's Own ordered the Fists' command company to hunt down the Knights, leaving their other company behind in the capital. Aided by Liaoist guerrillas, the Fist MechWarriors found and destroyed a battalion of Knights, but the surviving defenders set the forest ablaze, killing the pursuing mercenaries and the rest of the Liaoist troops, while Jeffreys' company escaped. The remaining Fists in the city retaliated by killing thousands of civilians in a fit of rage. When word of this atrocity got out, the FWLM voided the Fist of Mokal's contract and proscribed the unit; the Fists and Jeffrey's Own were considered outcasts. Wolf's Dragoons would not allow them on Outreach, and they were forced to head for Galatea, where Major Valdez considered disbanding his command and simply disappearing. He changed his mind, however, when an elderly demi-precentor from the Word of Blake approached him and Jeffreys, willing to vouch for both commands and overlook the past if they would work for the Word. Valdez and Jeffreys both agreed, more out of necessity than any sympathy with the Blakists.

Both commands landed on Terra Firma and soon formed an alliance with a Blakist-friendly separatist group. Together, they defeated most of the local opposition within three weeks, before moving on to do the same on Capolla. After just two weeks of fighting there, Capolla was secured, and the Terracap Confederation formed. Meanwhile, Liaoist sympathizers continued guerrilla operations against the invaders. In 3066 Major Jeffreys was kidnapped and brutally murdered by Zhanzheng de guang terrorists on Terra Firma. Not wanting another Sheratan, Major Valdez met with the outraged MechWarriors of Jeffrey's Own and convinced them that the consequences of acting out their fury weren't worth it. He then asked them to merge with the Fist as one command and swore they would make the Liaoist terrorists pay dearly together. Jeffrey's Own accepted his offer, and true to his word, Valdez spent the next year purging the planet of *Zhanzheng de guang* with some help from the Word of Blake. Thanks to the government of the Terracap Confederation, The Fist of Mokal is a full battalion now and effectively serves as Terracap's standing army.

Fist of Mokal warriors paint their machines silver with red and black highlights. Their insignia is crossed armored fists on a red shield trimmed in black.

Dragoons Rating: B-

OFFICERS

A former officer in the Regular Hussars, Major Rocco Valdez is a Hindu, and named his command after a Hindu warrior king. He is a charismatic leader with an air of confidence that inspires those who follow him.

TACTICS

The Fist uses a variety of tactics dictated by the situation on the ground. They prefer mobile warfare to being bogged down, and excel in close-quarters combat such as in forests or urban environments.

SUPPORT

The Fist's technical support staff provides 90 percent of the unit's needs. The command owns three *Union*-class DropShips.



Fist of Mokal

Battalion/Veteran/Reliable

CO: Major Rocco Valdez

Deccan Horse Company: Captain Maria Valdez

Poona Horse Company: Captain Jezebel Jhingan

Scinde Horse Company: Captain William Hobson

Each company is named for a famous armored regiment from India's past. Deccan and Poona, the workhorse companies, are each comprised of one heavy battle lance, a medium striker and an assault lance. Scinde Horse is comprised solely of medium and light jump-capable BattleMechs equipped with MASC or TSM. The company fields a command lance, and possesses more than 65 percent upgraded, equipment including two OmniMechs.



THE FURIES: THE BEST OF A BAD SITUATION

Born from a DCMS armor regiment that mutinied after years of neglect two centuries ago, and named by accident when a Galatean clerk mistakenly entered then-commander Li Sook Fry's name as Li Sook Fury, the Furies have acquitted themselves admirably over the years in service to various smaller employers throughout the Inner Sphere and Periphery. After concluding a recent contract with the Duchy of Small in the Chaos March, the Furies signed on with the Terracap Confederation for garrison duty on Capolla. Since arriving, this armored regiment has taken on the job of training the planetary militia in basic armor tactics, and some locals have even joined up with the mercenaries.

A standing stipulation in all contracts taken by the Furies since their first missions in the March is that the regiment not be required to face any Great House invasion force larger than battalion strength. This stipulation is designed to keep the unit from being left high and dry by a lazy or negligent employer. When the Furies transferred their command to Capolla, they invoked this same provision.

The regiment paints its vehicles in standard camo patterns to suit the landscape. The regimental insignia, a spotted cat-woman in front of a large yellow moon, is painted on the left sides of vehicles.

Dragoons Rating: A

OFFICERS

Christopher Wu Teng Fury, captain of Second Company, is the son of the Furies' present commanding officer, Colonel Ria Sung-hei Fury. A natural tactician, Captain Fury received formal training through the OMTC on Outreach, where he led an armor battalion to an embarrassing defeat over a Dragoons major's 'Mech company during a simulated battle. In live exercises with the Furies, his company has defeated entire armor battalions.

TACTICS

Colonel Ria Fury has time and again demonstrated mastery of the "divide and conquer" strategy, using carefully planned harassment tactics to force enemy units to spread themselves out in an effort to engage her troops before bringing concentrated firepower to bear on a vulnerable spot in the enemy's lines.

SUPPORT

In terms of DropShips, the Furies can cover all of their transportation needs, but rely on commercial or employer-provided JumpShips for interstellar travel. Every member is a trained assistant mechanic, and the unit has enough skilled mechanics to rate full tech support.



The Furies Command Company Company/Veteran/Reliable

CO: Colonel Ria Sung-hei Fury

The Furies' three-platoon command unit employs fast medium-weight hovercraft equipped with advanced weaponry and (in some cases) XL engines, including two Drillsons (StreakSRM variants). The vehicles of Colonel Fury's platoon are well armored to ensure survivability, while the craft of the two remaining platoons mount larger weapons to help provide adequate protection for the colonel. Traditionally, the command company adopts a different battalion's insignia for each battle, to keep enemies from easily identifying them as the Furies' command force.



The Furies Regiment/Regular/Reliable

XO/1st Battalion (The Tisiphones): Lt. Colonel Erik Gray

2nd Company: Captain Christopher Wu Teng Fury

2nd Battalion (The Alecto): Major Tramyr Adragon

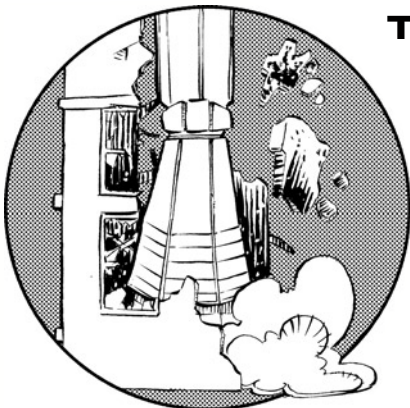
3rd Battalion (The Magaeras): Major Steven "Stumpy" Thomas

All three Furies battalions contain a mix of hovercraft, wheeled and tracked armor platoons. Each battalion also contains command platoons outfitted with vehicles that have been upgraded to advanced standards.

Each battalion employs its own insignia, which appears on the right front fender of all vehicles. The Tisiphones (Avengers of Blood) sport a blood-red silhouette of a large cat, while the Alecto (Implacable Ones) employ a design that looks like claws ripping out of the vehicle's armor. The Magaeras (Jealous Ones) battalion uses a preening Bengal tiger with a bloody muzzle as their insignia.



THE GREEN MACHINE



THE GREEN MACHINE: THE BITTER TASTE OF DECAY

Sometimes a unit becomes "long in the tooth," inexperienced in the rigors of heavy combat through years of fulfilling relatively easy contracts. For the Green Machine, twenty-five years of garrison work, while enough to pay for some upgrades, is still garrison work; this mercenary command has not seen combat in more than two decades, and it shows. In 3050, the Machine was stationed on Kowloon, in the Lyran half of the Federated Commonwealth, but unlike many mercenary forces in the area, they were not tapped to fight the Clans, instead assigned to guard a series of minor industrial plants there and later on Purvo, by the St. Ives Compact border. By mid-3062, most of the Machine's experienced MechWarriors and officers had either retired or found work in more active, better-paying commands. Colonel Green sought replacements wherever he could, but the results became painfully obvious in exercises last year, when Purvo's militia defeated the mercenaries in a three-day simulation. Had it been a real battle, the fighting would have cost the Machine 85 percent casualties. Not surprisingly, Purvo's authorities declined to renew their contract.

The Green Machine is currently located on the minor hiring world of Westerhand, where their lackluster reputation is not so obvious among the hordes of new commands and "also-rans" in slightly worse shape. Speculation on the future of this mercenary force tends to assume that history will repeat itself, and that the most talented new recruits will find more lucrative employment elsewhere after a bit of seasoning.

The Green Machine's insignia is a BattleMech foot crushing a building, on a circular field. It is painted on a 'Mech's left leg and worn as a patch on the right shoulder. Unit colors are primer and green with rust-brown highlights.

Dragoons Rating: F

OFFICERS

Colonel Maxwell Green is getting old while his unit, paradoxically, is getting young. Currently, his executive officer and Alpha Company commander is only nineteen years of age. The commander of Bravo Company is an "adult juvenile delinquent", and Charlie Company's commander is an alcoholic wreck considered too incompetent to remain in Lyran service. In spite of these difficulties, Colonel Green is desperate to have some kind of battlefield victory before he dies.

Green's executive officer, Captain Rheannon Slyghe, is a gifted natural tactician recruited by Colonel Green at a New Year's party in TempTown. A top student in combined-arms classes, Captain Slyghe recently dropped out of the Outreach Mercenary Academy to take her commission with the Green Machine. Her desire for an early career start, as opposed to finishing her education, may cause her difficulties if and when this mercenary command finally collapses.

TACTICS

Once a strong line-combat unit, the Green Machine is now barely fit to carry out urban support missions. The combination of Colonel Green's advanced age—he will celebrate his 71st birthday this year—and the inexperience and incompetence of the command cost the unit dearly in a simulated exercise against a minor planetary militia.

SUPPORT

The Green Machine has barely enough technical support to keep 85 percent of its machines running at any given time. The battalion moves in a single, dilapidated DropShip, and has no JumpShip assets.



The Green Machine

Battalion/Green/Questionable

CO/Alpha Company: Colonel Maxwell Green

XO: Captain Rheannon Slyghe

Bravo Company: Captain Joel Willard

Charlie Company: Captain Phyllis Margrove

Alpha Company (including the headquarters lance attached to it) and Charlie Company are composed of light and medium BattleMech designs, while Bravo Company includes the Machine's heavy assets. Bravo Company is led by a former infantry corporal, Joel Willard (age 29), who has little formal training in leadership or tactics and even less talent. Willard is,

however, utterly fearless. With 'Mech designs running from 60 to 75 tons, most of which lack jump jets, Willard's Bravo Company is the slowest company in the Green Machine.

Captain Phyllis Margrove was once a competent officer with an unremarkable record, but she has bounced through the mercenary profession for years. When sober and not paralyzed by depression, she brings a solid grasp of tactics and discipline to her command, whose members almost universally call her "Mom". Fortunately, Margrove has recently been sober more often than drunk, and she has begun pushing her personnel through a heavy cycle of basic competence exercises. Her Charlie Company, however, is shorthanded, with two three-'Mech lances.



GREENBURG'S GODZILLAS: LIGHTS! CAMERA! ACTION!

Mordon Greenburg made himself a household name as a veteran MechWarrior and combat correspondent during the Third Succession War. While doing research on Galatea, Greenburg met Philippe Rodan, survivor of the ill-fated Brownlee's Barracudas. The two fell to talking, and somewhere during that night formulated a plan: With backing from one of the major broadcast networks, Mordon would film a documentary covering the first year of a new mercenary force. The Tharkad Broadcast Company was enthusiastic about the project, but stipulated that Mordon Greenburg lead this new command. Thus, viewers across the Inner Sphere were treated to a view of mercenary life as Colonel Greenburg showed them the back streets and hiring halls of Galatea, the tense negotiations over the contract points and the best bars and clubs on the Warrior's World. His holo-vid show, "Greenburg's Godzillas", was relatively successful initially, but falling ratings eventually persuaded worried TBC executives to can it.

The Godzillas remained in service, however, but saw little action in the Fourth Succession War.

During the War of 3039 and the Clan invasion, the mercenaries served in a supporting role for the Federated Commonwealth, but were rarely called upon to fight. With some relief, Ivo Greenburg—Mordon's son—declined to extend the Godzillas' contract past 3052, preferring instead to take up a garrison post in his native Free Worlds League. The Godzillas were among the mercenaries Thomas Marik provided to Sun-Tzu Liao for Operation Guerrero, and helped push the Fifth Syrtis Fusiliers RTC off the Sarna March world of Bora. A few years later, when the Combine bolstered the DCMS in preparation for its drive against the Smoke Jaguars, the Godzillas were among the mercenaries hired by House Kurita, but when that contract expired, the mercenaries found themselves stuck on Cabalrai.

The Godzillas favor a dark green paint scheme, sometimes accented with lighter green scales and the classic "shark teeth" nose art. Though considered by others to be unprofessional, corporate logos and advertising appear on Godzillas units, the quantity and size of which is proportionate to the fame of the warrior. The regimental insignia is the profile of a fearsome green lizard against a red disk.

Dragoons Rating: C

OFFICERS

Like his father, Ivo Greenburg is keenly aware of the power of the media, and makes a point of keeping the press on his side. Lacking funds to pay for passage to Outreach, Colonel Greenburg has been forced to look for other sources of income, and has begun collaborating with a Luthien-based film company on several projects.

TACTICS

Something of a showman, Colonel Greenburg has trained his troops in close and open formation precision drill. Hours of such practice allow the Godzillas to smoothly maneuver as a single unit, often catching an enemy flat-footed. The mercenaries then chew up a few companies before the rest of an opposing force can mount a coherent response.

SUPPORT

With no DropShips or JumpShips, the Godzillas depend on their employers or hired transport. Technical support, however, can see to the maintenance needs of 70 percent of the regiment. When needed, the Godzillas' creative techs can mock up the exterior of BattleMechs to resemble other models for theatrical productions, a technique the regiment recently used when playing a Galaxy of assault OmniMechs in the final battle sequence of Takura Migaki's classic, "The Thirteenth MechWarrior".



Greenburg's Godzillas
Regiment/Veteran/Reliable

CO/1st Battalion: Colonel Ivo Greenburg

XO/2nd Battalion: Major Simon Verhoeven

3rd Battalion: Major Joss Ridley

Greenburg's Godzillas do not employ separate regimental or battalion command units. Each battalion consists of three companies. The majority of the unit's BattleMechs are medium and heavy designs, most of which predate the Clan invasion. Half these 'Mechs incorporate new technology, and

the Godzillas recently received a company of OmniMechs from the DCMS.



Greenburg's Ghidorahs

Wing/Veteran/Reliable

Wing Cmdr: Major Philippe Rodan

Rodan's fighter wing specializes in atmospheric operations such as ground support, and several fighters have been modified into advanced holo-camera platforms.



HARCOURT'S DESTRUCTORS



HARCOURT'S DESTRUCTORS: EXPECTED TO SURVIVE

The Destructors have lived up to their ratings since entering the service of the Magistracy of Canopus in 3003. A reliable mercenary force which can be expected to perform its duties with precision, they found a chance to excel when the St. Ives Armored Cavalry and other Capellan units probed the Magistracy border in the 3020's. Since then the Destructors have made themselves of use to the Magistracy by hunting down different pirate bands, typically by deploying one of their component 'Mech battalions with some support on extended search and destroy missions.

More recently Colonel Rahman's unit was redeployed to Addasar, on the border of the so-called New Colony Region. Here their mission profile has been expanded to prevent potential trouble in the newly formed Fronc Reaches from spilling over in to Canopian space. They share this particular mission directive with the Canopian Brigade, a unit who the Magestrix hopes will learn a great deal from the Harcourt's Destructors. The Destructors continue to send out search and destroy expeditions as they did while stationed on new Abilene, although strangely enough rumors circulate of Harcourt's Aliens and Drummond's Destroyer 'Mechs on maneuvers in the Fronc Reaches. So far they have not been confirmed nor denied by MAF sources.

The Destructors' insignia is a hand holding a mace aloft, set against a white field. The hand varies with the two battalions, appearing green and four-fingered for Harcourt's Aliens, and distinctly pink and human for

Drummond's Destroyers. Both battalions employ a black-on-green variant of standard forest camouflage, regardless of actual terrain.

Dragoons Rating: D

OFFICERS

Colonel Kamal Rahman has long since been operational commander of the Destructors. Of Taurian decent, she is credited by many as a driving force behind the level of respect the mercenary command currently maintains within the MAF. While it is uncommon for her to take to the field of combat, she does have a rare and sought-after Mobile HQ at her disposal. It is widely assumed that this vehicle does not have all its technical abilities in good repair. In the few instances where the Harcourt Destroyers cooperated with the Canopian Brigade, Colonel Joppa and her staff were spotted aboard the mobile HQ though.

TACTICS

Harcourt's Aliens are the lighter of the two 'Mech formations, and typically attempt to use their mobility to their best advantage when in the field. It is not uncommon for them to attempt to drive or lead hostile units straight in to the heavier Drummond's Destroyers.

SUPPORT

The Destructors possess sufficient DropShip support to transport most of their unit, but rely on Magistracy resources for interstellar travel. The majority of their equipment is in decent repair, but a chronic lack of qualified technicians does leave the majority of equipment behind in their maintenance requirements.

Harcourt's Destructors



2 Battalions/Regular/Reliable

CO: Colonel Kamala Rahman

Harcourt's Alien's CO: Major Hannah De Vries

Drummond's Destroyers CO: Major Alesha Lorre

While the majority of the advanced tech in the unit resides within the heavy 'Mechs of the Aliens, the Destroyers maintain a decisive edge in sheer tonnage and firepower.



Harcourt's Irregulars

Battalion/Green/Reliable

CO: Major Joseph Marsipan

The Irregulars function as the unit security force. They see combat on those rare occasions where the Drummond Destroyers are in a position to call in additional firepower to supplement an ambush.



Forbes' Cavaliers

Regiment/Regular/Reliable

CO: Lt. Colonel Marie Kuperus

The Cavaliers are mainly composed of APC's and infantry support vehicles. During combat operations, the Cavaliers and Irregulars rarely deploy independent from each other.



HARLOCK'S WARRIORS: GLADIATORS UNITED

During the Chain Gang raids in 2825, House Kurita dropped a company of criminals, hopped up on combat drugs, onto Kobe. Led by Rasalhagian rebel Sven Harlock, this force destroyed the local water processing plant, but when Harlock moved to escape, they ran into bandits piloting older Star League 'Mechs. With the Lyran reinforcements called to defend Kobe only hours away, Harlock and the bandits agreed to join forces, and the bandit leader suggested a one-on-one duel between himself and Harlock for leadership. Despite his less advanced 'Mech, Harlock defeated the bandit in close-quarters combat, then ordered his warriors to withdraw to the bandit DropShips and retreat.

Starting with a low-paying, high salvage job for House Marik, Harlock's Warriors used their gladiatorial combat abilities to their advantage. By 3020, the mercenaries had grown to regimental size, with full armor and infantry support, and had begun to take on fewer heavy combat assignments by the late 3050s. The unit lingered in garrison duty until the FedCom Civil War, when Major General Robert Koenig of the AFFS attempted to free Small World from pro-Katherine loyalists. The general sent out a call for mercenary forces and then-Captain Larette Thomas took his company to

assist, over objections from Warriors commander, Samantha Viele.

As part of two ad-hoc mercenary battalions, commanded by Major Donna Wilson, Captain Thomas led his Warriors to victory after victory, using standard divide-and-conquer strategy, until the loyalist forces surrendered a month later. Upon his return to the Warriors, Colonel Viele ordered the renegade captain's court-martial, but instead, Thomas invoked the command's old dueling custom, demanding a chance to replace Viele. With many of the Warriors on the fence, Viele acceded. Captain Thomas used his recently modified *Victor* brilliantly, closing in and wielding a targeting-assisted rotary autocannon and MRMs to quickly cripple Viele's 'Mech. With her defeat, command of the Warriors fell to Thomas.

Unfortunately for the Warriors, the duel did not settle everything. During their first training exercise after the transition, Viele attempted to destroy Thomas' entire command lance to wrest back control, an action that caused the deaths of more than a dozen warriors and the expulsion of twice as many more, including Viele herself.

The unit's parade colors are black with yellow and blue trim. Prominent on all the 'Mechs is the Warriors' insignia, a white battleaxe on a black background in a yellow border.

Dragoons Rating: B

OFFICERS

Colonel Thomas is a capable leader, but is working hard to adjust to his new role. Major Petruzzelli is a stellar MechWarrior who has been thrust into a leadership role, leading from his *Specter* at the front.

TACTICS

The Warriors function adequately as a unit but excel at individual combat. They often seek to spread out the opposition and engage them apart from one another.

SUPPORT

The unit has just enough technical support to keep up with its needs and DropShips capable of transporting 80 percent of its forces.



Harlock's Warriors

Regiment/Green/Reliable

CO: Colonel Larette Thomas

XO: Major Kenneth Petruzzelli

The rebuilt unit is currently operating with a command lance, a full battalion of regular troops under Major Petruzzelli and two understrength battalions with two companies each of mainly green warriors. The regiment's 'Mechs mainly consist of highly mobile, medium-weight machines. Major Petruzzelli's battalion usually scouts out and diverts the enemy into the waiting arms of the newer warriors, though this has only occurred in simulations.



Faraday's Falcons

Squadron/Regular/Reliable

Squadron Cmdr: Captain Michael Faraday

The squadron sat out the inter-unit conflict between Thomas and Viele, and remains a stabilizing influence. Dog fighting is their forte.



HELL'S BLACK ACES



HELL'S BLACK ACES: BANDIT DAYS

Ever since fleeing the Confederation in 3011, Hell's Black Aces has built up a reputation as one of the few aerospace-only mercenary units in existence and one of the best mercenary units period. Of Capellan heritage originally, the mercenaries have assimilated over time a sizeable portion of Kurita pilots, who have risen through the ranks to hold many command slots.

In early 3063, during the height of the Capellan Xin Sheng movement, a member of Chancellor Sun-Tzu Liao's staff overrode the normal negotiation process and offered some rather generous terms to gain the Aces' services. Excellent pay, full salvage rights and preferred-buyer status for the new aerospace lines in production on Victoria were on the table. The Aces even bargained to allow one of their fighter wings to hire out to other factions, provided it was to undertake no assignments against the Confederation during the rest of the regiment's stay.

Months into the contract, the reasons for the CCAF's unusual generosity became clear when the Chancellor personally called for the Aces to "rejoin the family it had once fled". The regiment's current commander, Hohiru Tanaga, a man of Combine origins, has so far declined this offer, but pressure from within the unit may eventually prompt him to at least open talks in order to retain his command's cohesion.

The Aces' fighters and flight suits are bone-white. Their insignia, placed on the left wing of aerospace craft and the left breast of their flight suits, is a black spade surrounded by a corona of flame. The more kills each pilot has, the bigger the corona around the spade. Small ace-of-spades playing cards also appear on the right side of most Aces' fuselages, one for each combat kill.

Dragoons Rating: A+

OFFICERS

After quietly assisting the Draconis Combine in combat against the Ghost Bears and the Federated Commonwealth, Colonel Hohiru Tanaga has brought his record of kills to forty-six, six kills away from a "full deck" of fifty-two kills.

Major Wynn "Lady Doom" Sung is the highest-ranked officer of pure Capellan ancestry. Born into the Aces, she only heard stories about Maximilian and Romano Liao's purges of the military, and never witnessed one. This left her with a better impression of the Liao bloodline than others at the time, and she has become a key supporter of reintegration with the CCAF. Winning many to her cause, she may threaten mass desertion soon to force the issue.

TACTICS

Hell's Black Aces are commonly split between two or three different assignments, currently rotating between training cadets at the Liao Conservatory of Military Arts, standard combat duty in and out of the Chaos March, and occasional moonlighting as air support for other employers (the latest of these being the Draconis Combine).

Each wing has acquired its own specialty. First Wing has become expert at navigating cluttered battlefields such as asteroid belts. Second Wing has taken advantage of the Capellan WarShip fleet, practicing assaulting and defending capital ships in its spare time. Third Wing enjoys atmospheric combat instead of null gravity space fighting; its pilots are masters of the "nape-of-the-earth" flying technique and often provide close air support to ground units.

SUPPORT

The Black Aces were finally able to acquire an ancient *Invader*-class JumpShip with the help of the CCAF, and christened this vessel *Charon*, after the ferryman who takes dead souls across the mythical River Styx. All the vital systems were in working order, but just about everything else needed major reworking, if not replacement. This new burden has dropped the Aces' technical support to just below 85 percent. Capellan technicians loaned to the command at no additional cost have taken up the rest of the slack.



Hell's Black Aces

Regiment/Elite/Reliable

CO: Colonel Hohiru "Great Wurm" Tanaga

XO: Lt. Colonel Andrea "Cat's Eyes" Macianni

1st Wing: Major Wynn "Lady Doom" Sung

2nd Wing: Major Jason "Daemon" Windgate

3rd Wing: Major Kerrin "Tsunami" Osikana

Just about every Black Aces fighter carries upgraded weaponry, with at least one piece of Clantech to give an added edge in combat. While most of the regiment is made up largely of Capellan expatriates, pilots of Combine origin take up most of the officer positions, and the First Wing even has two Falcon bondsmen pilots to go with its squadron of Clantech OmniFighters.



HSIEN HOTHEADS: WARM HEAD, COLD HEART

Roderick Twohy, Duke of Hsien, was forced to flee his homeworld when the Capellan Confederation snapped it and many other Terran Hegemony planets up after the fall of the Star League in 2781. With no hope of liberating his world, Twohy formed the loyal retainers who had followed him into a mercenary company named the Hsien Hotheads. Growing to a full BattleMech regiment, the Hotheads displayed a talent for raiding and lightning-fast planetary assaults.

Needing high-paying assault assignments to maintain a small fleet of JumpShips, but only receiving garrison assignments, the Hotheads slid into debt with the LCAF. By 3053, the mercenaries were trapped in a long-term contract, when Colonel Gnaeus Fitzgerald suddenly and inexplicably came up with the funds to buy out his command. The Hotheads then headed into the Periphery, where they promptly vanished. Many suspect that the Word of Blake hired them and that the mercenaries operated in camps in the Deep Periphery—far from the watchful eyes of ComStar—to assemble and train an army, and the tactics used during the Blakist attack on Terra in 3058 certainly match those favored by the Hotheads. Whatever took place, the Hsien Hotheads surfaced again in 3061 on Gibson, under the command of Colonel Brenn Twohy.

In 3064, the pro-Capellan government of Hsien awarded the planetary HPG contract to the Word of Blake, forcing ComStar off that world. To protect the HPG, the Blakists deployed a Level III unit from their Fourth Division and the Hsien Hotheads. In response, though previously at odds with one another, the Dendeez Province and Baron Montong buried their differences and hired the Always Faithful mercenary regiment. Both are nervous about the return of the Twohy family to Hsien, as is the increasingly paranoid planetary government.

The Hsien Hotheads' insignia is a flaming red skull-like mask set on a black shield. All units employ a flat black paint scheme with the cockpit wreathed in fire.

Dragoons Rating: C

OFFICERS

There has always been a Twohy in the Hotheads, and Colonel Brenn Twohy is a direct descendant of Duke Robert Twohy of Hsien. Details of Brenn's assumption of command remain part of the mystery of his Hotheads' brief disappearance. To the discomfort of Hsien's government, Twohy's arrival was widely celebrated by the citizens, and while Brenn has so far refrained from becoming involved in local politics, he has received pledges of allegiance from several minor factions.

TACTICS

Speed and decisiveness are the hallmarks of the Hotheads' tactics. Years of raiding and planetary assaults have made the mercenaries expert at dropping into combat, often reserving as much as a full battalions aboard orbiting DropShips for rapid insertion once the other two battalions have lured the enemy out of position.

SUPPORT

The Hotheads' association with the Word of Blake has revitalized their technical support team, which can now supply 90 percent of the regiment's requirements. The surviving DropShips and JumpShips used by the Twohy family to escape the Capellans during the First Succession War easily enable the Hotheads to transport their entire command.



Hsien Hotheads

Regiment/Veteran/Reliable

CO: Colonel Brenn Twohy

1st Battalion/XO: Lt. Colonel Chris Derochie

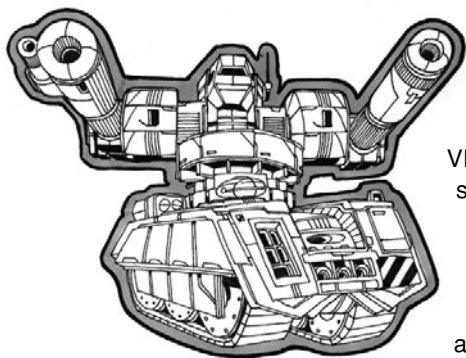
2nd Battalion: Major Madeleine Vermaak

3rd Battalion: Major Charlie Hossenlopp

Unlike most planetary assault forces, the Hotheads have traditionally employed medium rather than assault BattleMechs. Assault operations take place against highly fluid strategic situations, and the Hotheads have found that mobility often counts far more than firepower. More recently, a number of faster heavy 'Mechs have started to appear in the ranks, many of them upgraded "Phoenix" designs. Strangely, most of these machines do not appear to have come from known manufacturers.



JACOB'S JUGGERNAUTS



JACOB'S JUGGERNAUTS: AMBITION THWARTED

Formed from a handful of MechWarriors recruited from the Class Two and Three Solaris VII fight circuit, the Juggernauts quickly added two more lances and heavy armor support to secure their first contract in the Chaos March. Serving the Sarna Supremacy until that fledgling state became a Capellan Protectorate in 3059, the Juggernauts then subsisted on a string of poorly paying contracts with the Styk Commonality, Duchy of Small and Epsilon Indi.

The Juggernauts' luck changed in 3066 when Word of Blake recruiters approached them. Though the pay offered was low, the Blakists also offered substantial support and access to new equipment at bargain rates. Given their poor monetary and supply situation, Captain McDaniels accepted the offer and the Juggernauts went into action alongside elements of the Seventh Division and Burr's Black Cobras on Bryant.

With the creation of the Chaos March, the world of Bryant had dissolved into anarchy. Seizing the opportunity, Viscount Dvensky—a petty warlord—took control of the planet and used his personal troops to raid neighboring systems. Before long, other raiders started to use Bryant as a base of operations. Finally pushed to the limit of their endurance, the local populace secretly banded together and sent an appeal for aid to the Word of Blake. The Blakist and Cobra troops launched a short but decisive campaign that erased Dvensky's Bryant Regulars from the face of the planet, while the Juggernauts performed search-and-destroy operations against independent bandit groups.

The Juggernauts have added white trim to their basic camouflage paint scheme to denote their employment with the Word of Blake. Their insignia remains a hybrid composed of the upper body of a *Blackjack* BattleMech and the lower half of a Von Luckner tank.

Dragoons Rating: D

OFFICERS

When the Juggernauts first formed, all members competed in a simulator battle to decide who would command. Thankfully the victor, Jacob McDaniels, has proven to be a skilled MechWarrior and a master of small-unit tactics. While grateful for the chance that working for the Word of Blake provides to rebuild his command after all those lean years, McDaniels has clashed several times with Precentor Yoshizumi (commander of the Blakist unit Long Night) over interpretation of command rights under the current contract.

TACTICS

Captain McDaniels and Lt. Coreesto have been working to develop coordination between the Juggernauts' 'Mech and armor elements. One tactic that the Juggernauts have employed with a fair degree of success is to use the three lances of light and medium 'Mechs to lure an opponent into a prepared killing zone, where the remaining heavy lance and two lances of armor can open up from hidden positions.

SUPPORT

Captain McDaniels has attracted a number of technicians orphaned by the destruction of other units in the Chaos March, raising the Juggernauts' support capabilities to 40 percent optimal. While the unit's current contract does not include spectacular pay, the generous support package and access to Blakist equipment stockpiles more than make up for the shortfall.

The company still lacks JumpShip and DropShip support, having had to spend most of its available funds to rebuild to full strength.



Jacob's Juggernauts
Reinforced Company/Green/Reliable
CO: Captain Jacob McDaniels

The Juggernauts' contract includes a clause that allows them to purchase equipment at preferential rates from their Word of Blake employers. McDaniels jumped at the chance, acquiring a *Lightray* and a *Locust* straight off the production line.

Three of the four lances consist of light and medium BattleMechs, with a fourth lance of heavies. Most of the equipment dates back to before the Clan invasion, but upgrade packages have been purchased for almost half of them.



Juggernaut Armor
2 Lances/Regular/Reliable
Armor Cmdr: Lieutenant Santos Coreesto

Lieutenant Coreesto has managed to get six of his Von Luckner tanks fully operational. A pair of Brutus assault tanks fresh from the Kressly WarWorks on Epsilon Eridani brings the unit up to strength. A talented armor commander to whom the Juggernauts owe much of their success, Coreesto is becoming increasingly worried about the ultimate price the Blakists will exact for their apparent generosity.



KELL HOUNDS: OUTSIDE THE RULES

Formed in 3010 by Morgan and Patrick Kell—perceived by many “as a bunch of spoiled rich kids playing at being soldiers”—the Kell Hounds founded their early success on a solid technical support base, which drew experienced warriors to their command. More than this, the Kell brothers' gifts in strategy, tactics and leadership served them well throughout their early missions, with victories against House Marik in service to the Lyran Commonwealth and against House Kurita while in service to the Federated Suns.

Then came Malloy's World, the legendary campaign where the Kell Hounds stood up to the elite forces of Yorinaga Kurita and his Second Sword of Light. Afterward, Morgan Kell inexplicably broke up the regiment and exiled himself to St. Marinus House, a religious retreat on Zaniah. This defection, as Hound veterans still call it, left Patrick Kell with only a mixed battalion, but he continued to command and refine this force despite the unexpected loss. Upon Patrick's death at Yorinaga's hands in 3027, Morgan returned to lead the Kell Hounds, recalling all those warriors sent away eleven years earlier. During the Fourth Succession War, the Hounds faced Yorinaga Kurita once more, and Morgan defeated him in a one-sided duel. With Yorinaga's subsequent suicide, several of his former command then joined the mercenaries.

The Hounds have remained a formidable mercenary command ever since, expanding in size and prestige. A monetary bequest from the late Archon Katrina Steiner enabled Morgan Kell to add a second regiment to his force. By the time of the Clan invasion, the two Kell Hounds regiments were among a handful of mercenary commands able to survive the invaders' onslaught and contribute to two of their worst defeats on the battlefields of Twycross and Luthien. More recently, they have seen action as the core of the Arc-Royal Defense Cordon, a temporary military district formed by Grand Duke Morgan Kell upon the Lyran secession from the Federated Commonwealth. Though his declaration directly defied the authority of Archon Katherine Steiner-Davion, Kell's stated intent to protect the Alliance against Jade Falcon attacks and the position of his troops and those others who flocked to his new fief made him an indispensable asset in defending the Clan/Alliance border.

Both Kell Hounds regiments played key roles during Operation Bulldog, helping to accelerate the demise of the Smoke Jaguar Clan, but Morgan Kell's contribution to the FedCom Civil War truly attests to the history and integrity of this mercenary force. Under no contract, motivated solely by patriotism and duty to his distant relatives in House Steiner, Morgan Kell journeyed back to St. Marinus House during the peak of the fighting to bring Peter Steiner-Davion out of his own self-imposed exile. Together with the Kell Hounds, the man who would be Archon then went on to win back the Lyran capital from the grip of Katherine Steiner-Davion.

COMMAND

When negotiating contracts, the Kell Hounds strive to retain strategic and tactical command rights whenever possible. Failing that, they will fight for the right to veto any strategic plan that leaves their force in an untenable or unacceptably dangerous position.

Morgan Kell himself remains active in politics since the end of the FedCom Civil War, continuing to support the new reign of Peter Steiner-Davion and helping to normalize relations between the Alliance and the Wolf Clan (in-Exile), made possible by the Arc-Royal Protocols.

AVAILABLE FORCES AND ORGANIZATION

The Kell Hounds employ separate command structures for battalion and regimental forces plus an overall unit command lance. Each regiment consists of three 'Mech battalions, a fighter wing and a jump infantry battalion. Official numerical designations describe the position of every ground-force company by regiment and battalion. For example, the designation for First Regiment, Third Battalion, Second Company is the 132nd Company. This includes infantry battalions, which are designated as Fifth Battalion. Aerospace squadrons employ bird names instead.

SUPPORT

The Kell Hounds' impressive technical staff now enjoys the luxury of not only the Kell-owned Eire BattleMech factory on Arc-Royal, but the added technical support from Clan Wolf (in-Exile)'s facilities and expertise as well. Together, these assets provide the Hounds with a support base almost on par with Wolf's Dragoons, enabling them to maintain their substantial Clantech equipment.

The Hounds' transport fleet includes three *Invader*-class JumpShips and enough DropShips to provide nearly 150 percent of the force's transport capacity. Consequently, up to a third of the fleet may be under repair at any single time without hindering the Hounds' ability to transport their entire command.

COLORS AND INSIGNIA

Black and red are the official colors of the Kell Hounds, and their formal insignia is a black hound's head set against an inverted red triangle. The insignia is worn as a patch on the left breast of all duty uniforms and painted on the left torsos of the command's BattleMechs, left wings of fighters and the left fenders of vehicles.

The Kell Hound dress uniform is a red, double-breasted jacket with black trim and black pants tucked into knee-high black boots. The jacket front is tailored to resemble a hound's head, with the ears lying up by each shoulder and the muzzle fastened down at the waist. Commendations or campaign ribbons are fastened to the left ear.



UNIT COMMAND LANCE

UNIT COMMAND LANCE: LETTING SLIP THE DOGS OF WAR

The Kell Hounds' Unit Command Lance is never hired out or specified by contract, and thus does not receive a Dragoons Rating. However, the Hounds always retain the right to deploy their command lance with any of their contracted forces. This arrangement keeps the Unit Command Lance outside of any employer's chain of command, and leadership of the entire Kell Hounds runs from the command lance to the senior regimental commander. Typically, the command lance accompanies one of the two Hounds' regiments into the field. If both regiments are hired separately, the command lance attaches itself to the one with the more challenging contract.

In the defense of Luthien, the Unit Command Lance included five BattleMechs, as Morgan Kell returned from retirement to lead the Hounds one last time. At one point during the battle, a Nova Cat Binary forced a breach in the Hounds lines and had begun to split the Second Regiment when the Unit Command Lance stepped in and stopped the advance cold—and even threw back the first few OmniMechs. The Second Regiment then rallied to Morgan's side, closing the breach and driving the Nova Cats back.

The Unit Command Lance bears no special insignia apart from the standard Kell Hound logo.

OFFICERS

Lt. Colonel Daniel W. Allard has again assumed full command of the Kell Hounds. Like all other active Kell Hound commanders, Allard refuses to assume the rank of colonel while Morgan Kell remains alive, out of respect for the mercenary force's founder. Though he is regarded as the Hounds' overall commander, he has been known to step aside in favor of Morgan Kell on more than one occasion.

Allard prefers light BattleMechs, pilots a fully upgraded *Wolfhound* and is renowned for his ability to take on and defeat heavier BattleMechs. He is married to Megan Kell, Morgan's daughter, but no one in the command doubts that Allard earned his position as commander through his ability and accomplishments.

Sergeant Clarence "Cat" Wilson is the Kell Hounds' senior enlisted MechWarrior. He has repeatedly refused promotion above the rank of sergeant, but is included in mission briefings and strategic planning sessions like any staff officer. Extremely loyal to the Kell Hounds, Wilson has appointed himself the commander's bodyguard.

TACTICS

Lt. Colonel Allard prefers the age-old divide-and-conquer strategy. Fighting alone, he depends on his *Wolfhound's* superior speed to first string out any opposing force and then to double back to deal with individual enemy units. When leading a lance, he likes to roam ahead of the other BattleMechs and then lead an enemy right back into an ambush from the rest of his lancemates. On the battalion or regimental level, Allard often detaches small units to lure an enemy off in many directions, forcing him to divide his units so that the Kell Hounds need not fight the enemy's entire force simultaneously.



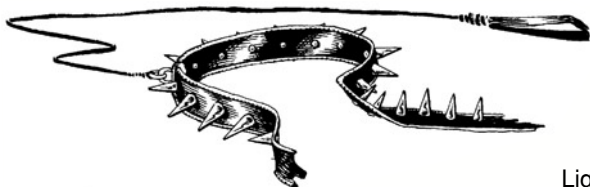
Kell Hounds Unit Command Lance

Lance/Elite

CO: Lt. Colonel Daniel W. Allard

Allard and "Cat" Wilson have both refused to give up their old Inner Sphere BattleMech designs, but each machine has been fully upgraded with Clan technology. The other two members of the command lance pilot Clan OmniMechs, a *Gladiator* and a *Timber Wolf*.

FIRST KELL HOUNDS REGIMENT



FIRST KELL HOUNDS REGIMENT: THE WILD HUNTERS

One of the most experienced mercenary forces in existence, First Regiment has battled such prestigious units as the Combine's Second Sword of Light and the elite Genyosha. They served under the command of Prince Ian Davion, rescued a Lyran Archon-designate and participated in the defense of Luthien. More recently, they defended Pesht from a Smoke Jaguar counterattack and helped secure Jeronimo during Operation Bulldog, and were even present during the final assault on Tharkad near the end of the FedCom Civil War. Though these recent campaigns were hard-fought, the Wild Hunters remain at better than full strength, bolstered by the Hounds' legendary technical support base.

During downtime on Arc-Royal, First Regiment often takes part in war games with the resident Wolves (in-Exile). These exercises are occasionally included as part of the Arc-Royal Combat Training Program's field studies, and many of the ARCTP's instructors are First Regiment veterans.

The First's insignia is a black leash and broken dog collar studded with spikes, and is painted on the right arms of the regiment's BattleMechs. Battalion insignias, if any, are painted on the lower left legs of 'Mechs or on fighter afterburners.

Dragoons Rating: A*

OFFICERS

The son of Yorinaga Kurita and a former Genyosha member, Lt. Colonel Akira Brahe joined the Hounds because of the respect and honor Morgan Kell paid his father and the Genyosha—qualities that Brahe found lacking in the late Coordinator Takashi Kurita's treatment of Yorinaga Kurita and Brahe's old command.

Major Christian Kell, also raised in the Draconis Combine, is an excellent first officer for Brahe. Born to Patrick Kell's mistress on Murchison, the young Kell sought out his uncle Morgan at the age of sixteen. After accepting him into the Hounds, Morgan took him to Outreach to train under Wolf's Dragoons.

TACTICS

The Wild Hunters specialize in complex maneuvers meant to confuse and harass enemy forces. In the middle of combat, the three battalion command lances often unite to form an OmniMech company with full C³ network support, while another favored tactic involves sending out multiple flanking units.

The third companies of each First Regiment 'Mech battalion are specially trained for particular terrain. The 113th Company is the Hounds' urban-warfare unit, trained and configured for fighting in the tight confines of cities, while the 123rd Company is an amphibious-warfare unit and the 133rd specializes in jungle operations. The 133rd is also the Hounds' only four-lance company, and its only force that uses camouflage patterns on its 'Mechs.



The Wild Hunters

Reinforced Regiment/Elite/Fanatical

CO: Lt. Colonel Akira Brahe

XO/1st Battalion (The Dragon Dogs): Major Christian Kell

2nd Battalion (The Wild Dogs): Major Sara O'Cathain

3rd Battalion (The Mutts): Major Tomas Rochefort

The Wild Hunters possess a company of Clan OmniMechs salvaged from Luthien, which Akira Brahe has distributed among his battalion command lances. The regimental and battalion command lances use Inner Sphere designs that have been fully upgraded with Clantech weapons and equipment, and also boast C³ systems.

Of the regiment's three battalions, only the Dragon Dogs sport an insignia, a fire-breathing mongrel with blood-red eyes. Following Kell Hounds tradition, the command lances usually attach themselves to the battalion's second companies.



The Bird Dogs

Wing/Elite/Fanatical

Wing Cmdr: Major R.O.B. "Rob" Kirk

The Bird Dogs' twenty fighters are divided into a two-fighter command element and three six-fighter squadrons—Raven, Crow and Blackbird. The majority of these craft are Inner Sphere designs featuring upgraded technology, though each squadron's command element also boasts Clan weaponry.



The Pit Bulls

Battalion/Elite/Fanatical

Troop Cmdr: Major Michlan Finn

The Pit Bulls are a highly trained jump infantry battalion, composed of a command squad of ten troopers, a company of fifty jump troops and two companies of twelve battle armor troopers each. Though most of the battlesuits are standard Inner Sphere designs, the Pit Bulls claim two squads of Clan Elemental armor gifted to them by Phelan's Wolves, and a squad of Fenrir armor captured on Tharkad.



SECOND KELL HOUNDS REGIMENT



SECOND KELL HOUNDS REGIMENT: THE SCRAPPING PACK

Morgan Kell formed the Scrapping Pack around select personnel from smaller mercenary units whose commanders had answered his summons to return from the Defection. These commanders had employed Kell Hound training procedures and tactics with their own commands, so the transition from smaller forces back to the Hounds came easily for them. For the first year, each company was assigned a liaison officer from the original regiment who monitored basic training procedures and advised the actual company commander. Within a year, the new regiment had already attained an Elite rating.

The Second Kell Hounds took part in the defense of Luthien and served during Operation Bulldog with the capture of Yamarovka. During the recent FedCom Civil War, the Scrapping Pack served as a home defense force, protecting Arc-Royal while the First battled on Tharkad.

The Second Regiment's insignia is a large black hound in mid-leap, half-framed by a red star. The insignia is painted on the right shoulders of the unit's BattleMechs. Battalion and squadron insignia are painted on the lower left legs of BattleMechs and the afterburners of fighters.

Dragoons Rating: A*

OFFICERS

Lieutenant Colonel Scott Bradley looks, sounds and acts so much like his father, the late Scott Bradley Sr., that most public records confuse when the elder Bradley retired and the son stepped in. The forty-year old Bradley, raised and trained as a mercenary brat, finds the confusion mildly disturbing, but has also used it to win the trust and respect of his older troops who remember serving under his father. Bradley has maintained the Second Regiment's strategic and tactical doctrines in another seamless transition of command, but emphasizes a sense of friendly competition between his battalions and often trains them against one another during downtime.

TACTICS

The entire Second Regiment is well trained for night maneuvers and conducts most of its exercises under such conditions to retain this edge. In addition, the third companies of each battalion are trained and equipped for battle in special combat environments. The 213th Company is a zero-G warfare unit, while the 223rd Company specializes in long-range operations, and the 233rd Company serves as the hostile-environment specialist.



The Scrapping Pack

Reinforced Regiment/Elite/Fanatical

CO: Lt. Colonel Scott Bradley

XO/1st Battalion (The Greyhounds): Major Pete Watson

2nd Battalion (The Wolfhounds): Major David Smith

3rd Battalion (The Junkyard Dogs): Major Gwyneth Murdoch-Wilson

The Scrapping Pack uses upgraded Inner Sphere 'Mechs, as well as an allotment of Clan OmniMechs that Bradley keeps together in a single company (the 222nd) and uses as a ready-response force during larger engagements. In a departure from his father's tenure as commander of the Second Regiment, Bradley has also encouraged a sense of identity among the Scrapping Pack. Where once only the Junkyard Dog battalion had its own insignia—a likeness of a rusted clockwork dog—the First and Second battalions now also sport their own logos. The Greyhounds' insignia features its namesake animal streaking across a blue field, its hindquarters dissolving into a comet's tail, while the Wolfhounds' insignia is a caricature of a *Wolfhound* BattleMech's head set on an inverted red triangle.



The Retrievers

Wing/Veteran/Fanatical

Wing Cmdr: Major Adam Fox

Formerly known as the Foxfire Fighters, the Retrievers were adopted by the Kell Hounds after the Battle of Luthien when their commander, Major Fox, a former Kell Hound hired by Morgan, officially merged his command into the Hounds. The three Retrievers squadrons are known as Falcon, Eagle and Merlin flights, and Major Fox leads them from an elite command element of two fighters. As with all Kell Hounds forces, the fighters are upgraded to roughly 80 percent Clantech standard.



The Bad Dogs

Battalion/Veteran/Fanatical

Troop Cmdr: Major Amanda Cooper

The Bad Dogs possess a battalion command squad of ten troops, three fifty-man companies and one company of twelve battlesuited troops using Inner Sphere and Clan Elemental armor. Each conventional company has a specialty. The 251st Company (The Pathfinders) is primarily scouts. The 252nd Company specializes in regimental security and the 253rd specializes in demolition.



KHORSAKOV'S COSSACKS: DEBT OF BLOOD

This regiment of native-born Tikhonov MechWarriors and pilots holds a deep and abiding hatred of House Liao, which dates from the days just after the end of the Fourth Succession War. Khorsakhov's Cossacks signed on with the St. Ives Compact in 3054 and served faithfully through the Capellan-St. Ives War. After the end of hostilities, the Cossacks separated from its sister regiment, Rubinsky's Light Horse, when released from their contract to Duchess Candace Liao. Immediately taking a contract with the Federated Suns, the Cossacks arrived on Bell during the FedCom Civil War and remained there for the duration of that conflict, awaiting any opportunity to exact retribution upon the Confederation for atrocities committed during the war against St. Ives.

Though separated now from the Light Horse, the Cossacks still cling to their old ways. They do not employ independent command lances as do most other large mercenary forces, but this does not appear to have diminished their fighting capability. Their attitudes toward the Capellan Confederation, however, remain extreme. Generally speaking, this regiment, while ordinarily classified as Reliable, becomes Fanatical during any mission opposing Capellan forces.

On the whole, the BattleMechs fielded by the Cossacks reflect their beginnings on Tikonov. The unit overwhelmingly favors designs that originated on that world, such as the *Grand Titan* or the *Jackal*. St. Ives-created designs such as the *Helios* also have their place in the unit, but under no circumstances will the Cossacks purchase or field any Capellan-made 'Mech designs.

The Cossacks paint their machines a flat rust-red color. Traditionally, each MechWarrior gives his BattleMech a name, which is painted across the back of the machine in Russian. The force insignia is a Cossack horseman riding out of a golden circular field and wielding a flaming saber. This emblem is painted across the right torsos of unit BattleMechs and the left fuselage sides of aerospace fighters.

Dragoons Rating: B

SUPPORT

During the Cossacks' first contract, with Earthwerks Unlimited, the mercenaries had a standing agreement that allowed the firm to retain the services of Cossacks technicians when they were not needed by the regiment, providing the regiment with a broad support base. Most of these techs followed the Cossacks through their St. Ives Compact service, and they currently contribute to the Cossacks' 90 percent support rating.

Even though they have spent most of their career as corporate security, Khorsakhov's Cossacks have managed to assemble some impressive transport assets. Three *Overlord*-class DropShips and an *Invader*-class JumpShip provide enough capacity to move the entire command at once.

OFFICERS

Lt. Colonel Sergei Krivokrasov has only recently come into command of the Cossacks' Second Battalion. A youngster at 28, Lt. Colonel Krivokrasov shot up through the ranks to gain his position more through his organizational skills and gifts as a strategist than through seniority and battlefield prowess.

TACTICS

The Cossacks tend to be reactive in their tactics, letting the other unit make the first move rather than seizing the initiative. When the regiment is committed, the bulk of the unit charges the enemy head on, relying on concentrated fire and their heavy weight to carry the day while keeping on the move and rotating units on and off the front lines in order to keep the enemy guessing.



Khorsakhov's Cossacks

Regiment/Veteran/Reliable

CO/1st Battalion: Colonel Mikhail Khorsakhov

XO/2nd Battalion: Lt. Colonel Sergei Krivokrasov

3rd Battalion: Major Boris Panchenko

The First Cossacks are considered a heavy regiment, though they field an equal mix of assault, heavy and light designs. Second Battalion is the regiment's lightest unit, while First Battalion has two full companies of assault machines. The regiment is 30 percent upgraded.



True Flight

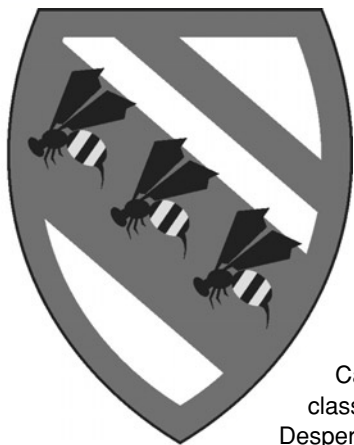
Wing/Veteran/Reliable

Wing Cmdr: Major Simone Platt

True Flight's eighteen heavy fighters often engage in head-on attacks that can break the nerve of less experienced pilots. The wing's aerospace fighters are considered 20 percent upgraded and are divided into Arrow, Dart and Sling squadrons. Each squadron uses an insignia of a mounted Cossack wielding the squadron's namesake weapon.



KILLER BEES



KILLER BEES: DEATH BY PAPER CUTS

Formed in 3025 by Cal-Boeing test pilots hungering for more excitement, this command quickly built a reputation for daring. After demonstrating skill as a light recon and raiding force against the Capellans, the Killer Bees were employed by the Lyran Commonwealth along its Combine front until the Magistracy of Canopus offered a lucrative cadre contract. Fighting alongside their pupils in the Andurien-Canopian strike against the Confederation, the Bees were directed to meet McCarron's Armored Cavalry (part of the Capellan counterattack) head on. Major Murdoch refused the order. Quoting his right (as stated in the contract) to preserve his troops from unnecessary damage, he removed the Killer Bees from the battlefield and declared their contract null and void.

The War of 3039 saw the Killer Bees raiding into the Combine's Alshain Military District, where Captain Smith's ground-pounders demonstrated their special ops training in the capture of an *Invader*-class JumpShip. However, the expense of maintaining a JumpShip threatened to bankrupt the Killer Bees. Desperate for money, pilots even flew their machines in air shows to keep the unit going. Major Murdoch jumped at a contract to hunt bandits for the Free Rasalhague Republic, despite the state's notoriously poor treatment of mercenaries. Rooting out bands of pirates, the Killer Bees roved through the near Periphery until 3048, when Irian BattleMechs hired them to provide additional security. This lucky break spared the Bees from the Clan juggernaut.

The Bees' experience in the Periphery made them obvious candidates for the ComStar-Combine efforts to locate the Clan Homeworlds. House Kurita agents contacted Major Murdoch privately, and the mercenaries worked alongside the Explorer Corps until 3060, when the success of Operation Bulldog marked an end of Combine funding and a cutback in Explorer Corps operations. The Star League Intelligence Command's Special Circumstances division then offered to pick up the contracts for the Explorer Corps' best mercenaries, including the Killer Bees and the mercenary command, as the largest of these groups, became the nucleus around which the special Fury Teams would be formed.

When engaged in field operations, the Killer Bees make extensive use of camouflage colors—indeed, the technical support teams are widely regarded as the best camo artists in the business. On parade, however, their equipment sports garish yellow and black stripes. The Bees' insignia is a formation of three bees set on a red and white shield. While under contract to the Star League, the Killer Bees also display the Cameron Star.

Dragoons Rating: C

OFFICERS

Major Ernst Murdoch is an experienced stunt pilot who has flown everything from a *Boomerang* spotter to a *Behemoth*-class DropShip. He has petitioned ComStar for the chance to practice his skills at the helm of the *Invisible Truth*, but the Precentor Martial is unwilling to let Murdoch put a battlecruiser through its paces.

Captain John Smith's murky past may lie within the Federated Suns' intelligence community, but the captain is extremely evasive when anyone inquires about his life before becoming a mercenary. Since joining the Bees, he has built a small but talented recon and special ops team.

TACTICS

If forced to fight, the Killer Bees use their only real advantage—speed—to conduct hit-and-run operations. When supported by heavier units, such as artillery or LRM-equipped 'Mechs and armor, their scout platoons operate as forward observers and can call devastating fire down on unsuspecting targets.

SUPPORT

Thanks to long-running contacts with Cal-Boeing, the Killer Bees have no trouble maintaining their VTOLs in excellent condition. The unit's BattleMechs are likewise adequately supported, in part because of the lower costs of maintaining light units.

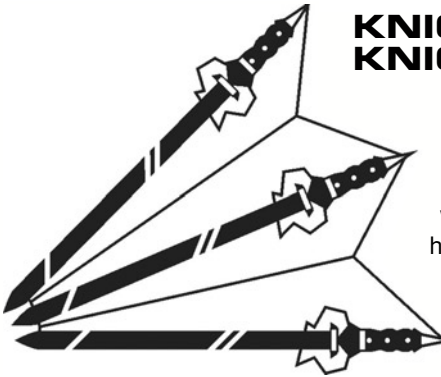
The Killer Bees have their own transport, a *Seeker*-class and two *Leopard*-class DropShips. The garishly painted *Invader*-class JumpShip, *Queen Bee*, provides the mercenaries with full transport capabilities.



Killer Bees
Battalion/Regular/Reliable
CO: Major Ernst Murdoch

XO: Captain John Smith

VTOLs make up almost half the Killer Bees' equipment, with a squadron of aerospace fighters included for long-range reconnaissance. A company of light BattleMechs outfitted with active probes and ECM suites and two platoons of scouts equipped with a mish-mash of vehicles round out the unit.



KNIGHTS OF ST. CAMERON: KNIGHTS ERRANT

Formed in 2956, the Knights of St. Cameron are an oddity among mercenary units. Martin Gluck, a retired LCAF MechWarrior, was also a Believer of the Saints Cameron, a cult that revered the memory of Jonathan, Jocasta and Simon Cameron. Gluck set out to find men and women whose ancestors had served in the SLDF, intent on creating a force to participate in what he termed "the ongoing struggle between good and evil." Some thought Gluck was crazy, but many applicants were drawn by his call. In true chivalrous fashion, the two regiments of Knights formed by Gluck often performed freelance jobs, such as defending a poor Periphery world, for little or no pay. As a result their 'Mechs and their finances were often in poor shape.

Believed destroyed by Clan Wolf, the Knights stunned the Inner Sphere when some of them reappeared with several heavily laden DropShips in 3053. Led by Mortimer Dewey, they rebuffed all inquiries as to where they had been, and sent out a new call for recruits, once more only accepting troops whose families had served in the original SLDF. Once more people flocked to the Knights' banner, where Dispossessed MechWarriors received 'Mechs and others received advanced weapon upgrades.

During the FedCom Civil War, the Knights were stationed on Ft. Loudon, where they became unwilling allies of the Fifth Alliance Guard. During the battle for the city of Carentan it is difficult to say who was more surprised. Lieutenant-General Ito hoped only that the Knights would distract the Davion Guards. Likewise, Marshal Orsina of the Guards did not consider the mercenaries much of a threat. The tightly coordinated combat drop into the city performed by the Knights' Second Battalion caught both by surprise. With two conventional regiments captured by the Knights, the Fourth Davion Guards ultimately withdrew from the planet.

The unit insignia is the emblem of the Cult of the Saints Cameron—the three Swords of Saint Cameron arranged in a fan. This is displayed on a BattleMech's right leg or an aerospace fighter's starboard wing. Each 'Mech battalion also has an insignia, displayed on the left leg. First Battalion uses a blue sun that radiates beams of light, Second Battalion, a stylized representation of the habit worn by Benedictine nuns, and Third Battalion a bloody throne. Fighters display an angelic figure kneeling in prayer on their port wings.

Dragoons Rating: B+

OFFICERS

Colonel Dewey's rebuilding program has transformed the Knights. Once little more than a laughingstock, under his leadership, the regiment faced the redoubtable Fourth Davion Guards—and won.

Lt. Colonel David Robstein is a follower of the One Star Faith. While many find his sad devotion to that discredited religion amusing, none can find fault with his performance. Robstein faces battle with a detachment many find unnerving, but not as unnerving as the way his *Excalibur* dances through enemy formations without taking a single hit.

TACTICS

The Knights demonstrate an aptitude for dueling similar to the Clans' *zellbrigen* tradition. Should the situation call for it, however, they show no hesitation in resorting to group fire, ambushes or physical attacks.

SUPPORT

With an apparently bottomless war chest, the Knights can field a support team equal to the task of keeping all their equipment in perfect condition. When they reappeared over Crimond, the Knights possessed two *Invader*-class JumpShips and enough DropShips to transport the whole unit. Though clearly old, these ships are in excellent repair.



Knights of St. Cameron

Regiment/Veteran/Reliable

CO: Colonel Mortimer Dewey

1st Battalion/XO: Lt. Colonel David Robstein

2nd Battalion: Major Jenifer Ustus

3rd Battalion: Major Kenneth McKinnon

Unrecognizable as the poorly equipped regiments the Clans devoured so easily in 3050, all but a company of the Knights mounts advanced technology. The other 'Mechs are piloted by warriors who believe that the man, not the machine, counts most. Medium 'Mechs are common, but each battalion

also has two or three heavy or assault lances mixed in. Military analysts are at a loss to explain the phenomenal improvement in ability the Knights have exhibited since returning to known space.



Angles of St. Cameron

Wing/Veteran/Reliable

Wing Cmdr: Major Salvador Ben-Shimon

Many of the Angels' medium fighters are old Star League designs, but have also been upgraded extensively with newer Inner Sphere technology.



THE KRUSHERS



THE KRUSHERS: BLOODY HARVEST

Formed in 3037 by Kristen Marik, youngest sister of Captain-General Thomas Marik, the Krushers undertook numerous contracts with the FWL and ComStar before accepting employment with the Lyran Alliance. Their deployment to Coventry represented the achievement of a dream, a manifestation of the trust and reputation the regiment had garnered in its two decades of existence. For several years, the Krushers prospered in the Alliance. Then came the FedCom Civil War, to Kristen a terrible reminder of her teenage years in the FWL.

Coventry was a prime target of the pro-Victor forces. Together with the Coventry Jaegers, the mercenaries received orders to hold key sites for Katherine's troops and to coordinate with pro-Katherine authorities. This included their employment as shock troops against the recalcitrant Coventry CPM, orders that Kristen found unsavory but had little choice but to obey. The Krushers destroyed the pro-Victor CPM, but that was not enough for the pro-Katherine commander of the Coventry Jaegers, Jason Walker. Despite Thomas Marik's tacit alliance with Archon Katherine, Walker decided that the Krushers too posed a threat to the Alliance and attacked the bloodied mercenaries with his fresh troops. Ana Marik, Kristen's eldest child, died in the initial battles and the regiment fled its garrison posting, battling Lyran forces on several occasions as they sought to reach the safety of the Free Worlds League. Janos Rousset-Marik, Kristen's only son, died in this exodus and Colonel Marik herself received mortal wounds in the regiment's last battle on Arcadia. A mere two companies survived, rescued by FWL forces under the command of Kristen's brother-in-law, Marshall Jeremy Brett.

Ownership and command of the regiment passed to Kristen's surviving child, Alys. Though a graduate of Princefield, the new Colonel Rousset-Marik was not an experienced field commander or administrator and thus left day-to-day running of the remaining forces in her father's hands while she took up her mother's abandoned role of Duchess of Augustine. This landholding became the unit's cantonment. While Alys sought political redress for what she regarded as her family's abandonment by the FWL—the raid that extracted the unit was unsanctioned—her father, Colonel Jiri Rousset, began the slow process of rebuilding the unit and restoring its reputation.

Despite the wealth of the Rousset-Marik family, reconstruction was a long drawn-out process not helped by an ongoing dispute between the unit, the Alliance and the MRBC over whether the unit had broken the terms of its contract by fleeing to the League. Only with the end of the FedCom Civil War in April 3067 was conclusive evidence brought to light that Jason Walker's actions had abrogated the contract, clearing the Krushers' name. A certain stigma remains, however, and the unit has yet to be upgraded to the A rating that another unit of its experience and equipment would enjoy.

Dragoon Rating: B

OFFICERS

Jiri Rousset serves as de facto commander of the regiment while his daughter wages her political campaign throughout the League. With three decades of military experience, he is an accomplished field commander and administrator but lacks the political savvy of his wife and surviving child. He is wary of Alys' political crusade against her uncle—in particular her recent "Great Debate"—and has stressed the mercenaries' loyalty to the League while doing all he can to support his daughter.

TACTICS

The Krushers are adept at night fighting and engagements in low visibility, coordinating their actions with a combination of pre-planning and cutting-edge secure communications.

SUPPORT

In addition to full DropShip and JumpShip support, which fortuitously survived the unit's battles with Lyran naval forces, the Krushers have re-equipped themselves with the League's advanced technology, including OmniMechs. They also have full technical, medical and administrative support.



The Krushers

Regiment/Elite/Fanatical

CO: Colonel Duchess Alys Rousset-Marik

Aide: Colonel Jiri Rousset

Despite the unit's de facto blacklisting for the duration of the FedCom Civil War, the Krushers have exploited their contacts within the FWL's military-industrial complex (and the dissatisfaction of other groups within the League toward the Captain-

General and his policies) to rebuild to battalion strength. Both Colonel Rousset and Duchess Alys intend for the unit to return to regimental strength in the next few years, funded by future contracts, and they continue to refer to the Krushers as a regiment. The unit currently has representatives on Outreach seeking contracts (though not with the Alliance). In the meantime, they remain in the nominal employ of the FWLM via the Duchy of Augustine.



LANGENDORF LANCERS: LOYALTY AT A PRICE

During the First Succession War, the depredations of Capellan raiders prompted the wealthy merchant princes of Calloway VI to form their own private army, but as the war dragged on, the merchant cartels found their often-headstrong troops difficult to deal with. With losses mounting on the Lyran and Capellan fronts, the LCCC became desperate for fresh troops. When the leaders of Calloway VI offered to loan their troops to the League, Captain-General Thaddeus Marik gratefully accepted their support. Once deployed, the cartels transferred the command's assets to the LCCC and washed their hands of the lot of them.

Formally renaming themselves the Langendorf Lancers (after General Mortimer Langendorf, the old warhorse Calloway VI's merchants had hired to form the force), the force became a conventional mercenary command, and Calloway VI received generous tax breaks. The Langendorf Lancers' long association with the Free Worlds League came to an end in 3058, when the

Capellan Confederation bought out their contract. Ordered to support pro-Capellan factions on Epsilon Indi, the Lancers fought a protracted campaign against the forces of Duke Abraham. Just when Abraham's forces were about to succumb, the duke called in his own mercenary troops. Deployment of Wolf's Dragoons and the Tooth of Ymir has restored the status quo.

Eschewing camouflage, the Lancers use a red and white color scheme applied like a knight's quartered surcoat. The regiment's insignia is a golden lance over a white L on a black square, all set on a blue field.

Dragoons Rating: B+

OFFICERS

Starting with less than a battalion of washed-up mercenaries with an attitude problem, Colonel Gregory Millsey has built the unit into a well-equipped regiment (though the attitude problem remains). Millsey is a competent—but uninspired—battlefield commander, which has allowed the understrength Tooth of Ymir to dictate the course of the Lancers' recent engagements on Epsilon Indi.

TACTICS

The Lancers' origin as a defensive force has colored their preference for drawn-out defensive campaigns. Not only does this reduce the damage the Lancers generally take, but it also extends the period over which they can draw combat pay. Unless presented with an incredibly tempting opportunity—such as an enemy's supplies—the Lancers rarely move from their positions.

SUPPORT

Despite being well equipped, the Lancers are facing a support crunch, with their technical staff able to cover only 75 percent of the unit's requirements. The unit depends on their employer or third parties for all transport needs.



Langendorf Lancers

Regiment/Regular/Reliable

CO: Colonel Gregory Millsey

1st Batt/XO: Force Commander Yance Gascoine

2nd Battalion: Force Commander Eun-Mee Ahn

3rd Battalion: Force Commander George Wesley

The lower maintenance costs of medium-weight 'Mechs over heavier units makes them popular among the cost-conscious Lancers. LRMs, Gauss rifles and heavy autocannon are rare because of the high cost of ammunition for these weapons. Colonel Millsey's regimental command company fields several heavy BattleMechs, as do the independent battalion command lances.

Though the Lancers are no longer fulfilling the cushy garrison contracts they found so profitable, they have still managed to obtain several OmniMechs and renovated Phoenix

designs. Apparently their current employers have good contacts and large purses.



Langendorf Attack Wing

Reinforced Wing/Green/Reliable

Wing Cmdr: Major Ally Birke

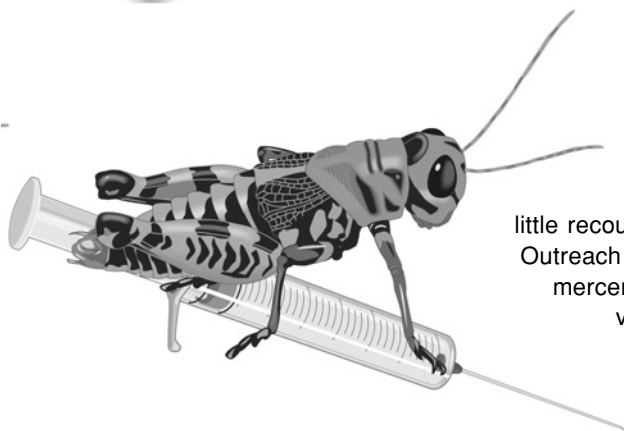
Hurt by the lack of air cover during the advance into the Sarna March, Colonel Millsey quickly rectified the problem by courting the services of the Night Things, a mercenary fighter squadron. Using these flyers as a core, Millsey has built them into a reinforced wing of four squadrons.

With only a smattering of upgrades, the new Attack Wing is poorly equipped and lacks coordination. Upgrading both before her flyers are called into action is Major Birke's top priority.



LEATHAL INJECTION

LETHAL INJECTION: INAUSPICIOUS BEGINNINGS



Some mercenary commands are born out of fury, others from a desire for independence or justice, and still others arise from events that left them little recourse. Lethal Injection came about as the result of a tax write-off. In a bar on Outreach in 3056, Ryan O'Neil and William Ramsay were discussing the creation of a mercenary battalion. They had the contacts but were short on the cash to get their venture going. In the booth next to them was Kit deSummersville, a colonel from the Magistracy of Canopus visiting Outreach for training exercises with Wolf's Dragoons. With bank accounts overflowing from redesigned casinos in his county, deSummersville leaned over and proposed a business agreement. In exchange for fronting cash and offering his resources to secure them a contract, the newly formed mercenary com-

mand would give him a portion of its net profits.

With a larger bankroll, the men set their aim to build an entire regiment. After evaluating the candidates, they formed a force two battalions strong, then set off for Hardcore, where deSummersville had arranged a garrison contract. This assignment would allow the newly created Lethal Injection some time to develop cohesion, made easier by the fact that O'Neil had hired almost two companies of his former comrades to disperse around the ranks, chosen for their combat prowess and for their ability to lead and motivate troops.

Lethal Injection's initial training, however, came less through exercises than through actual combat with pirate raiders. The mercenaries thus quickly became apt at setting up ambushes and traps on the fly, but their only major engagement to date occurred during the FedCom Civil War. Attempting to take advantage of the chaos, a battalion of Shen-sè Tian dropped on Zanzibar and attempted to raid a storehouse of myomers. As the Strike Battalion, led by Major Mosely, met them with fast hit-and-run tactics, half of Battle Battalion rose from hidden positions to surprise the bandits. When the marauders tried to retreat, they found themselves encircled. The pirates finally managed to punch through, but not without major losses. Given this victory, Colonel O'Neil believes the Injection is now ready for the next step in its evolution.

The unit's parade colors are black with salmon and teal piping, rare but striking in the military realm. Its logo is a grasshopper holding an extremely large syringe.

Dragoons Rating: D

OFFICERS

Colonel Ryan O'Neil has all the traits desirable for the leader of a new mercenary command. He is a proponent of quick flanking attacks, which have proven successful against the pirates faced so far.

Major Henry Mosely is a young and brilliant tactician. Graduating at the top of his class from the Robinson Battle Academy, he served well, but felt restricted in the FedCom military structure. Though tactically creative, he has trouble rallying and inspiring his troops.

The commander of Battle Battalion, Major William Ramsay, is almost Mosley's opposite—a good leader, but hardly an exceptional soldier, who prefers traditional operations. However, Colonel O'Neil's flanking tactics are starting to grow on him.

TACTICS

Much like Inner Sphere politics, Lethal Injection likes to rely on stabbing the enemy in the back. They are particularly skilled at infiltrating the enemy's rear once the opponent has committed his forces. Strike Battalion works well on the offensive, but suffers trouble when outnumbered. Battle Battalion has experience at ambushing enemy forces.

SUPPORT

Lethal Injection has more than enough the support—something on which Count deSummersville insisted when the command was raised—and occasionally loans technicians to Longwood's Bluecoats in trade for some training time with that veteran unit. In addition, Colonel O'Neil has managed to put together a collection of DropShips sufficient to transport 75 percent of its troops.



Lethal Injection

2 Battalions/Regular/Questionable

CO: Colonel Ryan O'Neil

Strike Battalion: Major Henry Mosely

XO/ Battle Battalion: Major William Ramsay

Colonel O'Neil leads from an independent command lance, which he often attaches to Battle Battalion. Almost half the

Injection consists of new 'Mechs with state-of-the-art equipment, mostly found in the medium 'Mech-intensive Strike Battalion. Battle Battalion is populated mostly by heavy machines without XL engines, with a few mediums and assaults thrown in to expand its overall capabilities.



LINDON'S BATTALION: STRENGTH THROUGH ADVERSITY

At its height, Sarah Lindon's command achieved regimental strength, but the mercenaries fared badly at the hands of Clan Jade Falcon. Reduced to a reinforced battalion, they were hired by Theodore Kurita to act as peacekeepers in the Chaos March in 3057, where they quickly found themselves in the middle of a three-way fight for control of Caph. The Battalion's contract on Caph was terminated in late 3062, when defending against attacks by the FedCom's Draconis March became the Coordinator's new priority.

Returning to Outreach, Lindon was contacted by Commander Jaime Wolf of Wolf's Dragoons. Distrustful of Word of Blake activities in the Chaos March, the Dragoons' leader subsidized the cost of recruiting reputable mercenaries to help protect vulnerable worlds. Lindon accepted a contract to support the independent government of Liberty (previously known as Carver V), where Chaos March raiders and pro-Capellan terrorists were making the world especially vulnerable to the Blakists' "gunboat diplomacy".

From the moment the Battalion landed, they became targets of terrorist attacks, and all the signs indicate that Chancellor Sun-Tzu Liao has yet to relinquish his plans to retake the world. Equally worrying is the growing sphere of influence projected by the Word of Blake. While their presence on several Chaos March worlds has done much to limit bandit activities, Colonel Lindon believes the benign façade of Blakist activities must cover some hidden agenda.

Lindon's Battalion uses a gray and red paint scheme. Their insignia, a golden knight chess piece set over a circular blue field, is painted on the torsos of 'Mechs or on the fuselage of fighters. Fighters are also decorated with the image of a green bird, plastered across the nosecone as if the fighter had just rammed it.

Dragoons Rating: A+

OFFICERS

Colonel Sarah Lindon previously served as executive officer to her brother, Owen, until his death in the War of 3039. Now over seventy, she has been forced to relinquish battlefield control of the unit to her son, Hugh, who has learned well at his mother's side, but displays a reckless streak that sometimes prompts him to act before he has a complete picture of a situation.

TACTICS

Speed and stealth have always been the Lindons' hallmarks, and securing an advantageous position from which to spring a surprise attack is a favored tactic. Making extensive use of C³ technology, Lindon's Battalion tries to concentrate fire on a few targets and take them down before racing off to set up in a new position.

SUPPORT

With attrition in the Chaos March foiling attempts to build up the Battalion, the mercenaries have excess DropShip capacity at present. The technical support staff has been cut back to a level sufficient to meet the battalion's current requirements.



Lindon's Battalion
Reinforced Battalion/Veteran/Reliable

CO: Colonel Sarah Lindon

XO/1st Battalion: Lt. Colonel Hugh Lindon

First Battalion fields four companies and an independent command unit of six 'Mechs. Aside from three lances of heavy 'Mechs, the rest are light and medium designs. Upgraded versions of pre-3050 'Mechs are common, but the Battalion recently purchased several Phoenix redesigns that incorporate C³ technology. Before the contract with the Draconis Combine expired, Colonel Lindon was able to secure an additional C³ network to give her command full coverage. In addition, a handful of Clan pulse lasers, captured during their last encounter with the Jade Falcons, have been used to upgrade several Battalion 'Mechs.



Lindon's Air Wing
Wing/Elite/Reliable

Wing Cmdr/1st Squadron: Major Willemena Hillard

2nd Squadron: Captain: Frank Rivera

Following losses to Clan Jade Falcon, the wing was reorganized into two six-fighter squadrons; each led by a command element. Though the light and medium fighters are older designs, almost half have been refitted with double heat sinks or extended range lasers. Major Hillard assumed command of the wing when a pro-Capellan sniper killed her predecessor, Erik Bjorgenson, shortly after arriving on Liberty.



LONE STAR REGIMENT



LONE STAR REGIMENT: THE SPIRIT OF THE STAR

The first recorded appearance of the Lone Star Regiment was in 2825, when they appeared on Somerset, a former Rim Worlds planet shattered during the Star League's death throes. The Lone Star itself formed from survivors of the 205th BattleMech Division and the Seventy-seventh Amaris Dragoons, plus elements from the 331st Division who refused to join Kerensky's Exodus. Together these commands gathered on Somerset to escape the holocaust then threatening to engulf the Inner Sphere.

History is not clear on the exact details of what happened when the Lyran's later invaded Somerset, but the planet spent years recovering from nuclear fallout afterward. As a result of the Lyran attack, the Lone Star regiment fled into the Draconis Combine, where the DCMS welcomed them with a garrison assignment on the Rasalhagian world of Volders. In 3030, Takashi Kurita's "Death to Mercenaries" decree forced the regiment to leave the Draconis Combine after two centuries of faithful service. They contacted the Federated Commonwealth and secured a garrison contract in the Sarna March. For the next twenty years they fended off Capellan-backed raiders on Raballa. One such raid killed Colonel Raymond Granger, leaving George Brown, the next senior officer, to command the Lone Star until Raymond's son, Meschach, would be ready to replace him. In 3050, the Regiment refused a new contract with the Federated Commonwealth and instead moved on to the Taurian Concordat.

For nearly seventeen years, the Lone Star remained in the Concordat before Colonel Brown, still at the helm, signed a deal to provide security for General Atomics on Epsilon Eridani. The Lone Star arrived only to find another unit, Redfield's Renegades, already on planet under contract to Minroc Mining. A few weeks later in the Shamus Mountains, the regiment's namesake battalion fought a major skirmish against a Renegade battalion, leading to the deaths of many warriors and civilians. The Renegades, having deployed in search of a rumored lostech cache, began the clash by accidentally firing on and killing a Lone Star MechWarrior on patrol. For two days, both mercenary forces pounded each other mercilessly, and in the end the Renegades withdrew from horrendous losses. The Lone Star took equally serious casualties, with roughly two-thirds of the involved battalion destroyed, but the windfall of the lostech cache enabled them to replace much of their lost equipment. Afterwards, several Lone Star warriors questioned Colonel Brown's leadership, blaming him for the loss of civilian lives. A vote of no confidence paved the way for Meschach Granger's return to assume his long-denied command of the regiment, and the Regiment has since turned its sights on locating the parts to repair its newly-acquired *Colossus*-class DropShip.

The Lone Star Regiment paints its BattleMechs rust brown with tan highlights. Its insignia is a Cameron Star pointing downward on a white shield trimmed in yellow-gold.

Dragoons Rating: B+

OFFICERS

Colonel Meschach Granger—a devout Jew—spent his youth on Robinson, the center of the Jewish faith in the Federated Suns. Graduating with honors from Robinson Battle Academy, he served under Duke Tancred Sandoval during the FedCom Civil War in the Second Robinson Rangers. In July 3067, he returned to the Lone Star to assert his birthright and command the Regiment. With the warriors behind Granger, Colonel Brown relented and resigned.

Captain Peter Fahrbach is Granger's tactical officer, a childhood friend of the colonel who served with him in the Robinson Rangers.

TACTICS

The Lone Star Regiment has developed a strong defensive philosophy and tailored their tactics accordingly.

SUPPORT

The Regiment's technicians provide 85 percent of the technical support needed, but for a time the regiment lacked material readiness thanks to Periphery duty. With the new contract in the Inner Sphere, the Lone Stars' equipment is back up to normal levels. The command owns an *Invader*-Class JumpShip, three *Overlords* and a recently captured *Colossus*-class DropShip.



Lone Star Regiment

Regiment/Veteran/Questionable

CO: Colonel Meschach Granger

Aide: Captain Peter Fahrbach

Ranger's Battalion/XO: Major Isaac Howard

Dragoon's Battalion: Major Brian Lim Yen-Yang

Light Horse Battalion: Major John LaVigne

Upon assuming command, Colonel Granger disbanded the Lone Star Battalion and reorganized the regiment's roster to place veteran leadership throughout the command while allowing the force to deploy command lances on the regiment and battalion levels. Thanks to the spoils of the lostech cache found on Epsilon Eridani, the Regiment's 'Mechs currently boast 60 percent upgraded technology.



LONGWOOD'S BLUECOATS: POLITICAL PROFIT

For most mercenaries, the Periphery is the end of a career gone wrong. Longwood's Bluecoats have prospered in the Taurian Concordat, proving the rule by being an exception.

The Bluecoats have seen considerable action in the past few years, resulting in some attrition in its ranks, but a particularly grievous loss was that of Captain Augustus Foley, who died on a pirate-hunting mission. The death of this imaginative officer dulled the command's range of creative strategies, but a worse loss came when the survivors of his company deserted, taking the mercenaries' *Overlord* DropShip with them. Though always quick to complain about their commander, they appeared unwilling to remain in the Bluecoats without him. (The deserters have since turned up on Outreach and Galatea, apparently in the process of forming their own command; Longwood's attempts to reclaim their DropShip through legal means have failed.)

The Bluecoats suffered additional attrition during several pirate raids in which they generally won, but at the cost of their few prized high-tech 'Mechs. This loss of equipment and the desertion of Foley's Company have reduced the command's Dragoons rating, at least according to Colonel Moses Longwood, but those in the know suggest that Longwood's ability as a battlefield commander may be equally to blame. Reports that the Bluecoats' vaunted Veteran quality rating may also be under review strengthen this perception. Any downgrade would come at an inopportune time, however, since the recent troubles have only further motivated Colonel Longwood and his troops to look back at the Inner Sphere to seek their fortunes there. With decreased ratings, they may have to spend their money while unemployed.

Longwood's Bluecoats use camouflage to match the terrain of their current posting. Their insignia is a blue-coated pikeman, painted along a 'Mech's entire right torso.

Dragoons Rating: C

OFFICERS

Colonel Moses Longwood has been playing the Federated Suns off against the Concordat for as long as his command has been stationed in the Periphery. He has prospered considerably from the Suns' attempts to hire the mercenary command and the Taurians' efforts to maintain the Bluecoats, and wisely ensured that the members of his command see some of this wealth, to know that they are among the highest-paid mercenaries in known space.

The riches he has acquired through this brinkmanship seem to have dulled his commitment to maintain the quality of the Bluecoats, however. With the loss of experienced officers like Major Tchorgin, as well as Foley's desertion, Longwood has been unable to maintain his unit's quality.

TACTICS

The Bluecoats continue to favor urban battlefields and are adept at arranging ambushes for a hostile force. The key to their success is the deployment of the Pikemen throughout a city, using the infantry regiment to keep track of enemy movements. Through them, the Bluecoats can redeploy their lines to take advantage of any perceived weakness, and are known to use indirect LRM attacks as well. They can operate with some efficiency in other terrain, but perform poorly in environments radically different from cities, such as swamps or wide-open spaces.

SUPPORT

The Bluecoats maintain only enough DropShip support to move their infantry and less than half their 'Mechs. An exchange program through the Trinity Alliance with the Lethal Injection mercenary command has allowed the Bluecoats to support all of their technical needs, even freeing up some of the Concordat personnel loaned to them.



Longwood's Bluecoats
2 Battalions/Veteran/Questionable
 CO: Colonel Moses Longwood
 1st Battalion: Major Belinda MacKelvy

2nd Battalion: Major Jorge Ustanicha

The colonel leads his command company from his *Templar* OmniMech, a gift from Duke Hasek that caused considerable concern and doubt about his loyalties, and considerable surprise for his enemies.

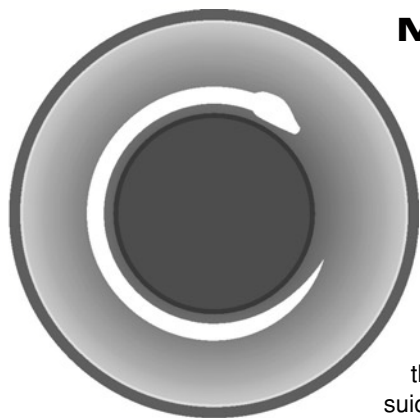


The Bluecoat Pikemen
Regiment/Regular/Questionable
 Infantry Cmdr: Lt. Colonel Hendrik Klaastra

The Bluecoat Pikemen are a light infantry force that mainly performs security duties, such as guarding the command's base. They are also a skilled occupation force and have been called on for riot duty by the Concordat a few times in the past two decades. This has caused the trademark bluecoat to be less than popular in all but the highest social circles.



MARKSON'S MARAUDERS



MARKSON'S MARAUDERS: OUT OF THE BLUE, IN THE BLACK

Since their founding in 2928 by the survivors of the Twelfth Lyran Regulars, Markson's Marauders have barely scraped along. Despite defending the capital of New Avalon, the mercenaries seemed always on the verge of bankruptcy. After the Fourth Succession War, they turned to pirate hunting on the backwater system of Estuan, resigned to a fate on a par with Wilson's Hussars.

However, in their proximity to the Pirate's Haven Cluster, the Marauders found their niche. Not only could their light 'Mechs intercept and fend off pirates, they became adept at hunting down the bands that raided other systems, tracking them to their bases and wiping them out for the bounties. When the Clans struck, Patrick Markson declined a contract for what seemed to be a suicide mission, and instead traveled to Outreach, where they won a contract with the Dragon's Wings Mining Corporation to defend its Periphery research stations. Years later, they learned Wings were actually a front for the Combine's search for the Clan homeworlds. Given lucrative terms, the mercenaries provided such reliable service that when the search project ended and they returned to Outreach, they were besieged by agents from almost every major power with generous offers for pirate hunting and escort contracts.

The Marauders' parade colors are light blue with gray and white to create an urban camouflage scheme, though changes occur with the terrain during combat. Their insignia is a red disk surrounded by the white outline of a snake on a yellow crest.

Dragoons Rating: B+

OFFICERS

Colonel Markson is the great-grandson of the Marauders' founder, and is credited with saving the command from destruction with the Combine contract that got it out of bankruptcy. He thus enjoys the fanatical loyalty from his troops.

Lieutenant Kuby was a pirate commander hunted and eventually captured by the Marauders, whose skills, along with his reluctance to lower his squadron's actions to the barbarism of other pirates, convinced Markson to give him a chance at legitimate work.

TACTICS

The Marauders are one of the only commands to employ the once-debunked tactics of Captain Mercer Ravannion, who theorized that light, fast 'Mechs could take on a heavier force and win. Markson uses his long-range units across the battlefield, wearing down and frustrating the enemy, drawing them out of their positions to give chase or be defeated through attrition. As this happens, the rest of the Marauders use their DropShips to deliver troops along the enemy's flanks and rear, swarming and destroying the confused opponent.

SUPPORT

Lucrative contracts, combined with keeping their command to the bare necessities, have allowed the Marauders a surplus of technical support to maintain all their units. They have enough DropShips to carry the regiment, but lack JumpShip support. The preponderance of smaller *Leopard* DropShips makes the chances of getting JumpShip support to carry their full DropShip load difficult.



Markson's Marauders

Regiment/Veteran/Reliable

CO: Colonel Patrick Markson

XO/Command Lance: Lt. Colonel Phil Boyce

1st Battalion: Major Monica Crowley

2nd Battalion: Major Steve Malzberg

3rd Battalion: Major John Gambling

The Marauders contain no assault units, and thanks to those with MASC and triple-strength myomer, all their heavy 'Mechs can move as fast as 90 kilometers per hour. The regiment is two-thirds upgraded, with several OmniMechs acquired during their time serving the Combine. They maintain a reinforced command lance headed by the executive officer, while Markson oversees the regiment's day-to-day operations.



StarHunters

2 Wings/Regular/Questionable

CO: Captain John Bachelor

XO/1st Wing: Commander Paul Alexander

2nd Wing: Lt. Commander Curtis Sliwa

2nd Squadron: Lt. Ronald Kuby

Out of the rather large aerospace fighter and DropShip force the Marauders seem to command, only the *Overlord*, an old *Fortress* and the *Mammoth* of First Wing actually belong to the Marauders. Second Wing, the entire aerospace contingent and other DropShips of First Wing (including two *Avengers*) are freelancers who signed on to provide additional escort duty. Should a DropShip captain decide to leave or not renew his contract, he will likely take his fighters with him.



MOBILE FIRE: OLD LOYALTIES, NEW METHODS



Devout supporters of House Steiner, Mobile Fire pledged support to Katherine Steiner-Davion on the formation of the Lyran Alliance. With little support among mercenaries, Katherine sought to raise her stock by demonstrating how generous the Alliance could be to "loyal" units. Mobile Fire received a steady stream of upgrade packages (diverted from pro-Victor line units) as part of a revised contract.

After Archer's Avengers struck at Odessa, an important world on the jump routes to Tharkad, Mobile Fire was redeployed—but they arrived too late to catch the Avengers. Unable to locate either Count Fisk or his son, the bulk of Mobile Fire remained on Odessa with Lieutenant Colonel Donald Moore (a distant relation of the Steiner family) designated by Katherine as regent. First Battalion was later assigned to secure Cumbres and guard the border with the Arc-Royal Defense Cordon. After the FedCom Civil War, the mercenaries were reassigned to New Earth.

Mobile Fire uses an all-purpose gray-green camouflage pattern for ground units and a gray-and-blue pattern for aerospace assets. The regimental insignia is a lit torch set over a black oval field.

Dragoons Rating: C-

OFFICERS

The Moore family has been hereditary commanders of Mobile Fire, but Donald Moore was too young to assume the post when Quentin Moore was killed during the War of 3039. Fred Laurencin, a cousin of the Moore family, has assumed command until Donald is ready.

TACTICS

Mobile Fire divides into autonomous armor/'Mech combinations that specialize in different tactics. First Battalion concentrates on speed and stealth, while Second Battalion prefers low-visibility combat environments. Third Battalion is adept at defense missions, particularly city defense.

SUPPORT

The recent influx of sophisticated equipment has stretched Mobile Fire's technical support staff, and they currently can only provide 80 percent of optimum support levels until they can complete their training. The unit has always relied on House Steiner for transport, and so possesses no DropShips or JumpShips.



Mobile Fire

Regiment/Green/Questionable

CO/Armor: Colonel Fred Laurencin

1st Battalion: Major Angela Davies

2nd Battalion: Major Theodore Jacobs

3rd Battalion: Major Paul Moore

Originally an armor unit, Mobile Fire only received BattleMechs during the Third Succession War. As a result the chain of command passes through the armor corps before the BattleMechs. Medium and heavy armor dominates, with the three battalions fielding a mix of hover, tracked and wheeled units. Colonel Laurencin commands the unit from an independent command company of medium hovers.

regiment also now fields a number of faster heavy designs thanks to Katherine's generosity.

Moore and his MechWarriors believe Mobile Fire should explore the options offered by employment with the Word of Blake. Many also whisper that it is time for Laurencin to stand down.



Air Mobile

Wing/Green/Questionable

Wing Cmdr: Major Yuri Vasavanovich

Previously favoring *Lucifers*, Air Mobile used the command's access to Alliance supplies to replace their oldest fighters with eight *Eisensturm* OmniFighters. With no separate command lance, Alpha Squadron received the lion's share.



Mobile 'Mechs

Regiment/Green/Questionable

1st Battalion: Major Garth Rivers

XO/2nd Battalion: Lt. Colonel Donald Moore

3rd Battalion: Major Carol Creed

Like the Armor Regiment, the 'Mech Regiment has lost its edge through steady attrition during the FedCom Civil War. While the majority of 'Mechs are light and medium weight, the



1st Security Division

Reinforced Battalion/Green/Questionable

Infantry Cmdr: Major Vance Redding

This battalion provides rear-area security for the three combat groups. Thanks to the generous supply situation the unit enjoyed during the reign of Katherine Steiner-Davion the battalion received three squads of older battle armor.



NARHAL'S RAIDERS



NARHAL'S RAIDERS: BLOODIED BUT UNBROKEN

Disgusted with Katherine Steiner-Davion, Colonel Giraudoux got his Narhal's Raiders out of their contract and signed with the Draconis Combine to provide garrison support for Operation Bulldog. Though the Raiders saw no combat, their placement allowed better-equipped Combine troops to move into Smoke Jaguar territory while deterring any counterattack.

After the operation ended, the mercenaries were reassigned to Rockland, and when war broke out between the Ghost Bears and the Combine, they were one of the few Combine forces free to conduct offensive operations into Ghost Bear territory. Assigned to assault Thule, Narhal's Raiders eagerly dropped on-world to take on elements of Pi Galaxy, but their traditional brute force push was a disaster, as the Clan garrison destroyed a company of Raiders before they could even get into range. Though the Raiders fared better once they got in close, they lost nearly another company in the fighting while forcing the Clan troops to withdraw to the other side of the planet. They destroyed almost thirty Clan 'Mechs but did not want to push their luck, and so gathered what salvage they could and withdrew before reinforcements could arrive.

Afterward, the Raiders were assigned to help push Duke Sandoval's troops out of Combine space. Not wanting to fight people who could be Prince Victor's allies, Giraudoux kept his troops out of the reprisal offensives. Instead, they were assigned to Fellain II in case Sandoval wished to attempt another invasion.

Narhal's Raiders regularly use a brown and green camouflage paint scheme for field use and parades, and change these colors only when the scheme blatantly clashes with the battlefield terrain. Their insignia is a horned animal skull on a white-rimmed blue circle.
Draoons Rating: C+

OFFICERS

Giraudoux merely observed the FedCom Civil War, but cheered Victor Steiner-Davion on. Though he was eager to help Victor's cause, the Coordinator won enough respect from him to keep his Raiders from deserting. By the time the mercenaries' contract was up, the Civil War was in the final stages, so the colonel opted to stay on with the Combine for another tour.

After five crashes, Major Jesse Hastings' luck ran out when he was killed in a fighter crash. Captain Jessica Luch was promoted to major to take command, and renamed the command lance Swan. Her record is so far crash-free.

TACTICS

After the bitter conflict with the Ghost Bears, Narhal's Raiders began to rethink their favored tactic of brute force. Concentrating their swiftest 'Mechs in Third Battalion, the rest now approach side by side, creating a semi-circle formation around the opposing force. Once the flanking 'Mechs pin the enemy force down, Third Battalion hits them in the rear. While sound in theory, the Raiders have yet to test this new tactic, which has also not changed their preference for close assaults, physical attacks and concentrating fire.

SUPPORT

The shrinking use of Clantech and decreasing quantity of BattleMechs has allowed the Raiders to field a more efficient technical staff, supplying roughly 75 percent of the command's support needs. They have begun to focus more on sturdy low-maintenance designs, investing heavily in Streak SRMs, pulse lasers and MRMs, while extra-light engines and Ultra autocannon are uncommon.

Giraudoux is interested in purchasing another DropShip, but he currently does not have enough funds to acquire another vessel *and* continue rebuilding his regiment.



Narhal's Raiders

Regiment/Regular/Reliable

CO: Colonel Pedro Antonio Giraudoux

XO/1st Battalion: Lt. Colonel Luigi Froeze

2nd Battalion: Major Geraldine Tolly

3rd Battalion: Major Try Sun Lok

Since the Ghost Bear War, the loss of another company has forced the Raiders to restructure their command once again. Marionetti's battalion was disbanded, and each remaining battalion has received an independent command lance to bolster its strength. The regimental command lance was made a company, with two additional units serving as bodyguards for Giraudoux.

Through salvage and fast-talking, the Raiders have been able to upgrade 70 percent of their force. Only the command elements still carry Clantech, but a company of Combine OmniMechs is spread throughout the regiment.



Narhal's Flock

Wing/Veteran/Reliable

Wing Cmdr: Major Jessica Luch

Unlike their ground counterparts, the aerospace wing has been able to rebuild to its full strength of one wing plus a command lance, but the technology of these fighters has dropped down to only 30 percent upgrades.



NEW AVALON CAVALIERS: NEW AGE BUCKAROOS



Mercenaries have always filled an important role in augmenting the AFFS, with several maintaining a long and extremely prosperous relationship with the High Command. Few have been celebrated quite as much as the progenitor of the New Avalon Cavaliers, however, at least in the media. Thanks to a series of holovids and novels, along with the accompanying merchandising efforts, those MechWarriors received more adulation than even the famed Wolf's Dragoons and the Kell Hounds.

The majority of these warriors were on the staff at the NAIS and initially formed the command as a way to keep up their MechWarrior qualifications. Together with test pilots and reserve members of the Davion Brigade of Guards, plus a top-notch technical crew that likewise hailed primarily from the NAIS, these individuals became part of one of the most skilled BattleMech regiments in the Inner Sphere. But while they trained together on a regular basis—mostly in their free time and on vacations—they only rarely saw true action, instead limited to wargames against whatever forces happened to be garrisoning New Avalon. In fact, the defense of Avalon City during the Fourth Succession War was the most prominent battle in which these warriors were ever involved as a single force.

When the Clans arrived on the scene, these troops found that regular assignments were monopolizing their time, though they still officially remained on the books. By the time of Operation Guerrero, Dr. Anna Banzai, the titular leader of this irregular and unorthodox command, acceded to the fact that her MechWarriors hadn't assembled as a regiment for many years and so removed them from the active rolls.

Then the FedCom Civil War flared and New Avalon was placed under virtual martial law. Unlike the First Davion Guards, who occupied their own base, the Cavaliers primarily lived and worked in Avalon City and were unable to assemble to oppose the Archon. Instead, they worked from the inside, impeding the Archon and her loyalists as much as they could, while constantly adding to a silent base of support.

When the assault on New Avalon began, the Cavaliers rose up with the rest of the underground and systematically disabled the Archon's communications and intelligence grid. As the fighting reached Avalon City, they took part in behind-the-scenes assaults that secured more than a score of important sites in and around the city, including the NAIS and the Fox's Den.

In the wake of the war, the survivors banded together and officially reformed their old command as the New Avalon Cavaliers. They have been pursuing a heavy training regimen and are once again rated as one of the most skilled mercenary units in the Inner Sphere.

The Cavaliers' insignia is a broadsword set upon an open book, with the words "Scientia Potentia Est" emblazoned on a ribbon underneath. They employ no standard scheme, but use whatever camo is appropriate to a mission.

Dragoons Rating: Unrated

OFFICERS

Every one of the Cavaliers' members is on the staff at the NAIS, a test pilot for the NAIS or Department of the Quartermaster, or is an AFFS reserve officer. Dr. John Parker, NAIS director of R&D, heads up this unique band of MechWarriors, with William Carruthers, the DQ Chief of Test Pilots and former AFFS colonel, serving as his deputy. Though cut from different bolts of cloth, these two individuals complement each other well, giving the unit the unique leadership style it needs.

TACTICS

The Cavaliers have trained extensively over the past several months with members of the Davion Brigade, allowing its members to easily work in conjunction with any of the AFFS RCTs as readily as they can fight independently.

SUPPORT

The Cavaliers can call upon the impressive technical know-how of the NAIS and the resources of the AFFS DQ, giving them an edge over any other mercenary force in the Inner Sphere. Additionally, Field Marshal Sidney Zweibel, a former affiliate of the mercenaries and current member of the AFFS High Command, has been providing a great deal of assistance from his high position.



New Avalon Cavaliers
Reinforced Regiment/Elite/Fanatical
 CO: Dr. John Parker
 XO: William Carruthers

Every one of the unit's 153 BattleMechs is of recent manufacture, and includes a number of Clan and Inner Sphere

OmniMechs, most equipped with Clantech weapons. Many of the unit's 'Mechs are personally owned by its members, though quite a number are officially "on loan" from the Department of the Quartermaster.



OLSON'S RANGERS



OLSON'S RANGERS: ADAPT OR DIE

The Rangers have typically specialized in reconnaissance. Preferring to support the operations of other commands by deploying in battalion-sized or smaller forces, they have developed a modest reputation as skilled scouts, which has kept their ratings fairly low while they struggled to acquire greater unit consistency. On the plus side, these talented scouts are often recruited by other commands.

Sent to capture Acamar in October of 3066 by Sun-Tzu Liao, Olson's Rangers grounded and quickly dispatched the gathering of smaller mercenary commands charged with defending the planet from pirates. However, before Olson could move on the planet's government, the First Cunningham's Commandos intercepted him, having been sent to Acamar by Duke Hasek, in order to prevent the world from falling into Confederation hands. The veteran Commandos had little difficulty crushing the battle-worn Rangers, who managed to retreat with barely more than a battalion's worth of troops. Worse, Colonel Nicholas Olson himself was captured, and all subsequent attempts by the Rangers to organize a ransom for him have failed.

Many expected Sun-Tzu Liao to disown the Rangers when they returned to Capellan space, but all were surprised when he instead assigned them to guard the Shengli Arms facilities on Victoria. Cynics suggest that he intends to subject this command to the infamous "company store" scheme, pointing out that Shengli Arms ceased recruiting for its own independent security force shortly after Olson's Rangers arrived.

Olson's Rangers always fields their units with camouflage appropriate to their environment. Their parade scheme is a standard camouflage pattern using the Olson family colors: blue, purple and black. The Rangers' insignia is the silhouette of a face in profile with a ranger cap, shielding his eyes from the sun, set on a white disc.

Dragoons Rating: D

OFFICERS

Faced with commanding a force crippled by its greatest defeat, hounded by debt collectors and leading warriors who quit rather than wait out the inevitable, Major Timothy Rain has risen to the occasion. He has kept some semblance of unity in the few survivors, and his enthusiasm has caught on. Indeed, even Shengli Arms appears to be growing less unhappy with its inability to raise a force of its own choosing.

Captain Fiona Schtaffel is a long-time compatriot of Colonel Olson, and has been vocal about making efforts to seek his release. Maintaining the regimental designation and Olson's name seems to have gone some way toward supporting major Rain's assurances that the colonel will be recovered. As the resident recon expert, Schtaffel's accomplishments are impressive, and her ability has increased since she recently obtained enough stealth armor to re-equip her *Wasp*.

TACTICS

The Rangers tended to specialize in reconnaissance missions and still possess an above-average ability in this area. Another traditional tactic they use, referred to as the Purple Mist, involves deploying a large amount of purple smoke rounds from its artillery unit, to disguise maneuvers or retreat.

SUPPORT

Even though a fair amount of the Rangers' technical support crews have moved on after Acamar, they still retain a support rating just shy of 50 percent. They have lacked full DropShip support throughout their history, and Major Rain was forced to sell a *Union* to placate some of the unit's more ardent debt collectors.



Olson's Rangers
Battalion/Regular/Questionable
CO/1st Battalion: Major Timothy Rain

The Rangers field a variety of 'Mechs, though designs from Shengli Arms are beginning to increase in numbers. Rain seems eager to expand his force's defensive abilities with the heavier Shengli designs. Supporters of the Rangers' roots in reconnaissance seem to have taken to the *Duan Gung*. They also look to Captain Schtaffel as their de facto leader. Whether this budding factionalism will lead to more than heated debates about tactics remains to be seen.

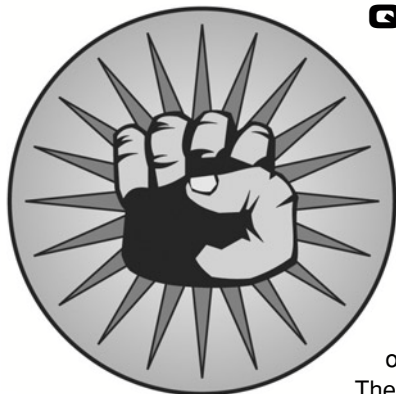


Olson's Archers
Company/Green/Questionable
CO: Captain Shioban Morris

The Archers are the Rangers' support unit, usually tasked with base security and supporting the regiment. Only the Archers survived intact when Cunningham's Commandos devastated the Rangers on Acamar. Their four Thumper artillery pieces have been stationed permanently around the factory complex.



QUINT'S OLYMPIAN GROUNDPOUNDERS: ON THE REBOUND



Descended from a mercenary command known as Quint's Quartet, Quint's Olympian Groundpounders have served their employers with what can best be termed impeccable professionalism. After spending roughly twenty-odd years in the employ of various minor Periphery realms, the Groundpounders signed a contract with the Circinus Federation at the start of the Clan invasion in 3050. At the end of their contract in 3058, the Groundpounders—who had previously expressed a desire to return to the Inner Sphere mercenary market—surprised everyone by signing a new long-term contract with the Circinians instead.

The Marian invasion of 3066 saw the Groundpounders performing garrison duty on the world of Maximillian, where they distinguished themselves in action against the Marians' III Legio Limitanei. The company's CO, Captain Herman Quint, died in combat—the Groundpounders' only combat casualty—leaving his son Hilary to take over command. Following the war's end, the Groundpounders returned to

Diedre's Den to resume their garrison duties, though some reports indicate that this mercenary command renegotiated some points of its contract before doing so.

The Groundpounders currently use a spotted desert camo scheme on their 'Mechs and vehicles. Their insignia is a simplified sketch of a red fist set on a royal-blue starburst, an insignia painted on the outside right shoulders and upper left legs of the command's BattleMechs.

Dragoons Rating: C+

OFFICERS

Since taking over after his father's death, Captain Hilary Quint has done his best to carry on the family tradition of impeccably professional service to his force's employers. In addition, Captain Quint has apparently taken the recent change in Circinian leadership as an opportunity to renegotiate the terms of his contract, with an eye toward upgrading his aging forces. A recent influx of new technology in the Groundpounders' ranks indicates that he has been at least partially successful.

TACTICS

The Groundpounders compensate for their small size by relying on their recon forces to scout for the best combat terrain and provide warnings of enemy ambushes. Their preferred tactics involve working in limiting terrain with cover, allowing them to safely close with enemy units. The 'Mech support lance—currently including two upgraded *Archers*—generally takes the higher ground to provide overwatch and missile support, while the Saladins of Quint's Armored Cavalry seek out defensible ambush positions to surprise unwary 'Mechs.

SUPPORT

Captain Quint has done an excellent job of developing the Groundpounders' technical staff. Already, the Groundpounders employ enough techs to meet 80 percent of their required weekly maintenance. The mercenaries have two *Leopard*-class DropShips and no JumpShip assets; Quint is rumored to be negotiating for a third DropShip from his employers in order to have full transport capability.



Quint's Olympian Groundpounders

Company/Veteran/Reliable

CO: Captain Hilary Quint

XO: Captain Markus Naslund

The Groundpounders are organized in a fairly straightforward manner: a recon lance of light and faster medium 'Mechs, a support lance rated as heavy, and a combined command/fire lance of heavy and assault-class 'Mechs (including an advanced-tech *Atlas*). Once light on new technology compared to other units of their size, the Groundpounders have seen a gradual increase in upgrade kits since the end of the recent fighting.



Quint's Armored Cavalry

Platoon/Veteran/Reliable

Armor Cmdr: Lieutenant Todd Bertuzzi



Quint's Security Division

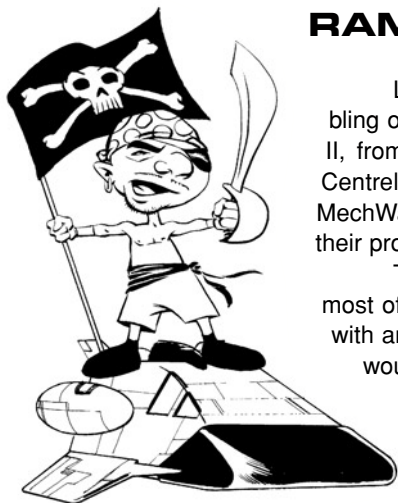
2 Squads/Regular/Reliable

Infantry Cmdr: Sergeant Brendan Morrison

The heavy infantry of Quint's Security Division normally carry laser rifles when assigned to a security detail, but they are equally proficient with the SRM packs they carry on the battlefield. Recent acquisitions by this force include three man-pack PPCs and a Thunderstroke Gauss rifle, which the troopers use to cover the withdrawal of the Saladins from a tight situation.



RAMILIE'S RAIDERS



RAMILIE'S RAIDERS: A NEW HORIZON

Long considered a virtual House unit for the Magistracy of Canopus, observers first noticed a crumbling of that relationship more than five years ago, when Nicholas Ramilie took his son, Newton Ramilie II, from the boy's mother's palace. In the matriarchal Magistracy, Newton II, son of Magestrix Emma Centrella, stood little chance of ever becoming a major political influence, but was already a promising MechWarrior. The Raiders felt the time was coming for them to move on to the Inner Sphere and improve their profit margin.

The Magistracy was loath to lose an elite unit so well equipped by Periphery standards, but while most of the senior staff seemed resigned to the Raiders' departure, Senior General Hadji Doru came up with an idea. Rather than trying to find a replacement to make up for the loss in defense, the Magistracy would use the end of the Raiders' contract to make the realm's enemies less able to take advantage of the situation. Taking a page from Alessandro Steiner's tactical book, Doru sent the Raiders on a deep raid into the territory of the most menacing Magistracy foe, the Marian Hegemony. Both parties saw it as a win-win situation—the Canopians thought to gain greater security and the Raiders to add to their luster on the mercenary market. Sadly, the Raiders lost their aerospace support, as that force chose to remain in the realm where its members had grown up.

After several successful raids, the Raiders' final goal was Illyria. They landed to find the Hegemony forces—the experienced Second Legio—ready for them. The Marians used the planetary capital as a rear defense and their lighter Second Cohort cornered them long enough to allow the other Marian forces to crush the mercenaries. Thanks to the Raiders' greater skill, some of the force managed to hold off the Hegemony troops as their lone *Overlord* took off with half the command and hopped into the middle of the capital's coliseum. Quickly re-deploying, the Raiders hit the Legio command center and forced the enemy to pull back in disarray. The forces in the city hit the lighter Cohort hard, scattering them as the remainder of the Raiders broke through the chaotic Hegemony lines to link up at the planet's repair and refit station. With plenty of parts, the Raiders whisked themselves off-world, ready to head toward greater fortune, flush with success and better equipped than ever before.

When they tried to enter the Free Worlds League on the way to Outreach, however, the League refused them entrance based on accusations of piracy. Skirting Marik space, the Raiders tried to cut through the Capellan Confederation, but old grudges and new allegations made them wary. Their funds running low, the mercenaries managed to land on Detroit just as the former New Colony Region was forging a new identity for itself as the Fronc Reaches. The Raiders quickly dispatched agents to clear up the dreadful accusations made against them and attempt to find a new employer.

The Raiders use a dark red color scheme with black striping. The unit insignia is a pirate riding atop Leopard-class DropShip; it is painted on the torsos of the unit's BattleMechs and the fuselages of its aerospace fighters.

Dragoons Rating: F

OFFICERS

The Ramilie family continues to lead this command, with Newton on the rise. Some of the Raiders' older members grumble that the *Lao Hu* 3C Newton's sister Naomi gave him is the real source of his success on the battlefield.

TACTICS

The Raiders still like to split their first battalion and use their trident formation, grinding the enemy with their assault battalion while flanking with the rest.

SUPPORT

Thanks to a JumpShip stolen from the Confederation almost 50 years ago, the unit can transport itself without employer assistance. Though currently blessed with excess materiel, the Raiders have only 50 percent of the technical staff they need.



Ramilie's Raiders

2 Battalions/Elite/Reliable

CO: Colonel Newton Ramilie

1st Battalion: Major Paul Florey

2nd Battalion: Major Nicholas Ramilie

Colonel Ramilie's command company often attaches itself to the balanced First Battalion. Second Battalion is an assault force, with few medium 'Mechs and no light machines.



ROMANOV'S CRUSADERS: HONOR AND MERCY

In 3055, Thomas Marik sponsored an independent command for MechWarriors of foreign nationality who had attempted to join the Knights of the Inner Sphere, thereby creating Romanov's Crusaders. As each of their members swore personal fealty to Thomas Marik, and received enormous support from the Captain-General in return, charges of nepotism created considerable political friction throughout the force's inception.

Despite this, the Crusaders have grown since their formation, and the multicultural command now contains members from across the Inner Sphere. Sir Krispin Romanov, dedicated to the same ideals of chivalry as the Knights, has forged this diversity into a strength, encouraging each member to remain an individual while still demanding strict discipline on the battlefield.

Each potential Crusader must first perform a quest before joining. The quest's exact nature is never defined; members are simply sent on their way, instructed not to return until they think they have fulfilled their task. Thus, the Crusaders' insignia has appeared in almost every corner of known space, from the New Colony Region to the Marian Hegemony to the Outworlds Alliance. Usually a welcome sight, especially in the Periphery, these questing Crusader potentials enhance the reputation of this unusual command, even if they never become members themselves.

The Crusaders' color scheme is dull silver with gold trim. Their regimental insignia, painted over the "heart" of each 'Mech, is a medieval knight on a white charger, brandishing a sword of light and set on a green and blue shield.

Dragoons Rating: B

OFFICERS

Krispin Romanov's gruff and direct nature continues to help maintain unity within the Crusaders, and every Crusader has no doubt that Romanov treats him or her without prejudice or bias, so long as the soldier's performance and behavior within the command remains exemplary.

Executive officer Major Rynn Johansson is the Crusaders' current Champion, an impressive accomplishment since Johansson suffers under the burden of several prosthetic implants, and the League-spawned social stigma that comes with them.

Major Hiro Watanabi is unique even in a collection of mavericks. So far, he is the only Crusader to have been sent on a quest three consecutive times, and was only declared successful when he returned with a new member. Despite this, Watanabi has quickly risen through the ranks, and is considered by many to be the Crusaders' best strategic mind.

MechWarrior Josef Posavatz, Watanabi's "recruit", arrived with his *Thug* at the end of Watanabi's final quest. Posavatz is quickly proving himself to be one of the Crusaders' best MechWarriors. As one of the Unbound, he often departs the command for lengthy periods, presumably undertaking new quests, though rumors suggest he is preparing to challenge the current Crusaders' Champion.

TACTICS

Excelling at individual combat, the Crusaders are renowned duelists, and follow an archaic code of honor that reminds many of the Clans' warrior ethics. This individualism causes the Crusaders to perform poorly as a force, however. Aware of this flaw, the Crusaders' officers have so far successfully minimized its consequences by fighting as few large-scale engagements as possible.

SUPPORT

The Crusaders own no transportation assets, and Romanov insists that all of their support must come on a volunteer basis. As a result, the Crusaders only have sufficient auxiliary DropShip support to transport less than half their total force. A *Star Lord* JumpShip, harkening from the Deep Periphery, has also joined the Crusaders' ranks.

The technical support situation has degraded since the Crusaders' birth, unfortunately, and at present, only half this command sees its regular maintenance at any given time.



Romanov's Crusaders

Reinforced Regiment/Regular/Fanatical

CO/1st Battalion: Colonel Sir Krispin Romanov

XO: Major Rynn Johansson

2nd Battalion: Major Miaka Tanahome

3rd Battalion: Major Miranda McPherson

4th Battalion: Major Hiro Watanabi

The Crusaders field BattleMechs from every known corner of the universe, though Free Worlds designs remain a small majority. Additionally, members who complete their quests are often given the opportunity to upgrade their 'Mechs. Many choose to add hatchets or swords.



RUBINSKY'S LIGHT HORSE



RUBINSKY'S LIGHT HORSE: GREGOR'S LEGACY

Captain Gregor Rubinsky (retired AFFC) formed the Light Horse in 3035 from retired and semi-retired veteran MechWarriors on his homeworld of Tikonov, and the nearby worlds of Tigress and New Hessen. They served as part of Earthwerks' security force, before joining Khorsakhov's Cossacks in 3038. The two merged commands' similar fighting styles and common hatred of Romano Liao and her offspring made them a perfect fit, and just one month later, the Cossacks signed a contract with the St. Ives Compact. This move placed both units in close proximity to act against Sun-Tzu Liao, where they remained for the next twenty-five years.

In 3040, the Light Horse was on Indicass when the Second Capellan Reserve Cavalry landed to destroy the new Ceres Metals plant there. The mercenaries engaged the Capellans in the Shoo-in Valley, even as the Second forced its way into the capital city, without any regard for civilian casualties. The Light Horse fought back with cavalry charges, and ultimately drove off the Capellans, but though the Ceres plant remained untouched, thousands of civilians lay dead.

Marko Rubinsky, an ardent supporter of St. Ives' Duchess Candace Liao, assumed command when his father died in 3046, and oversaw the Light Horse regiment's upgrades, and the training of the second battalion of the SIMC's Second St. Ives Lancers, a force commanded by Major Cassandra Liao. During this time, Cassandra and Captain Tamas Rubinsky—Marko's son—formed a lasting relationship, that endured even through the horrors of the Capellan-St. Ives War, and the "Black May" nerve gas attack on Indicass that prematurely ended

Tamas' MechWarrior career. Though he has since received treatment at the renowned NAIS medical center, Marko's prognosis remains questionable. Throughout the ordeal, Cassandra has never left his side.

After the war, Rubinsky's Light Horse stayed with the St. Ives Commonality after receiving a contract to personally serve Duchess Liao and her family, but Khorsakhov's Cossacks did not, and the two mercenary commands separated once again. In May of this year, the Light Horse did not renew its Compact contract for reasons still unknown, but left on good terms, Cassandra Liao departing with the mercenaries. Once they were free, the Lyran Alliance promptly signed them, placing them on the recently reclaimed Jade Falcon border world of Blackjack. Colonel Rubinsky has drilled his troops on countering the Jade Falcons' battlefield tactics ever since.

The Light Horse paints its machines blood red. To distinguish from the Khorsakhov's Cossacks, their insignia has been modified to that of a simple Cossack horseman.

Dragoons Rating: A

OFFICERS

Colonel Marko Rubinsky's strong will and unwavering strength of character has kept the Light Horse together throughout its darkest days. With Tamas incapable of piloting a 'Mech, Lt. Colonel Li Tran is next in line to take command. Cassandra Liao was given command of First Battalion, allowing Rubinsky to form a regimental command company.

TACTICS

The Light Horse has perfected the old-fashioned cavalry tactic of charging forward and then wheeling off to one side before regrouping and repeating the maneuver. Lighter 'Mechs charge up front to intimidate the enemy while the rear machines provide concentrated fire support. In open spaces, the Light Horse have proven deadly to any foe arrayed against them.

SUPPORT

The Light Horse has sufficient technical support to provide necessary maintenance and refit needs. They currently lack the support to keep machines operational during extended combat, a flaw being addressed by the command.



**Rubinsky's Light Horse
Regiment/Elite/Reliable**

CO: Colonel Marko Rubinsky

1st Battalion: Major Cassandra Liao

2nd Battalion: Major Pietr Borz

XO/3rd Battalion: Lt. Colonel Raymond Li Tran

Since the war, the regiment's medium and heavy 'Mechs have slowly been upgraded with newer technologies or replaced with newer 'Mechs, for a 50 percent overall upgrade rating. The regiment still favors hard-hitting machines of lighter weight; they

have acquired many newer Davion-built *Phoenix Hawks* and *Shadow Hawks*.



**Breskin's Pegasii
Wing/Elite/Reliable**

Wing Cmdr: Major Stanislaus Breskin

After the Capellan-St. Ives War, Major Breskin finally brought his wing to full strength by recruiting veterans of the recent fighting. The wing is 70 percent upgraded with new technologies.



SCREAMING EAGLES: SOILED HONOR

Comprised of remnants from the Star League's 250th BattleMech Division, the Screaming Eagles became mercenaries after the League's fall. By the end of the Second Succession War tremendous losses had reduced this command to two BattleMech regiments, yet they continued to serve House Davion honorably for the next two centuries. In 3028, the Eagles took part in Operations Rat and Riposte, engaging Capellan forces on several worlds, but it was in the bloody fighting for New Canton, that their illustrious history was forever tarnished. After a long and frustrating chase, the Eagles' First Brigade trapped the Fourth Confederation Reserve Cavalry at a destroyed bridge over the Canton River. Though the Capellans ultimately surrendered, Colonel Opson Mathis, furious after the long pursuit, ordered the Liao warriors welded inside the cockpits of their disabled 'Mechs and pushed into the raging river, an act that murdered two dozen warriors. Mathis was cashiered and the Eagles expelled from Davion service, their reputation soiled.

By 3053, the Screaming Eagles found themselves under a long-term defense contract with the Magistracy of Canopus, and were among the troops loaned to the support of Confederation operations near the Chaos March in 3059. While fulfilling this contract, the Second Brigade was ambushed by the Word of Blake's elite First Division on Epsilon Eridani. The assault all but shattered the Second, whose survivors retreated to Kaifeng, where the Capellans refused them landing rights. The Second was forced to retreat again, this time to Outreach, prompting the First Eagles to abandon their garrison in support of their decimated comrades. In the midst of the shuffle, the truth of the Blakist attack came to light, exposing a decade-long spy game undertaken by the Second Brigade in secret alliance with House Davion. Charged with contract breach for abandoning their posts and spying for a foreign power, the Eagles were expelled from Canopian service, leaving their commander, Tam Lafayette, little choice but to fold her surviving units Second Brigade units into the First and depart for Davion space, ironically the only realm that would now accept the discredited command. James Sandoval, Duke of the Draconis March, hired the Eagles and assigned them to garrison Kilbourne against any overly adventurous Outworlds Alliance units and pirates, a posting that largely kept the regiment out of the FedCom Civil War.

The Eagles use the Star League's original colors on all their machines. Their insignia is a diving eagle set on a blue-green background.
Dragoons Rating: B-

OFFICERS

Colonel Tam Lafayette assumed command when her father Samuel "Buck" Lafayette retired in 3060. Though adept in combined-arms tactics, she lacks corresponding strategic skills. Fortunately, the strategic genius of Lt. Colonel Chris Lewis makes up for that. Together they have brought esprit de corps back to the command.

TACTICS

The Eagles prefer combined-arms operations supported by armor and infantry, followed by artillery. Their heavy aerospace force uses guided Arrow IVs in conjunction with their infantry TAG forces to devastating effect.

SUPPORT

The Eagles barely have enough technical support for the entire command after the debacle on Epsilon Eridani, and are rated at 75 percent. The command has enough DropShips and JumpShips now to move the entire command.



Screaming Eagles

Reinforced Regiment/Veteran/Reliable

CO: Colonel Tam Lafayette

XO/1st Battalion: Lt. Colonel Chris Lewis

2nd Battalion: Major Alexander Cohen

3rd Battalion: Major Louis Chasteen

4th Battalion: Major Tu Faes D'Lihar

The regiment deploys mostly medium 'Mechs, though each battalion has a company of heavy and assault 'Mechs as well. The regiment is fully upgraded with Star League technology with some OmniMechs sprinkled throughout. The regiment has battalion command lances, plus a regimental command company.



77th Heavy Armor

Reinforced Regiment/Veteran/Reliable

Armor Cmdr: Lt. Colonel Roger Durling

The Seventy-seventh Heavy Armor is the last remaining force from the original armor command assigned to the Star League's 555th Honor Guard Brigade, and now includes elements from the decimated Fifty-second Battalion, formerly of the Second Brigade. The Seventy-seventh is equipped with heavy tracked and wheeled tanks, including a company of mobile artillery. Folded into this command were the remaining two infantry battalions specializing in parachute assault. Each battalion has one platoon of standard Inner sphere battle armor.



SIMONSON'S CUTTHROATS



SIMONSON'S CUTTHROATS: RELUCTANT RENEGADES

Simonson's Cutthroats descend from McGee's Cutthroats, a mercenary command that rose from the remains of a smashed Marik BattleMech regiment, and served the Draconis Combine with distinction for the better part of a century. McGee's Cutthroats made history during a routine raid against Alexandria in 2953, inadvertently initiating one of the biggest single campaigns of the Third Succession War by calling in DCMS reinforcements to battle the Lyran garrison. Over the years, the Cutthroats' service to the Dragon was considered so valuable that they were among one of the Combine's highest paid and best equipped hired guns.

But times and fortunes change. In 3028, rising Kurita anti-mercenary sentiment led to the end of the Cutthroats' longstanding service when then-Colonel Andrew McGee was deposed by his executive officer, Matthew Simonson, in a short but brutal power struggle. Once in command, Simonson invoked the regiment's early escape clause and withdrew with his loyal troops to Galatea for repairs, recruits and a new employer.

In the years that followed, Simonson's Cutthroats recovered under a FedCom contract, serving in garrison roles on the Kurita border. When the Clans appeared, then-commander Jeri Simonson balked at taking on any missions against the seemingly unstoppable invaders, and led his Cutthroats into the Periphery in 3051, where they survived by taking several contracts for the likes of the Marian Hegemony and Circinus Federation.

In 3056, the Cutthroats, under a Circinian contract, came across the bandit leader Hopper Morrison and his Extractors. In the ensuing battle, more than two Cutthroats battalions were shattered, and many of the command were captured or killed by the bandits. Among the dead was Colonel Jeri Simonson, leaving his son, Victor, to lead the survivors and retreat deeper into the Periphery, vowing revenge. The Cutthroats vanished for almost five years.

In 3061, they reappeared on the Chaos March world of Fletcher, with a total force of two battered, short-handed 'Mech battalions, and were contracted almost immediately by the Word of Blake to serve as additional garrison forces on Terra. Since signing with the Word of Blake, the Cutthroats have grown almost to their 3055 size, with equipment apparently provided by the Blakists.

The Cutthroats' insignia is a skull wearing a gas mask, set against a pair of crossbones on a circular gray field. Their color scheme is flat gray with black and blue highlights.

Dragoons Rating: D-

OFFICERS

Colonel Victor Simonson is a bitter man who continues to grow more isolated from his subordinates in his all-consuming desire for vengeance against Morrison's Extractors.

Syrstad himself is a soft-spoken, gentlemanly officer with excellent administrative and leadership qualities. Many rumors name him the next successor to command should anything happen to Simonson. However, Syrstad's combat skills are lackluster at best.

TACTICS

Because of their commander's singular dedication to one day destroying the Extractors, who at last count numbered almost two regiments in size and prefer open-field engagements, the Cutthroats constantly train in guerrilla warfare tactics. Elements of this regiment are well versed in flanking maneuvers, the use of stealth and in setting up ambushes, particularly in built-up terrain such as cities and woodlands, and under cover of night.

SUPPORT

The Cutthroats currently lack sufficient technical support to maintain all of the regiment's equipment, though at present their needs are supplemented by Word of Blake "technical liaisons" who help keep most of their newer machines running. For transport, the Cutthroats rely on two old-model *Overlord* DropShips and an aging *Invader*-class JumpShip. A third *Overlord*, supplied by the Word of Blake as part of the sign-on deal, gives the mercenaries just enough capacity to transport their total 'Mech force.



Simonson's Cutthroats

Regiment/Regular/Questionable

CO: Colonel Victor Simonson

XO/1st Battalion: Major Lars Syrstad

2nd Battalion: Major Anthony Alicea

3rd Battalion: Major Timothy Iroquois

Though the Cutthroats' BattleMech forces remain slightly understrength—Third Battalion is short by half a company—more than half of the command incorporates Star League-era technology, much of it provided by the Blakists. Many of these upgraded designs, however, are merely retrofits of classic models such as the *Phoenix Hawks*, *Thunderbolts* and *Locusts*.



SMITHSON'S CHINESE BANDITS: ON THE ROPES

Once a pillar of the mercenary community, with two whole regiments and various support units, Smithson's Chinese Bandits were reduced to little more than a pair of wounded battalions going into the FedCom Civil War. This mercenary command has seen its share of ups and downs, even surviving a lawsuit by the "Friends of Cultural Heritage" who tried to force a name change upon it. Then came the FedCom Civil War and the battle for Small World. Outnumbered and attempting to cover too many positions at once, the Bandits were crushed by Archon Katherine's loyalists, and came a hair's breadth away from complete destruction.

Yet just as the command's tombstone was being etched, Captain Antoine Lavoisier managed a minor miracle of sorts. Using the blizzard they were fighting in as cover, he led his pursuers in a roundabout chase back to the remnants of one of the Bandits' battalions. Convinced that the unit was destroyed, and in no hurry to count machines and bodies in the arctic chill, Lavoisier managed to lead most of his company and a few other stragglers to a nearby cave system. From there they hoped to form a resistance, and hung on until pro-Victor forces arrived to crush the opposition just two weeks later. Upon her liberation, Colonel Ada Gubser was relieved to find some of her command had survived the debacle, and together with the assistance of the other mercenaries who had helped tip the battle for Small World from the brink of defeat, gathered enough supplies and DropShips for the Bandits to limp back to Outreach and regroup.

Rebuilding in a time when virtually everyone was doing the same proved more difficult than expected, and even attempting to sell off one of their *Overlords* to stockpile 'Mechs, parts, and personnel, proved difficult. Colonel Gubser has, however, had some success generating revenue by charging transport fees for passage on some of her Bandits' surplus DropShips, but troop-running is hardly the business of a mercenary command. Major Lavoisier has lobbied for high risk/high reward missions as a go-for-broke approach, but as yet Gubser has been reluctant to look at anything with certain combat duty.

The Bandits employ a green with gold striping color scheme for their machines. Their famous, three-circles insignia is painted on the upper left legs and right shoulders of all Bandit 'Mechs.

Dragoons Rating: C

OFFICERS

Colonel Ada Gubser has rebuilt the Bandits before, but after returning from being held prisoner she appears gun-shy and lacking in confidence. While what little of the command staff that remains still trusts her ability to lead them, a growing minority is starting to talk of asking her to step down in favor of Major Lavoisier. For his part, Lavoisier has so far deferred to Colonel Gubser's greater experience, noting that while the troops may recognize his brilliant tactical ability, his strategic and fiscal abilities remain untested.

TACTICS

The remaining Bandits still have expertise in jungle and woodland warfare and have managed to spend some time in the Dragoons simulators honing this specialty. Gubser and Lavoisier hope to use it as a key advantage in the future.

SUPPORT

The Bandits excel in technical support. With enough support staff to maintain almost two battalions, Gubser furloughed many technicians but still claims a support rating of more than 200 percent.

Transportation is another of the Bandits' strengths, with the mercenaries claiming three *Overlord* DropShips, that can transport the entire force five times over. Gubser has been looking to use this capacity as a bargaining chip during contract negotiations, offering to provide intrastellar transportation for other forces accompanying the given mission.



Smithson's Chinese Bandits
Reinforced Company/Veteran/Questionable
 CO: Colonel Ada Gubser
 XO: Major Antoine Lavoisier

After the dust settled, the 'Mechs that survived Small World were all upgraded designs, all but two having XL engines. The Bandits currently operate with Gubser running a command lance while Lavoisier has direct command of the full company. They allocate their various units as needed, occasionally splitting the force into two equal groups.



Air Bandits
2 Lances/Veteran/Reliable
 Wing Cmdr: Captain James Stillwell

All of the Bandits' air assets survived Small World, having been unable to assist in the arctic battles and unwilling to attack with no ground support. The Bandits' fighters are all heavy fighters that have been upgraded.



SNORD'S IRREGULARS



SNORD'S IRREGULARS: NEW BLOOD

Ever since Cranston Snord split off from Wolf's Dragoons in 3006, an air of romance and mystery has surrounded the Irregulars. Tales of their scavenger mentality and quirky behavior captured the popular imagination even before the revelation of their founder's Clan origins. Their record of successes against the odds—no matter how unusual the methods—further solidified the Irregulars' reputation, in particular their clashes with Clan Jade Falcon in the early 3050s which led to the formation of "Clan Snord." Arguably, their greatest success was the capture of Camelot Command, a Star League-era naval facility that they placed under the jurisdiction of the Federated Commonwealth and later the Lyran Alliance. Camelot became the Irregulars' base of operations for numerous raids against the Jade Falcons, but after the brutal clashes of the Refusal War, the Alliance felt the facility was too exposed to Clan predation and scaled back its operations. Shortly before the outbreak of the FedCom Civil War, the Irregulars left the base in the hands of a skeleton Alliance staff and relocated to Skye Province, arriving on Odessa in mid-January 3063. Colonel Rhonda Snord refused to be drawn into the civil war but agreed to safeguard Lyran interests against outside aggression. She got more than she bargained for.

Betrayed by Alliance representatives as part of a dispute with a third-party force, Archer's Avengers, the Irregulars found themselves involved in a war they did not expect and bereft of their key leadership. Major "Shorty" Sneed died in an ambush and Colonel Snord herself was badly hurt, leaving command of the regiment in the hands of her adopted daughter, Natasha. Eventually, however, the deception wrought on the Irregulars and the Avengers came to light and the two commands agreed to end hostilities. Colonel Snord, recovering from her injuries, retired from direct command of the Irregulars and confirmed her daughter as regimental CO, instead managing the Irregulars' legal action against the Alliance and Wolverton's Highlanders. She planned to join her father at the Snord landholding on Clinton, but fate intervened once more.

When the Falcons attacked the Alliance again, the Irregulars were among the units that moved against them. Rhonda Snord, with more than a decade's experience of what she liked to call "budgie baiting," resumed command of the Irregulars with her daughter's blessing. They bloodied the 124th Striker Cluster on Rasalgethi but then found themselves facing almost an entire Falcon Galaxy and decided discretion was the better part of valor. Rhonda could not, however, resist tweaking the Falcons' noses and petitioned Adam Steiner to include the Irregulars in the Blair Athol garrison.

The Irregulars' insignia is a buffalo quarter from the defunct United States of America on ancient Terra; the Irregulars have no standard paint scheme.

Dragoons Rating: A

OFFICERS

Though Rhonda Snord officially stood down as commander of the Irregulars in 3063, she remains intimately involved in the unit's political affairs and administration, freeing Tasha Snord to handle the frequent clashes with Jade Falcon forces. The colonel calls this her "Morgan Kell" phase and promises (smirking) to be as hands-off a commander as her father was before he retired to Clinton permanently. Tasha Snord groans at this, knowing her grandfather continued to pilot 'Mechs into his late 70s—her mother is only 67 and still an active MechWarrior.

TACTICS

The Irregulars have turned their unpredictability into a virtue, acting in ways their opponents do not expect and thus cannot easily counter. Furthermore, this erratic behavior leads enemies to underestimate them and the Snords give few opponents the opportunity for a rematch.

SUPPORT

The battle at Camelot Command left the Irregulars in possession of several Clantech DropShips that they have retrofitted to meet their needs. Together with several older DropShips and their own JumpShip, *Harrier*, the Irregulars can transport their full complement of troops and support services to wherever their contracts require. Their support personnel are likewise top-notch, including many former Clansmen captured at Camelot Command and in later engagements, who regard service with "Clan Snord" as a great honor.



Snord's Irregulars

2 Battalions/Elite/Fanatical

CO: Colonel Rhonda Snord

XO/Lieutenant-Colonel Tasha Snord

The beating they suffered on Odessa has left the Irregulars understrength, but they remain among the best-equipped mercenary forces, with almost half their 'Mechs and vehicles using Clan technology. The Irregulars possess only a small quantity of battle armor, the majority of it Clan designs piloted by Elementals.



STALWART SUPPORT: CONVENTIONAL WARFARE

When Harry Sanders initially founded Stalwart Support, he did not expect his command to see much combat. Relying on advertising to land lucrative low-risk missions, his target markets were nobles and governments who desired security forces for peace of mind but could not afford armored units. All began according to plan, with Sanders landing several easy security assignments for small independent factions.

Upon the formation of the Chaos March, Sanders landed a contract with the new Saiph Triumvirate. As Count Balantine was consolidating his power on Saiph and Tall Trees, he needed more soldiers to act as police around the cities and ports of his homeworld. The price was right, so Sanders eagerly took the contract.

Now, more than a decade later, Stalwart Support is still working for the dysfunctional Triumvirate, fighting the same guerrillas throughout the systems of this tiny empire. Despite the mercenaries' effectiveness, the supply of guerrillas and equipment seems inexhaustible, prompting the frustrated Sanders to regularly increase his prices in reflection of his growing displeasure for anti-guerrilla operations. Recently, Count Balantine has been working with the Word of Blake, and while they have provided valuable advice and new equipment to the infantry unit, Sanders has become nervous about the quirky nature of the Blakist agents; the recent arrival of Dismal Disinherited, who seem oblivious to the existence of a Level III Blake unit hiding on New Canton, has only exacerbated the situation.

Stalwart Support's Insignia is a silhouetted rifleman set on a gunmetal gray shield, riveted around the edges. The Insignia is worn on a sleeve patch or painted on the unit's vehicles.

Dragoons Rating: B+

OFFICERS

Colonel Sanders has left much of the heavy work to his subordinates, content to handle contract negotiations and act as liaison with other units on New Canton. Though not as fit as he once was, Sanders' imposing figure still intimidates many of those around him. He easily asserts his authority in the field and when haggling with the unit's contacts for equipment. Publicly claiming to be tired of the incompetence of Count Balantine's bureaucracy, Sanders raised his terms for contract renewal to a level Balantine does not seem inclined to accept; the count has sent agents to Outreach to negotiate on more reasonable terms.

TACTICS

After more than a decade of battling guerrillas, Stalwart Support has become expert at fighting in cluttered terrain. Equipped with artillery and air support that their opponents lack, the mercenaries have put these advantages to good use. While their motorized and jump infantry pin down enemy units, conventional fighters and artillery bombard the enemy positions. Should the guerrillas try withdrawing, they run into the kill box of the Black Ops and VTOLs. Stalwart Support has become so adept at artillery spotting that its soldiers regularly call for artillery even in urban environments. Near-pinpoint accuracy has kept collateral damage to a minimum, increasing the regiment's reputation for skill in this area.

SUPPORT

Being an infantry regiment without much armor, Stalwart Support can maintain all of its equipment and (for a fee) equipment owned by a paying customer or friendly mercenary command. The regiment's *Condor* DropShip was upgraded to a more advanced version with the profits from contract extensions in 3065, and Sanders has begun shopping around for another vessel to purchase upon signing on with his next employer. Sanders has shown interest in acquiring battle armor to add firepower to his heavy infantry platoons.



Stalwart Support

Regiment/Veteran/Reliable

CO: Colonel Harry Sanders

1st Battalion: Major Kelly Fitzpatrick

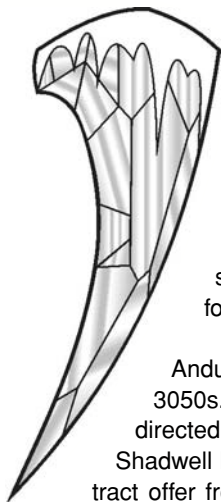
XO/2nd Battalion: Lt. Colonel Wu Tsen Lo

3rd Battalion: Major David Johnson

Lieutenant Colonel Lo has taken over control of the regiment's day-to-day operations, since he provided the cash to acquire the new weapons and experienced recruits. Because the command's ongoing counter-insurgency operations have resulted in low casualties, decent profits, and high recruitment over

time, all standard infantry platoons have upgraded their squads to carry machine guns for greater combat effectiveness. Other platoons have remained the same, though Kilo, Foxtrot and Charlie companies have taken the brunt of the casualties in the fighting and have been disbanded and rebuilt several times over.

Recently, Colonel Sanders acquired man-portable LRM launchers and target acquisition lasers, which are spread equally throughout the regiment. No single platoon has enough to make a significant impact on overall battlefield tactics, and the launchers are used solely to suppress enemy positions until the artillery and air support arrive. TAG is deployed on a day-to-day basis depending on operational needs.



TOOTH OF YMIR: SLEEPING GIANTS

Blaming the incompetence of Lyran “social generals” for the destruction of his command by Marik troops in 2929, Hauptmann Simon Heller resigned his commission and founded his own mercenary command: the Tooth of Ymir. Though largely successful for close to a century, while serving House Kurita in the Fourth Succession War, the Tooth was forced off Wheel by the First Narhal Raiders and Hansen’s Roughriders. Takashi Kurita’s infamous “Death to Mercenaries” order later on persuaded the mercenaries to leave the Combine, however, and they were drawn to the Free Worlds League’s breakaway Duchy of Andurien soon afterward. The ten-year War of Andurien Secession saw the Tooth fighting both Capellan and League forces, and the mercenaries performed well until Colonel Davis Heller’s heroic death in the defense of Xanthe III.

Susan Shadwell, Heller’s successor, did not like the direction the war was taking, and declined to extend the Andurien contract. Instead, the Tooth headed into the Capellan Confederation, and remained there well into the 3050s. Serving in the 3057 Marik-Liao assault on the Sarna March alongside Stapleton’s Grenadiers, the Tooth was directed to capture Sarna. Outnumbered by the planet’s defenders after the Grenadiers abandoned them, Colonel Shadwell had no choice but to surrender. Caught in the middle of the newborn Chaos March, the Tooth accepted a contract offer from the government of the newly declared Sarna Supremacy, and was immediately dispatched to “liberate” Sakhalin from the Kingston’s Legionnaires.

The collapse of the Supremacy a few years later forced the Tooth to move on, but the Chaos March continued to be its primary source for work. Wolf’s Dragoons, having recently aided Duke Abraham of Epsilon Indi, hired the Tooth in 3059 to restore the balance of power on that world. Since then, the Tooth has clashed many times with the Langendorf Lancers and their allies, the Capellan-sponsored Epsilon Indi Freedom Brigade.

Tooth of Ymir ‘Mechs and vehicles use appropriate camouflage, but the head and shoulders or turrets are painted to give a frosted appearance. The Tooth’s insignia is a single canine tooth carved from ice.

Dragoons Rating: B

OFFICERS

As senior battalion commander, then-Major Susan Brownell Shadwell assumed command of the Tooth toward the end of the War of Andurien Secession. While her tactics could hardly be called inspired, Colonel Shadwell has an excellent eye for terrain.

Major Ivan Petrov is a man of seemingly inexhaustible patience. He is perfectly happy to hold his battalion in position for weeks or months if necessary, grinding away at any enemy foolish enough to directly assault his expertly positioned defenses. To take advantage of this tactic, the Tooth’s only assault ‘Mechs have been placed under his command.

TACTICS

The Tooth of Ymir is especially effective when assuming a defensive posture. Its MechWarriors are expert at using any terrain to their advantage, and armor crews deploy in hull-down positions or use indirect fire tactics. Only once an enemy has worn itself out with fruitless assaults does the Tooth take the initiative to deliver a killing blow with their massed ‘Mechs and armor.

SUPPORT

Lacking JumpShips, DropShips and aerospace fighters, the Tooth depends on employers for supply, transport and air cover. With technical support only capable of meeting 80 percent of their requirements, the regiment’s strength is slowly being eroded.



Tooth of Ymir

Regiment/ Veteran/Reliable

CO: Colonel Susan Brownell Shadwell

1st Battalion: Major Alexander Barcalow

2nd Battalion: Major Ivan Petrov

3rd Battalion: Major Elizabeth Flores

Heavy BattleMechs, many of them advanced Marik and Liao designs, dominate the Tooth’s ranks, though the First and Third Battalions each include a lance or two of older light and medium machines. The Tooth’s only assault ‘Mechs incorporate advanced technology and form a formidable company under Major Petrov’s command.



Ymir Armored Fangs

Regiment/Veteran/Reliable

Armor Cmdr: Lt. Colonel Melora Rabin

Originally the Eighteenth Shiro III Armored Brigade, this heavy militia regiment—complete with a company of Sniper artillery units—joined the Tooth after Davis Heller’s heroic stand saved them from annihilation under the guns of Duncan Marik’s assault ‘Mechs. With the tide of war turning, the tankers decided not to stay and face Free Worlds justice.



VANDELAY'S VALKYRIES: REBUILDING...



Sometimes bad things happen to good people. Long a mainstay of the Taurian Concordat, Vandelay's Valkyries were a strong and stable command, nearing the point of being able to pick and choose their contracts. Thanks to the Trinity Alliance, they had even begun to incorporate upgraded hardware, courtesy of the Capellan Confederation, when disaster struck.

While operating in support of Confederation actions in the St. Ives Compact, Colonel Faith Vandelay and her entire command company were wiped when Compact fighters intercepted and destroyed their inbound DropShip over Texlos. Decapitated, the Valkyries were demoralized before they even reached their landing zone, and strong counterattacks nearly shattered the mercenaries altogether.

Then-Lieutenant Colonel Charles Houver of the Second Battalion took command of the crippled force and organized a defensive plan on the fly that enabled most of the survivors to retreat and regroup, saving the core of its First Battalion and the bulk of its 'Mech assets in the bargain. Unfortunately, these actions did not endear his command to the Taurian Protector, Grover Shraplen, who felt the Valkyries could have fought harder. Paid the balance of their contract and promptly terminated from their contract, the Valkyries were cut loose for their "poor performance".

The Valkyries' insignia is a Romanized "V" with a Norse Valkyrie stepping through it, sword drawn. The logo is placed on the right leg and left shoulder of 'Mechs, turret sides on vehicles, left and right wings of aerospace units, and worn on the left shoulder of uniforms. The Valkyries paint their machines in dark blue with tan highlights.

Dragoons Rating: C

OFFICERS

Colonel Houver was just part of the Valkyries' supporting infantry when Colonel Vandelay died. Suddenly catapulted into command, he rushed to pull things together to save what remained of his troops. When the remaining MechWarriors and other officers chose to elevate him to overall command of the unit, he was more surprised than anyone.

Sarah Vandelay, the second daughter of the late Colonel Vandelay, was not supposed to inherit command of the Valkyries; that place had been reserved for her older sister, who died with the command company. When ready, she is expected to assume overall command of the Valkyries, and to that end, Colonel Houver has already begun delegating many responsibilities to her as his executive officer. Consequently, Sarah is rapidly gaining experience in leadership and operations planning.

TACTICS

Prior to the loss of their headquarters command, Vandelay's Valkyries specialized in fast advances over open ground. Currently, these mercenaries have no particular tactical specialty of note, though its new colonel has focused on small unit operations in a variety of conditions.

SUPPORT

Vandelay's Valkyries have one JumpShip and enough DropShips to transport their entire force. Their technical support staff can handle 85 percent of their maintenance requirements.



Headquarters Element

2 Infantry Companies/Regular/Reliable

CO: Colonel Charles Houver

The Headquarters element of Vandelay's Valkyries is mostly composed of personnel from the unit's infantry component. This formation handles most of the unit's on-the-ground logistical requirements, as well as providing MPs, guards and combat engineer support.



Vandelay's Valkyries

'Mech Battalion/Green/Questionable

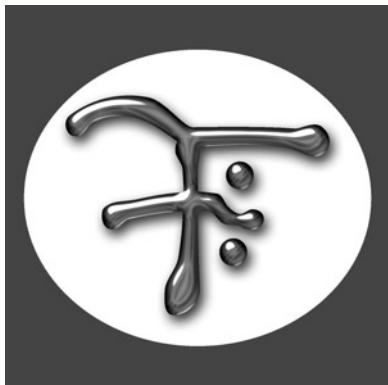
XO/1st Battalion (Faith's Own): Lt. Colonel Sarah Vandelay
2nd Battalion (The Baggage): Major Lyta Hartford

First Battalion is primarily a light 'Mech battalion, fielding two companies of light to medium designs, and one of heavies, plus a command lance of mixed medium to assault machines.

Second Battalion is a mixed force comprised of a headquarters lance of heavy 'Mechs outfitted for long-range fighting, a company of medium BattleMechs, and another company of heavy tracked vehicles such as the Po, Manticore and Ontos. A third company consists of attack helicopters and "Slicks"—lightly armed, fast transport VTOLs—which are all supported by three platoons of jump infantry.



VANGUARD LEGION



VANGUARD LEGION: SHOCK AND AWE

Like many mercenary commands, the Vanguard Legion was formed from veterans of the initial Clan invasion. Its founder, Chad Dean, felt that his old unit, the Twenty-fourth Arcturan Guards, had been left to die at the hands of the Falcons by the Lyran State Command. With such bitter animosity, the Legion quickly took on the aspect of a blood feud against anything remotely Lyran.

The Legion took its first contract with the Draconis Combine. In the years following the Truce of Tukayyid, the Combine, alongside ComStar's Explorer Corps, attempted to locate the Clan homeworlds. One way of doing so was to hire mercenary commands to head out on extended missions into the Deep Periphery. The nature of the missions—the inherent risk of exploring new star systems, the length of the contracts and the sheer lunacy of risking breakdown in uncharted systems half a thousand light years from the nearest populated planet made each contract extremely lucrative. Upon their return to the Inner Sphere in 3060, the Legion found a universe vastly different than the one they'd left so many years before. Pragmatic about their

failed bid to locate the Clan homeworlds, the Legion moved on and used the funds from the contract to expand to a full regiment in 3061.

In 3062 the Legion was hired by House Davion and posted in the Capellan March. Soon afterward, the FedCom Civil War exploded. Having been moved to New Syrtis in the interim, the Legion played a pivotal role in stemming the advance of the invading loyalist army. During the conflict, however, the Legion's hatred of anything Lyran boiled over and led to actions that came close to war crimes. Though no charges were filed—in fact, Duke Hasek specifically mentioned the "Legion heroes," citing their defense of New Syrtis—the stain against the Legion has dropped the unit's Dragoons Rating. The Legion went on to fight alongside Victor Steiner-Davion in liberating New Avalon.

Regardless of their activities during the civil war, and in spite of having lost more than half of their command, they are an elite, hardened force that any House would prize as part of its TO&E—provided the Legion is kept on a leash.

The Legion's logo is a stylized F. Uniforms are white with a sky blue stripe down the left chest and leg. The Legion does not use specific paint schemes, but rather whatever is appropriate for the mission.

Dragoons Rating: C

OFFICERS

Colonel Chad Dean has two faces. The public one is a lackadaisical attitude and a friendly smile for anyone he meets. This façade is so well maintained that those who have known him for years insist it shows "the real Chad Dean." Buried behind this affable front is a passionate, driven side, uncompromising and arrogant in assuming the colonel is always right. This hidden aspect of its commander's character is what caused the Legion so much trouble at the end of the FedCom Civil War. However, it also allowed the Legion to survive against the massive onslaught of loyalist forces and it makes the Legion a frightening opponent to face.

TACTICS

A heavy regiment, the Vanguard's philosophy is to hit hard and fast, depriving the enemy of any chance to erect a suitable defense. Even when placed in a defensive position the Legion will find a way to go on the assault, believing that the best defense is a better offense.

SUPPORT

Because it has lost so much equipment, the Legion has sufficient support staff and revenue to more than meet its maintenance demands. The Legion has no jumpShips, but owns its own DropShips: the *Union*-class *Fist of Fury* and the *Overlord*-class *Swift Strike* and *Hammer of the Gods*.



Vanguard Legion

Regiment/Elite/Questionable

CO: Colonel Chad Dean

XO: Lt. Colonel Angie Binks

1st Battalion: Major Ashton Allyson

2nd Battalion: Major Trevor Dean

3rd Battalion: Major Colin Chesley

The Legion exclusively fields BattleMechs. Though this emphasis on one type of force would hamper any lesser command, the Legion refuses to be bound by such limitations and usually finds a way to overcome them. Following its contract with the Combine and the salvage it gained after the FedCom Civil War, the Legion is currently at 90 percent upgraded technology, though none of it is Clantech.



12TH VEGAN RANGERS: TO PROTECT AND SERVE

Originally part of the Duchy of Verde's private army, the Twelfth Vegan Rangers became a mercenary command during the Second Succession War. Rather than see his forces absorbed into an AFFS now desperate for troops, Duke Solomon Nelson recognized an opportunity to profit from the situation, and relabeled his Rangers a mercenary command. This proved to be a shrewd business move that enriched Verde and saw his force expanded into a full four regiments. The Rangers served both the Federated Suns and Lyran Commonwealth with distinction.

After seeing heavy action in the Galtor Campaign and the Fourth Succession War, the Rangers were spared the ravages of the Clan invasion, instead remaining behind as the anchor for FedCom border defenses in the Sarna March, where they remained until the Lyran secession in 3057. Had the secession not tied up vital JumpShips, the four mercenary regiments might even have slowed the Capellan assault long enough for reinforcements to arrive, but after the loss of one regiment's worth of equipment, the outnumbered Rangers reluctantly fell back.

Understandably, the Rangers harbored a dislike for Katherine Steiner-Davion ever since, holding her responsible for the losses suffered in the fallen Sarna March. Though pro-Victor, these professional troops had every intention of upholding their contractual obligations to the Federated Commonwealth even after her assumption of the Davion throne. Events would force their hand, however, when pro-Katherine forces launched unprovoked attacks against the Rangers on New Aragon and Algol. Now committed to the fight, the Twelfth Vegan Rangers fought many battles during the FedCom Civil War, sending loyalists, Combine and Capellan mercenary units fleeing. Yet despite seeing almost constant action throughout the war, the Rangers emerged in surprisingly good shape.

Field Marshal George Hasek has positioned Alpha and Beta Regiments to threaten the flank of any Capellan drive into the Achernar PDZ, freeing up additional forces to confront the Taurian Concordat.

COMMAND

The commander of Alpha Regiment traditionally serves as the Ranger's senior officer, receiving the rank of general. Tom Stancel replaced the brash, cigar-smoking Douglas Sheridan in 3048.

Each Ranger regiment operates as an independent command. Originally, only the general could assume command over more than one regiment, and so Alpha Regiment was always part of a multi-regiment command. The Fourth Succession War and the FedCom Civil War required a break with this tradition. In those instances where Alpha Regiment is not present, overall command falls to the senior regimental commander.

AVAILABLE FORCES AND ORGANIZATION

Losses sustained in the Sarna March forced General Stancel to disband Delta Regiment, with survivors assigned to bring Beta back to full strength. The FedCom Civil War inflicted even heavier casualties, especially on Gamma Regiment, which was folded into Beta Regiment during the conflict. Gamma Regiment has only recently been reactivated. One silver lining to this otherwise gray cloud is the advanced-technology weapons the Rangers salvaged from the forces they shattered, significantly upgrading their equipment.

General Stancel has taken the opportunity to introduce new designations for the Rangers' reorganized supporting units. By giving each unit its own identity rather than shackling it to one of the 'Mech regiments, he acknowledges their invaluable contributions to the Rangers' ongoing success.

SUPPORT

The Rangers possess a large technical-support staff, a major asset in the heavy fighting in which the regiments were involved during the FedCom Civil War. With Gamma Regiment still rebuilding, their support rating is currently 140 percent of optimal.

Many of Alpha Regiment's DropShips were destroyed on the ground at the start of the civil war. Luckily, the unit still possessed the transports previously used by Delta Regiment. The Rangers' JumpShips can carry two thirds of their DropShips.

COLORS AND INSIGNIA

The Rangers use a standard camouflage scheme regardless of the terrain in which they are operating. The force insignia is the planetary shield of Vega, the emblem first used by the Vega Rangers. The insignia is displayed on a 'Mech's torso or the sides of Ranger vehicles and fighters. Beta and Gamma regiments also display a regimental insignia on the upper left leg.



ALPHA REGIMENT



ALPHA REGIMENT: THE CONCRETE CRUSHERS

One of the greatest mercenary leaders of the First Succession War, exiled Duke Lawrence Nelson followed the creed of the Vega Rangers (recorded in the Star League-era book, "Eleven Against the Stars"). Styling himself as the twelfth Vegan Ranger, Nelson used his reputation to assemble a force and reclaimed the usurped throne of Verde.

The Concrete Crushers trace their history back to Nelson's force and have fought in some of the most pivotal campaigns in the history of the Successor States. Their determined defense of Galtor III marked the end of the Third Succession War, and they began the Fourth Succession War assaulting St. Andre alongside the Davion Light Guards. Even when faced with overwhelming odds during the Marik-Liao assault on in the Sarna March, Alpha Regiment survived in remarkably good shape.

Any hopes the regiment had of remaining uninvolved in the brewing FedCom Civil War were dashed when the Third FedCom RCT commander disobeyed orders from his superiors to rotate off-world. Instead he launched an unprovoked attack on the First Aragon Borderers, freeing the Rangers to act against the loyalist unit while following the letter of their contract (Lieutenant General Kirston of the Borderers was the director of New Aragon's defenses). Alpha Regiment demolished the larger RCT before jumping to Algol to reinforce the other Vegan regiments. After defeating the Tikonov Republican Guards, Alpha was repositioned to help drive the Tenth and Twelfth Ghost Regiments from Addicks.

With so many House units destroyed or heavily damaged, the Vegan Rangers are critical to Duke George Hasek's efforts to secure the Capellan March.

Alpha Regiment displays the combat command logo as its insignia.

Dragoons Rating: A*

OFFICERS

Formerly an AFFC officer, Margaret Smythe's in-depth knowledge proved invaluable in defeating the Third FedCom on New Aragon. Given an independent command, Smythe repeatedly struck at the loyalists' most venerable points, softening them up for the killing blow by McCulloch's Third Battalion.

TACTICS

Though highly specialized in city defense and assault tactics, Alpha Regiment can fight with equal effectiveness in almost any terrain. When operating in urban areas, the regiment tries to minimize civilian casualties by avoiding combat in densely populated sectors; preferring instead to fight in or near industrial complexes, spaceports or along deserted highways.

During the FedCom Civil War, Alpha Regiment made extensive use of combat drops to deploy troops on the enemy's flank. After inflicting heavy casualties, the Rangers would fall back to board their DropShips and repeat the operation.



Alpha Regiment Regiment/Elite/Reliable

CO/1st Battalion: General Tom Stancel

XO: Lt. Colonel Margaret Smythe

2nd Battalion: Major Chris Jenkins

3rd Battalion: Major John McCulloch

Living up to their reputation, the warriors of Alpha Regiment came through heavy fighting of the civil war in good shape. The elite First Battalion fields heavy and assault BattleMechs (including a pair of *Mad Cat Mk IIs* liberated from loyalist forces), while Second Battalion (currently short one company) is divided evenly between all four 'Mech classes. The jump-capable heavy and assault 'Mechs of Third Battalion have adopted the new rotary autocannon as their weapon of choice.



1st Vegan Attack Wing Wing/Veteran/Fanatical

Wing Cmdr: Major Hrothgar Greene

Medium-class fighters such as the *Corsair* dominate White, Grey and Black squadrons of the First Attack Wing, while Green Squadron has retained an independent command element. Most of the fighters are older designs, but many have received heat sink upgrades and a some boast upgraded weapons.



1st Vegan Armored Regiment Regiment/Regular/Reliable

Armor Cmdr: Lt. Colonel Iain Mullaley

Each armor battalion fields two companies of heavy armor and one of light armor for reconnaissance. Captured Manteuffel and Ajax OmniVehicles became an unexpected bone of contention between the mercenaries and the AFFS Quartermaster Corps after the civil war. General Stancel maintained that the advanced equipment represented a portion of the back pay owed to his troops, while the quartermasters insisted that all advanced technology captured belonged to the Federated Suns as stated in the Rangers' contract. In the end Field Marshal Hasek had to step in to settle the dispute.



BETA REGIMENT: METAL MAYHEM

Though overshadowed by the exploits of Alpha Regiment, only a fool would discount the abilities of Beta Regiment. Formed during the brief lull between the Second and Third Succession Wars, Beta cut its teeth fighting for the Lyrans against the Free Worlds League. A string of successes earned this command its nickname, and "The Victories" remained a thorn in House Marik's side for years before being rotated back to serve alongside Alpha Regiment in the Federated Suns.

After suffering fifty percent casualties during the Marik-Liao offensive, Beta was reinforced with the survivors of the disbanded Delta Regiment, adopting a new name at the same time. Shifted to support the beleaguered Gamma Regiment on Algol during the FedCom Civil War, Beta and Gamma suffered heavy damage at hands of the Republican Guard, but annihilated the Third Republican in return. By the time Alpha Regiment arrived to support them, Gamma was so depleted that its survivors were folded into Beta until the end of the war.

With Algol secured, Beta was granted a respite in which to rebuild. Using salvaged Republican Guard equipment (much of it brand new), Beta could muster almost three battalions before Field Marshal George Hasek redeployed them to thwart Sun-Tzu Liao's efforts in the Chaos March. Thinking to take advantage of the civil war, Chancellor Liao deployed Little Richard's Panzer Brigade to secure the mineral-rich world of Genoa, but the heavy-handed intimidation tactics employed by the Brigade backfired, and the population immediately sided with the Rangers when they arrived a few days later.

The Brigade never regained the initiative, and the running battle with Beta Regiment chewed up half their force and prompted the survivors to retreat to Arboris. Pausing briefly to salvage Panzer 'Mechs and armor, the Rangers followed, throwing the pitiful remnants of the Brigade off Arboris as well. By the end of 3067, both systems had rejoined the Federated Suns.

Beta regiment's insignia is a BattleMech's fist on a red and yellow field.

Dragoons Rating: A

OFFICERS

Colonel Miller al-Nahib has commanded Beta since before the Fourth Succession War. Unlike so many of his contemporaries, Miller al-Nahib has adapted easily to the radical changes in equipment, tactics and strategy the last forty years have brought.

TACTICS

Adept at open field warfare, Colonel al-Nahib deploys his First and Second battalions in a solid formation and uses elements of Third Battalion to bolster weak spots or execute flanking maneuvers.



Beta Regiment

Regiment/Veteran/Fanatical

CO/1st Battalion: Colonel Miller al-Nahib

XO: Major Sean Donovan

2nd Battalion: Major Christina Truscott

3rd Battalion: Major Alberto Ricceti

Making extensive use of XL engine technology, Beta Regiment often surprises the enemy with superior speed when fighting with coordinated regimental maneuvers. The Rangers' technical support teams salvaged the best equipment from the Republican Guard and Little Richard's Panzer Brigade, and Beta Regiment is completely upgraded with advanced weapons—including a lance of Capellan stealth machines salvaged on Genoa.



2nd Vegan Attack Wing

Wing/Elite/Regular

Wing Cmdr: Major Melea Vogel

The aerospace forces operating with the Republican Guard were poorly equipped, robbing the Second Attack Wing of the technological bonanza enjoyed by Beta's ground forces. Half the fighters, mostly medium-weight designs, have been upgraded with advanced heat sinks, but only a handful of extended range lasers have been installed to make use of them.



2nd Vegan Armored Regiment

2 Battalions/Regular/Reliable

Armor Cmdr: Major Grady Poms

After being mauled on Algol by the Fifteenth Deneb Light Cavalry, the Second Armored was rebuilt using half of the armor taken from Little Richard's Panzer Brigade. First Battalion now fields a mix of light and medium armor and is best suited to reconnaissance. Second Battalion is dominated by designs such as the Brutus and Po.



GAMMA REGIMENT

GAMMA REGIMENT: THE DEADLY DANCERS



Duchess Sarah Nelson formed Gamma and Delta regiments at the turn of the century, using salvage gathered by Alpha and Beta regiments. Since then, Gamma has earned the name "The Deadly Dancers" for literally dancing with death on no less than three occasions.

During the Fourth Succession War, Gamma fought alongside Delta Regiment on Wei. Elements of Gamma were targeted with chemical weapons by Liao troops; half the regiment's MechWarriors died in the desperate battle on Boganville Highway, fighting to finish the battle before the deadly UrbStyc-A penetrated their filters.

Gamma was once again threatened with destruction by the Marik-Liao attack in 3057. Forced from Old Kentucky and then Pleione, Gamma suffered heavy losses against insurmountable odds. Desperately understrength, the Dancers faced even more casualties when the Tikonov Republican Guard's Second Regiment launched an unprovoked attack as the mercenaries prepared to depart Algol to support Alpha on New Aragon. With the other two Republican Guard regiments soon joining the battle, Gamma only survived because of Beta Regiment's timely arrival. By the time Alpha Regiment managed to destroy the Third FedCom RCT and jump to Algol as well, Gamma had been shattered in the heavy fighting.

The surviving warriors of Gamma continued to fight as part of Beta Regiment, deploying in the Chaos March and bringing Genoa and Arboris back into the Federated Suns. Salvage from Little Richard's Panzer Brigade gave the Rangers enough materiel to begin the rebuilding Gamma Regiment. Meanwhile, this force has been deployed as a strategic reserve on the otherwise unimportant world of Wappingers.

The insignia of Gamma Regiment is a *Victor* BattleMech caught up in a tornado, set on a green field.

Dragoons Rating: A

OFFICERS

Upon the death of her mother, Christie Desantis stepped forward to save Gamma Regiment from destruction in the Chaos March, only to see the battered command mauled again in the FedCom Civil War. Though Desantis has proven more than competent in the past, General Stancel is privately concerned that she may be losing her edge after failing to press the attack on several occasions.

Major Lauren Marks, the Rangers' intelligence officer, is one of the most senior Gamma warriors to survive Algol. His network of contacts was invaluable in keeping General Stancel apprised of the FedCom Civil War as it unfolded.

TACTICS

The newly reactivated Gamma Regiment has no standard tactics. Colonel Desantis firmly believes in giving her troops diverse training in combined-arms operations, which Gamma's enlarged conventional armor contingent will complement nicely.



Gamma Regiment

Battalion/Regular/Questionable

CO: Colonel Christie Desantis

XO: Major Lauren Marks

Combat Loss Grouping (CLG) caught up with Gamma Regiment, eliminating the force's lighter elements. Colonel Desantis has reorganized the survivors into three demi-companies of heavy and assault 'Mechs. With the better part of a regiment's worth of equipment to pick over, the Rangers' technicians completely upgraded Gamma's BattleMechs, and each company has a complete C³ network.



3rd Vegan Attack Wing

Wing/Elite/Reliable

Wing Comdr: Captain Jaclyn Illeani

Copper, Silver and Gold squadrons performed admirably to provide the Rangers with air cover on Algol, but paid a high

price for their efforts. Colonel Desantis kept most of her DropShips in orbit, from which the Third operated its fighters. This allowed the Rangers to easily track the Republican Guard units and freed ground forces from the task of protecting vulnerable landing fields and starports.



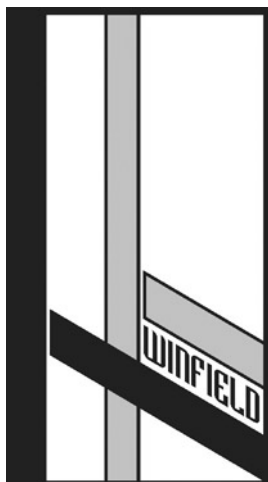
3rd Vegan Armored Regiment

Regiment/Green/Questionable

Armor Cmdr: Lt. Colonel Tim Davidson

The heavy and assault armor fielded by the Third Armored Regiment proved invaluable to the besieged unit during the opening days of the war. Digging into the rapidly disintegrating city of Debelne, the Manticores and Schreks of the Third Armored allowed Gamma Regiment to hold on until Beta Regiment arrived from Zurich.

Colonel Davidson created a second battalion from salvage taken on Arboris, consisting mostly of Brutus and Po tanks.



WINFIELD'S REGIMENT: RECAPTURING THE PAST

In 2992, the Lyran Commonwealth formed Winfield's Guard, a new command with which they hoped to replicate the abilities of the legendary Tamar Tigers and the Stealths, both troops which specialized in the kind of mobile operations for which the Commonwealth's numerous heavy and assault units were ill suited. The results were mixed, and over the years Winfield's Guard was reduced to a single regiment before facing the Jade Falcons. Over the course of two battles, the original Winfield's Regiment was effectively destroyed.

The few survivors who returned to friendly lines were absorbed into other battered FedCom units. Among them was Hauptmann Jeremiah Winfield, son of Lieutenant General Davis Winfield, Duke of Winfield, who had been captured by the Falcons. Angered that the AFFC made no attempt to rescue his father or to liberate his homeworld, Jeremiah Winfield quit the military, liquidated what assets remained to his family, and raised a battalion around a core of survivors from the old regiment.

Surprising everyone, Jeremiah hired his own command to mount an unsanctioned strike into the Jade Falcon occupation zone. Launching his raid against Butler in 3057, Winfield used the chaos following the Refusal War to penetrate the system. Though weakened, the Jade Falcons still made the attack costly.

Colonel Winfield lost almost a company while failing to locate his father. He was, however, able to liberate some of the support staff captured back in 3050, and he even captured some Clantech.

Winfield's battered command received a frosty welcome upon returning to the newly formed Lyran Alliance. Archon Katherine Steiner-Davion did not want the Falcons stirred up enough to come over the border in force, and made her displeasure known to Jeremiah Winfield. Soon afterward, Winfield departed the Alliance and took his troops into service in the Chaos March. Taking short contracts, he continued to recruit personnel to build up the new regiment. In 3065, Colonel Winfield received an offer from the Marian Hegemony. With visions of Marian germanium blooming in his mind, Winfield swiftly signed on, only to get caught in the Circinus Federation's counterattack.

Winfield's Regiment has adopted the green and black colors of its old House namesake. Its insignia is the flag of the fallen world of Winfield.

Dragoons Rating: C-

OFFICERS

Colonel Jeremiah Winfield is a driven man. Knowing that family, friends and the world he expected to rule are all in the talons of the hated Jade Falcons, he has sworn to raise a force large enough to drive that Clan from the Inner Sphere. Jeremiah's grandiose ambitions have made him unselective in his choice of recruits.

TACTICS

The regiment relies on the experience passed on by its original members of maneuvers, raiding and ambushes. Winfield's Regiment never becomes heavily engaged with the enemy, preferring to use superior mobility to lure their enemies into ambushes, strike at their flanks, or hit their supposedly secure rear areas, where they can be defeated piecemeal.

SUPPORT

The regiment's rapid growth has seriously overstretched its support staff, which can only supply 60 percent of its maintenance requirements. One saving grace is the technical knowledge carried by those bondsmen freed in the raid on Butler.

Unable to find a ship captain willing to strike into the Jade Falcon Occupation Zone, Colonel Winfield had to purchase his own JumpShip. The three-century old *Hartford*, a *Star Lord*-class JumpShip, has seen better days but remains serviceable. However, the two *Overlord*-class DropShips no longer have sufficient capacity to lift the entire command.



Winfield's Regiment
Regiment/Regular/Reliable

1st Batt/CO: Colonel Jeremiah Winfield
2nd Batt/XO: Lieutenant Colonel Freda Foh Shen

3rd Batt: Kommandant Evan Burton

The Marian contract has allowed Colonel Winfield to add a third battalion. Caesar O'Reilly has been generous (or desperate) enough to fund the purchase of three companies of new BattleMechs.



Lightning Strike
Wing/Veteran/Reliable

Wing Cmdr: Major Marina De Vega

The Lightning Strike was an independent mercenary heavy fighter wing until Colonel Winfield hired them to cover his incursion into the Jade Falcon Occupation Zone. Upon their return to Lyran space, Major De Vega found her unit tarred with the same brush as Winfield's Regiment by the LAAF. With few options, the Lightning Strike tagged along with its employer.



WOLF'S DRAGOOONS



WOLF'S DRAGOOONS: WOLF PACK

Ever since their civil war, the Wolf's Dragoons has spent its time replacing material losses while recovering from the effects. For the most part, they stayed out of the political quagmire boiling over in the former FedCom, as well as the satellite conflicts with the Capellan Confederation and Draconis Combine, though they did answer a call for help from then-Archon-Princess Katherine Steiner-Davion when the Jade Falcons invaded Coventry. They also supported the Fourth Skye Rangers during the same invasion at the Battle of Morges, when the Falcons struck that planet for a second time. However, when the Word of Blake began to suborn what organized governments they could throughout the Chaos March, the Dragoons took it upon themselves to be advocates for those worlds without governments to represent them. They assembled an allied mercenary force to stop the Blakist takeover of the Chaos March, together with the likes of the Northwind Highlanders and the Dismal Disinherited.

After gaining Chancellor Liao's promise to curtail activities within the March (for certain concessions), the Dragoons have attempted to contain the Blakists ever since. A number of pitched battles between Dragoons allies and Word of Blake forces—both regular militia troops and hired guns alike—have already occurred on several worlds, though no war has broken out.

In general, Wolf's Dragoons have only recently begun taking contracts again. Gamma Regiment recently signed a contract to garrison Tikonov, while Beta Regiment has just returned from serving Capellan interests on Epsilon Eridani. Alpha and Delta regiments have agreed to terms with the Draconis Combine to garrison worlds on the Ghost Bear Dominion's border, and as of this writing, the Wolf Spider and Zeta battalions are slated to join their sister units in Kurita space. Meanwhile, Epsilon and Beta regiments remain on Outreach, standing by until they and the Home Guard can replace units lost or transferred off to round out the other commands.

COMMAND

Since his retirement, Supreme Commander Jaime Wolf has focused on governing Outreach. General Maeve Wolf now has complete command of the Dragoons, though Commander Wolf remains an active advisor to the general.

The Dragoons like to retain strategic command rights, but do not insist on them. They never surrender their tactical command rights, however, and reserve the right for Commander Wolf's and General Wolf's command lances to deploy with any Dragoons unit.

AVAILABLE FORCES AND ORGANIZATION

The Dragoons field five reinforced combat regiments deployed with combined-arms support and two independent reinforced battalions. In addition, they can call upon the military resources of four operational commands: Aerospace, Support, Special Operations and Outreach Command.

The Dragoons use a unique blend of Inner Sphere and Clan organization. As a whole, they field Inner Sphere-style four-'Mech lances and Clan-style five-'Mech Stars equally throughout the command. Aerospace and armor follow standard Inner Sphere doctrine, while Elementals are deployed in standard Clan formations. BattleMech companies are comprised of three lances normally named after the company's commander. Each regiment is led by a combined-arms company consisting of a standard 'Mech lance, two 'Mech Stars, a fighter lance, an Elemental Point and a recon lance composed of a command van, four scout vehicles and a fast light or medium 'Mech. Each battalion is organized in three companies led by an independent command lance.

Historically, Dragoons combat commands were organized according to a modified combined-arms configuration, with each regiment supported by an armored battalion, an Elemental battalion and aerospace wing when needed. In the wake of combat on Epsilon Eridani, however, the Dragoons have beefed up their lesser units, giving them broader tactical options in the field.

SUPPORT

The Dragoons have a variety of support forces that provide direct combat support to the front-line troops. The support staff's other responsibilities include logistics, transport, technical support, security and intelligence, and they also maintain facilities on Outreach. Dragoons support is divided into six commands, each briefly described below.



Dragoons Naval Command

CO: Fleet Colonel Issola Chandra

The Dragoons naval command consists of twenty-two JumpShips, eighty-one DropShips and two defense-and-recharge stations. The Aerospace Command was recently reduced to fill front-line losses. Though smaller, it still boasts six reinforced aerospace wings. The greatest strength of the Dragoons naval command lies in its six WarShips, each designated WDWS (Wolf's Dragoons' WarShip).

The Dragoons' WarShip fleet consists of the following vessels: *Alexander* (Aegis-class heavy cruiser); *Beowulf* (Congress-class frigate); *Darius* and *Nelson* (Lola III-class destroyers); *Athena* (Sovetskii Soyuz-class heavy cruiser), and the *Mars* (Vincent Mk 42-class corvette).

Dragoons Combat Support Command

CO: Colonel Jason Ward

The Dragoons' Support Command consists of a BattleMech fire-support battalion, two armored battalions and a full Elemental Cluster. Like the Aerospace Command, these forces have been reduced through transfers to depleted front-line commands.

Dragoons Special Operations Command

CO: Colonel Pietr Shadd

This command consists of the Dragoons Special Reconnaissance Group, the Seventh Kommando and WolfNet, which handles the Dragoons' intelligence needs. The Recon Group has been temporarily assigned to Alpha Regiment. Though they are some of the best in the Inner Sphere, some reports indicate that WolfNet and the Seventh Kommandos are suffering setbacks throughout the Chaos March that are seriously impeding their intelligence-gathering and other operations. Currently the Kommandos have three operational platoons out of five.

Dragoons Outreach Command

CO: Supreme Commander Jamie Wolf

Outreach Command oversees the Dragoons' Home Guard; Dragoons Contract Group; BattleMech, Armor and Infantry Operations; Outback Training; and Procurement Groups, including the Outreach Mercenary Training Command, where Jaime Wolf is an instructor. The Home Guard consists of a regular BattleMech battalion, two veteran armor regiments and five veteran infantry regiments. Personnel transfers to bolster front-line units have reduced the Home Guard's numbers somewhat.

Dragoons Technical Support Command

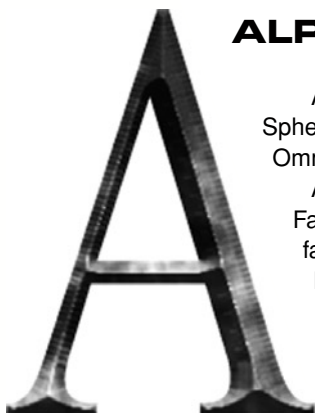
Wolf's Dragoons maintain a supremely skilled technical staff. Each command can supply all of the technical support needed to maintain their units to the Dragoons' high standards. They can also call on support from corporations like Blackwell Industries in maintaining their forces. In addition, the Dragoons have advanced medical and research assets, including all health care providers on Outreach and combat mission personnel. These assets also include several research facilities and, according to rumor, a genetic-engineering laboratory.

COLORS AND INSIGNIA

The Dragoons prefer bold color schemes. BattleMechs are typically painted solid colors like red, gold or black. Fighters may be painted bright canary yellow or fiery orange, though the classic red-on-black scheme is prevalent. Dragoons battle armor units employ camouflage patterns, usually in the colors of their parent units. The Dragoons' insignia is a black, snarling wolf's head set on a circular red field trimmed in black.



ALPHA REGIMENT



ALPHA REGIMENT: DIRE WOLVES

Alpha Regiment is the elite of the elite, comprised of the most gifted and experienced warriors in the Inner Sphere. Led by some of the finest officers in the Dragoons and equipped with the pinnacle of Clan technology, OmniMechs, this regiment is a force to be reckoned with on any battlefield.

Alpha was deployed along with Delta Regiment to aid training in the Arc-Royal Defense Cordon when the Falcons invaded the Lyran Alliance. Delta moved on to Coventry to aid Inner Sphere forces there, while Alpha faced the Falcons on Morges, and was instrumental in defeating the Falcons alongside the Fourth Skye Rangers and the Twentieth Arcturan Guards.

Alpha and Delta regiments recently signed on with House Kurita, to garrison planets along the recently volatile Ghost Bear/Combine border. This move sends a strong signal to the Bears that any incursion will be met by the best and announces that the Wolf Pack is on the hunt again. In preparation for this contract, Alpha Regiment spent the last year undergoing intense training alongside Delta, with Gamma Regiment acting as the Ghost Bear Opposition Force. Alpha and Delta are each at full brigade size, in keeping with General Wolf's new strategic and tactical doctrine. The extra forces needed—a

reinforced aerospace regiment along with armor and infantry regiments—were drawn from the Dragoons Combat and Naval Support commands. To provide better capabilities, Alpha Combat Command has been assigned the WarShips *Alexander* and *Mars*.

The regiment paints its units solid rust-red trimmed in black, and sports a Greek letter A as its insignia.

Dragoons Rating: A*

OFFICERS

Colonel Kelly Yukinov, aka "The Invincible Ironman," has led Alpha Regiment for more than two decades. Next to Commander Jaime and General Maeve Wolf, he is the most senior officer serving in the Dragoons. Colonel Yukinov recently announced that he will retire after Alpha has completed its assignment with the Draconis Combine.

TACTICS

Alpha specializes in open-field engagements where it can maneuver with its full regimental strength. The unit as a whole can operate equally well in all terrain. Now at full brigade strength, this unit can integrate at the smallest level, enhancing its abilities on the field.



Alpha Command Company
Reinforced Mixed Company/Elite/Reliable
CO: Colonel Kelly Yukinov

Aide: Lt. Colonel Ed Paschke

Normally Alpha Command integrates with any combat unit in the regiment or brigade.



Alpha Regiment
Reinforced Regiment/Elite/Reliable
Able Battalion: Major Dianne Pietre
Baker Battalion: Major Thom Dominguez

Charlie Battalion: Major Anton Blake

Able Battalion is this regiment's workhorse unit; specializing in holding enemy forces in place while Baker moves to hit their flanks. Baker, known as The Red Devils, specializes in coordinated assaults. Charlie is a true light horse unit; known as the Pathfinders, they excel in light recon attacks.



Quicksilver
Reinforced Regiment/Veteran/Reliable
Armor Cmdr: Lt. Colonel Franklin Asawano

Formerly a reinforced battalion of light and medium vehicles, this force grew almost overnight to regimental size with

command lances. The new arrivals dropped the unit's overall rating to Veteran status.



Brush Stalkers
Regiment/Veteran/Reliable
Infantry Cmdr: Lt. Colonel Quentin Shadd

The Brush Stalkers were expanded to regimental size when the Dragoons changed their tactical doctrine. This regiment fields 230 battle armored troops deployed in nine Stars and a command Point. The Brush Stalkers specialize in swarming techniques as well as headhunting missions.



Wolf Riders
Regiment/Veteran/Reliable
Aerospace Cmdr: Lt. Colonel Regina Raines

Transferred from the Dragoons Naval Command, the Wolf Riders are now permanently assigned to Alpha Regiment. Modeled on CCAF organization, the riders consists of three wings, including command elements, and are equipped with Clan and Inner Sphere OmniFighters of medium to heavy weight.



BETA REGIMENT: TIMBER WOLVES

Though equal in status with Alpha Regiment, Beta has lived in Alpha's shadow since the Dragoons first entered the Inner Sphere. Reconstituted with "Dragoons war orphans," Beta was first to take the field again carrying the Dragoons standard. Since that time, the regiment's "orphans" have grown into their own, keeping Beta's traditions alive. Among those regiments who followed Alpin's faction during the Dragoons civil war, like the other Dragoons units, Beta was ravaged during the fighting and spent nearly four years rebuilding to operational status.

When the Word of Blake began to extend its influence through worlds like Caph, Epsilon Eridani and Liberty, Beta Regiment was the primary Dragoons force that saw action across the worlds in the Chaos March. While stationed on Epsilon Eridani, Beta Regiment ran afoul of the Blakists' First Division, and both elite units clashed over the space of several months. Unfortunately, the Dragoons' lack of air cover cost them dearly in these battles, when Blakist aerospace forces destroyed two DropShips before they could even make planetfall. Lacking sufficient air, armor and infantry support, with supplies running low, heavy casualties and a 30 percent attrition rate in equipment, Colonel Anton Rand ordered his unit to withdraw.

Beta Regiment returned to Outreach battered, but functional. General Wolf agreed with Colonel Rand's actions, noting that the defeat on Eridani owed more due to Dragoons tactical doctrine than to any failure on Rand's part. Consequently the Dragoons made a major change to their strategic and tactical doctrine to bolster the operational strength of front-line units, beefing up the supporting forces now to deal with such threats as the Blakists presented. Presently, Beta Regiment has replaced its 'Mech losses with units from the Dragoons Combat Support and Outreach commands, but their support units have been slow to rebuild, as needed replacements were funneled to other front-line units. By the end of next year, however, Beta expects to be at full strength, including aerospace support.

Beta Regiment paints all its machines emerald green. Its insignia is the Greek letter B painted on the left legs of 'Mechs, left wings of fighters and left fenders of all vehicles.

Dragoons Rating: A*

OFFICERS

It is said that a command will emulate its commander if the officer deserves it, and Colonel Anton Rand is such a leader. A master of improvisation, Rand gives orders that often appear to make no sense until the big picture is revealed. This attribute kept his command together on Epsilon Eridani.

Major Rhago Nova Cat is a zealous Dragoons convert in Beta Regiment. He has molded his Elementals into a terror on any battlefield.

TACTICS

Beta Regiment prefers sucker-punch or bait-and-switch tactics. Normally Charlie Battalion is held in reserve while the rest of the regiment disperses the battle over a wide area. Once the enemy has committed to the battle, Charlie is released with devastating effect.



Beta Regiment **Regiment/Elite/Reliable**

CO: Colonel Anton Rand

Aide: Major Kyle Rubinsky

Able Battalion: Major Janice Kyomita

Baker Battalion: Major Keith Lomax

Charlie Battalion: Major Andropov Keigs

Able Battalion is a heavy unit that shoulders the toughest fighting of the regiment. Baker Battalion uses its superior mobility to exploit any openings. Charlie Battalion is the unit's cavalry, made up of fast medium-weight 'Mechs. The regimental command company was folded into the command to make up for its losses.



The Long Riders **2 Companies/Veteran/Reliable**

Armor Cmdr: Major Reba McClellan



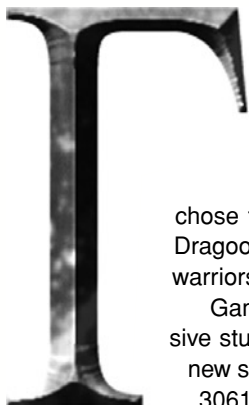
The Kneecappers **Elemental Battalion /Veteran/Reliable**

Infantry Cmdr: Major Rhago Nova Cat

The Kneecappers have earned legendary status within the Dragoons. Their specialty in swarming an enemy 'Mech and disabling it by what they call "kneecapping" set the standard for battle armor infantry training. The unit is slightly down from its normal complement but is expected to return to full strength by the summer of 3068.



GAMMA REGIMENT



GAMMA REGIMENT: SHADOW WOLVES

If ever a mercenary force had the ultimate underdog mentality, Gamma Regiment would be it. From its clash with McCarron's Armored Cavalry on New Valencia in defense of Dragoons families, to its defense of Samho Plain on Wallacia while facing relentless attacks by two brigades of the Fusiliers of Oriente, Gamma has survived insurmountable odds. Not until the Dragoons civil war did Gamma succumb to bad luck when they chose to back Alpin. After the war, Gamma's fate remained in doubt until Colonel Tyrell stepped in and convinced the Dragoons High Command that he could rebuild the unit. After expunging the misfits and malcontents, he recruited Clan warriors taken as bondsmen on Luthien to help him rebuild his command.

Gamma spent the past four years in intense boot-camp training, including physical training, close-order drill and extensive study of Dragoons history and the unit's Remembrance. Through diligent work, the regiment's members achieved a new sense of direction and understanding of their own capabilities while renewing their sense of Dragoons identity. From 3061 to 3066, Gamma Regiment served as an OpFor unit for both Dragoons' forces and others in the AMC, such as Lindon's Battalion.

In early 3067 the Capellan Confederation approached the Dragoons for a contract to defend Tikonov. The Dragoons deployed Gamma Regiment to Tikonov in late spring of 3067 with little difficulty. The Dragoons WarShips *Athena* and *Beowulf*, which accompanied Gamma, broke the blockade, serving as escorts along with a screen of fighters and assault DropShips. Realizing the odds were stacked against them, the FedSuns troops did not attempt to challenge the Dragoons fleet. By early September of 3067 the Federated Suns withdrew from Tikonov, and both Dragoons WarShips returned to Outreach by early October.

Gamma Regiment paints all its machines midnight blue. The unit insignia is the Greek letter B painted on the upper right legs of 'Mechs and the fuselages of fighters.

Dragoons Rating: A*

OFFICERS

Colonel Irwin "Taskmaster" Tyrell is a hard but fair man, a staunch disciplinarian who demands excellence from his people, including himself. He believes hard work cleanses the soul and in doing it right the first time. He has assembled a command staff that shares his beliefs and helped him turn his unit around. Majors Cassie Nostra, Armand Nova Cat and Leon Winters have brought Gamma Regiment a renewed spirit of competition and comradeship.

TACTICS

Spending half a decade as Opposition Force for the rest of the Dragoons has given Gamma a vast arsenal of tactics to employ against any enemy in the field. The regiment is equally adept at Inner Sphere and Clan tactics.



Gamma Regiment

Reinforced Regiment/Elite/Reliable

CO: Colonel Irwin Tyrell

Aide: Major Lee San Quan

Able Battalion: Major Patrick Simmons

Baker Battalion: Major Cassie Nostra

Charlie Battalion: Major Armand Nova Cat

Able Battalion specializes in night operations. Baker Battalion is the regiment's assault battalion. Charlie Battalion, known for a cautious approach on the battlefield, is this command's workhorse unit.



15th Dragoons Heavy Armor

Regiment/Veteran/Reliable

Armor Cmdr: Lt. Colonel Hakim Bajjira

Just recently promoted, Lt. Colonel Bajjira has molded this unit into one of the premier armor commands in the Dragoons. The 15th Fifteenth Dragoons is equipped with some of the heaviest main battle tanks made, including a hovertank company for reconnaissance in each battalion and mobile missile and tube artillery batteries.



Guess

Elemental Regiment/Veteran/Reliable

Infantry Cmdr: Lt. Colonel Leon Winters.

Like the other battle armor units, Guess was expanded to deploy nine Stars and a command Point. Lt. Colonel Winters has trained his command extensively in combined-arms operations with 'Mechs and specializes in headhunter operations.



Howlers

Regiment/Veteran/Reliable

Aerospace Cmdr: Lt. Colonel Williams Leroux

This regiment was assigned to Gamma as part of OpFor and has spent the past few years perfecting ground support, precision bombing and air superiority. The Howlers are equipped with heavy Clan and Inner Sphere OmniFighters.



DELTA REGIMENT: GRAY WOLVES



Delta Regiment has had an illustrious career, from their hard-fought victory against the Blackwind Lancers in the city of Gethin on Halloran V, to their near-destruction at the hands of the Northwind Highlanders on a long-forgotten hill during a battle for New Aragon. Through it all, the warriors of Delta Regiment never gave up; they dug in their heels and fought even harder. This tenacity was never more apparent than when the regiment had to fight for its life on Hesperus II. Dropping in behind the Lyran defenders' lines, Delta had twenty percent of its forces crippled before grounding. Nonetheless, they still managed to break the Lyran lines and relieve the other Dragoon regiments engaged in the battle.

Delta Regiment suffered one of its worst defeats on Crossing, where its soldiers suffered dearly against the best of the Draconis Combine. Delta survived those dark days and re-formed late in 3037, but did not deploy on its first mission until the end of following year. During a raid on Murchison, Delta ran into the Twenty-second Dieron Regulars, supported by armor and elite infantry. The Dragoons regiment was routed, suffering horrendous losses before limping back to Outreach. After spending a year rebuilding, they underwent training by the "Black Widow", Natasha Kerensky, until deemed ready for duty in 3045. They soon proved their mettle on Luthien against the Jaguars and Nova Cats.

During the Dragoons civil war in 3055, Delta was busy fulfilling a garrison contract off-world and so was spared the slaughter. The regiment saw action on Coventry when the Falcons invaded in 3058, serving as part of a task force that included Waco's Rangers. Delta Regiment fought the Falcon units hard, but was wounded in the same ambush that destroyed the Waco's Rangers' command. After being relieved, Delta returned to Outreach, where they spent several years rebuilding their losses, and finally deployed to the Draconis Combine.

The regiment paints its units dusty gray. The regimental insignia is the Greek letter Delta.

Dragoons Rating: A*

OFFICERS

A former infantry officer, Colonel Shelly Brubaker exemplifies the type of Dragoons officer that has risen to take command. Major Jerry Meander is the tactical officer, a former tanker whose knowledge of combined-arms tactics is unequalled in the Dragoons.

TACTICS

Now that Delta has added armor to its TO&E, it can employ cavalry tactics. The regiment uses its armor to harass the enemy's flanks, while the heavier forces attack the front.



Delta Command Company
Reinforced Mixed Company/Elite/Reliable
 CO: Colonel Shelly Brubaker
 Aide: Lt. Colonel Bill Paxton

Delta's command company believes in getting up close and personal. Each OmniMech has at least one big-bore autocannon that allows each soldier to engage in close combat.



Delta Regiment
Regiment/Elite/Reliable
 Able Battalion: Major Jerry Meander
 Baker Battalion: Major Trisha Vencinni

Charlie Battalion: Major Paul Jacobs

Able is known as the hard-hitting force, deploying Omnis and heavy 'Mechs. Baker Battalion is a reinforced reconnaissance force of highly mobile, light and fast medium 'Mechs. Charlie Battalion, also known as Phalanx, excels in defensive formations in support of the rest of the command.



75th Dragoons Heavy Armor
Reinforced Regiment/Regular/Reliable
 Armor Cmdr: Lt. Colonel Stephen Rockwell



Reddings' Air Rangers
Regiment/Veteran/Reliable

Aerospace Cmdr: Lt. Colonel Joshua Reddings

Reddings has had to retrain his command to work with the tankers as he did with the 'Mechs. So far they have proven up to the task. The Air Rangers retain their original organization of four fighters per lance.



Winter's Storm Wolves
Reinforced Regiment/Veteran/Reliable
 Infantry Cmdr: Major Elias Winters

With the recent change in tactical doctrine, Major Winters received complete authority to reorganize his command at the regimental level. He believes diversity produces strength and flexibility. His command includes reinforced mechanized armored infantry and jump infantry battalions.



EPSILON REGIMENT



EPSILON REGIMENT: DESERT WOLVES

Epsilon Regiment's combat record is every bit as impressive as those of the other Dragoons combat command forces. They first saw action early in 3007 on Styk against the Fourth Reserve Cavalry at the outskirts of city of Hegemony Bay. While Alpha Regiment attacked Tao MechWorks, damaging it enough to delay production for half a year, Epsilon held off the Fourth long enough for Alpha to accomplish its mission. Late in March 3008, on New Aragon, Epsilon was the only Dragoons regiment to defeat the Northwind Highlanders at Pillbox Hill in the Estacado Mountains. The bitter fight to take the hill was one of the most vicious battles fought on New Aragon, costing Epsilon the lives of several gifted warriors. As with the other Dragoons regiments, Epsilon has faced and survived adversity and odds that have destroyed lesser commands. Through it all this command found away to keep fate at bay until Misery. Touted as one of the largest 'Mech vs. 'Mech battles in known history, the Battle of Misery reduced Epsilon to four provisional companies. By the end of the Fourth Succession War, Epsilon was listed as destroyed.

The regiment was reconstituted and back on active duty by 3042 thanks to the efforts of survivors like their current commander, Colonel Elizabeth Nichole. She assumed command of the regiment in 3046 and has led them through the dark times in the Dragoons history. During the Dragoons civil war, Colonel Nichole was forced to side with Alpin thanks to a slim vote by her warriors. As she did on Harrow's Sun, she led her command in maneuvers that kept them out of the fighting for the most part, ensuring they would make it through relatively unscathed.

When the FedCom Civil War erupted, the regiment found itself garrisoning the desert world of Kesai IV and conducting cadre training. Leaving their post was not an option, so Colonel Nichole informed Duke Sandoval that the Dragoons wished to play no part in the civil conflict, and simply refused to participate in any actions for or against either side. In October of 3064 Epsilon was relieved by the First Ceti Hussars when the Dragoons' contract expired. While returning to Outreach, the regiment suffered a tragic accident when an *Invader*-class JumpShip disappeared. Along with the JumpShip, Epsilon lost the *Union*-class DropShips *Sunniva* and *Hebrides*, carrying two companies from Charlie Battalion, and the *Fortress*-class DropShip *Otsu*, which was carrying all the secondary troops. Debris indicated that the ship exploded when it jumped. Epsilon, devastated, has been slow to recover their losses.

The regiment paints all its machines solid tan. The unit insignia is the Greek letter E, located on the lower right torso of each 'Mech.
Dragoons Rating: A*

OFFICERS

The death of Major Dwayne Loveday with most of Charlie Battalion was a blow to the entire command. Captain Erik Johnson, the surviving senior officer, has nonetheless accepted the challenge of rebuilding his shattered command. With the influx of personnel from Dragoons Combat Support and the Home Guard, Johnson managed to replace the losses but not the experience. He has spent the past three years bringing the new arrivals up to the rest of the command's level.

TACTICS

Colonel Nichole uses feints and delays, and then ambush tactics to enrage her opponent. Her soldiers engage in a grand battlefield dance of maneuvering until the enemy's frustration gets the best of them, causing them to fall for the feint, whereupon Epsilon slams them down hard.



Epsilon Command Company
Reinforced Mixed Company/Elite/Reliable
CO: Colonel Elizabeth Nichole

Aide: Samuel Woo

Listed as one of the heaviest units in the regiment, the command company has fourteen assault OmniMechs assigned to its roster.

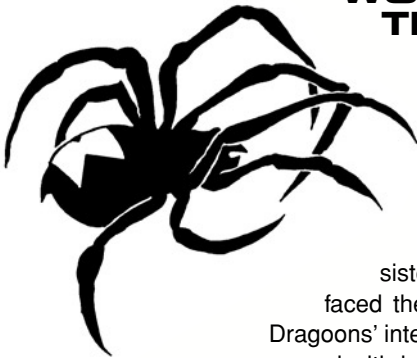


Epsilon Regiment
Regiment/Elite/Reliable
Able Battalion: Major Donald Larrios
Baker Battalion: Major Jean McCluen
Charlie Battalion: Major Erik Johnson

Comprised of fast and maneuverable light, medium and heavy BattleMechs and OmniMechs, the warriors of Able Battalion—also called the Conquistadors—are adept at maneuvering in large formations with divergent forces. Baker Battalion, also known as Jean's Lancers, is made up of medium OmniMechs equipped with jump jets. This battalion serves as the counterattack force when the enemy moves against the regiment. Charlie Battalion, called Erik's Norsemen, has been rebuilt into the command's assault unit. Charlie uses fast heavies and assault OmniMechs to pin down an opponent and batter them while the rest of the command maneuvers into position.



WOLF SPIDER BATTALION: THE WIDOW'S LEGACY



Of all the Dragoons units, the Wolf Spiders—once known as the infamous Black Widow Company—are the most easily recognized. Formed during Anton Marik's rebellion in 3014, they were a "last-chance" assignment for troublemakers and malcontents. Then-Captain Natasha Kerensky used an authoritarian command style to reform these misfit soldiers into an exemplary battlefield force.

On Calloway VI they fought a desperate rearguard action that allowed their beleaguered sister Dragoons units to escape. The Black Widows then landed with Zeta Battalion on Lamon and faced the Seventeenth Arcturan Guards, who sprung a trap against them in one of the few times the Dragoons' intelligence failed them. The Dragoons' morale and experience allowed them to retreat in an orderly manner and withdraw. At Hesperus II, the Wolf Spiders forced a breach in the Lyran lines for Delta and Epsilon regiments to exploit. After a six-month refit period, the command saw action again on New Wessex, where they embarrassed Waco's Rangers and the Twentieth Draconis Regiment, killing eighteen of the DCMS unit's twenty-seven lances. The Black Widow's finest hour began on Misery, where the Wolf Spiders were instrumental in helping defeat Minobu Tetsuhara, and ended at the Battle of Crossing with the Black Widow standing guard over the Wolves.

During the years after the Fourth Succession War, the Black Widows were expanded to a battalion to generate money for the Dragoons while Colonel Wolf rebuilt his battered and depleted command. In that time the Widows performed just as they had before Misery. The Widows were on Hall in 3039, facing the Eighteenth Marik Militia. Newly reorganized, the Widows captured the Eighteenth's Second Battalion and shattered the remaining militia command on Christmas Eve. When Beta Regiment was activated, Colonel Wolf brought the Black Widow Command back to train the remaining Dragoons regiments. When the Clans invaded the Inner Sphere and eventually recalled all the Bloodnamed warriors among the Wolf Spiders, John Clavell, an original member of the Black Widow Company, assumed command.

During the Dragoons civil war, the Wolf Spiders fought under the command of then-Captain Maeve on the side of Colonel Wolf. The Wolf Spiders defeated Alpin's force when Maeve killed him in single combat. The Spiders have spent the past six years operating in the Chaos March as a troubleshooter unit. They were on Hall in 3066 when they ran into a guerrilla group, first discovered on Helios, who called themselves the Bloody Hand. The Spiders lost two full Stars and a squad of commandos to terrorist-style suicide bombings before they cleared out the cell. The Bloody Hand subsequently turned up on Outreach after the Wolf Spiders returned there, causing minor damage at the ComStar compound and the power generating station outside Harlech. The Wolf Spiders are slated to depart for the Draconis Combine by month's end.

The unit paints its machines black with blood-red trim. The unit insignia is a wolf spider with a red hourglass on its belly.

Dragoons Rating: A*

OFFICERS

Major John "Gentleman" Clavell is an aggressive commander who is not afraid to get into a fight. Captain Ian MacIntosh, his second-in-command, is adept at various tactics and anti-terrorist operations; he's a former Kommando who tested out as a MechWarrior.

TACTICS

Clavell enjoys baiting an enemy with a Star of 'Mechs while surrounding them with the rest of the unit in an ambush. The Wolf Spiders have become adept at anti-terrorism tactics and counter-insurgency, especially after their recent experiences on Hall.



Wolf Spider Battalion

Reinforced Battalion/Elite/Fanatical

CO: Major John Clavell

Spider Trinary: Captain Ian MacIntosh

Tarantula Trinary: Captain Dirk Samuels

Black Widow Trinary: Captain Stacy Church

Major Clavell leads the Wolf Spiders' command Star. The battalion deploys all Clan OmniMechs. Spider Trinary is the assault unit, with assault and heavy OmniMechs. Tarantula is the recon/scout unit, with light and medium OmniMechs. Black Widow has two medium Stars and a heavy OmniMech Star.



Widow Flight

Squadron/Elite/Fanatical

Flight Cmdr: Captain Andrea Tyler

The squadron consists of six heavy OmniFighters piloted by warriors experienced in ground support operations and air interdiction.



Third Infantry, Seventh Kommando (Gray Wolves)

Kommando Strike Team/Elite/Reliable

Infantry Cmdr: Lieutenant Gerald Davidson

The Third are experts in 'Mech support operations, counter-terrorism and insurgency, and can operate in any type of environment. This unit is the only one permanently assigned to the regiment's 'Mech command.



ZETA BATTALION



ZETA BATTALION: WOLVES OF STEEL

No other unit in the Dragoons exemplifies power as Zeta Battalion does. The mere sight of Zeta's 'Mechs on the field have caused many opponents to flee or surrender. The few who have faced this regiment's fierce, nearly suicidal assaults and lived to tell about it give credence to its reputation. From the outset, Zeta was designed as an independent command, intended to break the strongest defenses, operating alone or in support of other Dragoons regiments. The battalion's MechWarriors, the Zetas, are probably the most reckless of the Dragoons, ever ready to throw themselves at the toughest enemy positions and the heaviest enemy 'Mechs. Assignment to the unit is purely voluntary, but the unit never lacks for applicants. Despite their kamikaze-like attitude, the Zetas are uncommonly well-disciplined and are all experts in BattleMech tactics, especially close assault and heavy fire support.

This command has an impeccable combat record. On Halloran V, they drove back several heavy companies of the Blackwind Lancers and secured a landing zone for the rest of the Dragoons. They saw action on Andre and Shensi in support of the attacking Dragoons regiments. On New Aragon they battled the elite Northwind Highlanders, suffering one of the few defeats in their illustrious career. Facing the First and Second Kearny in the Estacado Mountains, they failed to dislodge the Highlander units. They did, however, smash through the defensive lines of Waco's Rangers in the El Diablo Pass. The famous blood feud between the Dragoons and Waco's Rangers erupted during that battle when a Zeta 'Mech stepped on Colonel Waco's son, killing him after he had ejected from his own 'Mech. In revenge, Waco vowed to see the Dragoons destroyed.

On Misery with the rest of the Dragoons, Zeta suffered the worst losses of any Dragoons unit in personnel and equipment. Zeta then retired to Robinson to rest and refit. Bolstered by MechWarriors from other units who had recovered from their wounds, Zeta returned to Misery in time to lift the Kurita siege and save what was left of the Dragoons.

During the Dragoons civil war, Zeta Battalion broke contract to return to Outreach and join in the fight. Colonel Jamison chose to side with Alpin after arriving in the final days of the war. Colonel Wolf faced down Jamison in his 'Mech when Fleet Colonel Chandra declared the Trial over and Colonel Wolf victorious. Since then, Zeta Battalion has spent the past few years helping Gamma Regiment train the other Dragoons regiments. The battalion most recently returned from Epsilon Indi, where they encountered an unknown rebel force attempting to take control of the local government. Zeta engaged and destroyed the enemy formation, which deployed Clan 'Mechs in the field. After Zeta returned to Outreach, General Wolf authorized them to add two more Trinarys of mixed units. Zeta is slated to depart Outreach and join up with Alpha and Delta regiments for duty on the Ghost Bear/Combine border.

Zeta paints its machines black. The unit's insignia is a silver Greek letter Z located on the left arms and upper right legs of the 'Mechs and the fuselages of fighters.

Dragoons Rating: A*

OFFICERS

Colonel J. Elliot Jamison has commanded Zeta for more than thirty years. The weight of command has taken a toll on him, and he has hinted more than once that he is ready to retire. Meanwhile, he is grooming Major Tara Lucas to assume command. A bright and exceptional leader, her skills in a 'Mech are almost unnaturally good.

TACTICS

Zeta is the one combat command that does not break up into smaller units. Instead, they meet their opponents head-on in a charge or by some other means. With the addition of armor and infantry, Zeta has modified its tactics to incorporate combined-arms operations for the first time.



Zeta Battalion

Reinforced Battalion/Elite/Fanatical

CO: Colonel J. Elliot Jamison

Able Trinary: Major Tara Lucas

Baker Trinary: Major Tammy Markham

Charlie Trinary: Captain Jimmy Two-Feathers

Delta Trinary: Captain Rolf Wolfgang

Epsilon Trinary: Captain Nikki Winters

Zeta is comprised of the newest Clan assault and heavy OmniMechs. Alpha, Baker and Charlie are strictly OmniMech Trinarys, while Delta and Epsilon are integrated combined-arms Trinarys. Delta is made up of an artillery and an LRM OmniMech Star, a heavy hovertank Star and a Star of Elementals. Epsilon likewise has one Star of assault OmniMechs with a Star of Elementals and a Star of aerospace fighters. Epsilon conducts headhunting operations and Delta serves as the harasser command.



CLASSIC BATTLETECH RPG RULES

This section provides several new Life Paths to supplement those found in the character creation rules provided in *Classic BattleTech RPG (CBT: RPG)* and the *Classic BattleTech Companion*. These rules enable players and gamemasters to create characters better tailored to mercenary-based campaigns.

MERCENARY AFFILIATION

Technically speaking, being a mercenary is not an affiliation a character is born with. Even those born in a mercenary command will likely be schooled in the customs of the realm that their mercenary command served most often. Some mercenary commands, however, are more transient than others. To reflect this, players of mercenary-born characters (as opposed to characters who become mercenaries later in life) should begin their character's life under his or her birth affiliation first, using that affiliation to establish bonus skills, traits and at least the character's Early Childhood Life Path. Characters who then take the Mercenary Brat Late Childhood path may be said to be adoptees or even dependents of an existing mercenary unit.

Characters born into a mercenary command may take any standard Stage 1 Life Path, so long as it is not a Clan path (unless the character hails from a merc command with Clan origins, which is exceedingly rare). All characters born into a mercenary command automatically take the Mercenary Brat path next (unless some event in early childhood steers them elsewhere). Alternatively, born mercenaries can take the Born Mercenary Brat path below.

Though mercenary training academies exist, new mercenary characters may also join up after undergoing training in a House military academy, or perhaps even after some real-life experiences. The additional traits and skills awarded from the Mercenary affiliation are in addition to those already obtained through the character's primary affiliation.

As long as they remain in service with a mercenary command, all mercenary characters have a rank, reflected below by the Rank Trait. The level of this trait varies with past combat experience.

Game Material

Primary Language: Original Affiliation (English if born mercenary)

Attribute Thresholds: SOC -1, EDG +1 (CHA -1 if born mercenary)

Bonus Skills: Bureaucracy/Mercenary +2, Protocol/Mercenary +1, Negotiation +1 (Scrounge +2 if born mercenary)

Bonus Traits: Well-Equipped, Rank (one level for every two Tour of Duty or Covert Ops Life Paths completed, or half the character's Rank level prior to entering a Mercenary path, whichever is higher; +1 level if born mercenary)

Path Restrictions: Must choose at least one Mercenary Real Life Path before ending character creation. Born mercenaries must also choose Mercenary Brat for Stage 2, unless events in Stage 1 produce another path.

ADDITIONAL PATHS

The following section contains three new Life Paths unique to the mercenary life. Players and gamemasters can use these paths in conjunction with those presented on pages 33–35 of *CBT: RPG* and pages 37–91 of the *Classic BattleTech Companion*.

The following paths have some basic prerequisites. In addition to minimum required Attributes, they also list prerequisite paths a character must complete before entering a particular path.

EVENTS

These paths feature a unique list of events similar to the paths presented in the *CBT: RPG* rulebook. Use the standard rules for determining character events (see p. 24, *CBT: RPG*), with one exception. Instead of rolling 2D6, players roll 2D10 to select an event. After rolling dice for an event, the player can increase or decrease the dice roll results by 1 or 2, or reroll using the single expenditure of Edge (see *Edge and Events*, p. 25, *CBT: RPG*).

STAGE 1: EARLY CHILDHOOD

Unless otherwise stated, this path follows the rules for Stage 1: Early Childhood in the *Character Creation* section of *CBT: RPG* (p. 33).

STAGE 1: BORN MERCENARY BRAT

Mercenary affiliation only.

Akin to the army brat, born to a career military family and bounced around from base to base throughout his or her youth, the born mercenary lives much of his life traveling with a family that knows only warfare for profit, bereft of national identity and always near the firing lines.

Attribute Minimums: SOC 3

Attribute Thresholds: STR +1, RFL +1

Skills: Career/Soldier +2, Academic/Military History +1, Language/Any +1, Perception +1, Scrounge +1

Next Path: Adolescent Warfare (2), Back Woods (2), High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Street (2)

Born Mercenary Brat Events

- Family killed before your eyes. You haven't been the same since. [Choose two: Addiction (2), Combat Paralysis or Madness/Flashbacks (3); may take no further military paths]
- The enemy zeroed in on the dependents' barracks as a diversionary tactic, and you still bear the scars.



CLASSIC BATTLETECH RPG RULES

- [Unattractive, choose two: Disabled (2), Glass Jaw, Lost Limb (2), Madness/Any (2), Slow Learner, Unlucky]
- 4 Orphaned by someone else's war, you were adopted by another member of the outfit, but you never forgot your parents. [Quirk/Vow of Revenge (2), Enemy, Madness/Flashbacks]
 - 5 While sampling some of the local flavor, you and your friends discovered the hard way that not everyone likes a merc. [Brawling +1, Running +1, Enemy, Introvert, choose one: Poor Hearing, Poor Vision, Timid or Unattractive]
 - 6 Caught an alien virus while traveling with your family. [BOD -1, choose either Allergy, Disabled, Low Endurance or Thin-Skinned]
 - 7 'Mechs sure aren't that hard to drive in simulators! You took a short, disastrous joyride with over four million C-bills in your parents' outfit's hardware. Luckily, nobody was hurt. Miraculously, you survived the crash and your parents' wrath! [Pilot/Mech +1, Fast Talk +2, Bad Reputation, Clumsy]
 - 8 Your parents' mercenary force teetered on the edge of bankruptcy, and then went over. [+1 Scrounge, +1 Negotiation, Poorly Equipped, Poverty; next path may not be Preparatory School or Military School]
 - 9 Spent more time in DropShips than in classrooms ground-side. [Zero-G Operations +2, BOD -1, lose the Academic and Language skills picked up in this path]
 - 10 You became a wiz 'Mech jock—at least, that's what the high score says. [Gunnery/Humanoid/Laser +1, Interest/Holovid Games +2, -1 to all Academic, Career and Language skills earned in this path]
 - 11 A non-com watches over you while your folks are away and teaches you a few valuable skills. [Survival +1, First Aid +1, Navigation/Ground +1]
 - 12 They kept you far from where the action was—safe, but boring! [+1 to any two skills gained in this path]
 - 13 Your folks made sure you had a great tutor. [Contact, +1 to any three skills gained in this path]
 - 14 A long stint of garrison duty gave you full exposure to a new culture and way of life. [Choose any non-Clan affiliation and add +2 to that affiliation's primary Language, Protocol and Streetwise skills]
 - 15 Your folks' outfit had its own scouts program, taught by the resident veteran commando herself. [Contact, Survival +2, Martial Arts/Military +1, choose one: Blade +1, First Aid +2, or Pistols +1]
 - 16 It was a banner year for your folks' merc command. [Wealth (2), Well-Equipped]
 - 17 Your father died in the line of duty, but he left you and mother enough for a life on Easy Street. [Proud Heritage, Wealth (3), Well-Equipped]
 - 18 Family member dies and leaves you his 'Mech. [Vehicle, Owns Vehicle, Wealth (2)]
 - 19 Choose one event or roll twice and apply both results.
 - 20 Choose two events or roll three times and apply each result.

STAGE 3: HIGHER EDUCATION

Unless otherwise stated, this path follows the rules for Stage 3: Higher Education in the *Character Creation* section of *CBT: RPG* (p. 40).

STAGE 3: ARC-ROYAL COMBAT TRAINING PROGRAM (ARCTP)

Any Inner Sphere, Periphery, or Mercenary affiliation. Cannot have Combat Paralysis Trait. Any "questionable" events in the character's path disqualify him or her from taking this path unless a suitable Contact Trait is purchased to hide the event. Mercenary Brat characters add +1 to all event rolls.

Though costly, the Arc-Royal Combat Training Program is second only to the Outreach Mercenary Training Command and the Northwind Military Academy in terms of prestige and overall quality. With instructors from the Wolf Clan-in-Exile and the famed Kell Hounds, warriors flock to this semi-formal university for the professional soldier, where the best may even receive special recognition and an chance to join some of the most sought-after commands in the mercenary field.

Time: 2 years

Attribute Minimums: INT 3, WIL 3, SOC 2, EDG 3

Attribute Thresholds: RFL +1, WIL +1

Traits: Poverty, Promotion, Well-Equipped

Skills: Academic/Military History +2, Leadership +1, Protocol/Mercenary +1, Scrounge +2

Fields: Basic Training

Previous Paths: Mercenary Brat (2), Military School (2), Preparatory School (2), Tour of Duty: Any (4)

Next Path: Advanced Individual Training Subpath (Mandatory, part of this pass)

Arc-Royal Combat Training Program Events

- 2 During a "field trip" to the Clan front, Jade Falcon raiders overran your training group. Only you and your training instructor survived...and you're not so sure of yourself. [+2 Navigation/Ground, +2 to any two Combat skills; EDG -1, Addiction (2); choose two: Combat Paralysis, Glass Jaw, Lost Limb (2), Disabled (3), Madness/Flashbacks (3); may take no further military paths]
- 3 A live-fire exercise gone horribly wrong convinces you you're not cut out for life as a mercenary after all. [Combat Paralysis, Unattractive, may take no more Academy paths, next path must be Ne'er-Do-Well]
- 4 Took your rivalry with a fellow classmate too far during a live field exercise. The board couldn't prove you meant to fire your PPC into his head, but your career is every bit as dead as he is. [Bad Reputation (3), Stigma (2)/Murderer, may not take any more Academy paths, next path must be Ne'er-Do-Well]
- 5 Mental note: Clanners have *no* sense of humor, and contrary to barroom belief, Warden does not equal wimp!

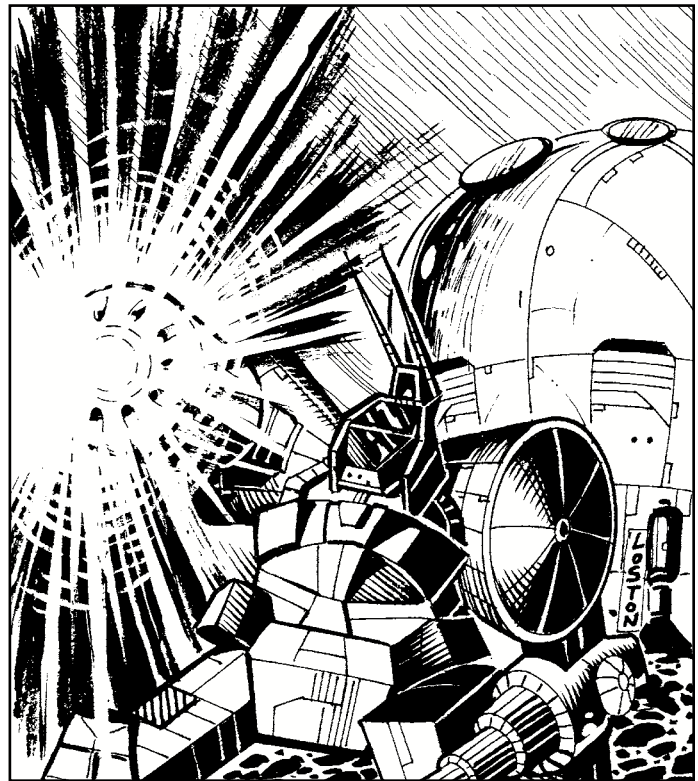


- [Brawling +2, Glass Jaw, choose one: Poor Hearing, Poor Vision or Unattractive]
- 6 Co-ed training facilities have their advantages—and their drawbacks. [Seduction +2, Bad Reputation, Poverty, choose either Dependent or Disabled]
 - 7 Some of those “extracurricular” activities you’ve been pursuing caught up with you. Lucky for you you’re an eloquent speaker. [Fast Talk +1, Negotiation +1, Demotion, Poverty, Bad Reputation, choose one: Gambling +2, Scrounge +2, or Streetwise/Arc-Royal +2]
 - 8 Too much simulator time, not enough classroom time. [–1 to half the skills learned in this path, +1 to any three Gunnery, Piloting or small arms skills]
 - 9 Your Lyran instructors focused your classes on the administrative aspect of mercenary command rather than battlefield skills. [Administration +2, Bureaucracy +2, Protocol/Mercenary +1, Tactics –2, Strategy –1, –1 to any two other military field skills]
 - 10 It didn’t take long for another student to realize you *are* the competition! [+1 to any two military field skills, Enemy]
 - 11 Made friends with a helpful Kell Hounds instructor. [Contact]
 - 12 You skirt by on average test scores. [+1 to any two skills gained in this pass]
 - 13 Took part in the academy’s extra-credit weekend war games against the local Wolves. [Protocol/Clan +2, +1 to any three military field skills]
 - 14 A Clan Wolf (in-Exile) instructor took you under his wing, and some day you may even thank him for it. [BOD +1, Running +1, Martial Arts/Any +1]
 - 15 You were among those hotheads who regularly antagonized the local Wolves (in-Exile). You, however, had the skills to back up your insults, and you have earned some grudging respect from the Clansmen, much to your instructors’ dismay. [Demotion, Bad Reputation, Protocol/Clan +2, +2 to any three military field skills, choose one: Toughness, Pain Resistance or High Endurance]
 - 16 Your scores are worthy of the Officer Training Program. Good job! [May take OCS Life Path next, and then continue this Life Path from the same point]
 - 17 Talent like yours will land you in a fine mercenary command some day. Perhaps you’re even Kell Hounds material. [Good Reputation, Promotion, +3 to any combat-related skill, +2 to any two other military field skills]
 - 18 Graduated with honors bestowed by Morgan Kell himself. The future is yours for the taking! [Vehicle (2), Custom Vehicle, Wealth (2), choose Promotion (2) or take OCS Life Path next]
 - 19 Choose one event or roll twice and apply both results.
 - 20 Choose two events or roll three times and apply each result.

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only.

Time: 2 years



Traits: Promotion

Skills: Leadership +1, Negotiation +1, Add +1 to two Basic Training skills.

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot (Minimum DEX 4, RFL 4)

Aircraft Pilot (Minimum DEX 4, RFL 3)

Armored Infantry (Minimum STR 6, BOD 5)

Cavalry

DropShip Pilot (Minimum DEX 4)

Infantry

Marine (Minimum WIL 4, may not have TDS Trait)

MechWarrior (Minimum DEX 3, RFL 4)

Scout

Ship’s Crew

Next Path: Tour of Duty: Mercenary or Inner Sphere (4), Ne’er Do Well (4), Special Training (4)

Subpath: Special Training

AIT graduates (MechWarriors, Infantry, Armored Infantry, DropShip Pilot and Scout)

Time: 2 years

Traits: Promotion, Contact/Kell Hounds

Skills: Leadership +1, Negotiation +1, Add +1 to two Basic Training skills.



CLASSIC BATTLETECH RPG RULES

Fields: Choose one of the following fields, subject to the listed restrictions:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Infantry, MechWarrior, Armored Infantry, Scout or Cavalry, minimum BOD 4, RFL 4, WIL 4)

Next Path: Tour of Duty: Mercenary or Inner Sphere (4), or Covert Ops (4) (Special Forces or Military Scientist fields only)

Subpath: Officer Candidate School

Entry via event roll only.

Time: 1 year

Traits: Commission (Rank (1))

Skills: Negotiation +1

Fields: Officer Field

Next Path: Per last path followed.

STAGE 4: REAL LIFE

Unless otherwise stated, this path follows the rules for Stage 4: Real Life in the *Character Creation* section of *CBT: RPG* (p. 47).

TOUR OF DUTY: MERCENARY

Mercenary affiliation only. Characters becoming mercenaries later on during the character creation process must apply all relevant traits, skills and threshold modifiers granted by the Mercenary affiliation (p. 121) before their first Mercenary Tour of Duty if they have not done so already.

In the field, it takes more than a reputation and an ideology to win battles, and any good mercenary knows that. This Life Path separates the strong from the weak in the truest test of human endurance: the crucible of combat.

Time: 2 years

Traits: Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry-trained characters. All others take Well-Equipped.

Skills: Add +2 to any three skills from your military fields, Negotiate +1, Scrounge +1.

Previous Paths: Tour of Duty: Any (4), Covert Ops (4) (including faction-specific versions), Ne'er-Do-Well (4), any Military Academy Path (3), Adolescent Warfare (2), Mercenary Brat (2)

Next Path: Tour of Duty: Mercenary or Inner Sphere (4), Covert Ops (4), Ne'er-Do-Well (4), Travel (4)

Tour of Duty: Mercenary Events

2 Intelligence *really* dropped the ball this time; that "comm center" you just destroyed was a *school*, and your command just wound up on the MRBC's most-wanted list. [Bad Reputation (3), Enemy (3), Stigma (2)/Bounty on Head, may only choose Tour of Duty: Pirate or Ne'er-Do-Well next, with a -2 to all event rolls while still "at large"]

- 3 Found guilty of contract breach, you are subjected to fines and a hiring ban. [Negotiation -2, Bad Reputation (3), Poverty (2), Enemy (3), add 1D6 years to the time spent in this path]
- 4 Your grandstanding in the field cost the command several good warriors! You're lucky they didn't shoot you on the spot! [Bad Reputation (2), Poverty, Enemy (2), next path must be Ne'er-Do-Well]
- 5 Open mouth, insert foot, and here are your walking papers. [Negotiation -2, Bad Reputation, Poverty, Enemy (2), add 1D6 years to the time spent in this path]
- 6 The fighting was fierce and a lot of your friends fell. Sometimes you can still hear their screams. Was it your fault? [+3 to any two Combat skills, Bad Reputation, Madness (2)/Flashbacks, choose Combat Paralysis or Dark Secret (3)]
- 7 Easy come, easy go. Unfortunately, not as much comes as goes. [Poverty, Poorly Equipped]
- 8 You still bear the scars from all that heavy fighting. [+2 to four Combat skills, Poorly Equipped, choose one: BOD -2, Addiction (2), Disabled (2), Lost Limb (2), Quirk (2) or Unattractive]
- 9 You and a lancemate had a "disagreement" while on leave, and he's still holding a grudge. [Enemy]
- 10 Offered a job in another outfit. [If you choose to sign on, take Wealth, Promotion and Stigma/Unreliable. Otherwise, take Quirk/Reliable, Promotion, and Negotiation +2]
- 11 Garrison duty leaves you with plenty of chances to cruise the local scene. [Choose one: Gambling +2, Seduction +2 or Streetwise +2]
- 12 You fought in a major battle, risking life and limb, only to have some egocentric House regulars claim the victory! At least the pay was good. [+2 to any three military field skills, Wealth, Quirk/Distrust of House troops]
- 13 Standard objective raid. [+2 to any military field skill, Navigation/Ground +1, Perception +1, Wealth]
- 14 The mission might have been uneventful, but it sure paid well. [Wealth (2), Well-Equipped]
- 15 You saw some heavy action on and off the battlefield. This was one mission for the memoirs! [Seduction +3, +2 to any two military field skills, Wealth]
- 16 You didn't have to stay, but stay you did. Word's getting around and jobs won't be far behind. [+2 to any two military field skills, Wealth (2), Good Reputation (2), choose one: Disabled, Unattractive or Addiction]
- 17 You're good at this job, and you know it. [Negotiation +3, Leadership +2, +2 to any other skill, Wealth (2)]
- 18 Hello, salvage! [Choose: Wealth (4) and Well-Equipped (2), or Vehicle (4) and Owns Vehicle]
- 19 Choose one event or roll twice and apply both results.
- 20 Choose two events or roll three times and apply each result.



RULES

This section provides new rules for use with *BattleTech*. References to the *BattleTech Master Rules, Revised* are abbreviated as *BMR*.

The Unit Assignment Table enables players to generate *BattleTech* forces quickly for pick-up games. Mercenary Commands provides optional rules for the various forces described in this manual, as do the individual subsections for each military.

The next section, *Creating a Mercenary Force*, provides players with rules for generating their own mercenary commands. These rules are compatible with *BattleTech* and the *Classic BattleTech RPG*. Finally, *Running a Mercenary Force* guides players through finding missions and meeting the battlefield and day-to-day needs of a modern mercenary unit.

UNIT COMPOSITION TABLES

The 'Mech, vehicle and fighter tables in this section can be used alone or with the Creating Scenarios rules (see p. 97, *BMR*) and the standard Vehicle Assignment Tables (see p. 90, *CBT: RPG*). While players can use these tables to generate any Inner Sphere force, they are designed with mercenary commands in mind. For a more accurate depiction of any House, Clan or Periphery force, consult the appropriate *BattleTech Field Manual*, the *BattleTech Field Manual: Updates*, *BMR* or *CBT: RPG*. Additional guidelines for assigning 'Mechs and vehicles are listed in the individual unit rules in this section.

ASSIGNING 'MECHS

After determining the weight classes of the BattleMechs in each force (see p. 104, *BMR*), use the appropriate Random Assignment Tables to determine the specific 'Mech, vehicle and aerospace fighter designs. If desired when generating a mercenary force, players may also use a corresponding table from the Field Manual appropriate to the force's employer and their force's equipment rating (shown on the force's TO&E listing). Doing so, however, reflects equipment replacements from previous combat losses in service to that employer, and so the quantity of such "replacement units" should never exceed half the mercenary force's total size.

To use the table, the players must first set the equipment ratings (A, B, C, D or F) of their forces. If playing lances or companies from specific mercenary regiments, consult either the force's brief earlier in this book or its listing in the TO&E to determine the equipment rating of each force.

Alternatively, players may simply set equipment ratings beforehand (where a C rating is average) or roll 1D6 to determine the equipment rating randomly. In the latter case, a result of 1 provides an A rating, a result of 2 is B, and so on (re-roll on a result of 6). Keep in mind that using similar equipment ratings for both sides increases the likelihood of an evenly matched battle. An equipment rating is often the average of the ratings for that unit's component parts, and so a company with a B rating may include an A lance, a B lance and a C lance.

After determining the equipment rating, roll 2D6 and consult the appropriate rating column to find the specific 'Mech or vehicle.

Assigning 'Mechs in CBT: RPG

Players can also use the Random Unit Assignment Table to assign the starting vehicle for a new *CBT: RPG* character who joins a mercenary force. In this case, use the table below instead of the standard *CBT: RPG* vehicle assignment table (see p. 90, *CBT: RPG*). Base the character's equipment rating on the regiment with which the character last served.

If the character has not served in a regiment, assume he has a rating of C. Increase the rating by one level for each of the following traits the character possesses: Land Grant, Title and appropriate Contact, Proud Heritage, Well-Connected, Edge (7 or higher), Social Standing (7 or higher) or a Tour of Duty (only one Tour of Duty Path counts toward this total). Decrease by one level for each of the following: Bad Reputation, Combat Paralysis, Madness, Owns Vehicle, Poverty, Shameful Heritage, Stigma, Unlucky or Ne'er-Do-Well (Life Path). Ratings cannot be increased above A or decreased below F.

ASSIGNING PILOTS

After determining the 'Mechs and other battlefield units, assign pilots using the Random Experience Level Table and the Random Skills Table (Expanded); see p. 108, *BMR*.

If playing elements from a specific force in this book, consult the force's description in its briefing or in the TO&E section. Each force and sub-force of the mercenary commands featured has a rating of Green, Regular, Veteran or Elite. If playing an Elite unit, add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skill roll. For Veteran units add +2 to the Random Experience Level roll and +1 to the Random Skill roll. Regular units apply no modifiers. If playing a Green unit, a -2 modifier applies to the Experience Level roll and a -1 modifier to the Random Skill roll.

MERCENARY COMMANDS

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



RULES

RANDOM UNIT ASSIGNMENT TABLE

Light Units 2D6		Equipment Rating						Aerospace Fighters (20 to 45 tons)	
A	B	C	D	F	Vehicles				
2	SPR-5F Specter [35]	C-SK1 Cossack [20]	ZPH-1A Tarantula [25]*	MCY-98 Mercury [20]	PNT-9R Panther [35]	Centipede [20] ^H		SPR-6D Sparrowhawk [30]	
3	SCB-9A Scarabus [30]	NTK-2Q Night Hawk [35]	BH-K305 Battle Hawk [30]	SDR-7M Spider [30]	FS9-H Firestarter [35]	Scorpion [25] ^T		SL-21 Sholagar [35]	
4	BZK-F3 Hollander [35]	TLN-5W Talon [35]	SDR-7M Spider [30]	UM-R63 Urbanmech [30]	UM-R60 Urbanmech [30]	Blizzard [25] ^H		TR-7 Thrush [25]	
5	LCT-5M Locust [20]	DRT-3S Dart [25]	PNT-10K Panther [35]	WSP-1S Wasp [20]	JVN-10N Javelin [30]	Hunter [35] ^T		F-10 Cheetah [25]	
6	DRT-4S Dart [25]	ZPH-1A Tarantula [25]*	FS9-S Firestarter [35]	JVN-10F Javelin [30]	WSP-1A Wasp [20]	Galleon [30] ^T		5B-27 Sabre [25]	
7	BH-K305 Battle Hawk [30]	BH-K305 Battle Hawk [30]	JVN-10F Javelin [30]	STG-3G Stinger [20]	STG-3R Stinger [20]	Pegasus [35] ^H		CNT-1D Centurion [30]	
8	HMR-3P Hammer [30]	JA-KL-1532 Jackal [30]	COM-5S Commando [25]	LCT-1E Locust [20]	LCT-1V Locust [20]	Saladin [35] ^H		SYD-Z1 Seydlitz [20]	
9	WLF-2 Wolfhound [35]	HMR-3M Hammer [30]	WLF-1 Wolfhound [35]	COM-3A Commando [25]	COM-2D Commando [25]	J. Edgar [25] ^H		SPR-H5 Sparrowhawk [30]	
10	SDR-8M Spider [30]	WLF-2 Wolfhound [35]	UM-R63 Urbanmech [30]	FS9-S Firestarter [35]	JR7-D Jenner [35]	Cavalry [25] ^V		SYD-Z2A Seydlitz [20]	
11	EGL-2M Eagle [25]	BZK-F3 Hollander [35]	JA-KL-1532 Jackal [30]	OTT-7J Ostscout [35]	VLK-QA Valkyrie [30]	Warrior [20] ^V		CNT-1D Centurion [30]	
12	AF1 Arctic Fox [30]	SCB-9A Scarabus [30]	BZK-F3 Hollander [35]	MON-67 Mongoose [25]	SDR-5V Spider [30]	Yellow Jacket [30] ^V		SYD-Z3A Seydlitz [20]	
Medium 'Mechs 2D6		Equipment Rating						Aerospace Fighters (50 to 70 tons)	
A	B	C	D	F	Vehicles				
2	FS9-O Firestarter [45]	NGS-5S Nightsky [50]	NGS-4S Nightsky [50]	TBT-7M Trebuchet [50]	CNS-3M Cronus [55]	Drillson (SRM) [50] ^H		LCF-R16KR Lucifer II [65]	
3	VND-5L Vindicator [45]	STY-3D Starslayer [50]	TR-1 Wraith [55]	GRF-3M Griffin [55]	TBT-5N Trebuchet [50]	Bandit [50] ^H		LCF-R16K Lucifer II [65]	
4	CNS-5M Cronus [55]	BSW-S2 Bushwacker [55]	STH-1D Stealth [45]	SHD-2K Shadow Hawk [55]	ENF-4R Enforcer [50]	Vedette [50] ^T		CSR-V12M Corsair [50]	
5	CBR-O2 Cobra [45]	STY-3C Starslayer [50]	APL-1M Apollo [55]	VND-3L Vindicator [45]	CNR-D Centurion [50]	Hetzer [40] ^W		LCF-R15 Lucifer [65]	
6	HBK-5S Hunchback [50]	APL-1M Apollo [55]	WTC-4M Watchman [40]	HBK-5N Hunchback [50]	HBK-4G Hunchback [50]	Myrmidon [40] ^T		CSR-V12 Corsair [50]	
7	WVR-8K Wolverine [55]	CLN-7W Chameleon [50]	CLN-7W Chameleon [50]	PXH-1D Phoenix Hawk [45]	PXH-1 Phoenix Hawk [45]	Drillson [50] ^H		LTN-G15 Lightning [50]	
8	SNT-O4 Sentry [40]	KW1-LH3 Lineholder [55]	KW1-LH3 Lineholder [55]	WTH-2 Whitworth [40]	GRF-1N Griffin [55]	Goblin [45] ^T		HCT-213 Hellcat [60]	
9	LNK-9Q Lynx [55]	CN-10B Centurion [55]	BJ-2 Blackjack [45]	BJ-2 Blackjack [45]	SHD-2H Shadow Hawk [55]	Maxim [50] ^H		F-90 Stingray [60]	
10	STY-3D Starslayer [50]	SNT-O4 Sentry [40]	HUR-WO-R4L Huron Warrior [50]	HCT-3F Hatchetman [45]	WVR-6R Wolverine [55]	Condor [50] ^H		TR-10 Transit [50]	
11	CDA-3F Cicada [40]	LNK-9Q Lynx [55]	KIM-2 Komodo [45]	WVR-10D Wolverine [55]	DV-6M Dervish [55]	Fulcrum [50] ^H		SL-17 Shilone [65]	
12	BJ-2-O Blackjack [50]	BJ-2-O Blackjack [50]	BSW-X1 Bushwacker [55]	WTC-4M Watchman [40]	BJ-1DB Blackjack [45]	Condor (Laser) [50] ^H		F-92 Stingray [60]	
Heavy 'Mechs 2D6		Equipment Rating						Aerospace Fighters (75 to 100 tons)	
A	B	C	D	F	Vehicles				
2	BHKU-O Black Hawk [60]	MDG-1A Rakshasa [75]	GAL-2GLS Gallowglas [70]	TDR-7SE Thunderbolt [65]	TDR-5SS Thunderbolt [65]	Typhoon [70] ^W		STU-D6 Stuka [100]	
3	YMN-6Y Yeoman [60]	FLC-8R Falconer [75]	HRG-LS-9000 Hercules [70]	MAD-5D Marauder [75]	CRD-3R Crusader [65]	SRM Carrier [60] ^T		SL-15B Slayer [80]	
4	HEL-3D Helios [60]	GAL-1GLS Gallowglas [70]	WR-DG-02FC War Dog [75]	GHR-6K Grasshopper [70]	TDR-5S Thunderbolt [65]	Ahukov [75] ^T		TR-14 Transgressor [75]	
5	RFL-6X Rifleman [60]	ANV-3M Anvil [60]	TDR-7SE Thunderbolt [65]	TDR-9S Thunderbolt [65]	GHR-5H Grasshopper [70]	Bulldog [60] ^T		CHP-W5 Chippewa [90]	
6	TDR-7SE Thunderbolt [65]	WHM-7M Warhammer [70]	AXM-1N Axman [65]	QKD-5M Quickdraw [60]	RFL-3N Rifleman [60]	Rommel [65] ^T		STU-K5 Stuka [100]	
7	ARC-8M Archer [70]	TDR-9SE Thunderbolt [65]	WHM-7M Warhammer [70]	ARC-4M Archer [70]	ARC-2R Archer [70]	Manticore [60] ^T		EGL-R6 Eagle [75]	
8	WHM-8D Warhammer [70]	PTR-4D Penetrator [75]	GHR-6K Grasshopper [70]	WHM-7M Warhammer [70]	WHM-6R Warhammer [70]	Patton [65] ^T		TRB-D36 Thunderbird [100]	
9	MTR-5K Maelstrom [75]	QKD-8K Quickdraw [60]	GAL-1GLS Gallowglas [70]	ON2-M Orion [75]	MAD-3R Marauder [75]	Pike [65] ^T		F-100 Riever [100]	
10	ANV-3M Anvil [60]	MAD-9M Marauder [75]	PTR-4D Penetrator [75]	GHR-5N Grasshopper [70]	ON1-K Orion [75]	Po [60] ^T		TR-13 Transgressor [75]	
11	CTS-6Y Cestus [65]	GAL-2GLS Gallowglas [70]	TMP-3M Tempest [65]	MAD-9M Marauder [75]	MLN-1A Merlin [60]	LRM Carrier [60] ^T		SL-15 Slayer [80]	
12	AV1-O Avatar [70]	BNDR-01A Bandersnatch [75]	MTR-5K Maelstrom [75]	AXM-1N Axman [65]	GHR-5N Grasshopper [70]	Von Luckner [75] ^T		CHP-W7 Chippewa [90]	
Assault 'Mechs 2D6		Equipment Rating						DropShips	
A	B	C	D	F	Vehicles				
2	SD1-O Sunder [90]	HGN-732 Highlander [90]	PPR-5S Salamander [80]	AWS-9M Awesome [80]	CGR-1A5 Charger [80]	Schiltion [80] ^W		Excalibur ^S	
3	SRC-3C Sirocco [95]	TDK-7X Thunder Hawk [100]	GUN-1ERD Gunslinger [85]	BNC-5S Banshee [95]	CP10-Z Cyclops [90]	Alacorn [90] ^T		Intruder ^S	
4	HGN-732 Highlander [90]	CP11-G Cyclops [90]	STK-5S Stalker [85]	CP11-G Cyclops [90]	GOL-1H Goliath [80]*	SturmFeur [85] ^T		Mule ^S	
5	CP12-K Cyclops [90]	DVS-2 Devastator [100]	LGB-7Q Longbow [85]	LGB-7Q Longbow [85]	AS7-D Atlas [100]	Schrek [80] ^T		Triumph ^A	
6	VTR-10D Victor [80]	GUN-1ERD Gunslinger [85]	VTR-9K Victor [80]	ZEU-9S Zeus [80]	ZEU-6S Zeus [80]	Ontos [95] ^T		Leopard ^A	
7	MR-V2 Cerberus [95]	AWS-9Q Awesome [80]	AS7-S Atlas [100]	VTR-9K Victor [80]	VTR-9B Victor [80]	Demolisher [80] ^T		Union ^S	
8	GUN-1ERD Gunslinger [85]	STK-5S Stalker [85]	AWS-9Q Awesome [80]	AS7-S Atlas [100]	AWS-8Q Awesome [80]	Partisan [80] ^T		Seeker ^S	
9	LGB-12C Longbow [85]	MR-V2 Cerberus [95]	BLR-3M Battlemaster [85]	CGR-SB Charger [80]	STK-3F Stalker [85]	Heavy LRM Car. [80] ^T		Overlord ^S	
10	BKW-7R Black Watch [85]	LGB-12C Longbow [85]	BNC-3S Banshee [95]	STK-5M Stalker [85]	BLR-1G Battlemaster [85]	Behemoth [100] ^T		Condor ^A	
11	T-IT-N11M Grand Titan [100]	NSR-9J Nightstar [95]	MR-V2 Cerberus [95]	AWS-9Q Awesome [80]	BNC-3E Banshee [95]	Challenger X [90] ^T		Gazelle ^A	
12	MAD-4S Marauder II [100]	PPR-5S Salamander [80]	T-IT-10M Grand Titan [100]	HTM-27T Hatamoto-Chi [80]	BNC-3S Banshee [95]	Schiltion [80] ^W		Avenger ^A	

*This is a four-legged (quad) BattleMech.

A Aerodyne

H Hover

S Spheroid

T Tracked

V VTOL

W Wheeled

Note: If generating a mercenary command using the Creating a Mercenary Force rules, disregard the random DropShip table.



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

USING HIDDEN UNITS RULES

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

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

OVERLAPPING ABILITIES AND ADVANTAGES

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

BANKING INITIATIVE

Some mercenary commands possess an innate grasp of the ever-changing battlefield. They can take advantage of this by electing to give up initiative only to seize it later in combat.

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

FORCING THE INITIATIVE

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

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

OFF-MAP MOVEMENT

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

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

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

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

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

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

OVERRUN COMBAT

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

When rolling Initiative for overrun-capable forces, note the die roll result's margin of success. Divide the margin of success by 2 and round fractions down. The result equals the number of



RULES

individual units that may move, designate their targets and fire before any other units move and fire. "Extra" successes (such as when the player has more successes than there are units available to move) do not carry over in to later turns. For example, an overrun-capable force makes an Initiative roll of 11, while its opponent rolls a 6. That gives the overrun-capable force a Margin of Success of 5, allowing two units to move and fire before any opposing units may move (5 divided by 2 is 2.5, rounded down to 2).

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

EQUIPMENT RATINGS

A letter in parentheses follows the name of each of the mercenary commands described below. This letter is the unit's equipment rating, which represents the force's access to advanced BattleMechs and other equipment. This includes access to refit kits, exceptional salvage, the purchase of new designs and preserved (or recovered) Star League-era technology. Players can use the rating when assigning 'Mechs to a unit with the Random Unit Assignment Table, or when building a mercenary unit according to the rules starting on page 137.

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

FORCE-SPECIFIC RULES

The following write-ups describe abilities and limitations specific to various individual, named mercenary commands.

ALWAYS FAITHFUL (B)

The Always Faithful cannot acquire Clan 'Mechs. The Faithful are immune to intimidation, so no opponent can force the initiative, and the Seventh Striker Battalion can use off-map movement.

ARCADIANS (A)

When randomly rolling to determine force composition, the Arcadian commander may choose to roll on the "B" or lower column of the Random Unit Assignment Table: Federated Suns (see p. 224, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) instead of using the "A" column on the Mercenaries Table. The Arcadians may use off-map movement. Furthermore, all Arcadian MechWarriors and vehicle crews make ranged attacks with LRMs,

PPCs, Gauss rifles, large lasers and Autocannon 2s (including ER, LB-X, light, pulse, RAC and Ultra weapons, as appropriate) at a -1 to-hit modifier.

AVANTI'S ANGELS (C)

Any mercenary force fighting against the Angels must inform the Angel commander of any specialties its members have, after which the tailored fighting style of the Angels gives its commander two options. The first option allows the commander to take a +2 Initiative bonus. The second option allows him to take a +1 Initiative bonus and apply a one-point penalty to any special ability possessed by the opposing force that generates a modifier.

If forced into a defensive position by losing more than half of their starting units, rounding down, the Angels lose all bonuses and suffer a -2 Initiative penalty. This penalty is cumulative with any bonuses the enemy unit receives.

BANNOCKBURN'S BANDITS (C)

Bannockburn's Bandits may elect to hold half their force in reserve. This reserve force may not enter the board until after the third turn of fire, but may then do so along any map edge.

When employing their infantry forces alone, or in conjunction with HQ Company, the Bandits receive the Banking Initiative special ability.

When operating on the defensive, Huey Company may conceal one infantry platoon forward of the map's halfway point (toward the opponent's home edge) per the normal hidden unit rules. This platoon may then act as artillery spotters.

BARRET'S FUSILIERS (C)

The Fusiliers favor combined-arms operations, and prefer to deploy mixed company-sized forces consisting of a lance of 'Mechs, armor and infantry with TAG (or a lance of aerospace in conjunction with the infantry/TAG and guided munitions). When deployed in the field this way, the Fusiliers receive a +2 Initiative bonus against their opponents. However, once they lose any component of this mixed company (such as a full lance of armor) the Initiative modifier becomes a -1 penalty.

BATTLE MAGIC (A)

Battle Magic has one of the Inner Sphere's premier technical-support crews, renowned for their customization and repair skills. The force therefore receives a +3 bonus to dice rolls when using Scavenging and Repair rules (see pp. 87-94 *BMF*). Also, garrison and cadre duty pays twice the standard fee for this mercenary command. Additionally, all Battle Magic warrior characters automatically receive three Technician or Gunsmith skills at a +1 bonus.

NAMED MERC UNITS EQUIPMENT RATING TABLE		
Rating	Description	Example
A	Heavy Upgrades	Kell Hounds
B	Good Upgrades	Blue Star Irregulars
C	Fair Upgrades	Avanti's Angels
D	Average Upgrades	Mobile Fire
F	Poor Upgrades	Canopian Highlanders



BLACK OUTLAWS (A)

The Black Outlaws are experienced Clan fighters and particularly adept at countering the tactics used by Clan Wolf. They can also manipulate the spirit of a Trial without violating the letter of its rules. When fighting any Clan force other than Clan Wolf, they receive a +1 Initiative bonus. If Level 1 Clan Rules of Engagement (ROEs) are being used (see pp. 122-124, *The Clans: Warriors of Kerensky*), this bonus rises to +2. Double these bonuses if the Outlaws' opponents are warriors of Clan Wolf (i.e. +2 in a standard Trial, +4 in a Level 1 Trial).

At any time during a Trial against Clan opponents when Level 1 or 2 ROEs are in effect, the Outlaws player can sacrifice this Initiative bonus and use it to cause Clan opponents to violate the Trial in which they are participating. In doing so, the Outlaws player nominates one Clan unit during the turn before the Weapon Attack Phase. Any and all shots fired by this opponent that miss the intended target must then be re-rolled against the next nearest Outlaw unit, with an additional +2 to-hit penalty for unintentional fire. If any of these "missed shots" hits the other Outlaw unit, the Clan rules of engagement are violated. The Outlaws player can then freely "violate" Clan ROEs and concentrate fire on the "offending" Clan unit in subsequent turns.

BLACKHEARTS (B)

Blackhearts are masters of nighttime operations and ambushes, and can operate in the nighttime as freely as they do in the day. The Blackhearts player may thus place up to half his units using hidden unit rules, but only when the scenario is being played under nighttime conditions. Blackhearts units hidden in this fashion receive one free turn of weapons fire even before the opposing force has a chance to move. Finally, the Blackhearts do not suffer the +2 nighttime to-hit penalty.

BLUE STAR IRREGULARS

1894th Light Horse (A)

The 1894th gains a +2 Initiative bonus when fighting against any Jade Falcon forces and a +1 Initiative bonus against any other Clan. Furthermore, the Light Horse commander may veto any single dice roll result or choice by the opposing commander when selecting terrain maps for a given scenario, forcing a re-roll or a different choice, but only if the Light Horse force includes any of its infantry detachment.

When acting as the attacker in any scenario, the Light Horse commander may use the force's rapid strike advantage, moving onto the map as normal, while the opposing player may only deploy half his starting force in the first turn. The remaining enemy forces must then be divided into two equal-sized groups that move onto the map from their home edge on Turns 3 and 5. Which of these two groups is deployed first must be chosen at random, though the controlling player may choose which specific units do not deploy in the first turn and the compositions of each of the un-deployed groups.

21st Rim Worlds (A)

The 21st Rim Worlds receives a +2 Initiative bonus against the Jade Falcons and a +1 Initiative bonus against any other Clan. Additionally, all Rim Worlds forces gain a +1 Initiative bonus for nighttime combat.

BROADSWORD LEGION (B)

The Broadsword Legion is adept at small-unit tactics and gains a +1 Initiative bonus when deployed in a force comprised of three Level IIs or less (18 or fewer battlefield units). They are also adept at fighting on the move and reduce their attacker movement to-hit modifiers for Running/Flanking by one, but only when no enemy units are within 10 hexes of a Legion unit and the scenario is not taking place under nighttime conditions. Normal modifiers apply for Walking/Cruising and Jumping movement, however.

When engaged in close combat (any enemy unit within 10 hexes or less of an active Legion unit), the Legion gains a +2 Initiative bonus and all warriors gain a +1 to-hit modifier for all Weapon Attack rolls, but suffer all normal modifiers. Legion units suffer only a +1 to-hit modifier for nighttime combat rather than +2.

BRONSON'S HORDE (D)

Bronson's Horde may use the Off-Map Movement special ability. In addition, if the Horde destroys more than one-sixth of the opposing force's 'Mechs in a single turn, during the following turn the opposing force suffers a -2 Initiative penalty. If, during any turn, half the remaining enemy 'Mechs are destroyed, the remaining enemy force must either retreat directly toward that player's home edge at maximum Movement or move normally, but at half MP (rounding down). This retreat continues for the rest of the scenario, unless the controlling player can rally his troops (thus stopping the retreat and regaining full mobility) with a successful Leadership Check (if using *CBT: RPG* rules) or a simple 2D6 roll result of 8 or better.

BULLARD'S ARMORED CAVALRY (F)

Because of inexperience stemming from the loss of so many members, Bullard's Armored Cavalry automatically loses Initiative for the first two rounds of any scenario. Afterwards, the Bullard's force suffers a -1 penalty to all Initiative rolls. However, to reflect their cavalry-charge style of combat, all Armored Cavalry units that mass their fire by lance against a single target (i.e. devote weapons from four or more units against a single opposing unit) gain a -1 to-hit modifier to all ranged weapon attacks.

BURR'S BLACK COBRAS (D)

The Black Cobras may use the Off-Map Movement special ability. Also, the Cobra commander must move at least one-third of his forces onto the map during Turn 1 from his home edge and must thereafter maintain at least a third of the Cobra forces on the map. This amount is determined *only* at the end of a Movement Phase in which the unit(s) leaves the map, before weapons fire, so battle attrition during that turn thereafter does not affect it.



RULES

CAESAR'S COHORTS (D)

The Cohorts excel in combat at the company and battalion level, and routinely employ echelon formations while in combat for mutual support and to confuse enemy fire. To reflect this, Cohorts units must keep their lances tightly packed together during movement, with all lance members maintaining a distance no greater than one hex removed from its nearest lancemate. While operating in such tight formations, all adjacent units produce an additional +1 target movement modifier for any enemy weapon attacks. When fighting in terrain that affords them better cover (such as woodlands, hilly or urban terrain) they gain an additional +1 defensive modifier while moving in the same formations.

CAMACHO'S CABALLEROS (B)

All MechWarriors receive a -1 Piloting Skill modifier and a +1 Gunnery Skill modifier. Thanks to the skill of the Scout Company, the Caballeros' opponent must reveal the location of any hidden units he has on the map.

CANOPIAN HIGHLANDERS (D)

The First Battalion gains a +1 Initiative bonus when acting as the defenders in a scenario. The Second Battalion prefers drawn-out engagements, and in a refereed campaign gains a +1 Initiative bonus for every battle fought immediately after the first. The maximum bonus is +3, gained in the fourth battle. If there is a break of more than twelve hours between two battles, begin counting the bonus again from 0. The Third Battalion uses fire to force its enemy's hand. All target numbers for intentionally starting fires are lower by 2 for the Third Battalion.

21ST CENTAURI LANCERS (A)

The Lancers gain a +2 Initiative bonus for all terrain types except wastelands, mountains and woods; these types of terrain limit the bonus to +1. This force also receives an additional +1 Initiative bonus in night or non-standard gravity conditions.

CLEAN KILL (F)

Due to friction between the artillery officer and the major, all artillery strikes suffer a +1 to-hit modifier while Phormes Bullard is in play.

Bludgeon Company's first lance gains a +1 Initiative bonus when fighting in urban terrain.

CRIMSON CRUSADERS (C)

The warriors of this command can fire at long range almost as well as at medium. In place of the standard +4 long-range to-hit modifier, apply a +3 modifier. However, they are correspondingly less skilled at close-in fighting. Crusaders suffer a +2 to-hit modifier for all physical attacks; the minimum range of a Crusader's weapon is extended by one hex (if a weapon did not previously have a minimum range, it has a minimum range of 1 hex). If more than half the Crusaders or the Crusader commander are engaged at close quarters (within six hexes of an enemy unit), the command suffers a -1 Initiative penalty.

51ST DARK PANZER JAEGER (B)

The Jaegers receive a +2 Initiative bonus when fighting pirates. At the start of any scenario where all Jaeger units mount only energy weapons, the command receives a +2 Initiative bonus.

DIOSCURI (A)

The warriors of this force's Second Battalion may employ erratic piloting, making them harder to hit. For the cost of 1 Movement Point, a 'Mech receives a +1 to-hit modifier for all weapon attacks but also increases its target movement modifier by +1. The controlling player may spend up to 2 Movement Points in this way, except for the command lance. For that lance, the player may spend 3 Movement Points, but must immediately make a Piloting Skill Roll to keep his units from falling.

If the Dioscuri contains any VTOLs in its forces at the beginning of the scenario, these units may use the Off-Map Movement special ability at double the standard travel time.

DISMAL DISINHERITED

When rolling to randomly determine lance composition, twice per lance the player controlling any of the Disinherited units may roll on the Random 'Mech Assignment Table: Federated Suns (see p. 224, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) or the Random 'Mech Assignment Table: Lyran Alliance (see p. 226, *Field Manual: Updates* or p. 127, *Field Manual: Lyran Alliance*), though at one equipment category lower. For example, instead of rolling on the "B" column, the Disinherited would roll on the "C" column on these tables.

First Dismal Disinherited (B)

When rolling to randomly determine lance weight, apply a -2 penalty. In any scenario where the First Disinherited are the defenders, the player running the Disinherited may choose all of the maps to be used; if the unit is the attacker, the player running the force may choose half of the maps, even if another force's special abilities would otherwise allow that force's players to select the maps. In addition, the player controlling the First may always select his force's own home edge. The First Dismal Disinherited may use the Overrun Combat and Force the Initiative special abilities.

Second Dismal Disinherited (B)

When rolling to randomly determine lance weight, apply a +2 bonus. When operating alongside any units from the First Dismal Disinherited, the Second gains a +2 Initiative bonus. The Second may also make use of the Overrun Combat special ability.

Third Dismal Disinherited (B)

In any scenario in which more than two thirds of the Third Dismal Disinherited's 'Mech complement is jump-capable, the force gains a +2 Initiative bonus.



THE DRAGONSLAYERS (C)

In any scenario where each side fields less than a company, the Dragonslayers receive a +1 Initiative bonus. When calculating the size of the forces involved, count BattleMechs as a single unit, vehicles as half a unit and infantry as a quarter of a unit. If the total adds up to less than 12, the force is considered to be less than a company.

When facing troops from the Draconis Combine, the Dragonslayers receive a +1 to-hit modifier to any ranged attack that they make, and a -2 to-hit modifier to all physical attacks.

FEDERATED FREEMEN (B)

When randomly rolling to determine force composition, the Freeman commander may choose to roll on the "C" or lower column on the Random 'Mech Assignment Table: Federated Suns (see p. 224, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) instead of using the "B" column on the Mercenaries Table. The Federated Freeman may use the Force the Initiative and Overrun Combat special abilities. In any battle in which the Freeman use both BattleMechs and hovercraft, the force gains a +1 Initiative bonus. The Freeman gain an additional +1 Initiative bonus if all BattleMechs and vehicles fielded at the beginning of the battle have a Walking/Cruise speed of 5 MP or better.

FIGHTING INTELLECTUALS (B)

Any time the Intellectuals begin a scenario without any air support (aerospace units; VTOLs do not count), they suffer a -1 Initiative penalty. If this command employs both its air lances, however, the controlling player may not field more than two BattleMech lances. The Intellectuals' infantry detachment may not engage in anti-BattleMech swarm or leg attacks when used in any scenario.

FIST OF MOKAL (B)

This unit prefers mobility to standing and delivering, and has tailored its tactics accordingly. When choosing 'Mechs for this command, re-roll any 'Mech that is not equipped with jump jets (but the second roll stands, even if it does not yield a jump jet-equipped unit). In urban or forest settings, the Fist of Mokal receives a +1 additional terrain cover modifier. In addition, as soon as any enemy unit closes to within 10 hexes of any Fist unit, the Fist of Mokal receives a +2 Initiative bonus.

THE FURIES (B)

The Furies can use their exceptional skill at outflanking their opponents to aid them in choosing the battlefield. In any randomly generated scenario, the Furies player may choose the placement of all mapsheets (but not the mapsheet types) or choose which map edge to use as his home edge.

If Chris Fury's Second Company is in play, then the unit containing the enemy commander is always known, even if the Furies normally would not have that information.

When using *CBT: RPG* rules, every warrior in the Furies has the Technician/Mechanic Skill at +1.

GREEN MACHINE (F)

Alpha Company's Piloting/Gunnery suffers +1 penalty if Captain Slyghe is taken out of action or is absent. Captain Slyghe is a "genius", and when she is present, Alpha's player may use the Banking Initiative special ability. Bravo Company routs if Captain Willard dies. For Charlie Company, roll 1D6. If the result is 1 or 6, the company suffers a -1 Initiative penalty; this indicates that Captain Margrove is either drunk or depressed.

GREENBURG'S GODZILLAS (C)

The Godzillas techs can mock up the exterior of any 'Mech to appear like any other. When using the *Concealing Information* rules (see p. 51, *Maximum Tech*) this deception can be performed with up to half of the 'Mechs fielded in a scenario. The controlling player must designate the type and the precise model being mimicked on a scrap of paper before the game starts.

An opponent only becomes aware of the deception when a 'Mech so altered performs an action that does not match the performance profile of the unit it is mimicking (such as fire a weapon it should not have, moving faster than it should or jumping when it can't). A unit mounting an active probe moving into effective range automatically uncovers the deception.

HARCOURT'S DESTRUCTORS (D)

Harcourt's Aliens deploys its better technology in the lighter-weight Harcourt's Aliens battalion, leaving older, heavier machines to Drummond's Destroyers. To reflect this, players deploying the Harcourt Aliens' battalion may choose to roll on the C column for half of their force, but must also apply a -1 when determining random weight classes for all Aliens' 'Mechs. Conversely, the Drummond's Destroyer's player must roll half of all Destroyers' 'Mechs using the F column, but may apply a +1 to their random weight rolls.

In scenarios where the Harcourt's Aliens battalion operates without support, the Destructors gain a +1 Initiative bonus, reflecting their emphasis on independent operations. In this situation, the Aliens reduce by 1 any to-hit penalties for attacker movement. If the Aliens must cooperate with Drummond's Destroyers, the Destructor player suffers a -1 Initiative penalty, but may deploy all units from the Destroyers battalion using Hidden Unit rules (unless the scenario rules forbid).

Forbes' Cavaliers, the Destructor's vehicle command, is adept at deploying infantry under fire, and may deploy infantry at any point during their movement by spending 3 MP (rather than spending 1 MP and deploying at the end of movement). The dismounted infantry unit is allowed to move immediately after dismounting, but may not make any attacks during that turn.



RULES

HARLOCK'S WARRIORS (B)

The Warriors are decent enough as a force, but as individuals they excel. If a member of the Warriors is fighting someone in an agreed-upon duel or has isolated one opponent, he receives a -1 to-hit modifier for all attacks and a -1 modifier for Piloting rolls. This bonus is lost if another member of Harlock's Warriors intercedes or the Warrior attacks a different target.

HELL'S BLACK ACES (A)

If deployed with two or more wings of fighters, or a single wing backed by the *Titan* carrier, the Aces intimidate the opposing force and automatically win the Initiative for the first three turns. Additionally, Hell's Black Aces intimidate others whenever the Aces outnumber their opponents *and* they destroy two or more enemy units in the same turn. If both these conditions are met, the opposing force suffers a +1 to-hit modifier against the Aces in the following turn.

First and Second wings gain a +1 Initiative bonus when fighting in vacuum. First Wing gains an additional +1 Initiative bonus when debris and/or asteroids are on the map. Second Wing gains an additional +1 Initiative bonus when a WarShip is present on the map. Third Wing gains a +1 Initiative bonus when fighting in atmosphere. When making attacks against ground targets, members of Third Wing receive a -1 target movement modifier. If, however, elements from Third Wing are present with either First or Second Wings, all wing-specific Initiative bonuses are lost.

HSIEN HOTHEADS (B)

The Hsien Hotheads can elect to keep a third of their force in reserve at the beginning of the game. To deploy this reserve, the controlling player announces that he is doing so at any point during the Movement Phase and rolls 1D6. If the result is 1 through 5, this shows the number of turns' delay before the reserve arrives. The player may bring the reserve force on the map from the edge of his or her choice after the elapsed number of turns. If the result is 6, the reserve drops directly onto the map in the next turn.

JACOB'S JUGGERNAUTS (D)

The Juggernauts may use hidden units rules for armor units unless the scenario precludes it (for example, breakthrough scenarios). Captain McDaniels' tactical ability grants the command a +1 Initiative bonus, provided that the starting force at the beginning of the scenario is no larger than a strengthened company.

KELL HOUNDS

When rolling up random 'Mech assignments, the Kell Hounds player may roll on the Random Unit Assignment Table: Clan Wolf (in Exile) (see p. 217, *Field Manual: Updates*) once per lance. In addition, the Kell Hounds player may swap any two weapons on one Inner Sphere 'Mech per lance with a Clan

technology weapon, so long as the total tonnage of the exchanged weaponry is equal and the 'Mech's record sheet shows enough room in critical spaces.

The Wild Hunters (A)

Beginning in Turn 5, any opposing force facing the Wild Hunters loses any Initiative bonus it may have had, unless it outnumbers the Hounds by two-to-one or more at the start of a turn. If the Wild Hunter force is two battalions or better, they may send out flanking units using the Off-Map Movement special ability, though no more than one-third of the Hunters' current force may be deployed in this fashion.

Because of their expertise in urban terrain, no pointblank shots may be fired against members of the Third Company of the First Battalion when they are fighting in an urban setting. The Third Company of Second Battalion gains a +1 Initiative bonus when fighting on any wetlands terrain, or when fighting underwater. The Third Company of Third Battalion gains the same +1 bonus in wooded terrain, and may torso twist at any time—even between shots—though all 'Mechs are permitted only a single torso twist per turn.

The Scrapping Pack (A)

If fighting the Scrapping Pack at night, an opposing force loses any Initiative bonus it normally receives for terrain and mission type. Also, every warrior of the Scrapping Pack suffers a +1 to-hit modifier for night combat rather than +2.

The 213th Company gains a +1 Initiative bonus in zero-G or low-G (under 0.5 G) combat. In standard gravity, this force receives a +2 to-hit modifier rather than the usual +3 for jumping.

When the 223rd Company is the attacker in a scenario, it automatically wins Initiative for the first three turns, during which time enemy units not rated Elite may only move at Walking/Cruising speed. In addition, the 223rd receives a +1 Initiative modifier as long as its numbers equal more than half that of the opposing force.

The 233rd gains a +1 Initiative bonus in harsh weather conditions such as fog or heavy rain (see p. 11, *Maximum Tech*), and an additional +2 bonus if fighting in a non-standard hostile environment such as swamp, jungle or ultra-heavy woods (see p. 10, *Maximum Tech*).

The 251st Pathfinders may use the Off-Map Movement special ability.

KHORSAKHOV'S COSSACKS (B)

Mikhail Khorsakhov's tactical guidance gives the Cossacks a -1 Initiative bonus on mountain, hill, badlands and wooded terrain. If at any time the Cossacks field more 'Mechs than the opposing force, however, they gain a +1 Initiative bonus from sheer intimidation. If they destroy three enemy BattleMechs in a single turn, they automatically win Initiative in the next turn. The fighter wing also gains an intimidation bonus if matched against less experienced pilots; in this case, the opposing force suffers a +1 to-hit modifier.



KILLER BEES (C)

All Killer Bees units can employ the Off-Map Movement special ability. For conventional vehicles, any roll on a Random Vehicle Table that produces a result other than a VTOL may be re-rolled once. The Bees only deploy light 'Mechs.

As expert scouts, specialized in infiltration, the Bees can deploy up to half their force anywhere on the map as hidden units, even when this option is not normally available (such as when the force is the attacker in a hold-the-line or breakthrough scenario).

KNIGHTS OF ST. CAMERON (A)

Because of their past reputation, the Knights constantly surprise their opponents with their newfound tactical excellence. The force receives a +3 Initiative bonus against any force they are facing for the first time in a campaign.

Clan forces facing the Knights must honor the rules of zellbrigen (the Clan rules of engagement) until the Knights (or an allied force) break zellbrigen.

THE KRUSHERS (A)

In low-visibility conditions such as night combat, fog or dusk, attacks made by the Krushers suffer only half the usual to-hit modifier, rounded up.

LANGENDORF LANCERS (A)

The Lancers player can choose up to half his units rather than roll randomly for them. However, the choice is limited to the medium weight class of the Random Unit Assignment Table (p. XX), and the player cannot select Clan units.

The Lancers receive a +1 Initiative bonus when fighting as the defender in a scenario, but suffer a -1 penalty when acting as the attacker. When attacking, Lancer units may fire any weapon that uses ammunition freely until half the ammunition is expended (divide the maximum load of the weapon by 2, rounding up). After this point, the weapon can only be fired if the to-hit target number is 9 or less.

LETHAL INJECTION (D)

Lethal Injection can choose to have up to 20 percent (rounding down) of their force enter from the same side of the map that the enemy did. This may happen during the Movement Phase no sooner than Turn 5 and may not be done if Major Ramsay is leading the force.

If Major Mosely's force is involved in the battle, the force gets a +1 Initiative bonus as long as the enemy does not outnumber them. If the enemy outnumbers Major Mosely's force and the force has taken more than three losses for every two it has inflicted, they incur a -1 Initiative penalty as Major Mosely attempts to pull the force back under control.

LINDON'S BATTALION (A)

When using the Random Unit Assignment Table, the Battalion's controlling player should re-roll any time a dice roll

result indicates a 'Mech design created later than 3050. The second roll result is valid, regardless of the 'Mech acquired. For this purpose, the year of a 'Mech design's creation is the date of the *Technical Readout* in which the 'Mech appears, and is also listed on the 'Mech's record sheet.

When using the Random Mapsheet Tables (see p. 107, *BMR*), the commander of Lindon's Battalion may alter any dice roll results by 1 or 2. The controlling player must choose the result to be changed before the roll is made. Before play commences, the Battalion player may hide up to half his or her forces using hidden units rules. In scenarios that normally preclude hidden units, such as a chase scenario, the player may hide up to one-fourth of the force, but the concealed units must be the fastest units available in the current scenario (i.e. have the highest Running MP). Hidden units are forbidden only in breakthrough or similar scenarios that specifically describe the enemy as trapping or getting ahead of Lindon's Battalion.

Lindon's Battalion may hide BattleMechs in Clear hexes, but not Paved ones. A hidden unit in a Woods hex cannot be found unless the enemy attempts to move through that hex. For the purpose of finding Lindon's Battalion 'Mechs hidden in a Light or Heavy Woods hex, the effective range of a Beagle active probe is halved (round down).

LONE STAR REGIMENT (B)

When acting as defender in any scenario, the 'Mechs of the Lone Star Regiment gain a +1 initiative bonus and increase all defensive modifiers based on terrain by +1 (Lone Star units gain a +2 defensive modifier for Light Woods, +3 for Heavy Woods, +4 for partial cover, and so on). When acting as the attacker, these bonuses are lost.

LONGWOOD'S BLUECOATS (D)

When rolling for 'Mechs for Longwood's Bluecoats, the player may roll once on the C column of the Random 'Mech Assignment Table: Periphery (see p. 228, *Field Manual: Updates* or p. 146, *Field Manual: Periphery*) per lance. First Battalion and Command Company may also roll once on the C column of the Random Unit Assignment Table: Federated Suns (see p. 224, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) per lance.

In wetlands or flatland terrain, the Bluecoats suffer a -2 Initiative penalty and a +1 to-hit modifier to all weapon and physical attacks.

In any urban terrain where the Bluecoats force includes elements of the Bluecoat Pikemen infantry, all Bluecoat infantry and half the Bluecoat 'Mech force may deploy using the hidden units rules and are eligible for pointblank shots per the rules on p. 83, *BMR*. Furthermore, the Bluecoats gain a +2 Initiative bonus when fighting in such conditions, and the enemy force may not set up hidden units or make pointblank shots. These rules remain in effect until the last of the Pikemen infantry are destroyed. Finally, any indirect LRM fire spotted by members of the Pikemen receives a -1 to-hit modifier.



RULES

MARKSON'S MARAUDERS (B)

When rolling for heavy 'Mechs for Markson's Marauders, the player may only accept results if the 'Mech has a Running MP of 9 or better (this counts if the unit can achieve such a movement rate through the use of MASC or TSM). If no acceptable result is attained on the first roll, then re-roll. If the second result is still unacceptable, then the player must trade his heavy 'Mech for a roll on either the medium or light 'Mech columns. The Marauders player may not roll on the assault 'Mech column.

If the Marauders are the attacker in a scenario, they may decide to withhold up to half of their force and deploy those units at the beginning of any turn, entering on any edge of the map except the opponent's home edge. The Marauders may also use the Force the Initiative and Overrun Combat special abilities.

MOBILE FIRE (A)

First Division may deploy up to half its units using the hidden units rules, within the restrictions set by the scenario type.

Second Division may ignore the to-hit modifiers for night combat, fog and heavy rain. In daylight operations on flatland terrain, an enemy gains a -1 to-hit modifier against Mobile Fire's Second Division.

Third Division gains a +2 Initiative bonus if they are the defenders in a scenario, which rises to +3 if the force is also operating in urban terrain. The force receives a -1 modifier to the Piloting Skill Roll target number required to avoid skidding after turning on pavement.

NARHAL'S RAIDERS (C)

The Raiders gain a -1 to-hit modifier for all physical attacks. However, their long-range to-hit modifier is +5 rather than the standard +4.

NEW AVALON CAVALIERS (A)

When randomly rolling to determine unit composition, the Cavaliers commander may choose to roll on the A or lower column on the Random Unit Assignment Table: Federated Suns (see p. 224, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) instead of using the A column on the Random Unit Assignment Table (p. 126). Additionally, once per lance, the commander may roll on either the Clan Wolf or Clan Jade Falcon column of the Random Unit Assignment Table: Clans (see p. 207, *Field Manual: Updates* or p. 113, *BMR*). When rolling to randomly determine pilot experience, apply a +4 bonus. Finally, the Cavaliers may use the Overrun Combat and Banking Initiative special abilities.

OLSON'S RANGERS (D)

Unless the scenario rules specifically forbid it, the Olson's Rangers player may select all mapsheets when fighting as the defender in a scenario. When fighting as the attacker in a scenario, the Olson's Rangers player may only select one mapsheet.

In addition, the Rangers may use the Off-Map Movement special ability, but only if they first employ smoke rounds on the

field before doing so from any or all of their artillery units (see p. 76, *BMR*). Up to half the Rangers force may then use the Off-Map Movement special ability. If the scenario rules preclude the use of artillery or happen in an environment where smoke cannot exist (i.e. underwater or in vacuum), the Rangers cannot use this ability.

QUINT'S OLYMPIAN GROUNDPONDERS (C)

When using the Random Mapsheet Tables (see p. 107, *BMR*), the commander of this force may reject any single map or map type. Opposing forces may not use hidden units rules unless they are veteran or elite, and then may set up only half as many hidden units as normal. If armor and infantry are part of the initial Groundpounders force, those units may be placed as hidden units unless the scenario type precludes it.

RAMILIE'S RAIDERS (F)

If more than twelve 'Mechs are part of the initial Raiders force, the commander may choose to have up to 20 percent (rounding down) of the force enter along any map edge during the Movement Phase of Turn 5, rather than deploying them as normal for the scenario.

ROMANOV'S CRUSADERS (B)

When randomly determining skills for Romanov's Crusaders, use the Veteran Skill Table rather than the Regular Skill Table.

Because the Crusaders favor single combat, apply a -2 Initiative penalty to their force in any engagement where they field more than one BattleMech. This penalty increases for each level of force the Crusaders equal or exceed afterward, with a -3 penalty for forces one lance in size, -4 for one company or more and -5 for any force of battalion size or more in 'Mech strength.

Certain Crusaders commanders can improve Initiative, however. Apply a +1 bonus for each of the following officers fielded as part of the Crusaders force: Majors Johansson, Tanahome or McPherson, or Colonel Romanov himself. An additional +2 bonus applies if Major Watanabi is also part of this force. These modifiers are cumulative with those of the larger force compositions listed above, so if (for example) three +1 officers are part of a two-lance formation, the bonuses and penalties will cancel.

These Initiative bonuses and penalties may change with battlefield casualties, and so players should keep track of their total force strength and the condition of any of these key officers.

RUBINSKY'S LIGHT HORSE (C)

Any Light Horse unit that does not use its full MP (whether walking or running) during the Movement Phase gains a +1 bonus to any Piloting Skill Rolls made that turn. If a Light Horse 'Mech runs *and* does not use 2 or more MP, the Light Horse player can trade this bonus for an additional +1 target movement modifier applied to enemy units attacking it.



The First Battalion's second company can use the Off-Map Movement special ability.

SCREAMING EAGLES (A)

The Eagles believe in mobile warfare and unrelenting attacks using their aerospace forces to soften up targets before ground forces engage. To reflect this, in any scenario where the Eagles are permitted to deploy bombers before attacking, they receive a +3 Initiative bonus for the duration of the scenario. If the bombers have not been able to deploy, the Eagles still receive a +1 Initiative bonus if they deploy a combined-arms force (a force composed of more than one unit type).

If the Screaming Eagles are the defenders in a scenario, they suffer a -2 Initiative penalty.

SIMONSON'S CUTTHROATS (C)

Simonson's Cutthroats gain a +1 Initiative bonus if fighting on wetlands, wooded or urban terrain. An additional +1 bonus applies if the Cutthroats are also fighting at night, and the standard to-hit penalties for night combat are reduced by 1 point.

The Damocles' Blade aerospace attachment is not overly dedicated to the Cutthroats. In any scenario where the Blade may be used, the controlling player should roll 1D6. On a result of 5 or 6, the Blade aerospace force functions normally. Otherwise, all Blade pilots suffer a +1 to-hit penalty when making any attacks.

Finally, if facing any portion of Morrison's Extractors, the Cutthroats' BattleMechs are immune to the Extractors' Overrun Combat special ability and the Extractors player may not use the Banking Initiative special ability. In addition, no Cutthroat BattleMech may retreat when facing the Extractors as long as Colonel Simonson remains in play.

SMITHSON'S CHINESE BANDITS (C)

In wetlands or wooded terrain, the Bandits gain a +1 Initiative bonus, and the total to-hit modifier for any terrain such as woods or partial cover is reduced by 1. However, for every two Bandits 'Mechs destroyed in battle, the force suffers a -1 Initiative penalty as the commander tries to hold the force together.

SNORD'S IRREGULARS (A)

The Irregulars' unpredictability is their greatest strength. They gain a +2 Initiative bonus (+3 when facing Clan opponents) but may choose to forgo it. In each round in which they do so, each Irregulars unit gains a -1 to-hit modifier to all weapon attacks for that round.

STALWART SUPPORT (C)

The troops of this command cannot be intimidated so long as two-thirds of the force remains operational. If VTOL units are directing artillery fire, once a target hex has been successfully hit, any of the six adjacent hexes may also be hit automatically by subsequent artillery attacks per the *Targeting* rules (see p. 75, *BMR*).

TOOTH OF YMIR (A)

When deployed as the defender in a hold-the-line, extraction or breakthrough scenario, any attack on a Tooth of Ymir unit that has partial cover or is in a wooded hex receives an additional +1 to-hit modifier. This modifier is not cumulative, so a unit in heavy woods and partial cover still only receives an additional +1, not +2.

VANDELAY'S VALKYRIES (C)

On any Initiative roll of 2, the Valkyries forfeit Initiative for the next two rounds—this result indicates that internal friction has created a problem in the chain of command. After two rounds of losing Initiative, the Valkyries' player must roll 1D6. On a result of 1, the opposing player gains a +1 Initiative bonus for the next two turns. On a 6, the Valkyries' player gains a +1 Initiative bonus for the next two turns. (This situation springs from internal tensions and hostilities within the force.)

VANGUARD LEGION (C)

In any scenario where both sides deploy an equal number of units, once the size of the force has been determined, the Vanguard Legion must field one unit less; the Vanguard Legion may only use 'Mechs.

If the above conditions occur, the Legion receives a +2 Initiative bonus, a -1 modifier to all weapon attacks and a -2 modifier to all physical attacks.

12TH VEGAN RANGERS

So long as half of Alpha Regiment's initial force remains intact, the force cannot be intimidated.

Alpha Regiment (A)

Alpha Regiment receives a +1 Initiative bonus regardless of terrain type and may torso twist at any time, including between shots during the Weapon Attack Phase; per standard rules, 'Mechs may only make one torso twist per turn. In urban terrain, the Initiative bonus increases to +3 and enemy units may not fire pointblank shots against Alpha 'Mechs. In addition, Alpha MechWarriors receive a -2 modifier to all Piloting Skill Rolls to avoid skidding when turning on pavement.

Up to one-third of the Alpha force may use the Off-Map Movement special ability. However, the departing hex must be along the Rangers' home map edge.

Beta Regiment (A)

Beta warriors receive a -1 to-hit modifier to all weapon attacks made from medium range, and may ignore the standard +1 modifier for firing at multiple targets. Like Alpha Regiment, Beta 'Mechs may torso twist at any time, including between shots during the Weapon Attack Phase; per standard rules, 'Mechs may only make one torso twist per turn.

Third Battalion may use the Off-Map Movement special ability. The battalion's conventional vehicles suffer a +1 to-hit modifier for attacker movement, even if the attacker is running or jumping.



RULES

Gamma Regiment (A)

The First Armor Battalion takes half the standard modifier from the following visibility conditions: night combat, smoke and light or heavy woods. Add up all such modifiers and divide the total in half, rounding down. To gain this advantage, the vehicles must move at Cruising speed or slower and must have a valid LOS to their chosen target.

The Second Armored Battalion gains a +1 Initiative bonus in mountains and woods. Any weapon fired by a Second Battalion vehicle at short range receives a -1 to-hit modifier; additionally, weapons with minimum ranges have that range reduced by one hex.

WINFIELD'S REGIMENT (B)

This regiment's skill at maneuver gives it the ability to select the battlefield. In any randomly generated scenario, the Winfield's Regiment player may choose the placement of all mapsheets (but not the mapsheet types).

If Winfield's Regiment starts with a force that contains no BattleMech heavier than 55 tons (no heavy or assault 'Mechs), then they gain a +1 Initiative bonus.

WOLF'S DRAGOONS

When using the Random Mapsheet Tables (see p. 107, *BMR*), the Dragoons player may alter his or her dice roll results by up to 2, and may alter an opponent's roll result by 1. Dragoons units may also ignore the standard +1 to-hit modifier for firing at multiple targets. The Dragoons cannot be intimidated unless more than three-quarters of their initial force is destroyed.

When using the Random Unit Assignment Table (p. 126) to determine forces for a scenario, the Dragoons player may add +1 to the die roll result. If the total result is 13, the Dragoons player may choose any Inner Sphere or Clan 'Mech from the same weight class.

Alpha Regiment (A)

Alpha Regiment automatically wins the initiative for the first turn of any scenario, and has a +1 Initiative bonus for the rest of the scenario regardless of terrain type. Enemy units may not fire pointblank shots at Alpha units in flatland terrain. Alpha always selects its home map edge, and up to a third of its initial force may use the Off-Map Movement special ability.

The Brush Stalkers Elemental force receives a -2 to-hit modifier when making Swarming attacks.

Beta Regiment (A)

Beta Regiment may use the Off-Map Movement special ability. Opposing forces may only leave the map through the Dragoons' home map edge.

The Kneecappers Elemental force receives a -1 to-hit modifier for Leg attacks.

Gamma Regiment (A)

Nearly a decade as an OpFor for the Dragoons has honed this regiment into a force that can counter all known tactics in current use. Consequently, Gamma receives a +2 Initiative bonus for the entire game. If, during any part of the scenario, Gamma finds that its force numbers two units more than its opponents' force in the field, the regiment gains an additional +1 to its Initiative bonus.

Delta Regiment (A)

Any Initiative bonuses gained by an enemy beginning in Turn 4 do not apply against Delta Regiment. If using 'Mechs, VTOLs and infantry assets combined, Delta receives a +2 Initiative bonus from Turn 4 onward.

The command company specializes in close-range assaults, receiving a -1 to-hit modifier for any weapon attacks made within a range of 6 hexes.

Epsilon Regiment (A)

Units may use the Off-Map Movement special ability.

Any negative Initiative modifier that applies to an opposing force is further reduced by 1 when fighting against Epsilon Regiment; for example, a -2 Initiative penalty becomes -3. If Epsilon's designated commander's 'Mech is destroyed, Epsilon forces suffer a -2 Initiative penalty for the following four turns.

Able Battalion receives a +1 Initiative bonus when fighting with combined-arms forces.

Wolf Spiders (A)

Before play commences, the Wolf Spiders player may set up as many units using the hidden units rules as desired, regardless of the scenario type. Wolf Spider units may also use the Off-Map Movement special ability.

Zeta Battalion (A)

If the designated commander's 'Mech is destroyed, Zeta Battalion receives a +1 Initiative bonus for the remainder of the game. Unlike most forces, Zeta Battalion does not succumb to shock upon its commander's defeat; instead, the force fights with cold, contained fury against the enemy. If Zeta Battalion destroys the opposing commander's 'Mech, the opposing side suffers a -1 Initiative penalty.

Zeta MechWarriors receive a -1 to-hit modifier to all Punching, Clubbing and Charging attacks.



CREATING A MERCENARY FORCE

The following system enables a player or group of players to create a mercenary command from scratch. Players can determine all the components of a force, including its 'Mech complement, secondary air and ground assets, technical and support staff, and even logistical and administrative support.

This force-generation system is designed to simulate an organic process of mercenary-force creation such as those depicted in numerous *BattleTech* novels and sourcebooks. Rather than starting with a large sum of money and simply purchasing the different components of the force, one founding player character sets the ball rolling by proposing a new mercenary group and persuading other founding members to join him and form the core around which new members then join. The commander's background—his military service, friends and family—determine whom he attracts. Once they set foot on a base world, these core members cultivate their force through recruitment and field experience over the following months (and even years) until their command has developed the strength and experience they want.

In addition to simulating the organic force-generation process described in *BattleTech* fiction, this system also lets *Classic BattleTech RPG (CBT: RPG)* players create forces that better reflect the backgrounds and abilities of their characters.

For guidelines on operating a mercenary force after its formation, see *Running a Mercenary Force* (p. 153).

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

FORCE CREATION

The general procedure for creating a new mercenary command is outlined below. The system is designed for compatibility with the *BattleTech* and *CBT: RPG* games. However, players should only use *CBT: RPG* rules in gamemastered role-playing campaigns. Players interested in greater depth may use the *Combat Operations* rules expansion to supplement these rules.

Players should read through the entire system at least once to get a basic idea of how it works before using it, and gamemasters should feel free to modify any rules to produce fair and believable campaigns for their playing groups.

PROCEDURE OUTLINE

- Step 1: Create a Leader
- Step 2: Running the Paths
 - Stage 1: Choose a Hiring Hall
 - Stage 2: Recruiting
 - Stage 3: Combat Experience
- Step 3: Force Identification

Step 4: Determine Payroll, Maintenance Costs and Support Requirements

Step 5: Finishing Touches

In *Step 1*, the controlling player of the force's commander determines his or her background, which in turn affects the commander's impact on the foundation of the force.

In *Step 2*, the commander assembles the force on the hiring world of his choice and establishes a core group through its founding year. Based on this core group, he then advances to the recruitment phase, allowing the force to grow a little before taking on any early missions. If the force is still not quite as powerful or large as he needs it to be, the commander may once more return to recruitment and repeat the process.

In *Step 3*, personnel are identified, given combat ratings and units as needed, and DropShip or JumpShip transportation is acquired.

In *Step 4*, support personnel, maintenance needs and the chain of command are firmed up, while *Step 5* completes the force creation process by naming the mercenary command and establishing its starting funds.

FORCE CREATION BASICS

Throughout the creation process, a number of different factors influence how many personnel the force recruits (warriors and non-combatants) and what their capabilities are. The capabilities of the force leader and other events in the various stages and sub-stages of development add modifiers to these key areas, reflecting the competing influences of the merc command's founders and random chance. The two main factors tracked throughout the generation process are personnel members and a set of point pools.

Personnel

Personnel membership consists of six basic types. Three of these types—Same, Complementary (Comp), and Distant (Dist)—refer to warriors, with Same referring to warriors of the same combat role as the founding member (for example, MechWarriors for a MechWarrior founder). Complementary warriors are those whose specialty complements that of the founder, such as conventional armor recruited by a MechWarrior commander. Distant warriors, meanwhile, are farther afield of the founder's specialty, such as infantry recruited by a founding officer who is an aerospace pilot. The Warrior Personnel Relation Guide Table below fleshes out this relationship. Armored infantry is classified as conventional infantry, while armor covers all conventional vehicles, including tanks, artillery vehicles, VTOLs, wet naval craft and conventional aircraft.

For every MechWarrior tracked in this system, vehicle recruits claim a full crew and infantry claims a full squad. Therefore, when a creation table result indicates Same for a MechWarrior commander,



CREATING A MERCENARY FORCE

WARRIOR PERSONNEL RELATION GUIDE TABLE

Commander's Role	Same	Complementary	Distant
MechWarrior	MechWarrior	Armor/Aerospace	Infantry
Armor	Armor	MechWarrior/Aerospace	Infantry
Aerospace	Aerospace	MechWarrior/Armor	Infantry
Infantry	Infantry	Armor	MechWarrior/Aerospace

the commander has recruited a single 'Mech jock, while an identical result for an infantry commander founder could net either a 4-man battle armor squad or a 7-man conventional infantry squad.

The remaining personnel types, the noncombatants, are Support (Sup), Medical (Med), and Administrative (Admin). Support personnel represent technicians or mechanics, as the force's needs demand, and many tend to come with the warriors and machines they are used to working on. Medical personnel represent medics and combat surgeons, who keep the troops fit and patched up during and between battles. Administrators are those unseen men and women who see to the force's basic supply, food

CBT: RPG COMMANDER MODIFIERS TABLE

Life Path/Origin	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Clan Origins	-1	-1	-1	-1	-1	0	+1	+2	0	-3
Inner Sphere Origins	0	0	0	0	0	0	0	0	0	0
Periphery Origins	+1	+1	+1	+1	+1	0	0	-2	0	-2
Nobility	+1*	*	*	*	*	+1	0	0	0	+2
Academy Path (Incomplete)	-1	0	+1	0	0	0	-1	0	0	-1
Academy Path (Complete)	0	+1	0	0	0	0	0	0	0	0
Officer Candidate School	+1	0	0	0	0	0	0	0	0	0
Paramilitary Service	0	+1	0	0	0	+1	+1	0	0	0
Training Battalion	+1	0	0	0	0	0	+1	0	+1	0
Tour of Duty (per pass, 3 max.)	+1	0	0	+1	0	0	+1	+1	0	0
Covert Ops (per pass, 2 max.)	*	*	*	*	*	0	+2	+1	-2	0

Attribute/Trait/Skill	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Bad Reputation	-1	-1	-1	-1	-1	-1	0	0	0	0
Brave	+1	0	0	0	+1	0	+1	0	0	0
Combat Paralysis	0	0	0	0	0	0	-2	0	0	0
Combat Sense	0	0	0	0	0	0	+2	0	0	0
Contact or Well-Connected	0	0	0	*	*	*	0	+1	+1	+1
Enemy	0	0	0	-1	-1	-1	0	0	0	0
Good Reputation	*	*	*	*	*	*	0	0	0	0
Land Grant, Property, or Wealth	0	0	0	+1	0	+1	0	+1	+2	+1
Madness	-1	-1	-1	-2	-2	-2	0	0	0	0
Timid	0	0	0	0	0	0	-1	0	0	0
Title	0	0	0	+1	0	0	0	0	+1	+1
Unlucky	-1	-1	-1	-1	-1	-1	-2	-1	0	-1
SOC or CHA 3 or less	0	0	0	-1	-1	-1	-1	0	0	0
SOC or CHA 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
Administration Skill (+3 or higher)	0	0	0	+1	0	+1	0	0	0	+1
Leadership Skill (+3 or higher)	*	*	*	0	0	0	+1	0	0	0
Negotiation Skill (+3 or higher)	0	0	0	*	*	*	0	0	0	+1
Scrounge Skill (+3 or higher)	0	0	0	+1	0	0	0	+1	0	+1

* +1 personnel may be applied in any one column marked by an asterisk



and other logistical needs, which grow more and more necessary in larger forces.

Point Pools

In addition to the six personnel types tracked throughout force generation, four point pools are used later on to help assign equipment weights and tech level, and also to establish experience ratings and the force's starting cash after generation.

During the force creation process, all point pools can go into negatives. However, the Cash Pool cannot voluntarily be pushed past -20; random event results can push the Cash Pool past -20, but the player cannot choose to do so. On occasion a commander may add points to any of these pools if an event or condition allows for it.

Experience (Exp) Pool: Allows the force commander to add bonuses to any rolls at the end of force generation, helping to increase the combat skills of each force member.

Tech Rating (Tech) Pool: Allows the force commander to add bonuses to any rolls when establishing the technological sophistication of the equipment used by all unit types (except for conventional infantry).

Weight Class (Mass) Pool: Allows the founder to do the same with vehicle weight classes.

Cash Pool: Used to establish a force's starting funds after generation. Cash Pool points can also be used to change the result of die rolls during force creation (see "Burning Cash," p. 141).

STEP 1: CREATE A LEADER

The mercenary force's founder/commander heavily influences the allotment of resources and manpower that form a core for the new force. Depending on his background, a commander may be able to bring more troops or more resources, or a little of each. Generally speaking, players may generate this leader using the rules found in *CBT: RPG*, or may opt for the quick commander generation process outlined below.

CBT: RPG COMMANDER GENERATION

If this founding commander is already generated using the *CBT: RPG* rules, certain Traits and Life Paths can help further increase the allotment of points and manpower a starting commander begins with. The *CBT: RPG* rules allow a multitude of ways to generate a character that can serve as a mercenary force commander, all of which may be applied. Gamemasters of *CBT: RPG* campaigns may want to bolster a freshly generated commander's experience by artificially aging him and providing 150 free Experience Points per year, using them as appropriate to upgrade the character's skills and traits.

A given trait's modifiers are not cumulative unless otherwise indicated (as in the case of multiple tours of duty or covert operations). This rule also applies to *CBT: RPG* traits that have variable levels (such as Good Reputation or Wealth), or that can be taken multiple times (such as Enemy and Contact traits).

Jeff's character, Shinto Kubusaka, embarks on forming his own mercenary command. Shinto hails from the Draconis Combine, where his character graduated from the prestigious Sun Zhang MechWarrior Academy as a MechWarrior. His Life Paths include a successful run through the Sun Zhang Academy Path, complete with OCS training, and three tours of duty for the Dragon. In addition, Shinto has accumulated the following applicable traits: Brave, three Contacts, four Enemies, Good Reputation (2) and Wealth (3). His SOC score is 4 and his CHA score is 7. He also possesses a +4 bonus in the Leadership and Negotiation skills.

In cross-referencing the *CBT: RPG Commander Modifiers Table*, Jeff finds that Shinto qualifies for modifiers based on Academy Path (Complete), Officer Candidate School and all three Tours of Duty. He also receives a modifier for having the Brave, Contact, Enemy, Good Reputation and Wealth traits, irrespective of the quantity or level of those that vary (so his 3-point Wealth trait applies the same bonuses as a 1-point or a 10-point trait). His SOC score is neither high enough for a bonus nor low enough for penalties, but he has a winning CHA score of 7. Finally, his Leadership and Negotiation scores are both above +3, meaning the bonuses for each will apply.

Adding up the results of his academy training and OCS, Shinto finds he is starting with one recruit of the Same type (a fellow MechWarrior), and a Complementary recruit (who may be a tank crew or an aerospace fighter pilot). His three tours of duty each give him one more MechWarrior, as well as a new technician, plus a total of 3 points in his Exp and Tech Pools. The Life Paths alone have thus granted Shinto a healthy start of five MechWarriors (including himself), three techs, a tank crew (or fighter pilot) and points that Jeff can use to increase the odds of skilled pilots or better technology.

For Shinto's Attributes, traits and skills, Jeff notes that several features (such as Contact, Good Reputation and his high Leadership/Negotiation skills) offer flexible personnel options, where he can choose what type of recruits he wants. Only two, however (Good Reputation and Leadership) allow him to select warrior recruits, so he makes those warriors of the Same type. Deciding to divide the other two flexible recruit points between tech support and medics, he then adds up the results of all applicable categories and finds that he has gained three new MechWarrior recruits (for Brave, Good Reputation and Leadership), two new technicians (for Contact, high CHA and Wealth, losing one for Enemy), and two medics (for Brave, high CHA and high Negotiation, losing one for Enemy), plus one administrator (for high CHA and



CREATING A MERCENARY FORCE

Wealth losing one to that damnable Enemy). He has also accumulated 3 more points each in his Exp, Mass and Cash Pools, and 2 more points in his Tech Pool.

FAST COMMANDER GENERATION

If players would rather not use the *CBT: RPG* rules to create a leader, they can quickly generate a commander using the tables below to determine his training and service experience. This method de-emphasizes the commander's character, but can quickly produce a capable leader with useful resources to draw upon for the force generation process.

When using this method to generate a commander, the player simply selects the commander's origins, training, and combat experience, which in turn determine his base Piloting/Gunnery target numbers (P/G TNs) and age. The character may choose a maximum of one training type for any commander with Clan origins, and up to two training types for an Inner Sphere commander, so long as one of the two is Family Trained. Note that for training, the higher base age and lower base P/G target numbers apply, while personnel and point pool modifiers are cumulative.

For combat experience, a commander may choose one, two or all three experience types, though only the Tour of Duty may be taken more than once (to a maximum of three times). The commander's origin and experience will further modify the age, skills, personnel and point value numbers.

As an optional rule, players may wish to add any of the Attributes, traits or skills featured for a *CBT: RPG*-based character (thus gaining the additional personnel and point pool modifiers) by choosing up to five different positive Attributes, traits or

skills from the CBT: RPG Commander Modifiers Table, p. 138. This number can be increased by one for every negative Attribute, trait or skill the commander also takes. To determine whether or not a given Attribute, trait or skill is positive or negative, simply add up all the applicable personnel and point pool modifiers. If the number is less than zero, the Attribute, trait or skill is negative. Otherwise, it is positive. For purposes of integration with the *CBT: RPG* system, all traits and skills purchased in this fashion receive the minimum level necessary to attain the bonus, and so a fast-generated commander with Wealth, poor CHA and high Leadership is assumed to have the Wealth (1) trait, a CHA score of 3 and a Leadership skill bonus of +3.

Kevin wants to build his own mercenary command, but does not want to bother with the lengthy character generation process of CBT: RPG, and thus opts for the fast-generation approach. He decides his force's founder-commander is an Inner Sphere noble, trained by the family as a MechWarrior before going into the academy. He also decides this commander graduated with honors, served with a training battalion and then went through two tours of duty before mustering out to seek his own fortune as a mercenary commander.

After tallying up the modifiers from the Fast-Commander Generation Table, Kevin finds his mercenary commander is 28 years old (22 after graduating from the academy with honors, plus 2 for the training battalion and 4 more for two tours of duty). He also finds the commander's skills are a respectable Piloting 2 and

FAST COMMANDER GENERATION TABLE

Highest Training	Base	Base P/G	Personnel Modifiers						Point Pool Modifiers			
	Age	TNs	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Family Trained (Nobility)	18	7/6	+1*	*	*	*	*	+1	0	0	0	+2
Academy/Clan Dropout	18	6/5	-1	0	+1	0	0	0	-1	0	0	0
Academy/Clan Graduate	20	5/4	0	+1	0	0	0	0	0	0	0	0
Academy Honors Graduate	22	4/4	+1	+1	0	0	0	0	+1	0	0	0
Clan Graduate w/2+ Kills	20	4/3	0	0	0	0	0	0	0	+1	0	0
Commander's Origins	Age	P/G										
	Mod	Mod	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Clan Origins	-2 yrs	-1/-1	-1	-1	-1	-1	-1	-1	+1	+2	0	-3
Periphery Origins	+1 yr	+1/0	+1	+1	+1	+1	+1	0	0	-2	0	-1
Combat Experience	Age	P/G										
	Mod	Mod	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Covert Ops (each, 2 max.)	+4 yrs	-1/-1	*	*	*	*	*	0	+2	+1	-2	0
Training Battalion	+2 yrs	-0/-0	+1	0	0	0	0	0	+1	0	+1	0
Tour of Duty (each, 3 max.)	+2 yrs	-1/-1	+1	0	0	+1	0	0	+1	+1	0	0

* +1 personnel may be applied in any one column marked by an asterisk for a given condition (once per condition).



Gunnery 2 (4/4 from the academy, no modifiers from the training battalion and -2/-2 for two tours). In addition, he has picked up six MechWarriors (one each from his academy days, training battalion and each tour, and two from his noble upbringing), which accords him one Same warrior and one of any type (which he also decides will be Same), a Supplemental warrior (tank crew or fighter pilot, from his academy days), and two techs (from his service tours). On top of that, he's also earned 4 Exp, 2 Tech and 1 Mass Pool points.

Kevin decides to give his commander just a bit more character (and more recruitment potential) by buying several traits as well. He takes advantage of the option to pick up Brave, Combat Sense, Wealth, high Charisma and a high score in the Scrounge Skill, using all 5 trait points. He decides he also wants a high Leadership Skill and does not want to drop any of the others to get it, so he picks up an Enemy trait to offset the cost.

After selecting another Complementary warrior for his Leadership personnel bonus, and adding up the effects of these traits, Kevin finds he has added one more MechWarrior, one more Complementary warrior, two new technicians, two new medics and two new administrators. In addition, he gains 5 Exp, 2 Tech, 2 Mass and 2 Cash Pool points. Added to his earlier bonuses, Kevin finds his mercenary commander has rounded up a founding group of eight MechWarriors, including his commander, two Supplemental warriors (which he decides will be fighter pilots for a full aerospace lance), four technicians and a medic, and has 8 Exp, 4 Tech, 3 Mass and 2 Cash Pool points in total to play with.

STEP 2: RUNNING THE PATHS

With the basics of the commander established, players can begin rounding up the core members of the force and recruiting in earnest. This step is broken into several stages, the first of which is to choose a hiring hall from which the force will recruit new personnel and take contracts. This stage takes the force through its first year, getting organized and registered as a legitimate mercenary command. In the next stage, commanders may spend one or two 3-month cycles to recruit additional personnel and build up force strength. Commanders who wish to have larger forces or to boost their force's capability before proceeding directly into *Running a Mercenary Force* may then put their new command through its paces with some early experience paths in the third stage, and may even return to recruiting to boost numbers or replace combat losses.

HOW THE PATHS WORK

Because they work similarly to the Life Paths in *CBT: RPG*, the Stage 2 and 3 tables are referred to as paths, and provide informa-

tion regarding how long they take in game time and how many (if any) free personnel or point pool bonuses are awarded in each pass. The paths, which represent the time and effort spent in each phase of the force's development, may be repeated to reflect longer recruiting cycles or combat missions, and provide not only personnel and pool points, but also a feel for the events that shape a mercenary command's formative months. Players can use these paths as a framework to create a ready-made history for the command.

Each pass through a path awards the personnel and points listed, and provides additional special rules if the player elects to repeat the path. A random event table injects a little real-world uncertainty into the final results of the recruitment or combat experience cycle, adding to or subtracting from the outcome.

Technically speaking, while a mercenary command can take as many passes through the Stage 2 and 3 paths as necessary to grow into the size of force desired, some limits apply if a player decides to take this option. First, *Stage 2: Recruitment* may only be taken twice, consecutively, before the player must either move on to *Stage 3: Combat Experience* or proceed straight to *Step 3: Force Identification*. Second, repeating Stage 3 adds a -1 penalty to the event roll result for every two times the path is repeated. This modifier accumulates even if the repeats are taken non-consecutively, broken up by alternating Recruitment and Combat Experience paths.

Burning Cash

Players may offset a bad event roll by burning cash from the Cash Pool for a single re-roll, representing additional money spent making sure the new recruits are worth the effort. Each re-roll costs 1 point from the force's Cash Pool and may be done only once per path. Regardless of the result, the second roll stands. This rule can give a player negative cash, but a player cannot voluntarily deplete his Cash Pool below -20.

STAGE 1: CHOOSE A HIRING HALL

Before spending a year getting the core group together and placing their force up on the hiring board, commanders should first decide what hiring board they want to use. A mercenary command can open up shop on many worlds around the Inner Sphere and in the Periphery, but only a handful are recognized on the international scene, and each one offers unique benefits and drawbacks. In terms of force generation, the Hiring Hall Modifiers Table (p. 142) shows how the dominant hiring halls affect recruitment. Each hall's modifiers apply only once throughout the entire mercenary force generation process.

Merc forces generally do their recruiting from the same hiring hall, to minimize travel expenses and to make it easier for potential recruits to find them. If, for any reason, a mercenary command relocates from one hiring hall to another, the abrupt change can be costly in terms of money and the number of recruits that can be picked up.

Every time a commander changes to a new hiring hall after starting to hire from another place, reduce the force's Cash Pool



CREATING A MERCENARY FORCE

by 2 points. In addition, reduce by half (rounding down) all applicable personnel modifiers for the new hall before applying them. Finally, the first two recruiting cycles from the new hiring hall suffer a -2 modifier to the event roll for recruitment, reflecting the general disorientation of the change.

At the end of this stage, the force has been officially founded and registered with a hiring hall and may even be considered a viable entity for mercenary work, if the commander so desires. Daring players eager to get into the action with a small command may go on to *Stage 3: Combat Experience* (see p. 143) for some abstract battlefield seasoning, or proceed directly to *Step 3: Force Identification* (see p. 144) in preparation for the final step of the force generation process.

Jeff decides that Shinto Kubusaka's character will gather his command's founding members on Arc-Royal, eschewing Outreach in favor of the homeworld of the Kell Hounds. In checking the table, he finds his choice nets him another MechWarrior recruit, plus another Complementary warrior (or vehicle crew). He also picks up another technician and a medic. Thanks to the close proximity of the Kell Hounds and Clan Wolf (in Exile), elite forces with advanced technology, Shinto also picks up 2 more Experience Pool points and 1 Tech Pool point. However, as easy as it is to find people willing to make a name for themselves in the professional soldiering business, gear is in scant supply. The loss of 2 Mass Pool points reflects this reality, while the cost of doing business through Arc-Royal imposes a 1-point loss from the Cash Pool.

Added to those core members who joined up before he left his homeland, Kubusaka now claims two full lances of MechWarriors, including himself, plus a

pair of Complementary warriors. He also claims the loyalty of six technicians to take care of the equipment and three medics to take care of the pilots. In addition, his point pools are at 8 for Exp, 7 for Tech, 1 for Mass (after losing 2 this time) and 2 for Cash (after losing 1).

STAGE 2: RECRUITING

Once the player has chosen a hiring hall, gathered the core members and registered the force as a legitimate business, the next stage is open recruiting. This path reflects the efforts by the force founder and his associates to gather additional troops and equipment to fill out the force's roster, and may run anywhere from three to six months before the force must take on small assignments to retain what warriors and support staff it already has.

At the end of this stage, as with the last, the force may be technically ready to roll, depending on the commander's intentions. If so, the player may then immediately move on to *Stage 3: Combat Experience* (see p. 143) or *Step 3: Force Identification* (see p. 144).

RECRUITMENT TABLE

Time: 3 months

Personnel: Choose two: +1 Same, +1 Comp, +1 Sup or +1 Med

Points: +1 Tech, +1 Mass, -2 Cash, +2 to any point pool

Special: Force gains +1 Administrator every two passes. Only one repeat allowed at a time. After first repeat, player must make one pass through Stage 3 before returning to recruitment again.

Recruitment Events (2D6)

- 2 "Screw this! I'm gonna find me an outfit that pays!"
Several members quit over too little action and too little pay. [-1D6 personnel (chosen randomly), -2 Exp, -2 Mass, -1 Cash]

HIRING HALL MODIFIERS TABLE

Hiring Hall World (Location)	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Antallos/Port Krin (Periphery)	0	+1	+2	-1	0	0	-2	-2	+1	0
Arc-Royal (Lyran Alliance)	+1	+1	0	+1	+1	0	+2	+1	-2	-1
Astrokaszy (Periphery)	0	+2	+3	+1	0	0	-1	-1	-1	0
Fletcher (Chaos March)	+1	+1	0	+1	0	0	-1	-1	+2	0
Galatea (Lyran Alliance)	+2	+1	0	0	0	0	0	-1	+1	-1
Heroditus (Periphery)	0	+2	+2	+1	+2	0	0	-1	+1	-1
Northwind (Chaos March)	+1	+2	0	+2	0	0	+1	+1	0	-1
Outreach (Chaos March)	+2	+2	+1	+1	0	0	+2	+2	0	-3
Solaris VII (Lyran Alliance)	+2	+1	0	+2	+1	0	+1	-1	-1	-2
Westerhand (Capellan Confederation)	+1	+1	0	0	0	0	-1	-1	-1	0



- 3 "Sorry, chief, but we got a better offer." Poachers from another force offered some of yours more than you are willing to match. [-1D6/2 personnel (rounding down, chosen randomly), -1 Exp, -1 Mass]
- 4 "Beggars can't be choosers." They may not be quite what you had in mind, but they'll do. [+2 Dist, +1 Med, -1 Exp]
- 5 "Not bad. Not good, but not bad." Recruiting was slow this quarter. [+1 Comp, +2 Dist, +1 Sup]
- 6 "It's a living." Picked up a handful of hopefuls. [+2 Comp, +2 Dist, +2 Sup]
- 7 "Where do we sign up?" A mixed bag of recruits joins up. [+1 Same, +1 Comp, +1 Dist, +2 Sup, +1 Med]
- 8 "Have 'Mech. Will travel." This balanced collection of new hires even brings along some of their own gear. [+1 Same, +2 Comp, +2 Sup, +1 Med, +1 Mass]
- 9 "We're your men!" A mixed lance with worthwhile skills signs the dotted line. [+2 Same, +2 Comp, +2 Sup, +1 Med, +1 Exp]
- 10 "Our last command got shot up pretty bad. You guys hiring?" They've seen combat and they know the score. [+3 Same, +1 Comp, +3 Sup, +2 Med, +1 Exp, +1 Mass]
- 11 "We like your style, sir; you got room for all of us, though?" A full lance—with the gear, experience and support to boot—joins up. [+4 Same, +4 Sup, +2 Med, +2 Exp, +1 Tech, +1 Mass]
- 12 Roll twice and apply both results.

Shinto Kubusaka has gathered his founding members and established his new mercenary command's base on Arc-Royal, in the hopes of recruiting the finest and most honorable warriors to his banner. Embarking on his first three-month recruitment cycle, he starts sending out the WARRIOR WANTED ads and gets a few bites.

According to the Recruitment Table, Jeff may choose two personnel outright and picks one Same and one Complementary warrior, hoping to build up his force quickly. He also takes the free Tech and Mass Pool points, as well as the 2-point hit to his Cash Pool. With 2 more points then awarded for placement at his discretion, he allocates them to the force's Experience Pool, hoping to give Shinto excellent odds at hiring good warriors.

Because this is only his first pass through the Recruitment Path, Jeff does not pick up an administrator in addition to all these free personnel and pool points. Instead, he proceeds directly to making his event roll. Jeff rolls and gets a very unlucky 3 result, which indicates he will lose personnel and some Experience and Mass Pool points.

Desperate to avoid the disaster, Jeff elects to burn cash and re-roll the event. After reducing his Cash Pool

by 1 point, Jeff rolls again. Unfortunately, when the result comes up 2, Jeff finds he has actually made the situation worse for Kubusaka. Now, instead of losing one to three people, the force loses one to six members, selected at random.

Rolling 1D6, Jeff finds that the force loses three recruits. To determine which members are lost, he rolls 1D6 again for each, assigning each numbered result to one of the six classes of personnel and re-rolling for any personnel he does not have (such as Distant warriors and Administrators). The results yield a 2, which he has assigned to the Complementary warrior, and two 1s, which he has assigned to a Same warrior. Kubusaka thus loses three warrior recruits for the lack of action and pay, despite his best efforts to keep the troops interested.

Making matters worse, in addition to the defection of these warriors, the point pools for the force drop by 2 Experience, 2 Mass and 1 more point from the Cash Pool. This really hurts Kubusaka, as the Cash points have now dipped well into the negatives. His force is running into debt and it has not even taken on its first assignment yet.

In hopes of compensating for his terrible luck, Jeff repeats the Recruitment Path, once more selecting a Same and a Complementary warrior for his free personnel and throwing the two free points into the Experience Pool. His event roll is 8 this time and he does not opt to burn cash on a re-roll. The result yields another MechWarrior, two more Complementary warriors, two techs, a medic and a 1-point bonus to the force's Mass Pool. In addition, because this is his second pass through the path, the force picks up one Administrator as well.

Added together with his formation and hiring hall bonus, as well as the results of the last pass, Jeff calculates that he now has nine MechWarriors (not including Kubusaka himself), five Complementary warriors, eight technicians, four medics and two administrators, plus 10 Experience Pool points, 9 Tech Pool points and 1 point in his Mass Pool. His Cash Pool is currently at -4, reflecting the fact that his period of growth has already put him in some degree of debt.

Having run through two consecutive Recruitment passes, Jeff must proceed either to the next stage or to Step 3: Force Identification (see p. 144). Not quite ready to begin play with this force yet, he decides it's time Kubusaka did some fighting.

STAGE 3: COMBAT EXPERIENCE

After a fair amount of recruitment, every mercenary command must sooner or later enter the field to earn its stripes. This stage of the path reflects a force's combat experience in the



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abstract, enabling commanders to season their forces in small assignments before proceeding into a full-blown mercenary campaign. While a force can obtain additional recruits in this part of the path, the risks of combat should be obvious to all.

Players may repeat this path (consecutively or alternating with periods of recruitment) as often as they like. However, for every two passes after the first, a -1 modifier applies to the event roll result. The effects are cumulative over continued repeats.

COMBAT EXPERIENCE TABLE

Time: 6 months

Personnel: None

Points: +2 Exp, +1 Cash, +1 to any point pool

Special: -1 to Experience Event roll for every two passes after the first.

Experience Events (2D6)

- 2 Mission Failure: Brutal combat and an utter defeat rob your force of its best and brightest. [-1 Exp, -1 Tech, -3 Mass, -2 Cash, -2D6 personnel (round down, chosen randomly)]
- 3 Mission Failure: Savage fighting proves costly in lives and equipment. [-2 Mass, -1 Tech, -1 Cash, -1D6 warrior personnel (chosen randomly)]
- 4 Mission Failure: After a costly mission, you are down a few, but those who survived will remember the lessons of war. [+1 Exp, -1 Tech, -1 Mass, -1D6/2 warrior personnel (round down, chosen randomly)]
- 5 Mission Failure: Your force survived off some battlefield salvage, but survive it did. [-1 Tech]
- 6 Mission Success: After a close call, hefty salvage and the addition of some "battlefield orphans" help make up for the effort. [+1 Exp, +1 Mass, +1 Dist]
- 7 Mission Success: A routine objective raid netted you more than just combat experience. [+1 Exp, +1 to any point pool, +1 Sup, +1 Med]
- 8 Mission Success: Another successful mission helps sharpen the teeth and attracts welcome attention. [+1 Exp, +1 to any two point pools, +1 Comp]
- 9 Mission Success: Successful operations bring recruits as well as rewards. [+2 Exp, +1 to any point pool, +2 Comp]
- 10 Mission Success: Spectacular success on the mission attracted the attention of a local hero who wants to sign on. [+2 Exp, +1 Cash, +1 to any two point pools, +1 Same]
- 11 Mission Success: Wildly successful operations not only taught these recruits a thing or two, but provided a welcome boost all around. [+3 Exp, +2 Cash, +1 to any three point pools, +2 Same]
- 12 Roll twice and apply both results.

Shinto Kubusaka takes his mercenary command out for some combat experience, in the hope that while honing their edge he may be able to upgrade his troops' equipment and even get out of debt.

As Jeff reviews the Combat Experience Table, he finds that his force will pick up no free personnel in this path, but will gain 2 Experience and 1 Cash Pool point, plus a free pool point he can apply anywhere. This one he places in his Cash Pool. His roll of 7 indicates that Kubusaka's force has pulled off a successful mission, adding a technician and a medic to the roster while increasing the Experience Pool by another point. An additional free point granted by the event is placed in the force's Mass Pool, to reflect salvage from the mission.

Feeling lucky and eager to wipe out the rest of Kubusaka's debt, Jeff decides the unit commander will run through a second Combat Experience path, this time placing the floating free point into his Mass Pool in anticipation of a good roll. Unfortunately, the roll is 3, and with his Cash Pool still in the negatives, Jeff decides he'll have to take the hit rather than burn cash on a re-roll.

Rolling 1D6 to determine how many troops he has lost, Jeff rolls a 4, and uses the same method as before to determine which members of the roster were lost. Restricted this time to warriors only, and with no Distant warriors in the force, Jeff rolls a 50/50 chance that a MechWarrior or a Complementary warrior will perish, and loses three Complementaries and one MechWarrior this day. In addition, his force loses 2 points from its Mass Pool, 1 from the Tech Pool and 1 from the Cash Pool. The mission was a disaster for Kubusaka.

Rather than take a chance on another Combat Experience path (especially since the next repeat brings with it a -1 modifier to the event roll result), Jeff decides instead that the force's commander will return to Arc-Royal for some more recruiting.

STEP 3: FORCE IDENTIFICATION

Once the player has accumulated enough manpower to approximate the size of the force he or she wants to run, it is time to identify the force's component units. Some elements, such as warriors and support staff, are defined based on the dominant troop type in the force. For warriors, the terms Same, Complementary and Distant refer to the relation of their primary combat role to that of the commanding officer and founder. If the commander is a MechWarrior, then a Same warrior type reflects MechWarriors, while a Complementary warrior is either an aerospace fighter pilot or a vehicle crew. A Distant result, meanwhile, may represent a squad of infantry, but how many men exactly



depends on whether the unit is battle armored or conventional.

For support staff, the definition of each staffer's role depends on the dominant machine type within the force. Unlike warriors, specialized support (not counting medical and administrative support) may be assigned in proportion to the unit types available. If a force forms around two 'Mech lances and one vehicle lance, for example, the support staff should be two-thirds 'Mech technicians and one-third armor mechanics.

Administrative support may be divided among four separate categories: Command, Transportation, Logistical and Human Resources. Though technically each has little bearing on force performance in the field, each offers a special bonus to contract negotiations and the day-to-day operations of the force. As with the technical support staff, the founding member may select which roles each administrator fills. Note, however, that dedicated administrators are not necessary for forces of a company or less in size, and many such forces can easily manage their administrative needs by relying on their existing staff for paperwork and logistics. As forces get larger and needs grow more diverse, the sheer weight of so much administrative support almost demands specialized administrators.

IDENTIFYING CAPABILITIES AND ASSIGNMENTS

Once the player has determined the basic listing of warrior types and support staff, he or she may elect to exchange troop types to fine-tune the force composition, or may proceed directly to rolling for each unit's specific quality, tech rating, weight class and type using the Recruit Identification Table (see p. 146). Each recruit or crew—whether combatant or noncombatant—requires a roll for each applicable column. For example, each MechWarrior requires three rolls to determine quality, tech rating and the weight class (mass) of his machine, while each technician requires only one roll to determine quality. The player may then use his point pools to increase or decrease roll results as needed to assure desired outcomes, with the optional burning cash rule available to permit any desired re-rolls.

Once each unit's weight class and experience ratings are determined, the player may then use the Random Unit Assignment Table (p. 126) to determine specific unit assignments and the Random Skills Table (see p. 108, *BMR*) to determine their base Piloting and Gunnery target numbers. Tech and Mass rolls are not required for infantry units—instead, roll only for an infantry squad's Experience and Type.

The above applies to all non-player units in the commander's force. If using *CBT: RPG*, characters joining later enter with their own skills and vehicle as determined in their character generation. If the commander is himself not fully designed using the *CBT: RPG* rules, the player may fill any gaps in his capabilities (including what vehicle he pilots personally) using these tables.

After determining all the above details, the commander may

then organize these warriors into specific lances, companies and so on before moving on to Step 4 (see p. 148).

Exchanging Troops

While some commanders prefer a combined-arms approach, others may instead desire a more uniform mercenary force to simplify its tactics and logistical needs. Furthermore, some players may find after running through the paths that they have an excess of "undesirable" unit types, and wish to swap them out for more useful units. In such a case, the player may opt to exchange troops.

The exchange guide below shows the rates at which each of the personnel types may be exchanged to provide a different composition prior to making specific unit assignments. Warriors and non-combatants are not exchangeable, and players can only make an exchange for whole units. No fractional units are permitted after making exchanges.

When making an exchange, the new personnel are considered to have one experience level lower than the old personnel (with a minimum of Green) to reflect their hasty recruitment. Factor in this decrease after making any experience rolls.

UNIT EXCHANGE GUIDE

1 Same = 2 Complementary = 1 Distant
1 Support = 1 Medical = 1 Administrator

Using Pool Points

Players use the point pools to increase (or decrease, if desired) the value of all rolls on the Recruit Identification Table (see p. 146). A player may spend any number of points on the roll, with each point worth an increase or decrease by 1 if used prior to the actual roll. If a player wishes to use these

points to modify a roll that he has already made, the cost for the desired increase or decrease is doubled, burning 2 pool points for every point by which the roll is modified.

Pool points are divided among four different categories and may not be exchanged between them. For example, a player cannot use his force's Tech Pool points to modify a roll made for a recruit's experience level.

Players who are out of points from a given pool may also fall back on the burning cash optional rule used in the Stage 2 and 3 paths, spending 1 point from their Cash Pool to force a re-roll of an undesirable result. No point pool modifiers may be used on such a re-roll, however, and regardless of whether or not the result is worse, the second result stands. Dipping into a force's Cash Pool directly affects the force's starting funds. Remember that the Cash Pool can go negative, but the player cannot voluntarily go below -20.

Any points left unused at the end of the recruit identification process are automatically added to the force's Cash Pool.

Optional Rule: Identification by Subcommand

For commands a battalion or larger in size, the creating player may opt to establish the identification of force assets, experience, tech ratings and so forth by subunit, rather than on a unit-



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by-unit basis. The optional Identification by Subcommand rule allows the force commander to roll for the details on the Recruit Identification Table once for each lance (or platoon in the case of infantry elements), rather than for individual units. The player must still make as many rolls as are applicable to the lance or platoon's common unit type, but these rolls produce the average experience, tech rating, weight class and so on, for the affected sub-force. Players may then establish the sub-force's target numbers and specific machines (if any) by using the resulting experience rating as an average, but may find it necessary to "mix-and-match" the resulting machines as this method produces lances of a single weight class.

When using the Identification by Subcommand rule, triple all pool points used to modify the roll or re-roll results per the burning cash rule. For example, modifying a result by 1 before making the roll costs 3 pool points, post-roll modifications cost 6 pool points per point of change, and burning cash re-rolls cost 3 points.

At the end of two more passes through Recruiting, Jeff finds that his mercenary commander, Shinto Kubusaka, has successfully obtained eleven MechWarriors (not counting himself), four Complementary warriors and four Distant warriors. In addition, he boasts ten technicians, seven medics and two administrators. His point pools have 16 stored

points for Experience, 10 points for Tech and 4 for Mass. His Cash Pool points, however, are at -3.

Before determining whether or not to try to obtain any transportation, Jeff decides to identify exactly what he has to work with. Beginning with the MechWarriors, he rolls for all eleven members, guided by the Recruit Identification Table. (Kubusaka's own skills and 'Mech were determined during the generation of his CBT: RPG character.)

After rolling three times for each MechWarrior, using none of his pool points to influence the results beforehand, Jeff determines the quality, tech rating and weight class of all eleven 'Mechs. The dice reveal that Kubusaka has five Green MechWarriors and six Regulars. Among them, one MechWarrior will roll for his machine on the F column of the Random Unit Assignment Table (see p. 126), while three roll on the D column, three more on the C column, three more on B, one on A, and one lucky warrior will get a Custom design. The dice also yielded a force that consists of six light BattleMechs, two mediums and two heavies.

Having decided to forego adding bonuses to his rolls beforehand, any effort to modify these results will cost double the usual number of points needed to reach the desired level (up or down). Regardless, Jeff decides to modify several of the results. For example, he chooses to increase one experience result that left a Green MechWarrior 1 point away from a Regular rating, burning 2 points from his Experience Pool to make the switch. Another Green warrior who fell 2 points shy has his rating upped at a cost of 4 Experience Pool points. In this fashion, Jeff upgrades not only his warriors, but also the technological quality of their machines and even their weight classes, burning points from his Tech and Mass Pools in turn. When he is done, only 2 points each remain in his Experience and Tech Pools.

Jeff then resolves the skill levels and equipment of the remainder of his forces, this time letting the dice fall where they may. Declaring his Complementary units aerospace fighters, he rolls only for weight class and experience, yielding three Green fighter pilots and one Regular piloting two light and two heavy aerospace fighters. His Distant units, which he has determined to be infantry, require rolls only on the Experience and Infantry Type columns, yielding three Regular and one Green conventional infantry squads, two of which are motorized, while the other two are jump.

RECRUIT IDENTIFICATION TABLE

2D6 Roll	Experience Rating (Exp)	Tech Rating (Tech)	Weight Class (Mass)	Infantry Type (Mass)
2	Green/Astech	F	Dispossessed	Foot
3	Green/Astech	F	Dispossessed	Foot
4	Green	F	Light	Foot
5	Green	D	Light	Foot
6	Regular	D	Light	Foot
7	Regular	D	Medium	Motorized
8	Regular	C	Medium	Motorized
9	Regular	C	Medium	Jump
10	Veteran	B	Heavy	Jump
11	Veteran	A	Heavy	Anti-BattleMech
12	Elite	Custom*	Assault†	Battle Armor

*A custom design allows this pilot to field any stock or customized Inner Sphere unit (or Clan-upgraded Inner Sphere unit, using an Inner Sphere internal structure, engine and armor) in his assigned weight class, or a stock Clan design.

†For aerospace fighters, treat an Assault result as a Heavy or Small Craft (maximum 200 tons).

Anti-BattleMech Infantry: Roll again to determine infantry type.

Battle armor: Roll 1D6; 1-4 = Inner Sphere battle armor, 5-6 = Clan battle armor



DROPSHIP AND JUMPSHIP AVAILABILITY TABLE

DropShip Class	Target Number	Crew Requirement
Achilles	12/14	30
Assault Triumph	19	11
Avenger	11/15	15
Behemoth	14	50
Buccaneer	9	12
Claymore	16	15
Condor	9/12	24
Conquistador	19	21
Excalibur	12/15	50
Fortress	13/16	42
Fury	10/14	8
Gazelle	9/12	10
Hamilcar	12	36
Hannibal	15	40
Hercules	14	28
Intruder	11/14	30
Kuan Ti	15	25
Leopard	9/10	9
Leopard CV	10/14	9
Lung Wang	15	18
Mammoth	13	35
Merlin	18	11
Model 97 "Octopus"	14	40
Monarch	10	34
Mule	9	20
Nagumo	16	28
Nekohono'o	19	42
Okinawa	15	26
Overlord	12/15	43
Overlord-A3	19	62
Rose	16	47
Seeker	11/13	20
Triumph	11/13	15
Union	10/14	14
Union-X	18	15
Vengeance	13/15	9
JumpShip Class	Target Number	Crew Requirement
Invader	13	24
Merchant	12	20
Monolith	20	30
Scout	16	18
Star Lord	17	30
Tramp	15	21

Finally, Jeff determines the quality of all his support staff using the Experience Rating column only. At this point, Jeff may also generate Gunnery and Piloting skills for his command, using the appropriate columns on p. 114 of BMR. Because Jeff decides against using any more of his leftover pool points, the remainder are shifted automatically into his Cash Pool.

Using the Random 'Unit Assignment Table on page 126, Jeff determines the exact 'Mechs for his mercenary command and then does the same for his fighters. For the custom 'Mech on his roster, Jeff may choose to use a scratch-built Inner Sphere design of his own choosing, a stock Inner Sphere design from any existing BattleTech source, a stock Clan 'Mech or even an Inner Sphere-built chassis with Clan-made weapons. He decides on a stock Clan OmniMech rather than devising one of his own or tracking down a cool Inner Sphere model.

Now that he can see the size of his force, he sets off to obtain suitable DropShips and JumpShips.

Obtaining Transportation

Hiring a DropShip or JumpShip is one of the largest expenses a mercenary command faces. Furthermore, the need to hire transport makes a mercenary force dependent on outsiders and reduces its control over its own fate. Therefore, a mercenary force may want to buy its own DropShips and JumpShips despite the high cost of doing so.

Locating and securing a DropShip or a JumpShip (with a crew) takes two months, and reduces the force's Cash Pool by 4 points. The mercenary force commander makes a single 2D6 roll against the target number for the intended vessel at the end of this time (see DropShip and JumpShip Availability Table at left), but only DropShip rolls may be re-rolled using the burning cash rule. In the case of vessels with split target numbers, the number to the left of the slash indicates an obsolete version, while the number to the right indicates the upgraded version. The player *must* select the DropShip variant he wants to obtain before making any roll.

The target number for acquiring a DropShip or a JumpShip may be reduced by 1 point for each of the following traits or skills possessed by the commander: Contact, Well-Connected, Good Reputation, Wealth or Title traits, or Negotiation (+3 or higher) or Scrounge (+3 or higher) skills. These modifiers apply once per trait or skill possessed, regardless of the level and quantity of each trait, and so the maximum possible modifier for these traits or skills is -7 to any target number. In addition, the player may opt to seek a JumpShip or DropShip *without* a crew in the same fashion, for an additional -1 target number modifier. To reflect the process of then recruiting a competent crew for the vessel, the mercenary commander must spend another Cash Pool point and another month gathering such personnel.

If the modified roll result equals or exceeds the listed target number for the desired vessel, the mercenary force has successfully obtained the intended ship. However, if the mar-



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gin of success in the attempt does not exceed half the total number of modifiers applied to the dice roll result (rounded down), then the vessel belongs to its own crew or captain (or a bank somewhere), and counts toward the force's auxiliary units, as opposed to a craft owned and operated directly by the mercenary command.

DropShips and JumpShips that are not owned outright by the mercenary command still appear on the mercenary force's payroll and support budgets in the same way. However, their status as an auxiliary force means they must be paid up front before transporting the command, and may not deploy into combat unless hazard pay is offered. Additional rules outlining the difference between auxiliary vessels and mercenary command-owned ships are discussed under *Transportation* in the *Running a Mercenary Force* section, p. 170.

In any case, a commander who acquires DropShips or JumpShips should also roll to determine the experience level of the crews using the rules under *Identifying Capabilities and Assignments*, p. 145.

Shinto Kubusaka is now the proud commander of a mercenary BattleMech company with two aerospace fighter lances and a mixed infantry platoon for support. Knowing this, Jeff decides to take a stab at obtaining a Union-class DropShip, which can carry most of these forces at once. If successful, he plans to back it up with Leopard-class DropShip for full transport capability.

After reducing the force's Cash Pool by 4 points (to -3) and choosing the obsolete version of the Union to maximize his chances, Jeff rolls 2D6 against a Target Number of 10. Kubusaka, who possesses the Contact, Good Reputation and Wealth traits, as well as a high enough Negotiation Skill, reduces the target number by 4 points (one per trait/skill) to 6. Jeff rolls and gets a 7, successfully obtaining an obsolete variant of the Union-class DropShip. Since the roll only succeeded by 1, however (less than half the bonus of 4 that helped make the attempt possible), the vessel is not truly integrated into Kubusaka's command, but is owned by its captain and crew (and possibly a bank somewhere).

Though he already has a negative value for his Cash Pool, Kubusaka still wants to get his hands on a Leopard to give his force full transport capability. Reducing his Cash Pool by another 4 points (to -7), he once again spends the two months in search of a DropShip. Once more, his traits and the Negotiation Skill provide a 4-point reduction to the target number needed to obtain the obsolete model desired, reducing it from 9 to 5. Jeff rolls and gets a 3, failing to obtain the Leopard. Though he can burn cash to repeat the roll, Jeff decides against it; Kubusaka's got enough money troubles!

Before he goes on, Jeff rolls on the Experience Rating column of the Recruit Identification Table to

determine the skills of the Union's crew, and finds that the force's transport has a Veteran experience rating.

STEP 4: DETERMINE PAYROLL, MAINTENANCE COSTS AND SUPPORT REQUIREMENTS

The following section outlines how to determine the mercenary force's payroll, maintenance costs and support requirements. All costs are listed in C-bills.

SALARY TABLE

Position	Base Salary	
	Monthly	Annually
MechWarrior	1,500	18,000
Aerospace Pilot	1,500	18,000
Vehicle/Artillery Crewman	900	10,800
Aircraft Pilot	900	10,800
Regular Infantry	750	9,000
Specialist/Armored Infantry	960	11,520
Scout Infantry	1,050	12,600
Vessel Crewman (DropShip)	1,000	12,000
Vessel Crewman (JumpShip)	750	9,000
Vessel Crewman (WarShip)	1,200	14,400
'Mech/Fighter Technician	800	9,600
Battle Armor Technician	800	9,600
Vehicle Mechanic	640	7,680
Medic	640	7,680
Doctor	1,500	18,000
Administrator	320	8,320

Quality/Expertise	Multiplier
Assistant/Able-Body*	x 0.5
Green	x 0.6
Regular	x 1
Veteran	x 1.6
Elite	x 3.2
Anti-BattleMech Training†	x 1.5

Rank	Multiplier
Enlisted	x 0.6
Officer	x 1.2
Rank	(Rating/2)‡

*Assistants/Able-Bodies are short-term hires or astechs who work with the force on an as-needed basis.

†The Anti-BattleMech Training multiplier applies in addition to the Experience Rating, but only to infantry unit types.

‡When using CBT: RPG



PAYROLL

To determine the salaries of force members, multiply the base salary appropriate to the member by the quality, expertise and rank multipliers shown in the Salary Table below. The multiplier effects accumulate, so a Veteran MechWarrior with a rank of lieutenant (Rank 2 in *CBT: RPG*) would be paid 2,880 C-bills [$1,500 \times 1.6$ (Vet) $\times 1.2$ (officer) $\times 1$ (Rank $2/2 = 1$)]. Salaries should be recorded on the Standard Mercenary Force Roster Form SR 3070 (simplified) for ease of reference.

Most of the positions below are self-explanatory. MechWarriors, for example, pilot BattleMechs, while aerospace pilots command aerospace fighters. Bear in mind that a vehicle crew generally consists of one member per 15 tons of vehicle (or fraction thereof), and thus the average vehicle crew size is four men. A conventional infantry squad consists of seven men, while a battle armor squad uses four; artillery units, which are a specialized class of vehicle often attached to infantry, employ seven crewmen. The Specialist Infantry position is a catchall category, covering those personnel who do not fit into any other category, such as combat engineers and commandos. Furthermore, all infantry units trained to conduct anti-BattleMech attacks (either Swarm or Leg attacks) are eligible for the anti-BattleMech training multiplier. This multiplier also applies to battle armored infantry forces if they are capable of engaging in such attacks.

EQUIPMENT AND PERSONNEL SUPPORT

The tools of the modern mercenary command, like those of all military forces, require constant technical and mechanical support in order to maintain peak battlefield efficiency. While most mercenary contracts include some indemnity for technical support, this expense is rarely fully covered, especially where combat damage is concerned. Mercenaries therefore must often pay for their own maintenance and support requirements.

The Maintenance Table above lists the routine maintenance costs and support requirements for *BattleTech* combat units. These costs include the replacement of tools and all materials required to keep equipment in good working order. They do not include support staff salaries or the cost of repairing battle damage, however.

MAINTENANCE TABLE

Unit Classification	Weekly Maintenance Cost (in C-bills)	Weekly Support Needs (Man-hours)	Support Type
BattleMech	75	40+(tonnage/5)	T
OmniMech	100	40+(tonnage/5)	T
Aerospace fighter	65	40+(tonnage/2.5)	T
OmniFighter	125	40+(tonnage/2.5)	T
Ground vehicle	25	20+(tonnage/5)	T
Infantry squad (7 men)	10	3+(number of men/5)	M
Personnel "squad" (7 men)	10	3+(number of men/5)	M
Artillery weapon	25	15+(weapon tonnage/2.5)	T
Battle armor suit	50	5+(armor value $\times 2$)	T
VTOL	65	30+(tonnage/5)	T
Conventional fighter	50	20+(tonnage/2.5)	T
Naval vessel (water)	65	10+(tonnage/2.5)	T
DropShip (under 16,000 tons)	500	80+(tonnage/10)*	T
DropShip (16,000–49,999 tons)	500	40+(tonnage/25)*	T
DropShip (50,000 tons and over)	500	20+(tonnage/50)*	T
JumpShip	800	40+(tonnage/400)*	T
WarShip	5,000	600+(tonnage/125)*	T

*DropShip/JumpShip support needs are automatically met by the vessel crews.

Each figure shown in the table covers the maintenance costs for a single machine only, with the exception of infantry and personnel platoon costs. To determine the maintenance costs of motorized infantry units, combine the Ground Vehicle and Infantry Platoon maintenance costs.

The formulas given under Weekly Support Needs are used to calculate the required weekly support requirements in man-hours for each *BattleTech* unit ('Mech, vehicle, fighter, infantry squad and so on.) in a mercenary command. Round all fractions down. These support requirements include medical support for infantry and standard personnel. Only medical personnel may render medical support, while technicians and mechanics provide technical support for equipment. For clarification, units on the table that include a (T) designation under Support Type require technical support, while units with an (M) designation require medical support (generally routine check-ups and medical supply refills). Because infantry are trained to take care of their own equipment, standard infantry have no tech support requirement, though specialized infantry types (such as motorized and jump infantry squads) may. In the case of these specialized infantry elements, factor their technical support needs as one ton of ground vehicles per 7-man group. Similarly, the maintenance needs of DropShip and JumpShip units are handled by the vessels' crews, and so are not listed with the unit's day-to-day tech support needs.

Record the maintenance costs and support requirements for the unit on SR 3070 (Simplified).



CREATING A MERCENARY FORCE

In computing all of his force's technical and medical support requirements, Jeff finds that his weekly support needs look like this:

12 'Mechs	(Total tonnage: 595)	Support needs: 596 man-hours (technical)
4 aerospace fighters	(Total tonnage: 160)	Support needs: 223 man-hours (technical)
1 infantry platoon	(Total tonnage: 4)	Support needs: 16 man-hours (medical), 42 man-hours (technical)
1 Union-class DropShip	(Total tonnage: 3,500)	Support needs: 430 man-hours (technical)
36 MechWarriors, Pilots, DropShip crew, and non-combatants		Support needs: 23 man-hours (medical)
Total Support Needs (excluding DropShip): 861 man-hours (technical), 39 man-hours (medical).		

Kubusaka notes that his force's medical support needs are more than sufficiently covered by his medical staff, while his 'Mechs and fighters could use some more attention. He decides to exchange two medics for two technicians. Doing so costs nothing in terms of point pools or personnel rolls, but reflects a commander's shuffling of support assets by letting some staff go while hiring roughly equivalent staff in other departments. Kubusaka's support staff now has twelve technicians and six medics.

Hiring Additional Support Personnel

After determining the force's support requirements, the force commander may need to hire additional support staff to cover its required man-hours of labor and medical care. As a rule, forces must hire at least enough technicians to provide 30 percent of the total weekly requirement of tech support man-hours to prevent breakdowns. (Medical personnel operate under similar constraints to assure that the force's warriors and non-combat personnel remain at their physical and mental peak.) However, commanders may want to hire more technicians, medics and administrators to meet the expanded support needs created by combat (see *Maintenance*, p. 171 of *Running a Mercenary Force*).

In the final stages of force development, players may meet any excess support personnel needs by again dipping into the Cash Pool or by using the exchanging troops rule to shuffle support personnel more effectively. The player gains two support personnel for every Cash Pool point spent on this form of hasty

recruiting, and may add them to the roster after determining their skill levels normally. If neither option is possible, force personnel may be trained for double duty, effectively covering the command's technical and medical needs. For more information on this option, see the double-duty rules below. Any support personnel purchased in this phase cannot be modified using pool points, once more reflecting the "beggars can't be choosers" mentality that comes with such hasty recruiting.

The weekly man-hours of service provided by technicians, mechanics and medical personnel, as well as their skill roll target numbers, vary according to their experience levels, as shown on the Support Productivity Table below. Technicians are required for BattleMechs, aerospace and conventional fighters and battle-armor units, while conventional vehicles are maintained by mechanics. Medical personnel, meanwhile, see to the health care needs of all force members (including themselves) and their dependents, if need be.

To operate at full effectiveness, technical staff must include at least one astech for every two technicians (for medical staff, a paramedic is equivalent to an astech). Reduce by fifteen man-hours the productivity of any technician (or medic) who does not have assistance from an astech (or paramedic) in a given week. In the absence of astechs, any Green-rated technician (or medic) may serve as well.

After determining a force's technical staff, record all technicians, mechanics, astechs and medics, as well as the man-hours they produce and their salaries, on the force's SR 3070 (Simplified). Technicians and mechanics are often assigned to a specific machine or group of machines, which should be noted on the force's roster somewhere to help aid in resolving battle-field repairs.

SUPPORT PRODUCTIVITY TABLE

Experience Level	Skill Roll Target	Man-hours Per Week
Astech (Paramedic)	10	20
Green (Intern)	9	30
Regular (Nurse)	7	40
Veteran (Doctor)	6	45
Elite (Surgeon)	5	50

Double Duty

Combat personnel often have some expertise in the maintenance and repair of their machines and equipment, or valuable medical skills beyond mere first aid to support the activities of the force's medics during extended campaigns. Some may even act as additional administrative and logistical support when not operating in a combat role. These individuals can perform double duty, helping to maintain the force's support needs while also acting

as its muscle during combat.

To simulate such abilities, *CBT: RPG* characters must acquire at least three skills appropriate for their secondary roles in accordance with standard *CBT: RPG* rules. For technicians, all Technician, Engineering and Gunsmith skills apply, while medics may pick up First Aid, MedTech and Surgery skills. Administrator skills typically include Protocol, Administration and Computers, but depending on the role, may also include Negotiation,

CREATING A MERCENARY FORCE



Scrounge and even Leadership. Each skill taken to assume double duty for the force must have at least a +2 level modifier.

Alternatively, *BattleTech* players may simply assign an astech (paramedic) or Green tech (or medical) rating to any warrior, as appropriate. However, combat personnel expected to act as techs, medics or administrators must be paid one-half the appropriate technician, medic or administrative salary, in addition to their regular pay. These individuals must receive their monthly salaries for their secondary jobs even if those services are not required during that period. Furthermore, in a combat theater, these individuals can produce only half of their standard man-hour output before the quality of their work begins to deteriorate and they risk causing breakdowns (see *Breakdowns*, p. 177 of *Running a Mercenary Force*).

Administrative Support

Administrative personnel are the secretaries and accountants who handle the force's routine bureaucratic business and paperwork, and whose services can also be valuable bargaining chips in contract negotiations. Indeed, command-level administrators may negotiate contracts themselves, or may be the agent who remains at the hiring hall while the rest of the force goes off to fight. In smaller commands, commissioned and even non-commissioned officers within the force may handle administrative duty, effectively performing double duty in lieu of a dedicated staff.

Administrative personnel are generally divided into command, transportation, logistical and human resource categories, with each specialized to that aspect of the mercenary command. Though their use may be limited in smaller forces, their expertise can help in larger campaigns, or to smooth over day-to-day operations. The Administrative Productivity Table below provides a breakdown of administrative productivity and the benefits of each category, including the bonus to the mercenary command's Bargaining Pool (see *Contract Negotiations*, p. 157) for that

aspect of the negotiations, and any strategic bonus they yield when the force's administrative needs are met.

These bonuses apply only if the force attains 50 percent (or more) of its administrative support requirements and the relevant administrators are Veteran level or higher. To determine the administrative support requirements of a mercenary command, simply add up all non-administrative personnel (including those who perform double duty and the crews of the force's DropShips and JumpShips) and then add that result to the force's total technical support requirement, including those for DropShips and JumpShips. Divide the final sum by 30 to determine the minimum number of man-hours required to fulfill all the force's administrative support needs.

STEP 5: FINISHING TOUCHES

After determining the support staff for the force, the commander and his officers can name the force, generate its history and calculate their standing funds, or *war chest*. Once these tasks are accomplished, the force is ready to begin regular game play.

NAME

Many commands take at least part of their names from their commanders, and those that are former House forces often retain their previous military designations. In any case, a force's name should inspire confidence in potential employers and fear in enemies. A moniker such as David's Daffodils is unlikely to accomplish either aim.

If stuck for ideas, take a look at the mercenary force names listed in the Table of Contents and use them as models.

HISTORY

The history of a force should convey a sense of completeness and invest the player in the mercenary command he or she just created. Though the player can feel free to create whatever history he desires, the organic nature of these mercenary force creation rules provides a framework on which the player can build a fictional history that firmly places it in the *BattleTech* universe.

WAR CHEST

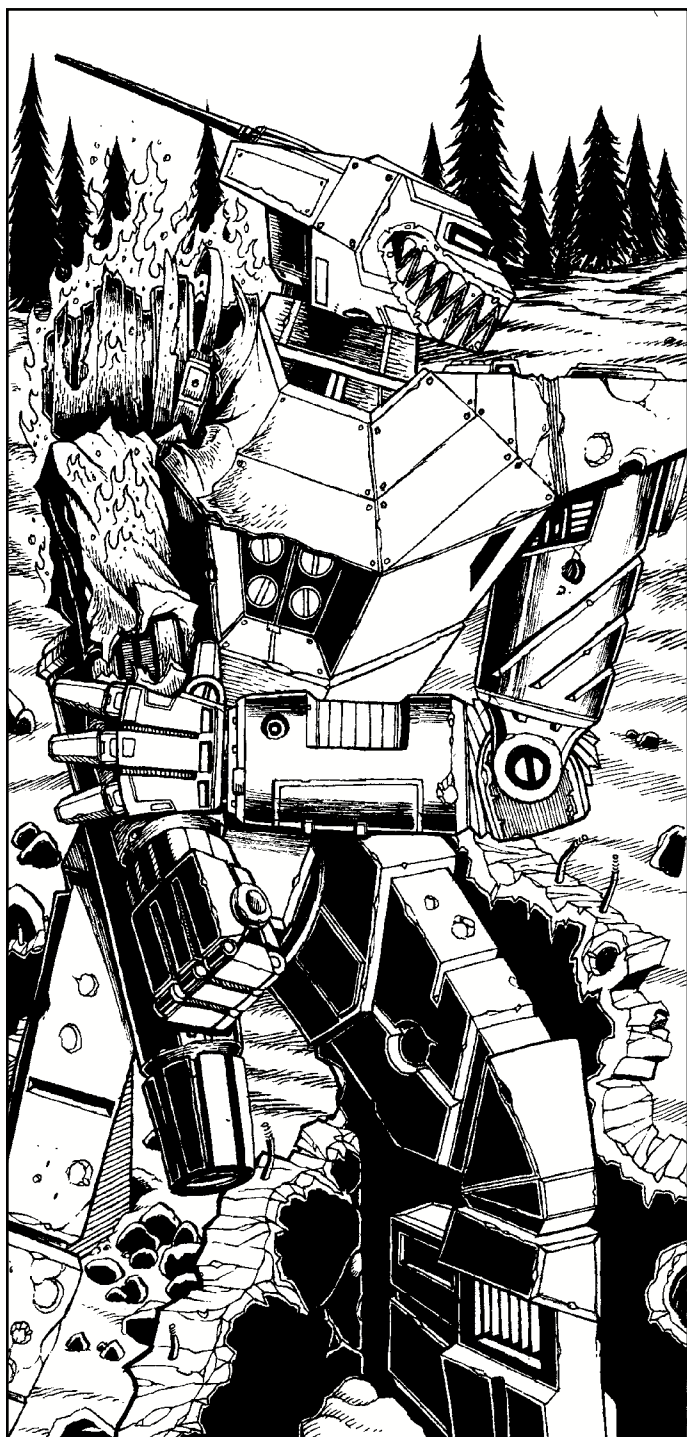
Any Cash Pool points left over after force generation—as well as all profits left over after paying for supplies, repairs and

ADMINISTRATIVE PRODUCTIVITY TABLE

Experience Level	Skill Roll Target	Man-hours Per Week
Assistant*	10	20
Green*	9	30
Regular*	7	40
Veteran	6	45
Elite	5	50

Administrative Role	Contract Negotiation Bonus BPs	Strategic Bonus
Command	+5 to Support or Command	+1 Initiative/Tactics Bonus
Transportation	+5 to Support or Transport	–10% of all transport costs
Logistical	+5 to Support or Salvage	+1 to all equipment availability checks
Human Resource	+5 to Support or Payment	+5% to all support man-hours

*Contract Negotiation and Strategic bonuses do not apply for administrators with these experience levels.



salaries—goes into a force's war chest. These funds are used to support the command between contracts. The initial value of a force's war chest depends on the force's size, experience and any leftover Cash Pool points. Use the following formula to calculate a force's war chest:

$$[(\text{Number of combat companies}) \times 10,000 \times \text{War Chest Multiplier}] + [\text{Cash Pool points} \times 50,000]$$

To determine a force's War Chest Multiplier, first calculate the average experience level of the force's main body of troops (the main body of a BattleMech command is its 'Mech assets, while the main body of an aerospace group is its aerospace assets, and so on). To determine a warrior's rating from his skills, find the average of his Piloting and Gunnery skills in his typical combat role (the one under which he appears in the force's roster, be it MechWarrior, tank commander, and so on.) and cross-reference it against the Skill Average column in the Quality Multiplier Table below. To then find the average experience level for the entire force, add up the skill averages for all elements of the force's main body and divide that figure by the number of elements. Cross-referencing this result against the Skill Average column yields the overall experience level for the main body of the mercenary force.

Consult the Quality Multiplier Table to find the force's Average Experience Level and determine the multiplier for the war chest.

QUALITY MULTIPLIER TABLE

Skill Average	Experience Level	War Chest Multiplier
5.50 or higher	Green	0.75
4.00 to 5.49	Regular	1
2.49 to 4.01	Veteran	2
2.50 or less	Elite	3

After finding the average of the gunnery and piloting TNs for all of his MechWarriors, summing them up, and dividing by 12 (rounding normally), Jeff finds that Kubusaka's command—which he has named the Fighting Intellectuals as something of a private joke—has a Skill Average of 4, which classifies them as a Regular force. He also notes that he has a current Cash Pool of -7 points. His force's total strength consists of a full 'Mech company, 2 air Lances, and a platoon of infantry, which combine as two full combat companies. Thus, his War Chest formula looks like this:

$$[(2) \times 10,000 \times 1 (\text{War Chest Multiplier})] + [-7 (\text{Cash Pool points}) \times 50,000] = 20,000 - 350,000 = -330,000$$

Kubusaka's force, unfortunately, is beginning its service in debt by 330,000 C-bills. His next few missions may yet determine whether or not his fledgling mercenary command sinks or swims.



RUNNING A MERCENARY FORCE

Creating a mercenary command takes a professional soldier only halfway to independence. Once a force has been formed and its mettle first tested on the field of battle, a long journey begins toward the twin goals of survival and profit. Honor and glory fall by the wayside on the battlefield—these are luxuries only the best forces can afford.

This section sketches out the basic considerations of running a mercenary force. *Mercenary Rating* provides guidelines for generating an official force rating, while *Contract Offers* and *Contract Negotiations* list rules for generating and negotiating contracts. *Missions* explains such considerations as contract advances, preparations and transportation rates, and *Maintenance and Logistics* provides rules for maintaining the combat readiness of the force's machines between contracts. *Battle* offers rules for generating force-wide game advantages, specializations and other developments that help a force improve over time, while *Failures and Breaches* outlines the penalties of coming up short.

MERCENARY RATING

Most mercenary forces and MRBC-approved hiring halls use the Dragoons Rating to indicate a mercenary command's state of readiness, as well as its ability to respond to different situations. The rating system originated by Wolf's Dragoons when Outreach became known as the Mercenary's World remains the most popular system used by employers when seeking a force worthy of their needs. Though some existing forces are rated according to other systems, many systems use similar enough concepts to produce essentially the same result.

The following paragraphs explain how to determine a mercenary command's initial Dragoons Rating and update it during the force's career.

FINDING THE RATING

Dragoons Ratings are calculated by adding up a force's numerical quality, command, combat record, transportation, technology and support ratings. The sum of all these components (recalculated every time the force returns from a mission) provides a state-of-the-command overview of all these factors.

To find the value of each of these ratings, consult the Dragoons Rating Calculation Table below and add all results that apply to the mercenary force. Any sub-forces within a command that operate independently (such as an individual regiment within a multi-regimental command) should be

DRAGOONS RATING CALCULATION TABLE

Average Experience Rating	Value
Green	+5
Regular	+10
Veteran	+20
Elite	+40
Commander Rating	Value
Positive Trait (each)	+1
Negative Trait (each)	-1
Leadership Skill	As skill bonus
Negotiations Skill	As skill bonus
Strategy Skill	As skill bonus
Tactics Skill	As skill bonus
Combat Record*	Value
Each Successful Mission	+5
Each Partially Successful Mission	0
Each Failed Mission	-10
Each Contract Breach	-25
Transportation Rating	Value
DropShip Capacity	+5 per each 10% over 50%†
JumpShip	+10
WarShip (w/ no DropShip capacity)	+20
WarShip (w/ DropShip capacity)	+30
Vessel is Auxiliary Unit	Multiply value by 0.5
Technology Rating	Value
Level 1 Technology	—
Level 2 Technology††	+5 per each 10% over 30%†
Support Rating	Value
Technical Support	+5 per each 10% over 60%†
Medical Support	+2 per each 5% over 75%†
Administrative Support	+1 per each 10% over 60%†
Financial Rating	Value
Mercenary Command in debt	-10 per full year

* For any covert missions, multiply the value of the mission outcome by 0.5, rounding up.

† Full percentages only; Round fractions down; Maximum 100%

†† Count Clan percentages double.

calculated separately. Count any auxiliary units (DropShips and JumpShips not owned directly by the mercenary command) at half value.



RUNNING A MERCENARY FORCE

Average Experience Rating

Players can find a force's Average Experience Rating (AER) by using the system for computing the experience rating of its main body of troops for its War Chest multiplier (see *War Chest*, p. 151). Note, however, that *all* combat units are calculated for this rating, including any DropShips and WarShips, regardless of whether or not they are auxiliary units (not owned by the mercenary command). JumpShips, even if armed, are not counted as combat units.

The final average experience rating adds 5 points to a force's Dragoons Rating for Green, 10 for Regular, 20 for Veteran and 40 for Elite.

Command Rating

To determine the force's Command Rating, simply add up the commander's Leadership, Tactics, Strategy and Negotiation skill levels. Then add 1 point for each positive trait featured at least once in the commander's character and subtract 1 point for each negative trait. For purposes of this calculation, positive traits are: Brave, Combat Sense, Contact, Good Reputation, Land Grant, Title, Wealth, Well-Connected or a 7+ in SOC or CHA. Negative traits are: Bad Reputation, Combat Paralysis, Madness, Timid, Unlucky, a 3 or less in SOC or CHA and Clan or Periphery origins.

If the player used the fast generation method instead of the CBT: RPG character rules, he may not know the actual skill levels for a commander's Leadership, Tactics, Strategy and Negotiations. The player should roll 1D6 for each skill. Subtract 4 from the roll result if the relevant skill was *not* purchased as a trait under the fast generation system, then add 1 if the commander has a Regular skill rating, 2 for a Veteran rating and 4 for Elite. The final result is the commander's skill level in that skill. Once he has determined all the skill levels, the player adds them up to find the Command Rating. Treat any final results of less than 1 as 1.

Combat Record Rating

To calculate a force's Combat Record Rating (CRR), add 5 points for every mission the mercenary command has successfully completed. Subtract 10 points from the sum for each failed mission and 25 points for any breach of contract. If the player used the force creation system to create the force, count missions from the force's mission experience path(s) in Step 2, Stage 3 (*Creating a Mercenary Force*, pp. 142 and 144) when calculating the Combat Record Rating.

To successfully complete a mission, a mercenary force must achieve all the *primary* objectives defined in the mission contract. If the force achieves none of the primary objectives, the mission has failed. If the force achieves some—but not all—of the primary objectives, the mission is considered a partial success and does not affect the Combat Record Rating. Secondary mission objectives also do not affect the CRR.

Typically, only the Mercenary Review and Bonding Commission (in most games, the gamemaster) can determine if a force has committed a breach of contract. If playing without a gamemaster, the players involved should select a neutral judge or panel of judges to decide the matter, present their cases to the judge or panel and then abide by the judge's decision. In either case, when resolving a contract breach, consult the rules under *Mission Failures and Contract Breaches*, p. 179.

Every completed non-garrison/non-retainer contract, or every three years of uneventful garrison duty/retainer contract, counts as a single completed mission, worth 5 points in the Dragoons Rating system regardless of how long the contract actually runs. If a contract covers several missions, treat each mission separately for purposes of determining a force's CRR. However, a breach of contract on any single mission of a multi-mission contract nullifies the entire contract, and the single contract breach penalty applies in place of any mission completion or failure modifiers.

The above rules refer only to conventional contracts. Any contracts accepted that include covert operations, because they are less well known and less overtly advertised by employers and mercenaries alike, are worth only half the standard value for success, failure or breach.

Transportation Rating

To determine a force's Transportation Rating, allot 5 points for every 10 percent of the force's total DropShip transport capability that exceeds 50 percent. Add 10 points for any JumpShips or WarShips the force possesses.

A force's DropShip capacity is simply the percentage of component sub-forces that the command's DropShips can carry, rounded off to the nearest 10 percent. For purposes of this calculation, each BattleMech, aerospace fighter and vehicle lance counts as a full sub-force, as do infantry platoons and battle armor squads. A force cannot receive more than 25 points for its DropShip capacity even if that capacity exceeds 100 percent.

Add 10 points if the force possesses any JumpShips, 20 points for any WarShips without DropShip capacity and 30 points for any WarShips that can accommodate DropShips. These bonuses apply only once, regardless of how many vessels the merc command actually possesses.

LEVEL ONE EQUIPMENT TABLE

AC/2, AC/5, AC/10, AC/20
Armor (standard)
Cockpit (standard)
Engine (standard)
Flamer, Flamer (vehicle)
Gyro (standard)
Hatchet
Heat Sink (standard)
Internal Structure (standard)
Jump Jet (standard)
Large Laser, Medium Laser, Small Laser
LRM 5, LRM 10, LRM 15, LRM 20
Machine Gun
PPC
SRM 2, SRM 4, SRM 6



Technology Rating

The Technology Rating (TR) is the percentage of a force's BattleMech, vehicle and fighter tonnage constructed with advanced technology (Inner Sphere or Clan Level 2 equipment). A unit is considered to be Level 2 or higher if its equipment includes anything not shown on the Level 1 Equipment Table below, or if it incorporates Clan technology.

To calculate a force's TR, determine the percentage of the force's total number of combat units (excluding conventional infantry) that use Level 2 technology or Clan-made equipment. Allot 5 points for every 10 percent above 30 that the unit possesses in Inner Sphere Level 2 technology. Units that use Clan technology are worth double their percentage, so double the percentage calculation result when resolving Clan unit percentages, and add the result to the number of Level 2+ units to find the force's overall Technology Rating. Whether units employ Clan or Inner Sphere Level 2 technology, however, the maximum technology percentage cannot exceed 100.

Though not all mercenary forces have Dragoons Ratings, they do have Equipment Ratings, which sum up the level of technology in a similar fashion to the TR formula. To find a force's Equipment Rating, simply cross-reference the total percentage of Level 2/Clan units within the force against the Equipment Rating Table below. While not critical to computing Dragoons Ratings, knowing a force's average Equipment Rating can help unrated forces obtain contracts.

A mercenary command has four Level 1 'Mechs, six Level 2 Inner Sphere 'Mechs and two Clan 'Mechs. The percentages of these units in the force are computed as follows:

Level 2 units = $(6 / 12) \times 100 = 50$ percent

Clan units = $(2 / 12) \times 100 = 16.67 \times 2 = 33.33$ percent

Added together, the total percentage of units with Level 2/Clan technology is thus 83.33 percent (rounding down to 83 percent). This exceeds 30 percent by a 53.33 percent, or five full 10 percent increments. The unit therefore has a 25-point Technology Rating.

Support Rating

To determine a force's Support Rating (SR), determine its technical, medical and administrative support needs in weekly

man-hours, and then determine the amount of weekly man-hours produced for each category by its support staff. Allot 5 points for every 10 percent of required technical support the command can generate in excess of 60 percent. Add 2 points for every 5 percent of medical support that is then produced in excess of 75 percent, and 1 point for every 10 percent of administrative support provided over 60 percent.

The formulas for determining a command's support needs and the man-hours produced by its support staff are part of Step 4 in *Creating a Mercenary Force*, p. 148.

EQUIPMENT RATING TABLE

Level 2+/Clan Percentage	Equipment Rating
15 or less	F
16 to 45	D
46 to 65	C
66 to 85	B
86 and up	A

DRAGOONS RATING TABLE

Total Points	Rating
<0	F
0-45	D
46-85	C
86-120	B
121-150	A
151+	A* (A-star)

Financial Rating

A force's Financial Rating (FR) indicates whether or not a mercenary command is financially solvent or operating in debt. If a mercenary command's current war chest is below 0 C-bills, the command is considered in debt and loses 10 points from its rating for every year (or fraction thereof) in which it consistently remains that way. If a mercenary command pays off all its debts at any point, this modifier automatically drops to 0.

Finding the Dragoons Rating

The sum of the above ratings produces a final score for the mercenary command that the player may cross-reference against the Dragoons Rating Table to find his force's Dragoons Rating.

CONTRACT OFFERS

In a given month, a mercenary command may attract numerous contract offers, depending on its location (or at least that of its hiring hall), its force type and its mercenary rating. These factors not only influence the number of contracts offered, but also by which employers and for what mission types.

On the first of each month, the mercenary command player makes a series of rolls to determine the number of contract offers received. The Contract Modifiers Table below provides a list of modifiers that may apply to this roll and however many subsequent rolls are needed to determine the employer and mission per offer. When rolling for a new contract, the player running the mercenary force must select all Hiring Hall, Main Force Type and Dragoons/Equipment Rating modifiers that apply and add them to the dice roll results for the appropriate tables.

These offers remain open only for the month in which they are received, after which they are shopped out to other mercenary forces. A merc command therefore has a narrow window of opportunity in which to discuss possible terms for a mission and draw up a contract.



RUNNING A MERCENARY FORCE

CONTRACT MODIFIERS TABLE

Contract Table Modifiers

Hiring Hall	Offers	Employers	Missions
Antallos (Port Krin)	-1	-2	-2
Arc-Royal	+1	+2	+2
Astrokaszy	+1	-2	-1
Fletcher	+1	-1	-1
Galatea	+1	0	0
Heroditus	0	-1	-1
Northwind	0	0	+2
Outreach	+2	0	0
Solaris VII	+1	0	-1
Westerhand	-1	0	+1
No Hall	-2	-3	-4

Main Force Type	Offers	Employers	Missions
Aerospace fighters	0	0	+1
BattleMechs	+1	+1	0
Conventional armor	+1	0	-1
Infantry (conventional)	+1	0	-2
Infantry (battle armor)	+1	+1	-2
Infantry (Special Forces)	+2	0	-3

Dragoons/Equipment

Rating	Offers	Employers	Missions
A*	+3	0	+1
A	+3	0	0
B	+2	0	0
C	+1	0	0
D	0	0	-1
F	-2	-1	-1
Unrated	-1	-1	-1

NUMBER OF OFFERS

To determine how many contract offers a mercenary command receives in a month, roll 2D6 and consult the Contract Offers Table. Apply all appropriate modifiers to the roll result to reflect the effects of hiring hall locale, the force's primary unit type and its Dragoons/Equipment Rating.

DETERMINING EMPLOYER

To determine a contract's employer, first roll 3D6 and consult the Contract Employer Table, applying the Employers modifier from the Contract Modifiers Table above. If the roll result indicates a Periphery Employer, roll 3D6 again (once more applying all appropriate modifiers) and consult the Periphery Employer column to determine which Periphery state is offering the contract.

If the initial result yields an independent world or Chaos March power, the gamemaster may choose any faction he or she deems appropriate. In the absence of a gamemaster, the player

may roll again to choose another employer or pick an appropriate world or Chaos March power that is geographically closest to the second resulting employer. Players can use the same technique to resolve a mercenary employer as well; consulting the *Employment Roster* (see p. 183, *Field Manual: Updates*) should help to find a regimental-sized mercenary command located geographically closest to the second resulting employer.

If the initial result indicates a corporate employer, the player may either create one or select it from any *BattleTech* product. Players may also generate a corporate employer by rolling on any random 'Mech-generation table, then looking up the manufacturer of the 'Mech design in the appropriate *Technical Readouts*.

THE MISSION

To determine a contract mission, roll 2D6 and consult the Contract Mission Table, applying the appropriate Missions modifiers from the Contract Modifiers Table. Locate the mission type that corresponds with the contract employer and roll result. If the initial result is Special or Covert, roll again (once more applying all relevant modifiers) and refer to the appropriate column for the contract mission. Mission results separated by a slash indicate dual-purpose contracts, where the mercenary force is expected to perform both roles simultaneously.

Select mission targets within the closest Successor State, Clan Occupation Zone, Periphery realm or corporate holding that is hostile or potentially hostile toward the contract employer. Consider the mission type and political conditions when setting targets. Corporate employers are most likely to authorize missions against other corporations.

See *Contracts (Employment and Contracts, p. 23)* for descriptions of mission types.

Responsibilities

Primary responsibilities for the various contract missions are fairly standard (see *Contracts, page 23*). Gamemasters should create more specific responsibilities based on the particular contract. For example, if a mercenary force will be serving as part of a larger planetary-assault command, the force's contract might specify particular targets.

CONTRACT OFFERS TABLE

Modified 2D6 Roll	Offers
3 or less	0
4-5	1
6-9	2
10-12	3
13-15	4
16 or more	5



CONTRACT EMPLOYER TABLE

Modified 3D6 Roll	Employer	Periphery Employer
3 or less	Independent World	Nueva Castile
4	Periphery Employer	Umayyad Caliphate
5	Periphery Employer	Astrokaszy
6	Chaos March	Antallos (Port Krin)
7	Free Worlds League	Tortuga Dominions
8	Word of Blake	Mica Majority
9	Capellan Confederation	Circinus Federation
10	Federated Suns	Calderon Protectorate
11	Lyrn Alliance	Marian Hegemony
12	Draconis Combine	Magistracy of Canopus
13	ComStar	Taurian Concordat
14	SLDF	Fronc Reaches
15	Free Rasalhague Republic	Rim Collection
16	Mercenary	Niops Association
17	Corporation	Franklin Fiefs
18 or more	Corporation	Fiefdom of Randis

offers, payment and other details throughout this process.

The employer negotiation tactics and typical mission contracts described in *Employment and Contracts* (p. 23) are simply role-playing guides for gamemasters. That information is not part of the following bargaining system.

EMPLOYER CONTRACT TERMS

Employers tend to set forth several main bargaining when offering a contract, particularly the force's payment, length of service, command and salvage rights, and support and transport reimbursement. The priority of each varies with the employer and the mission type and will set the tone for the negotiation process, establishing which areas will be harder or easier to haggle over. The Master Contract Terms Tables (see pp. 159-160) enable a player or gamemaster to

set the seven main starting points for a mercenary contract. This section is optional, however; gamemasters may skip it and set the priorities directly, rather than relying strictly on the dice.

Payment Multiplier

The amount of C-bills in base payment offered for a mercenary force's services is determined by adding up all the force's combat and support personnel salaries (including those for all DropShip/JumpShip crews of vessels owned by the mercenary command) and multiplying this sum by a payment multiplier. This multiplier is determined by adding all relevant numbers in the Payment Multiplier column of the Master Contract Terms Table A. The Equipment Rating should only be used for mercenary com-

CONTRACT NEGOTIATIONS

After accepting a contract bid, a mercenary command must negotiate contractual rights with the employer. Contractual rights include the length of the contract and payment, as well as the other rights explained under *Contractual Terms and Obligations* (p. 26). A mercenary command lives and dies by the contracts it negotiates, so players should read and understand this system before using it in an ongoing campaign.

Contract negotiations are a two-stage process, the first of which involves establishing the employer's initial contract terms. From there, the mercenary force's commander (or an authorized negotiator) bargains on specific items. The Contract Worksheet (p. 187) provides a convenient way to keep track of contract

CONTRACT MISSION TABLE

Roll Result	Inner Sphere	Periphery	Corporation	Special	Covert
2 or less	Covert	Covert	Covert	Covert	Terrorism
3	Special	Special	Covert	Guerrilla*	Assassination
4	Pirate Hunting	Planetary Assault	Special	Guerrilla	Assassination
5	Planetary Assault	Riot Duty	Objective Raid	Recon Raid*	Espionage
6	Riot Duty	Extraction Raid	Extraction Raid	Extraction Raid	Sabotage
7	Objective Raid	Pirate Hunting	Recon Raid	Retainer	Guerrilla
8	Extraction Raid	Security Duty	Objective Raid	Recon Raid	Recon Raid
9	Recon Raid	Objective Raid	Security Duty	Relief Duty	Diversionsary
10	Garrison Duty	Garrison Duty	Garrison Duty	Diversionsary*	Observation
11	Cadre Duty	Cadre Duty	Cadre/Garrison Duty	Riot/Garrison Duty	Mole Hunting
12 or more	Special	Special	Special	Cadre/Garrison Duty	Security

*Offered with Planetary Assault contract, to begin immediately at termination of first contract.



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mands that do not have a Dragoons Rating, in which case the modifier for being an unrated mercenary command also applies. For example, the payment multiplier for a B-rated mercenary force undertaking an objective raid for the Draconis Combine would be 5.6 ($1.6 + 1.3 + 2.7 = 5.6$), while the same mission against the Clans would have a multiplier of 6.1 ($5.6 + 0.5 = 6.1$). If the mercenary command has no Dragoons Rating, but has an Equipment Rating of B, the multiplier would be 1 point lower for both examples.

Contract Length

Contract length is determined by first establishing a base length of service depending on the mission type. The employer and the force's rating may result in multipliers being applied to this base time in the same manner as payment multipliers. The final result (rounded to the nearest whole number) determines the full contract length (in months). For example, the contract length for a C-rated mercenary command undertaking cadre duty for the Federated Suns would yield a length multiplier of 1.1 ($0.6 + 0.5 = 1.1$) and a contract length of 13 months ($1.1 \times 12 \text{ months} = 13.2 \text{ months} = 13 \text{ months}$).

Contracts officially begin when a mercenary command reaches its destination (if friendly) or an official staging area (if the objective is in hostile territory).

Other Contract Points

Command rights, overhead compensation, salvage rights, support and transport terms are all set by a series of modifiers which, when taken together, influence the appropriate dice rolls on the Master Contract Terms Table B. To determine what terms are offered in each category, simply add up the appropriate modifiers from Table A and apply them to the 2D6 result for the same category in Table B. These modifiers take effect regardless of how many rolls are required per category. For example, command rights for a B-rated mercenary command hired to stage an objective raid for the Draconis Combine have a total modifier of -4 ($-1 + -3 + 0 = -4$). If the player then rolls a 7 on Table B for command rights, the result becomes 3 ($7 + -4 = 3$), and thus the mercenary command is offered House command for this mission.

Overhead compensation simply refers to the amount of the typical command's 5 percent total payroll needs consumed by the force's day-to-day operations. The roll on this column simply defines the amount of this overhead covered by the employer.

In the case of salvage rights, the player may need to make two rolls. If the roll result yields a percentage or Full, the mercenary command is offered that percentage of what are considered shared salvage rights, meaning that the mercenaries can keep that percentage of the total monetary value of any equipment they capture during the contract. (The remaining percentage goes to the employer.) Full salvage means the mercenary command claims all captured equipment during the contract. On a result of Exchange, the player must make a second roll, throwing

out any result that does not yield a percentage or Full. The result kept is the amount of all captured equipment for which a mercenary command may receive fair market value—in C-bills or equipment of equivalent (but generally lower) technology. The remaining equipment goes to the employer.

For support rights, an employer may offer three types of technical support, determined by rolling 1D6. On a result of 1–3, straight support (compensation for routine maintenance) is offered, and the number to the left of the slash under Support Rights on Table B indicates its percentage. A result of 4–5 means battle loss compensation is offered, and the right-hand number indicates the percentage of the mercenary command's destroyed equipment for which the employer will compensate (in C-bills or equipment). On a result of 6, both types of support are offered, and the player should roll twice on the Support Rights column to determine the levels of support for each (applying the standard modifiers and re-rolling any results that indicate no support).

With regard to transport terms, the percentages shown on Table B reflect the total cost of using DropShips and JumpShips for which the employer will compensate the merc command in payment. The number to the left of the slash indicates the amount compensated for if the mercenary force uses its own vessels (regardless of whether they are owned or auxiliary vessels). The number to the right represents the amount paid for chartered transportation, where the mercenary force does not have its own vessels and the employer does not offer its own. Both of these numbers are presented to the mercenary command in the initial contract offer and are generated on a single roll.

BARGAINING SYSTEM

Bargaining is a give-and-take process in which both negotiating parties must compromise—neither can get everything it wants, so each side must give in on certain points to persuade the other party to grant concessions in other areas.

To reflect this give-and-take, mercenary contracts are negotiated with a Bargaining Pool. First, a mercenary force receives a fixed pool of Bargaining Points. Then the force's negotiator and the employer's negotiator bargain over the contract rights one at a time. The negotiators add to or reduce the points in the Bargaining Pool to win particular terms governing each contract right.

Negotiators

Before beginning negotiations, a mercenary command must select a negotiator. For smaller commands—generally under a battalion in size—this negotiator is often the mercenary force commander, but freelance negotiators or even a command-level administrator may serve in such a capacity, with the authority to make deals for the entire force.

Employer negotiators are based on the Experience Level of the mercenary force, matching Green negotiators up with Green mercenary commands. However, the negotiators in some states are generally more effective than others.



MASTER CONTRACT TERMS TABLE A

Mission	Payment Multiplier	Base Length	Command Modifier	Overhead Modifier	Salvage Modifier	Support Modifier	Transport Modifier
Assassination/Terrorism	1.6	3 months	+1	+1	0	0	-2
Cadre Duty	0.8	12 months	0	+1	0	+1	0
Diversionary Raid	1.8	3 months	0	0	+2	+2	+1
Extraction Raid	1.6	3 months	-1	0	-1	+2	+1
Garrison/Security Duty	1	18 months	+1	+1	0	+1	0
Guerrilla/Espionage/Sabotage	2.1	24 months	-2	0	+3	-2	-1
Objective Raid	1.6	3 months	-1	0	0	+1	+2
Pirate Hunting	1	6 months	+2	-1	+2	-1	-1
Planetary Assault	1.5	9 months	-2	0	0	+2	+3
Reconnaissance Raid	1.6	3 months	-1	0	-2	+1	-1
Retainer	1.3	12 months	-2	+2	0	+2	+1
Relief Duty	1.4	9 months	-1	0	+1	+1	+1
Riot Duty	1	4 months	-2	+1	+1	+2	0
Security/Mole Hunting	1.2	6 months	-3	+2	0	+2	+1
Against Clans	+0.5	As mission	-1	+1	-2	+1	0
Covert Operation	+0.3	As mission	+1	0	+1	-1	-1

Employer	Payment Multiplier	Length Multiplier	Command Modifier	Overhead Modifier	Salvage Modifier	Support Modifier	Transport Modifier
Federated Suns	1.2	0.6	-2	0	-1	+1	+1
Lyran Alliance	1.4	0.6	-2	+1	-1	+1	+2
Draconis Combine	1.3	0.5	-3	0	-2	0	+1
Capellan Confederation	1.4	0.7	-3	0	-2	-1	0
Free Worlds League	1.3	0.5	-2	+1	0	-1	-1
ComStar/SLDF	1.3	0.6	-2	+1	0	0	+2
Word of Blake	1.4	0.8	-3	+2	+1	+1	+2
Free Rasalhague Republic	1.1	0.7	+2	0	+2	0	-1
Magistracy of Canopus	1.2	0.5	0	0	+1	+2	-1
Taurian Concordat	1.1	0.6	-1	-1	+2	0	0
Marian Hegemony	1	0.5	-1	0	+2	0	+1
Nueva Castile/Umayyad Caliphate	0.8	0.4	-1	-1	+3	-2	-2
Other Periphery Realms	1	0.5	0	0	+2	0	-2
Chaos March/Independent World	1	0.5	0	-1	+1	-1	0
Mercenary/Corporation (1D6 roll: 1-4)	1.1	0.4	-1	+1	+2	+1	+1
Mercenary/Corporation (1D6 roll: 5-6)	1.3	0.6	-2	0	+1	+2	0

Dragoons/Equipment Rating	Payment Multiplier	Length Multiplier	Command Modifier	Overhead Modifier	Salvage Modifier	Support Modifier	Transport Modifier
A*	3.5	0.5	+1	+1	+1	+1	0
A	3.0	0.5	+1	0	+1	0	0
B	2.7	0.5	0	0	0	0	0
C	2.4	0.5	0	0	0	0	0
D	2.1	0.5	-1	0	0	0	0
F	1.5	0.5	-1	0	0	0	-1
Unrated	-1.0	0	-2	-1	-1	-1	-2



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MASTER CONTRACT TERMS TABLE B

2D6 Roll Result	Command Rights	Overhead Compensation	Salvage Rights	Support Rights*	Transport Terms
1 or less	Integrated	None	None	None	None
2	Integrated	None	Exchange	None	10%/20%
3	House	Half	Exchange	10%/10%	20%/25%
4	House	Half	10%	20%/15%	30%/30%
5	House	Half	20%	30%/20%	40%/35%
6	House	Half	30%	40%/25%	50%/45%
7	House	Full	40%	40%/30%	55%/50%
8	Liaison	Full	50%	50%/35%	60%/55%
9	Liaison	Full	60%	60%/40%	65%/60%
10	Liaison	Full	70%	70%/45%	Full
11	Liaison	Full	80%	80%/50%	Full
12	Independent	Full	90%	90%/55%	Full
13 or more	Independent	Full	Full	Full/60%	Full

* Roll 1D6 to determine support rights first. A result of 1–3 = straight support, 4–5 = battle loss compensation, 6 = both.

To determine the negotiator for the mercenary force, players of a *CBT: RPG* campaign may wish to choose either their force commander or one of their own members with a sufficiently high Negotiation Skill. Otherwise, the force commander may choose a command administrator to act as negotiator and base his skills on that administrator's Experience Level per the table below. Alternatively, a mercenary command might make use of a freelance negotiator instead and pay the fee listed (in C-bills) to acquire his temporary services.

The table below describes the ratings, skill bonuses and freelance fees for negotiators, and includes a list of modifiers that

apply to the negotiator's rolls based on his or her affiliations. Add any applicable modifiers to the appropriate negotiator's skill bonus to determine the final skill bonus of each negotiator. The merc negotiator's skill and affiliation will also modify the mercenary command's Bargaining Pool. Regardless of how many administrators serve the force, only one of each administrator type may be employed in negotiations (though the four different types can combine their points on negotiations for support rights).

Bargaining Pool

A mercenary force's Bargaining Pool is based on its rating, its standing with the MRBC and the difference in skill bonuses between the force's negotiator and that of the employer. All mercenary forces should compute a Dragoons Rating for their command per the normal rules, regardless of whether or not they are actually represented in those hiring halls sanctioned by the MRBC (namely, Outreach and Galatea). The force's base Bargaining Pool is equal to the final Dragoons Rating, minus 5 percent if the force does not operate out of Galatea or Outreach (or through negotiators based on those worlds).

The difference between negotiator skill bonuses also affects the mercenary force's Bargaining Pool. For each point by which the mercenary negotiator's skill bonus exceeds that of the employer's, add 10 percent to the Bargaining Pool. For each point by which the employer negotiator's skill bonus exceeds that of the mercenary's, reduce the mercenary command's pool by 10 percent. Round all fractions normally (all fractions below 0.5 round down; all others round up).

A mercenary force in debt loses some of its bargaining strength. For every 12 consecutive months (or fraction thereof) that the mercenary command operates in debt, it loses 10 percent of its Bargaining Pool, rounding normally. For example, a

NEGOTIATION MODIFIERS TABLE

Negotiator Rating	Skill Bonus	Freelance Fee
Green	+1	1,800
Regular	+3	2,400
Veteran	+5	4,800
Elite	+7	7,200

Affiliation	Skill Modifier
Federated Suns	–1
Lyran Alliance	+1
Draconis Combine	–1
Word of Blake	–1
Periphery States	+1
Freelance Negotiator*	–1

* Freelance negotiators apply their modifiers to the mercenary negotiator's roll.



mercenary force that has been in debt for 18 months loses 20 percent, while one that has been in debt for only three months loses only 10 percent. Mercenary commands negotiating their first contract with a War Chest below 0 C-bills are considered to be in debt for six months.

The Bargaining Pool enables a mercenary force to barter points for more favorable terms, but it can also limit less reputable mercenary units, whose ratings are low (and with it their Bargaining Pools). The following sections explain the use of the Bargaining Pool more thoroughly for each aspect of the negotiation process, but in general, the process works the same in all cases: The mercenary negotiator spends points from the pool in order to win concessions from the employer, or picks up additional points by volunteering concessions. The employer's negotiator, in the meantime, can either choose to concede more than the mercenary asks, drawing away more pool points, or rebut the mercenary's counter-offer and add points to the pool.

If, at the end of negotiations, the Bargaining Pool is reduced to 0 or below, the negotiation process has ended and all contract terms are locked in.

Optional Rule: One-Player Bargaining

Though the Bargaining Pool system removes skill rolls from the process, the standard system assumes the presence of a neutral gamemaster playing the role of an employer negotiator. If no gamemaster exists, subtract an additional 10 percent from the mercenary command's final Bargaining Pool. The employer negotiator will not seize the agenda or renegotiate changes to the contract paid for by the mercenary command.

Shinto Kubusaka's Fighting Intellectuals are a regular mercenary command with a Dragoons Rating of 54, but no formal Dragoons Rating (because they set up shop on Arc-Royal and have yet to formally register with the MRBC). The force also has a negotiator whose skill bonus is +4.

The Intellectuals' prospective employer is a regular Lyran negotiator (matching the mercenaries' Experience Level) with a skill bonus of +4 (+3 for regular, +1 for Lyran). Because the mercenary command lacks a formal Dragoons Rating, it loses 5 percent of the 54 points in its Bargaining Pool, and loses another 10 percent (for a total of 15 percent) for being in debt for at least a month. Because both negotiators have the same skill bonuses, the Intellectuals lose no additional percentages. The force's 54-point pool thus drops to 45.9 points, which rounds up to 46 points.

Because the gamemaster is playing the employer's role in these negotiations, the Intellectuals enter with 46 bargaining points. Had this been a single-player negotiation process, the Intellectuals would lose another 5 points from the pool, for a starting pool of 41. (10 percent of 46 = 4.6, rounded to 5; 46 - 5 = 41.)

Special Administrator Bonuses

Some veteran and elite administrators provide a temporary, specialized bonus to contract negotiations, based on their role in the force's command structure. Mercenary commanders designate the role of these administrators during force creation, specializing them to command, transport, logistical or human resource duties. Each role provides a bonus to either support rights negotiations or a specialized field like command rights, transport rights, salvage rights or contract payment (see the Administrative Productivity Table under Step 4 of the *Mercenary Force Creation* rules, p. 151).

During negotiations, these administrators may use their 5 bonus points only once, to provide a temporary boost to the mercenary force's Bargaining Pool on an applicable contract term. These points remain in effect only when negotiating the given contract term, and may provide either a little extra push for an important item or help deflect points burned away by an employer's concession. These points may be used in gamemastered or single-player negotiations.

Setting and Seizing the Agenda

Each term in the negotiation process may only be haggled over twice, and none may be repeated until after all others have been discussed at least once. The main terms are contract payment, length of service, command rights, salvage rights, support rights and transport rights.

Normally, contract negotiations are handled in turns, where one side determines one contract item for discussion and the other places the next on the table, and so on. The negotiator with the highest skill bonus (or the mercenary negotiator, in the event of a tie) begins by selecting the first item open for discussion. However, rather than yield the discussion to this normal alternating format, a controlling negotiator (the one who last opened an item for discussion) may instead decide to "seize the agenda" and declare another item consecutively. Of course, doing so can radically affect the Bargaining Pool.

If the mercenary negotiator opts to seize the agenda, the first time he does so costs 5 pool points. This cost increases by 5 points with each consecutive seizure, so a second consecutive seizure costs 10 points, a third costs 15 points, and so on. If, on the other hand, the employer's negotiator opts to seize the agenda, the mercenary's Bargaining Pool gains 3 points, plus 3 more for each successive seizure (6 points for the second seizure, 9 for a third, and so on).

Whichever negotiator sets the next item on the agenda also produces the first offer on that item. If the negotiator represents the employer, the item is already established with the initial offer, but may be preemptively changed in the mercenary command's favor to reduce the mercenary negotiator's bargaining power.

Shinto Kubusaka's negotiator, with his +4 bonus, matched the Lyran negotiator's +4 bonus, and so the Intellectuals won the right to name the first item on the



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agenda. The mercenary negotiator chose contract payment. After haggling the payment terms slightly, the Intellectuals Bargaining Pool is down 10 points (to 36). Before their negotiator can set the next item for discussion, the Lyran representative seizes the agenda to maintain control over the discussions, giving the Intellectuals back 3 points (raising the force's Bargaining Pool to 39). If the Lyran negotiator opts to maintain control over the negotiations into the next item, he will add another 6 points to the Intellectuals' Bargaining Pool, but it might be worthwhile to deal with the difficult issues first.

In a single-player negotiation process, the employer never seizes the agenda. Therefore, after haggling over the payment for 10 points, the Intellectuals would have 31 points and they can seize the agenda on their own behalf.

Length of Service

Any contract longer than six months may be negotiated by the mercenary command for a greater or lesser duration, as can special clauses for employer extensions and mercenary escape clauses. In general, a mercenary force profits more from longer contracts, but in some rare cases the force may decide instead to cut their service shorter, either to accommodate more contracts per year or to minimize their time working for an unpleasant employer. Likewise, mercenary commands generally demand an emergency escape clause, which permits them to voluntarily terminate their employment ahead of schedule in the case of unexpected difficulties. Though not often bartered away, this clause can be used as a valuable bargaining chip.

Employers generally (though not always) prefer their mercenaries working closer to the original time frame set forth in the opening bid, and will often attempt to keep them there. As a bargaining chip, employers may use their own standard contract extension clause, which permits as many as three month-long contract extensions, each activated in turn.

Mercenary Negotiator: Every month by which a mercenary command wishes to increase or reduce its time of service—to a maximum change of three months either way—costs 5 Bargaining Pool points. If so desired, the mercenary command may regain 10 points by sacrificing its emergency escape clause. Doing so, however, locks the force into its contract, so that any termination of services beyond the force's total (or near-total) destruction may be viewed as a breach of contract.

Employer Negotiator: If the employer wishes to counter changes made by a mercenary negotiator, the employer's negotiator must pay 10 points into the Bargaining Pool per month of change, effectively giving the mercenaries more bargaining power on other contract terms. Sacrificing each successive contract extension clause may offset some of this. For each one-month extension sacrificed by the employer, 10 points are deducted from the mercenaries' Bargaining Pool, but this

applies *only* if the mercenary negotiator has asked for a shorter contract duration. If the mercenary command asked for more time, the employer may instead increase the number of contract extension clauses over the standard three (to a maximum of six total extensions, counting the standard three), for the same effect on the Bargaining Pool.

The Fighting Intellectuals' contract calls for a 20-month hitch of cadre duty for the Lyran Alliance. Shinto Kubusaka, however, wishes to increase that to 23 months, to milk the job for all it's worth. The Intellectuals' negotiator spends 15 Bargaining Pool points ($5 \times 3 = 15$) from the command's 39-point balance to increase the contract by three months. In addition, Kubusaka willingly sacrifices his emergency escape clause, hoping to assure the employer that the Intellectuals will not abandon their post in that time. This adds 10 points to the Intellectuals' Bargaining Pool, bringing the command's total to 34 ($39 - 15 + 10 = 34$).

The employer decides to counter the Intellectuals' offer with a 21-month contract, reclaiming two months by giving the mercenaries' Bargaining Pool a 20-point boost ($10 \times 2 = 20$). He then throws in two more contract extension clauses as a bargaining chip, taking back 10 points ($5 \times 2 = 10$). The Intellectuals' contract now stands at 21 months, with up to five employer contract extension options, and no escape clause for the mercenary command. The Intellectuals' Bargaining Pool balance is now at 44 points.

In the single-player process, the Intellectuals would win their contract extension to 23 months by spending 15 of their 31 remaining points, reducing their Bargaining Pool total to 16. Sacrificing the emergency escape clause brings this total back up to 26. The employer, however, offers no alterations to contract extension clauses or time, leaving the Intellectuals' Bargaining Pool at 26 points.

Payment

A mercenary force's base payment for a given contract is the sum of the salaries of all combatant and non-combatant personnel (excluding auxiliary vessel crews, which are counted as chartered transportation; see *Transportation*, p. 170), multiplied by the final contract multiplier as determined under *Employer Contract Terms*, p. 157. However, this is a negotiable item, and a mercenary command may attempt to use Bargaining Pool points to increase or decrease the multiplier.

Mercenary Negotiator: A mercenary negotiator who opts to increase the payment multiplier may do so by spending 5 points from the Bargaining Pool for every 0.1 increase in the multiplier (to a maximum increase of 1.0). The negotiator may decrease the payment as well (to add points to the pool), gaining 2 points for every 0.1 decrease (to a maximum of 1.0).



A human resource administrator rated Veteran or higher in the mercenary force's command may add a temporary 5-point increase to the Bargaining Pool for this contract issue only, if the mercenary negotiator so desires.

Employer Negotiator: Employers may increase the payment multiplier as a means of reducing the mercenaries' Bargaining Pool by offering a rate of pay over and above whatever the mercenary force demands or whatever was stipulated in the original contract offer. In this case, for every 0.2 points by which the multiplier is increased (to a maximum of 1.0), the mercenaries lose 5 points from the Bargaining Pool.

In addition (but typically only when forced to concede another item), an employer may reduce the payment multiplier. Doing so adds 4 points to the Bargaining Pool for every 0.1 reduction (to a maximum decrease of -1.0). The gamemaster may exercise this option if the employer negotiator has seized the agenda to bring it up, or after the contract has been thoroughly negotiated once and the mercenary player is attempting to renegotiate terms. (See *Leftover Bargaining Points*, p. 167).

Shinto Kubusaka's command has received a payment multiplier of 4.6 for the current contract, and he decides to negotiate for an increase of 0.2 points (to 4.8). As each 0.1-point increase costs 5 points, this effort costs the mercenaries 10 points from their 46-point Bargaining Pool. As the Intellectuals' veteran administrator is specialized in logistics, her points cannot be used to offset any of this loss, leaving only 36 points in the Intellectuals' Bargaining Pool. The Lyrans negotiator does not opt to increase the payment rate any further.

In the single-player negotiation process, Kubusaka's price increase burns the same number of points from his initial 41-point pool, and the absence of a counter-negotiation means the pool is set at 31 points after the 0.2-point payment multiplier increase. $(41 - [2 \times 5] = 31)$

Command Rights

The four levels of command rights that may be negotiated indicate an increasing amount of employer control over the mercenary force, ranging from independent command with virtually no employer oversight to integrated command, where the mercenary force is considered to be a part of regular House troops. Not surprisingly, the degree of command over the mercenary force is a major issue in contract negotiations.

Mercenary Negotiator: The amount of bargaining points each level of command costs a mercenary command in terms of

Bargaining Pool points is shown on the Command Rights Table below. The actual value in points a mercenary negotiator must pay to obtain the desired level is the difference between the desired command-rights level and that offered by the employer. To compute this difference, simply subtract the desired level from the level offered. For example, a mercenary force looking for independent command that is offered integrated command rights must pay 40 points to obtain the command level it wants ($20 - -20 = 20 + 20 = 40$).

To gain points, a mercenary command offered independent command rights or House command rights may *only* opt to assume a one-level increase in command, but the point gain is

worth only half as many points as the difference in command rights levels. For example, a merc force that willingly assumes liaison command in place of independent command adds 10 points to its Bargaining Pool. Taking integrated command over House command adds 5 points.

An administrator rated Veteran or higher in the mercenary force's command may add a temporary 5-point increase to the Bargaining Pool for this

contractual term only, if the mercenary negotiator so desires.

Employer Negotiator: Employers often do not barter for any more or less restrictive command rights than those given in the initial offer, but on any contract offering House or liaison command, some employers may opt to reduce the mercenary force's Bargaining Pool with an early offer of one-level reduction. In this case, House command becomes liaison command, and liaison command becomes independent. The value of these concessions subtracts 10 points each from the mercenary force's Bargaining Pool, regardless of the original command level and the new level.

If, on the other hand, the employer opts for more restrictive command rights than the initial offer (typically after conceding on some other item), the employer's negotiator must add 8 points to the Bargaining Pool to increase the command rights level. Such an increase is limited to independent and House command rights, increasing the former to liaison and the latter to integrated. This option may not be taken unless the employer negotiator has seized the agenda to bring it up, or until after the contract has been thoroughly negotiated once and the mercenary player is attempting to renegotiate terms. (See *Leftover Bargaining Points*, p. 167).

The Intellectuals' contract offer calls for House command rights, which Shinto Kubusaka finds too restrictive for his command's intended role. He orders the negotiator to bargain for liaison command instead. He has no command administrator, so no bonus points apply to the Intellectuals' 44-point Bargaining Pool on

COMMAND RIGHTS TABLE

Command Level	Bargaining Point Value
Independent	-20
Liaison	+0
House	+10
Integrated	+20



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this item. Liaison command therefore costs 10 points ($10 - 0 = 10$) with no offset, reducing the mercenaries' pool to 34.

The Lyran negotiator decides to go one better on this issue and offers independent command rights instead. This act further reduces the Intellectuals' pool to 24, but allows the Intellectuals' commander full reign over the force's operations during their assignment.

In the single-player negotiation system, the 10 points for liaison command reduces the Intellectuals' pool to 16 points ($26 - 10 = 16$). The absence of an employer negotiator means no additional points are added or subtracted.

Overhead Compensation

Regardless of mission or downtime, all mercenary commands have a 5 percent overhead based on their normal salary needs, which covers minor, out-of-pocket expenses that may or may not be compensated for in a contract. This is a minor contractual item involving three levels of payment: full compensation, half compensation and no compensation.

Mercenary Negotiator: On this point, administrators have no impact. The mercenary command's negotiator may spend 5 points per level of increase from none to half to full. If a mercenary negotiator opts to reduce the level of overhead compensation to gain points, each level sacrificed reclaims 2 Bargaining Pool points.

Employer Negotiator: The employer's negotiator may preemptively provide the same support by subtracting 2 points per level from the Bargaining Pool.

Salvage Rights

Salvage rights have four levels—none, shared, exchange and full. Of these, shared and exchange rights are commonly offered with a percentage to denote how much of any equipment captured during battle must be turned over to the employer (or exchanged for money and other equipment), and how much the mercenary force may keep.

Mercenary Negotiator: The amount of Bargaining Pool points that each level of salvage rights costs a mercenary command is shown on the Salvage Rights Table at right. The actual value in points that a mercenary negotiator must pay in order to obtain the desired level is determined by the difference between the desired level and that offered by the employer. To compute this difference, simply subtract the desired level's value from that of the level offered. For example, a mercenary force looking for full salvage but offered no salvage rights must pay 70 points to obtain such a salvage level ($40 - -30 = 40 + 30 = 70$). Switching between levels of salvage rights automatically resets any relevant percentages for exchange and shared rights to 0. If a mercenary command elects to sacrifice salvage rights levels for points, the points earned are equal to the difference in salvage level values, multiplied by 0.75. For example,

if a mercenary command reduced its demands from full salvage rights to no rights, it would earn 53 points ($70 \times 0.75 = 52.5$, rounded normally to 53).

Exchange and shared salvage rights have a percentage value. To increase these percentages, the mercenary negotiator must pay 5 points for each 5 percent, reflecting the amount of choice battlefield salvage (in C-bills) the mercenary command may claim as its own. A mercenary force looking for a respectable 25 percent shared salvage rights (instead of full rights) must pay 30 points ($40 - 10 = 30$) for shared rights, plus an additional 25 points ($5 \times 5 = 25$) for the percentage. If sacrificing percentage for Bargaining Pool points, every 5 percent sacrificed adds 3 points to the Bargaining Pool.

Any mercenary command reducing its salvage rights to 0 in this fashion is effectively buying no salvage rights, and must compute the value of points as if performing a direct switch between salvage levels rather than taking points as a percentage decrease. The mercenary negotiator may then use these points (and any others left in the pool) to negotiate a new salvage rights level, so long as it is a different level of salvage than previously offered, and must pay for any percentages normally.

A logistical administrator rated Veteran or higher may add a temporary 5-point increase to the Bargaining Pool for this contractual item, if the mercenary negotiator so desires.

Employer Negotiator: Employers who preemptively offer more favorable salvage rights may use the same formulas as outlined above, but multiply the final bargaining point costs by 0.5, rounding fractions normally. The result is the number of points in bargaining power the mercenary command loses in light of such generosity. For example, offering full salvage during negotiations when no salvage rights were offered to begin with results in a 35-point reduction to the mercenaries' Bargaining Pool ($70 \times 0.5 = 35$).

Employers may also take back salvage rights after conceding in some other part of the contract negotiation process by adding points to the Bargaining Pool. This option, available only when this item of the contract agenda is seized by the employer or when the item is reopened using leftover bargaining points (*Leftover Bargaining Points*, p. 167), adds a number of points equal to three-fourths of the value the mercenary negotiator obtains by buying the level for himself or herself. For example, reducing a mercenary force's salvage rights to no

SALVAGE RIGHTS TABLE

Level	Bargaining Point Value	Per 5%
Full	-30	—
Shared	+15	+5
Exchange	+10	+5
None	+40	—



rights puts 40 points into the Bargaining Pool ($53 \times 0.75 = 39.75$, rounding to 40).

The Intellectuals' contract offers 50 percent shared salvage, but because the mission calls for cadre duty, Shinto Kubusaka feels there is little need for such extensive rights. Instead, he sacrifices his salvage rights, putting 19 points into the Intellectuals' Bargaining Pool ($[15 - 40]$ per level = $-25 \times 0.75 = 18.75 = 19$ points), which now has a total of 43 points.

The Lyrans negotiator insists that the Intellectuals take at least some salvage rights, in the event of hostile attacks on their world during the force's long hitch. Countering with a mere 10 percent in exchange rights, the negotiator costs the Intellectuals 20 bargaining points ($[40 - 10]$ for exchange rights + $[5 \times 2]$ for percentage = 40; $40 \times 0.50 = 20$). The Intellectuals' Bargaining Pool is now reduced to 23 points by the salvage shuffle.

In the single-player system, Shinto's decision to forgo salvage goes unopposed, and he thus adds the 19 points to his current pool of 16 for a total of 35 Bargaining Pool points. The Intellectuals now have no salvage rights, however, so if combat does occur, the employer claims all captured equipment.

Support Rights

Two types of support rights—straight support and battle loss compensation—may appear on a mercenary contract. Straight support covers the salaries of the mercenaries' support staff, including technicians, mechanics, medics and administrators, while battle loss compensation covers the damage and ammo depletion a mercenary force may sustain during combat operations. Both of these support types are commonly offered with a percentage to indicate how much of the mercenaries' support costs the employer will cover, and how much must be borne by the mercenaries themselves.

Mercenary Negotiator: The amount of bargaining points that each level of support rights costs is shown on the Support Rights Table at right. The actual value in points that a mercenary negotiator must pay to obtain the desired level is the difference between the desired level and that offered by the employer. To compute this difference, subtract the desired level's value from that of the level offered. For example, a mercenary force looking for battle loss compensation when offered no support rights must pay 20 points to obtain such rights ($20 - 0 = 20$). To gain points by lowering support levels, the points gained equal the same difference between desired level and offered level, multiplied by 0.75. For example, a command seeking to gain points by taking no support in place of battle loss compensation gains 15 points ($0 - 20 = -20$; $-20 \times 0.75 = -15$).

The percentage of straight support and battle loss compensation can also be increased by spending bargaining points, at a

rate of 5 points per each 5-percent increase. Up to 100 percent of a mercenary force's straight support needs may be met in this manner, but battle loss compensation can never exceed 75 percent. In addition, the costs for percentages of battle loss compensation and straight support, when taken together, are 3 points per 5 percent increase per type, so raising both together costs 6 points per 5-percent increase. This cost comes in addition to the cost for changing support types. For example, a mercenary force that spends 20 points for battle loss compensation must also pay 40 points to attain a modest 40 percent straight support level. If sacrificing percentage for bargaining points, every 5 percent reduced adds 3 points to the mercenaries' Bargaining Pool.

Any administrator rated Veteran or higher in the mercenary force's command may add a temporary 5-point increase to the Bargaining Pool for this contractual item only, if the mercenary negotiator so desires.

Employer Negotiator: Employers who preemptively offer more favorable support rights and percentages may use the same formulas as a mercenary command would use to buy the rights directly, but must multiply the final bargaining point costs by 0.50, rounding fractions normally. The result is the number of points the mercenary command loses from its Bargaining Pool.

Employers may "take back" some support rights after conceding on some other item in the contract negotiation process by adding points to the Bargaining Pool. The gamemaster may invoke this option only when the employer seizes this item on the contract agenda, or if it is reopened using leftover bargaining points (see *Leftover Bargaining Points*, p. 165). Using the option adds a number of points equal to three-fourths of the points the mercenary negotiator would gain by buying the level for himself or herself. For example, reducing a mercenary force's support level from battle loss compensation to no rights would put 11 points into the Bargaining Pool ($15 \times 0.75 = 11.25$, rounding to 11).

SUPPORT RIGHTS TABLE

Support Level	Bargaining Point Value	Per 5%
Both	-25	+3 per type
Battle Loss	+0	+5
Straight	+10	+5
None	+20	—

Because the Fighting Intellectuals will be serving as a trainer force and are not expected to see combat in their long mission for the Lyrans, Shinto Kubusaka decides that the offered 35 percent battle loss compensation is not appropriate and renegotiates for straight support rights instead.

Because Kubusaka's force also includes a veteran logistical administrator, he elects to use this adminis-



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trator's negotiation bonus points here, temporarily raising the Intellectuals' Bargaining Pool by 5 points for this item. In switching to straight support, the mercenaries' negotiator allows the Intellectuals to reclaim 8 Bargaining Pool points ($[10 - 0] \times 0.75 = 7.5 = 8$), bringing the force's total up to 31 points, plus 5 points for the administrator. Kubusaka then spends 15 points (including the administrator's 5-point bonus) to attain a final straight support percentage of 15, leaving the pool with 21 points ($31 + 5 - 15 = 21$).

In response, the Lyran negotiator considers increasing the straight support further, perhaps by as much as 40 percent, which would cost the Intellectuals another 20 Bargaining Pool points ($[8 \times 5] \times 0.50 = 40$) and render the mercenaries unable to haggle much on transportation rights. However, in a fit of either arrogance or uncharacteristic generosity, the negotiator decides against doing so.

Using the administrator's bonus in the single-player system, the Intellectuals may still add 5 points to their pool of 35 (for a total of 40, on this issue only). The switch from battle loss compensation to straight support still earns the Intellectuals 8 more points (for a total of 48), 20 of which are then used to attain 20 percent in straight support. There is no counter-negotiation in the single-player system, so the Intellectuals' pool stands at 28.

Transport Rights

Many employer negotiators—particularly those from more money-conscious powers—offer little to no transport rights, while others may offer a percentage of the mercenary command's transport costs to get its forces to the objective or staging area. Still others have been known to offer full transport, allowing a mercenary command access to the employer's own DropShip and/or JumpShip fleets to reach a mission zone in a timely manner.

The exact cost of hiring DropShips and/or JumpShips as needed to move a command is determined by first figuring out the *optimal* DropShip transport needs of the mercenary force—whatever combination of DropShips is needed to transport the force's full combat strength and personnel all at once. The costs of such DropShips are shown on the DropShip Capacity and Transportation Rates Table (see p. 168); an additional cost of 30,000 to 50,000 C-bills per DropShip per jump is then required to cover the shortest number of jumps estimated to take the mercenary force to its objective, move it as necessary and return it back to its base world upon the contract's end. The amount of this additional cost is up to the gamemaster; if playing without a gamemaster, assume 50,000 C-bills.

A merc force the size of the Fighting Intellectuals employs a BattleMech company, two aerospace fighter lances and a platoon of infantry. The command's opti-

mal transport might be accommodated with a single Union and a Lung Wang, which have a combined transportation cost of 790,000 C-bills. Fortunately, as the objective is on Atocongo, a mere jump away from Arc-Royal, it will cost a mere 200,000 C-bills extra (2 DropShips $\times$ 2 Jumps $\times$ 50,000 C-bills per jump = 200,000). Total transportation costs for the force will be 990,000 C-bills.

Once the cost is known, the gamemaster or players may determine the employer's offer (in C-bills) by multiplying the cost of all transport vessels by the percentage given, if any. If the vessels to be used belong to the mercenaries, the left-hand percentage given on Contract Terms Table B applies. These funds are added directly to the force's profits and may be used to maintain all of the command's equipment. If the mercenary command does not own the vessels outright (such as auxiliary or chartered vessels), these funds may be used to offset some of the high costs of transportation, and the percentage given to the right of the slash applies. The mercenary command is liable for the remainder of the transport costs.

If the employer has offered no transport rights, then the mercenary command bears the entire cost of securing vessels and getting to the objective on schedule. If the mercenary force does not possess the DropShips or JumpShips required, or simply does not own enough of them to effectively make the journey with all combat forces on board, they must use the right-hand percentage figures, considering all such transports—even those listed as auxiliary units—a commercial investment rather than an owned vessel. On the other hand, full transport rights reflects the generous offer of the employer's own DropShip and/or JumpShip assets to assure the mercenary command keeps its appointments.

For purposes of negotiation, hazard pay for chartered and auxiliary vessels (as outlined under *Transportation*, p. 170) is not added to the base costs of all transporting JumpShips and DropShips.

Mercenary Negotiator: In general, mercenary negotiators may handle the haggling of transport rights in the same fashion as support and salvage rights, using the Transport Rights Table below to determine the cost in points of buying more favorable levels of these rights. Bargaining Pool points can be recuperated at the usual three-quarters rate by willingly downgrading the transport rights level. For example, the cost of jumping from partial rights to full transport is 30 points ($0 - -30 = 0 + 30 = 30$), while switching from partial rights to none adds 23 points to the mercenaries' Bargaining Pool ($30 \times 0.75 = 22.5$, rounding to 23).

Any transport administrator rated Veteran or higher in the mercenary force's command may add a temporary 5-point increase to the Bargaining Pool for this contractual item, if the mercenary negotiator so desires.

The same rule applies for increases and decreases in any percentages (or partial) transport rights. Mercenary commanders may haggle a higher rise (to both percentages) by spending

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3 Bargaining Pool points per 5 percent increase. A decrease in such rates, however, earns back only 2 points apiece.

Employer Negotiator: Employers may once more preemptively offer concessions to a mercenary command, or voluntarily raise the percentage of transport costs paid, in an effort to sap away bargaining points. Doing so uses the same formulas as though the mercenaries had purchased such bonuses or improvements, but at half the point cost.

As with salvage, payment multipliers and command rights, an employer may "take back" some transportation rights to make up for a concession elsewhere in the contract. The employer can only exercise this option by seizing the contract agenda for this item, or when the item is reopened using leftover bargaining points (see *Leftover Bargaining Points* at right). As with salvage rights, the points added to the Bargaining Pool are equal to three-fourths of the value the mercenary negotiator would have obtained for reducing his or her own transport levels or percentages. For example, reducing a mercenary force's transport rights from partial to none puts 17 points into the pool ($23 \times 0.75 = 17.25$, rounding to 17).

TRANSPORT RIGHTS TABLE

Level	Bargaining Point Value	Per 5%
Full	-30	—
Partial	0	+3
None	+20	—

Kubusaka's command does not have sufficient DropShips for all its troops, so he'll probably have to lease a Leopard CV for the duration of this mission. Furthermore, his Union-class DropShip is listed as an auxiliary asset, and he'll also need JumpShips to carry them to Atocongo, a single jump away from his force's home base on Arc-Royal. The transport rights initially offered for this contract are 40%/35% (partial rights), which means the employer will cover 35 percent of the total transport costs for the mercenary force.

Having already calculated his total transport costs at 990,000 C-bills to and from Atocongo, Kubusaka knows that the employer is offering to cover 346,500 C-bills ($990,000 \times 0.35 = 346,500$), leaving the remaining 643,500 C-bills to the Intellectuals.

The employer negotiator raised this particular term on the contract agenda, and decides to undercut the Intellectuals' remaining bargaining power by offering full transport rights (since the fees are comparatively cheap this time). Doing so cuts 15 points from the mercenaries' Bargaining Pool ($[30 - 0] \times 0.5 = 15$), which is half what the mercenaries would have had to pay to obtain the same rights for themselves. Kubusaka's

negotiator accepts the offer, and the Intellectuals' pool drops to 6 points.

In the single-player negotiation system, Kubusaka must buy full transport rights if he wants them. With 28 points left in his Bargaining Pool, however, he cannot afford the 30 points needed to get full transport compensation. This forces the mercenary negotiator to seek an increase in the percentage instead. At a cost of 3 points per 5-percent rise in transport reimbursement, the mercenary negotiator burns 27 points on a 45-percent increase in transport compensation ($45 / 5 = 9$; $9 \times 3 = 27$), bringing the total percentage of transport reimbursement to 80 ($35 + 45 = 80$).

As the employer does not renegotiate in the single-player system, the employer must now cover 792,000 C-bills of the 990,000 C-bill cost to go to Atocongo from Arc-Royal, leaving the Intellectuals to pay the remaining 198,000. The Intellectuals, meanwhile, have only 1 Bargaining Pool point remaining. Good thing the contract negotiations are complete!

LEFTOVER BARGAINING POINTS

If any points remain in the Bargaining Pool after all terms have been negotiated, the mercenary negotiator has two options. He can renegotiate any of the above contract rights once (and only once) more, or convert the leftover Bargaining Points into a signing bonus for the mercenary unit.

If the negotiator opts to renegotiate, the point costs of all contract items in the mercenaries' favor double, while those for any terms renegotiated in the employer's favor remain the same. This rule makes it harder to gain Bargaining Pool points by making last-minute concessions to the employer. If the mercenaries' Bargaining Pool is left at 0 points or less, the mercenary negotiator may not renegotiate any part of the contract.

If the merc negotiator opts to convert leftover points into a signing bonus, simply divide the remaining points in half and round fractions up. The resulting figure is the percentage of the full contract payment that the mercenary command receives up front in addition to regular payments.

With only 6 Bargaining Pool points left, Kubusaka decides that going back to renegotiate any contract matters is not worth the effort and chooses to convert the remaining points into a signing bonus. The 6 points translate to a signing bonus worth 3 percent of the Intellectuals' total contract payments ($6 / 2 = 3$). The Intellectuals will know exactly how much in C-bills to expect when the total contract payment is calculated next.

Under the single-player negotiation system, the Intellectuals had only 1 point left, which translates into a 1-percent sign-on bonus ($1 / 2 = 0.5$, rounding up to 1).



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DROPSHIP CAPACITY AND TRANSPORTATION RATES TABLE

DropShip Class	Optimal Transport Capacity (Old/New)					Rate
	'Mechs	Aerospace	Vehicles*	Inf. Platoons*	Cargo	
Achilles	0	4	0	1	250/122	750,000
Assault Triumph	6	6	24H	6B	897	1,720,000
Avenger	0	0	0	0	93/170	500,000
Behemoth	0	20	0	0	75,121	8,400,000
Buccaneer	0	0	0	0	2,309	250,000
Claymore	0	0	0	0	329	500,000
Condor	0	0	20L	12	400/1,607	300,000
Conquistador	24	18	12H	16, 20B	700	10,000,000
Excalibur	12	0	90H/72H	12/9	600/2,240	700,000
Fortress	12	0	12H	3	175/368	4,000,000
Fury	0	0	8L	4	200/474	30,000
Gazelle	0	0	15H/12H, 3L	0	950/0	40,000
Hamilcar	8	4	0	0	88	150,000
Hannibal	0	0	12H	4	977	340,000
Hercules	0	0	36H	12	1,425	350,000
Intruder	0	2	0	4/3	750/856	1,000,000
Kuan Ti	0	2	0	0	271	600,000
Leopard	4	2	0	0	0/5	60,000
Leopard CV	0	6	0	0	0/5	80,000
Lung Wang	4	2	0	1	196	640,000
Mammoth	0	4	0	0	37,767	4,000,000
Merlin	0	2	0	0	502	290,000
Model 97 "Octopus"	0	4	0	4	5,995	500,000
Monarch	0	0	0	33	1,132	225,000
Mule	0	0	0	0	8,119	854,000
Nagumo	0	0	0	12	2,284	280,000
Nekohono'o	0	6	0	27B	587	900,000
Okinawa	0	18	0	0	297	220,000
Overlord	36	6	0	0	50/100	400,000
Overlord-A3	0	6	0	3B	100	1,600,000
Rose	0	4	0	1	9,908	1,000,000
Seeker ('Mech config.)	4	0	48L/24L	4/9	1,350/48	105,000
Seeker (vehicle config.)	0	0	64L/36L	4/9	1,350/48	105,000
Triumph	0/4	0	45H, 8L/24H, 12L	4/0	3,260/255	430,000
Union	12	2	0	0	25/3	150,000
Union-X	8	4	0	5B	273	600,000
Vengeance	0	43	0	0	250/201	150,000

*Vehicle listings: H = Heavy Vehicles (51-100 tons), L = Light Vehicles (up to 50 tons); Infantry marked with B indicates Battle Armor Squads (4 troopers each)



TOTAL PAYMENT

The force's total payment consists of three parts: the previously negotiated contract payment, total straight support payment (if any) and total transportation reimbursement (if any). The sum of these payments is the total contract payment, though battle-loss compensation, fees and overhead costs may alter the exact figure.

*Shinto Kubusaka's Fighting Intellectuals consists of three Green MechWarriors, eight Regulars and one Veteran, plus four aerospace fighter pilots (all Green), four infantry squads (three Regular, one Green), ten technicians (four Green, five Regular, one Elite), seven medics (five Green, two Regular) and two administrators (Green and Veteran). Of these, Kubusaka has appointed himself (the Veteran MechWarrior) captain, and three of his Regular MechWarriors are lieutenants. In addition, two of the fighter pilots hold lieutenant rank, and the commander of one of his infantry squads holds a sergeant's rank. After consulting the salary tables under *Creating a Mercenary Force*, p. 148, he has determined that the command's final salary requirements are 54,624 C-bills, of which 12,384 are technician/support salaries.*

The contract calls for a payment multiplier of 4.8, making the base monthly pay for the command $54,624 \times 4.8 = 262,195$ C-bills (rounding to the nearest whole C-bill), or 3,146,342 C-bills for the entire 21-month duration ($262,195 \times 21 = 3,146,342$). In addition, with 15 percent straight support, the Intellectuals will receive an additional 8,194 C-bills monthly ($54,624 \times 0.15 = 8,194$), or 172,066 for the entire mission ($8,194 \times 21 = 172,066$). Next, the 990,000 C-bills for fully covering transport get added in.

After adding together all payments, the Intellectuals will earn a total contract payment of $3,146,342 + 172,066 + 990,000$, or 4,308,408 C-bills. The 1-percent signing bonus ($0.01 \times 43,084$) increases this figure to 4,351,492, though the Intellectuals must spend 990,000 C-bills on transport (the amount presented by the employer for transport rights absorbs this), as well as the 5 percent overhead ($0.05 \times 4,308,408 = 215,420$). Ultimately, the force will earn only 3,146,042 C-bills at contract's end, assuming the Intellectuals see no combat or have no pressing need for supplies.

MISSIONS

After signing the contract, the mercenary command must finish preparations, arrange for transport and get on the job. Success in any mission takes on more critical importance, as the lost profits from mission failures can quickly throw a mercenary command into debt or even insolvency with astounding speed. Therefore, it is vital to be well prepared beforehand.

ADVANCES AND PREPARATIONS

For contracts negotiated and agreed upon through the Mercenary Review and Bonding Commission (on Outreach and Galatea), a 5-percent deduction applies immediately upon acceptance of the contract by both sides of the negotiating table. This deduction is the handling fee imposed by the MRBC, which places the remainder in trust pending the final completion of the mission. Another 5 percent (or 2.5 percent, if the employer offered half compensation) may be deducted at this time to compensate for the mercenary force's overhead as well, unless the employer has already opted to cover these costs.

This trust fund set aside by the MRBC also allows a mercenary command to withdraw up to 25 percent of the total contract payment up front, for the purposes of gathering supplies in advance of the mission. Only the MRBC-sponsored hiring halls on Outreach and Galatea allow for this service; others throughout the Inner Sphere and Periphery rely solely on the goodwill of the mercenary command and its employer for such advances, which the employer can easily refuse. This advance, along with any signing bonuses awarded, may at this time be placed in the mercenary force's war chest and spent on supplies, transportation needs or salaries and other expenses. Unlike the 25-percent advance, the signing bonus is available to all mercenary forces upon acceptance of a contract, regardless of the hiring hall used.

During subsequent months of its contract, a mercenary force can withdraw additional monies from its trust fund—again, only if the contract is handled by the MRBC, or if the employer feels generous enough to allow it in the absence of MRBC oversight—for general upkeep and equipment maintenance. The amount of these funds that may be withdrawn—limited to one withdrawal per month—is calculated by taking the remainder of the total contract payment still due and dividing it by the number of remaining months in the contract.

If it needs more funds to meet expenses, the force must take out a loan, the terms of which must be arranged through the MRBC or the employer, either of which may impose an interest penalty or other terms. For more information on obtaining and paying back loans, consult the guidelines under *Debt*, p. 180.

After making sure all travel expenses can be met, many mercenary commands order up a fresh supply of spare parts and extra ammunition, the better to be prepared prior to starting the mission. However, money alone does not make the parts and ammunition materialize at will. Some parts may not be available at the time of hire, forcing mercenary commands to wait for them or order them pre-shipped to the staging area or destination. The latter option may add up to 50 percent to the cost of the supplies. When ordering supplies in this fashion, consult the Purchasing Supplies rules in the *Maintenance and Logistics* section (see p. 171) to find equipment availability based on location and other circumstances. The costs for all appropriate equipment appear in *Classic BattleTech Master Rules*, starting on page 149.



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TRANSPORTATION

The cost of transporting a mercenary force may be one of the highest expenses in the entire contract. Because it is calculated during the contract negotiations, the mercenary commander should already know how much of this cost will be borne by the employer and how much by the mercenary command.

Forces that own their own DropShips and JumpShips need worry about transport costs only inasmuch as the funds for transportation go into general upkeep of the mercenary force and its transport vessels. Commands that rely on auxiliary or chartered transportation must pay the crews of such vessels up front for transit to and from their destinations.

At the start of a mission, only half the total transport costs computed during contract negotiations—representing transit to the mission starting point—need be paid through the mercenary force's war chest (or by a loan from the MRBC/mercenary employer, if necessary).

Auxiliary, Chartered and Owned Vessels

Not all mercenary commands own transport vessels outright. Instead, many must rely on employer-provided transportation or chartered vessels. Chartered vessels, owned by the vessel's crew, its captain or some other agency, are by far the most common alternative. Many of these operate under long-standing contracts with the mercenary command and are known as auxiliary vessels because of their semi-permanent connection with the mercenary force. The difference between owned, employer-provided, auxiliary and chartered vessels is mostly financial, but also affects their role in combat.

A mercenary command that owns its own craft outright pays for maintenance and personnel as part of its own day-to-day needs. Though few employers cover the high costs for ships and crews, at least the mercenary command can deploy such craft in combat freely.

Employer-provided vessels owe allegiance to the mercenary command's employer, and will deploy according to the employer's agenda. The mercenary command need not worry—on a financial level, anyway—about the maintenance requirements and crew needs of these vessels, but cannot often depend on such craft to extract them when a mission goes foul or when a dispute erupts between the mercenary commander and his employer's representative.

Auxiliary vessels operate under long-term contract to a mercenary command. Though technically subservient to the mercenary command, their more limited combat deployment and semi-permanent status leads them to be treated as long-term charters in contract negotiations. Furthermore, the crews of these vessels are less inclined to put themselves in harm's way. Auxiliary JumpShip captains are often reluctant to enter a system if they suspect a hostile force may be present at the arrival point, and frequently surrender more quickly when threatened. Auxiliary

DropShip captains likewise shy away from combat with fighters, prefer to land farther from suspected hostile surface forces and are likelier to withdraw if their position is threatened.

Chartered commercial vessels not considered an auxiliary force are those hired to take a mercenary command to its destination. JumpShips in this category are often crewed by civilians, and most DropShips are poor substitutes for a dedicated combat vessel. As with auxiliary vessels, chartered ship captains and crews are reluctant to risk encounters with hostile forces, and will almost certainly surrender or retreat if confronted.

Mercenary commands forced to rely on auxiliary or chartered vessels for transport must include hazard pay if they intend—or if circumstances force them—to expose such ships to any situation where combat is likely to cause them damage. For JumpShips, hazard pay clauses are invoked whenever the vessel must cross into hostile territory. For DropShips, hazard pay is imposed if a vessel must penetrate a blockade or fighter screen, or is exposed to ground assault. Some commands avoid this hazard pay stipulation by working with the commanders of such vessels and chancing a more cautious approach during missions, but in many cases, such risks are unavoidable, adding to the mercenary command's out-of-pocket expenses as it effectively buys the right to expose its transports to greater risk.

For the sake of simplicity, hazard pay is computed as a percentage over and above the normal transportation costs. For JumpShips, this percentage applies only to jumps carried out under hazardous conditions (that is, operations in hostile space or jumps into enemy-controlled jump points). For DropShips, they apply any time the DropShips are exposed to hostile fire or requested to land within thirty kilometers of a known hostile surface force. The Vessel Hazard Pay Table below indicates these percentages.

**VESSEL HAZARD
PAY TABLE**

Vessel Type	Auxiliary	Chartered
JumpShip	+5%	+15%
DropShip	+5%	+10%

THE JOB

A contract is played out as a series of one or more *BattleTech* scenarios, as determined by the gamemaster. If playing without a gamemaster, players can generate scenarios and opposing forces using the force generation tables and rules in *BattleTech Master Rules* (starting

on page 103), or the random force creation tables in this or any other *Field Manual*.

During each scenario, mercenary commanders should pay close attention to the losses their forces are taking and remember that sometimes winning a battle is not worth the cost in casualties and damage. No merc unit stays in business by fighting for a lost cause.

Contract Outcomes

Mercenary commanders should not only keep track of casualties and costs, but also the outcome of each contract and



employer, as the mercenary force's track record helps determine not only its mercenary or Dragoons rating, but also its reliability to employers. Failures during a key mission—worthy of contract cancellation—and contract breaches can have a negative effect on a command's track record and reliability rating, while repeated success in the name of a consistent employer can improve them. Expanded rules for contract breaches and mission failures appear under *Mission Failures and Contract Breaches*, starting on pp. 179.

A newly established mercenary command (less than three years old), or one that has breached at least one of its past ten contracts, automatically receives a Questionable reliability rating. Otherwise, they are considered Reliable. Mercenary commands that successfully carry out five consecutive offensive contracts for the same employer increase their reliability rating by one level (from Questionable to Reliable, or from Reliable to Fanatical). An offensive contract, in this case, is any contract that does not focus on garrison, cadre, riot control, security or relief duties, or is not otherwise specified as a defensive campaign. If the mercenary command fails to complete more than five of its last ten contracts, its reliability rating decreases by one level.

MAINTENANCE AND LOGISTICS

Between battles and contracts, mercenary commanders must keep their forces fit. This generally involves repair time, purchasing parts and pieces for damaged equipment, and a lot of work for the command's technicians. The following rules expand on the maintenance and logistics needs of a modern mercenary force, though players interested in more detailed rules for repairs, maintenance and logistics might do well to consult the *Classic BattleTech Master Rules* or the *Combat Operations* rules expansion.

LOGISTICS

Any battlefield commander worth his salt knows that a military—or mercenary—force lives and dies by its supply lines. Though some minor supplies, from pens and paper to food rations and medkits, are readily available and covered by a mercenary command's overhead costs, heavier equipment must often be procured elsewhere—perhaps even from off-world sources. Anticipating and maintaining a viable logistics network allows a command to remain prepared for the needs of the battlefield, but can be a challenging proposition as well.

PURCHASING SUPPLIES

Between missions, mercenary forces often build up the stockpiles of equipment they might need in the field, though space aboard transport vessels may often force them to leave much of it behind while on assignment. Supplies may take up to six months to arrive, if they arrive at all, and commanders must account for this variability so as to avoid supply imbalances.

The mercenary command's war chest, which includes all

profits from missions, signing bonuses and even the sale of salvage, represents the force's total financial reserves. These reserves must be spent wisely, as few mercenaries can boast the tax base and resources of a Great House (even if the commander holds a noble title).

Supplies may be ordered whenever the force's logistical administrator or commander decides, though for simplicity it usually happens once per month (assumed for game purposes to be on the 1st). The responsible party submits a request and makes appropriate payments to the relevant authorities. In the case of personal consumables such as rations, uniforms and basic medical supplies, these needs are met by the mercenary command's overhead and basic support costs, described earlier, and are often available anywhere the mercenary command may travel.

Fuel, ammunition and heavy military equipment is another matter. For these items, availability may change depending on where a mercenary command is operating, its administrators' abilities to work the system and a host of other field conditions. The Weapons and Equipment Availability Table (see p. 172) lists the modified 2D6 target numbers and cost multipliers for purchasing supplies depending on what realm the mercenary command is working for at the given time. These figures also apply when purchasing equipment from the force's hiring hall world. In such a case, use the realm geographically closest to that world to determine what target numbers and cost modifiers apply. The Situation Table may modify these figures, and the outcome of the time spent to deliver the supplies may be found by using the Supply Arrival Table.

In the case of fuel, assume that all ICE-powered vehicles consume a number of tons of fuel equal to their engine ratings divided by 1,000 and then multiplied by the number of turns spent in combat (rounding up). For example, the engine of a 75-ton Von Luckner with a 225 engine rating that has spent seven turns in battle has consumed 2 tons of fuel ($(225 / 1,000) \times 7 = 1.575 = 2$). For the sake of simplicity, assume fuel used by vehicles and aerospace craft alike costs 100 C-bills per ton. (Players who want more complexity may use the rules for computing fuel costs in the *Classic BattleTech Companion*, p. 249.)

Once ordered, physical supplies take $7 - (1D6 + \text{modifier})$ months to arrive. This time may be modified by the logistical

SUPPLY ARRIVAL TABLE

Situation	Dice Modifier
CBT: RPG Skill	
Bureaucracy Skill	+ MoS
Mercenary Logistical Administrator	
Green	-1
Regular	0
Veteran	+1
Elite	+3



RUNNING A MERCENARY FORCE

WEAPONS AND EQUIPMENT AVAILABILITY TABLE

	Federated Suns	Lyrans Alliance	Draconis Combine	Free Worlds League	Capellan Confederation	ComStar/ WoB*/FRR	Periphery
<i>Energy Weapons</i>							
ER Laser	7+/1.2	7+/1.1	9+/1.3	6+/1.0	9+/1.2	10+/1.2	10+/1.5
Laser	6+/1.0	5+/0.9	6+/1.0	7+/1.1	7+/1.1	6+/1.0	8+/1.5
Pulse Laser	6+/1.0	7+/1.1	8+/1.1	5+/0.9	7+/1.0	8+/1.0	10+/1.2
Heavy Laser (C)	13+/2.0	12+/2.0	12+/2.0	14+/2.0	14+/2.0	13+/2.0	14+/3.0
Micro Laser (C)	14+/2.0	13+/2.0	13+/2.0	14+/2.2	14+/2.5	13+/1.5	14+/2.8
Flamer	5+/1.0	5+/0.9	5+/1.0	5+/1.0	5+/1.0	5+/1.1	5+/1.0
PPC	8+/1.1	7+/1.0	7+/1.1	10+/1.2	10+/1.6	7+/1.0	11+/1.6
ER PPC	9+/1.0	9+/1.0	9+/1.0	8+/1.1	8+/1.0	8+/1.2	12+/1.1
<i>Ballistic Weapons (including ammo)</i>							
Machine Gun	5+/1.0	5+/1.0	5+/1.0	5+/1.0	5+/1.0	5+/1.0	5+/1.0
Autocannon	7+/0.9	6+/0.9	7+/1.0	8+/1.1	8+/1.2	8+/1.0	9+/1.3
AC Submunitions	9+/1.0	10+/1.4	11+/1.5	11+/1.4	12+/1.8	11+/2.0	13+/3.0
LB-X Autocannon	9+/1.0	9+/1.0	9+/1.1	6+/0.9	9+/1.0	8+/1.1	10+/1.3
Ultra Autocannon	8+/1.0	8+/1.0	9+/1.0	8+/1.1	9+/1.0	7+/1.0	9+/1.2
Rotary Autocannon	10+/1.0	12+/1.3	13+/1.3	13+/1.1	13+/1.5	14+/1.4	14+/2.0
Gauss Rifle	9+/1.0	9+/1.0	10+/1.0	8+/0.9	10+/1.0	8+/1.1	10+/1.3
Light Gauss	11+/1.5	11+/1.3	10+/1.3	8+/1.0	10+/1.1	10+/1.5	12+/1.5
Heavy Gauss	12+/1.1	10+/1.0	12+/1.2	12+/1.2	12+/1.2	11+/1.3	13+/1.6
Anti-Missile System	9+/1.0	9+/1.0	9+/1.0	7+/1.0	10+/1.1	7+/1.1	10+/1.3
<i>Missiles (including ammo)</i>							
LRM	8+/1.0	7+/1.0	8+/1.1	7+/1.1	9+/1.0	7+/1.0	9+/1.3
LRM Submunitions	10+/1.5	9+/1.3	10+/1.2	8+/1.0	8+/1.2	12+/2.0	13+/2.5
SRM	8+/1.0	7+/0.9	6+/0.8	6+/0.9	7+/1.0	6+/1.0	8+/1.3
Streak SRM	9+/1.0	9+/1.0	7+/1.0	8+/0.9	9+/1.0	7+/1.1	11+/1.2
ATM (C)	14+/1.75	13+/1.5	12+/1.3	13+/1.3	14+/1.75	13+/1.5	10+/2.0
MRM	12+/1.3	13+/1.3	9+/1.0	11+/1.1	13+/1.3	11+/1.1	13+/1.6
Rocket Launcher	12+/1.3	12+/1.2	13+/1.5	11+/1.2	10+/1.1	10+/1.2	9+/1.0
<i>Misc Weapons and Equipment</i>							
Artillery	10+/1.1	9+/1.0	9+/1.1	10+/1.0	10+/0.9	10+/1.1	12+/1.5
Capital Ship Weapons	12+/1.5	12+/1.5	12+/1.5	11+/1.0	13+/1.5	10+/1.2	14+/3.0
C3	10+/1.0	11+/1.0	9+/1.0	9+/1.0	11+/1.0	6+/1.1	13+/2.0
C3i	13+/1.5	13+/1.4	13+/1.5	13+/1.4	13+/1.5	10+/1.0	14+/2.0
MASC	10+/1.1	10+/1.1	9+/1.0	10+/1.0	10+/1.1	9+/1.1	12+/1.4
TSM	11+/1.2	12+/1.3	12+/1.2	11+/1.1	9+/1.0	13+/1.4	14+/1.5
Targeting Computer	10+/1.0	11+/1.2	12+/1.5	12+/1.2	12+/1.8	11+/1.2	14+/2.0
Other Electronics	8+/1.1	8+/1.0	8+/1.0	8+/1.1	8+/1.1	7+/1.0	11+/1.5
<i>Components</i>							
Armor (std)	4+/1.0	4+/1.0	4+/1.0	4+/1.0	4+/1.0	4+/0.9	4+/1.0
Armor (FF)	6+/1.0	6+/1.0	6+/1.0	6+/1.0	6+/1.0	5+/0.9	7+/1.1
Armor (Stealth)	11+/2.0	12+/2.1	12+/2.2	11+/1.8	9+/1.0	11+/2.5	14+/3.0
Fusion Engine	6+/0.8	7+/1.0	8+/0.8	8+/1.1	9+/1.3	7+/1.0	9+/1.5
XL Fusion Engine	9+/1.0	9+/1.0	9+/1.0	9+/1.0	10+/1.1	8+/1.2	12+/1.6
Light Fusion Engine	12+/1.4	9+/1.0	13+/1.5	13+/1.3	13+/1.5	13+/1.5	14+/2.0
ICE Engine	5+/1.0	5+/1.0	5+/1.0	5+/1.0	5+/1.0	5+/1.1	5+/1.0
Gyro	8+/1.1	7+/1.0	6+/0.8	8+/1.1	8+/1.1	8+/1.1	9+/1.5
DS/JS Components	10+/1.0	10+/1.0	10+/1.0	10+/1.0	10+/1.0	9+/1.0	12+/2.0
Warship Components	13+/1.5	12+/1.5	13+/1.5	12+/1.3	13+/1.5	12+/1.2	14+/3.0
ICE Engine Fuels	2+/1.0	2+/1.0	2+/1.0	2+/1.0	2+/1.0	2+/1.0	3+/1.0
Aerospace/DS Fuels	4+/1.0	4+/1.0	4+/1.0	4+/1.0	4+/1.0	4+/1.0	5+/1.0
Other Components	8+/1.0	8+/1.0	7+/1.0	9+/1.2	9+/1.1	8+/1.0	10+/1.5

C=Clan System

*Word of Blake forces may choose whether to use the FWL or ComStar columns as appropriate.

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administrator's Bureaucracy Skill MoS (if using *Classic BattleTech RPG*) or experience (if using *BattleTech*) per the Supply Arrival Table below. No matter the dice roll, it takes at least one month for the supplies to arrive.

Parts and Equipment Procurement

The Weapons and Equipment Availability Table lists the chance of a given class of item being available and any cost modifiers, based on what faction the mercenary command is currently servicing or what hiring hall world they're currently on. In all cases, the number to the left of the slash is the 2D6 target number to procure a given item, which may be altered by any supply situation modifiers (as listed on the Supply Situation Modifiers Table). The number to the right is then multiplied by the base cost of the item as it appears in *BMR*, starting on page 149, to determine the item's actual cost to the mercenary command.

The table presumes the mercenary logistics administrator is purchasing Inner Sphere-made equipment, unless the item is

marked (C), indicating that only the Clans manufacture it. If the mercenary player attempts to locate a Clan version of such items instead, increase the target number by 4 and double the multiplier.

Alternatively, players using *Classic BattleTech RPG* may make a Scrounge Check against a target number equal to 4 plus the listed availability target number, applying the same situation modifiers to the roll result.

Replacement Equipment

Combat losses or force expansion can prompt a need to purchase additional 'Mechs, vehicles or battle armor to fill in equipment gaps. However, it takes more than C-bills to acquire such heavy equipment. First, the mercenary force must locate the machines—after all, not every world on which a mercenary command is likely to be stationed necessarily features a fully stocked warehouse of BattleMechs, tanks and armor to be sold at wholesale prices. Locating and purchasing equipment is an expensive and time-consuming process, and so should be done during periods where the mercenary command is not engaged in any contract that involves constant relocation or combat. The mercenary command seeking to replace its lost equipment has a better chance of doing so between contracts, on a recognized hiring hall world, where the flow of mercenary traffic also attracts merchants eager to sell some "surplus" military equipment.

Players can resolve the process of locating and purchasing additional (or replacement) combat vehicles using the following rules. Adapted from those in the *Classic BattleTech Companion*, these rules enable players to find and purchase as many new machines per month as the command has money to buy. However, the more machines purchased in this fashion, the longer the delivery lead time may be, during which the mercenary command must still pay its warriors and support staff and maintain what equipment it already has.

Searching for a machine involves making two 2D6 rolls with a Base Target Number of 6 (Target Number 14 for *CBT: RPG* players). The modifiers in the Vehicle Availability Modifiers Table (see p. 174) are then applied to the target number for each roll, based on local conditions (where the mercenary command is located at the time of the search), technology and manufacture of the desired vehicle, the vehicle's desired class and weight, its desired condition and (for non-*CBT: RPG* campaigns) the various traits and ratings of the mercenary commander and the mercenary force. All criteria must be indicated prior to the first roll, to determine whether a suitable machine may be located, and can be as specific as a particular make and model of machine, or simply nail it down to weight class, technology level and affiliation. Asking for poorer-quality machines and/or damaged technology improves the chances for success.

If the first roll succeeds, a match is found. If the player does not request a specific model design at the time of the search, he or she may determine the model randomly by using the appropriate columns from the *Field Manual* or other *BattleTech* sourcebook that meets *all* requested criteria. For tech ratings, assume

SITUATION TABLE

Situation	Score
<i>Force Dragoons or Equipment Rating</i>	
A	+4
B	+3
C	+2
D	+1
F	0
No Dragoons Rating	-1
<i>Mercenary Force Loyalty</i>	
Fanatical (to supplying faction)*	+1
Questionable (to supplying faction)*	-2
<i>Mercenary Force Deployment</i>	
Front line†	+1
Involved in combat operations	0
Rear-echelon	-2
Isolated by enemy forces‡	-4
Drawing from its own landhold	+1
On its own home world	+1
Drawing supplies from allied nation	-1
<i>Miscellaneous</i>	
Supplies delayed (per month)	+1
At least one logistical admin. (Veteran or better)	+1

*See Contract Outcomes, p. 170, for rules.

†Force is stationed within 30 light-years of a hostile world.

‡Force has no line of supply within 30 light-years jump to a friendly world.



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that any machine with Star League technology is rated B, and any machines with post-3050 technology are rated A. Clan tech machines should be rolled on a relevant table that features appropriate vehicles used by the invading Clans. When in doubt, the affiliation of the requested machine should be the same as the mercenary command's location when the search was initiated. Otherwise, use the Random Unit Assignment Table in this book (p. 126). If the resulting machine does not meet all criteria (such as a standard BattleMech rolled when the player is seeking an OmniMech), the player may re-roll once. Whether or not the second roll yields a machine that meets all requested criteria, the result stands. The player may choose not to make the purchase, but doing so means that he or she has cancelled the search for that month and must make another attempt in a following month.

If the first roll to acquire a machine fails, the player may repeat the roll at a cost of 1,000 C-bills, representing extra effort spent on the search. However, the player may purchase only one such re-roll per month of game time.

Once a match is found and the type and condition of the machine known, the player makes the second 2D6 roll, again using the Vehicle Availability Modifiers Table, to determine the price. The base price for any given vehicle or BattleMech may be found in its Record Sheets book, or computed using the tables and formulas given on p. 149 of the *Classic BattleTech Master Rules*, or by using the appropriate *HeavyMetal* software. For every point by which this second roll exceeds the modified target number, reduce the price of the requested vehicle by 5 percent. For every point by which it falls under the target number, increase

VEHICLE AVAILABILITY MODIFIERS TABLE

Local Conditions

World is part of major Inner Sphere state	-1
World is part of minor Inner Sphere state (such as the Free Rasalhague Republic)	0
World is in the Chaos March or a major Periphery state (such as Taurus or Canopus)	+1
World is in a Clan Occupation Zone	+2
World is part of a minor Periphery state	+2
World is contested/in a war zone	+2

Technology and Manufacture

Vehicle is manufactured on-planet*	-1
Vehicle is of Clan design	+5
Vehicle uses omni-pod technology (I.S. or Clan)	+2
Vehicle is I.S. design that uses post-3050/Clan tech	+3
Vehicle uses Star League-era tech	+2
Vehicle's exact design model is specified	+2
Vehicle is customized	+3

Weight/Vehicle Class

Vehicle is assault class	+2
Vehicle is heavy class	+1
Vehicle is medium class	0
Vehicle is light class	-1
Vehicle is BattleMech	+1
Vehicle is battle armor	+1
Vehicle is aerospace fighter	0
Vehicle is conventional fighter or VTOL	-2

Weight/Vehicle Class Cont.

Vehicle is hovercraft, wheeled or tracked	-3
Vehicle is hydrofoil, submarine or surface naval	-3
Vehicle uses internal combustion engine (ICE)	-1

Vehicle Condition

Vehicle is brand new (less than 5 years old)	+2
Vehicle is in excellent condition (over 5 years)	+1
Vehicle has minor (reparable) damage†	0
Vehicle has major (irreparable) damage†	-1
Vehicle is salvage (vital systems missing) †	-2

Non-CBT: RPG Modifiers

Mercenary commander has Contact/ Well-Connected Trait	-1
Mercenary commander has Enemy/ Bad Reputation Trait	+1
Mercenary commander has high Negotiation (+3 or more)	-1
Mercenary commander has high Scrounge (+3 or more)	-1
Mercenary commander has high CHA/SOC (7+)	-1
Mercenary command is rated B or higher	-1
Mercenary command is rated D or lower	+2
Mercenary command has no Dragoons rating	+1
Mercenary command has a logistical administrator	-1
Mercenary command is in debt	+3

*Do not apply this modifier if the player is seeking a specific 'Mech or vehicle model.

†Minor damage refers to armor/structure damage that does not destroy a limb or section, or any damage that requires no replacement parts to restore, such as a single critical hit to a multi-slot system. Major damage requires replacement of a critical or vital system (weapon, cockpit, life support, engine, gyro or limbs/sections) in order to make the vehicle battle worthy. Salvage indicates the vehicle is missing two or more vital systems (cockpit, life support, engine, gyro or vehicle/fighter section) entirely.



the price by 5 percent. *CBT: RPG* players may use an opposed Negotiation Skill Check to try to reduce this asking price, per the rules in the *Classic BattleTech Companion*, p. 246. Players not using the *CBT: RPG* method may instead choose to renegotiate the price with a third 2D6 roll as above, but the third result stands even if it is worse.

Once ordered, physical supplies take $7 - (1D6 + \text{Vehicle Availability Modifier})$ months to arrive, multiplied by the number of vehicles purchased, divided by 4. This time may be modified by the logistical administrator's Bureaucracy Skill Margin of Success (if using *CBT: RPG*) or experience (if using *BattleTech*) per the Supply Arrival Table shown under *Purchasing Supplies*. However, no matter the dice roll result, it takes at least a month for the new machines to arrive.

Vehicles purchased with pre-existing damage must have such damage randomly resolved. For minor damage, roll 2D6; the result is the number of five-point armor hits the vehicle has taken, distributed randomly and ignoring any critical hits that completely destroy a weapon system or piece of equipment. Apply major damage the same way as minor damage and then randomly roll 1D6 critical hits. For salvage, apply the same damage as for minor and major, and then make two 1D6 rolls. On a result of 1–2, the engine is destroyed; 3–4 means a destroyed gyro; 5 is a destroyed cockpit; and 6 represents the loss of three limbs (chosen randomly). For vehicles and aerospace fighters, replace a gyro result with a lost section and lost limbs with lost vehicle sections. Battle armor that has sustained minor damage has lost 1D6 armor points (to a minimum of 1 point); major damage is the same plus the loss of one weapon system. A salvaged battlesuit has 1 point of armor and is either missing two weapons or cannot move, requiring repairs at 50 percent of the battlesuit's original cost.

Trey runs a mercenary command in a non-gamemastered BattleTech campaign. His command lost one BattleMech during its recent contract and needs to purchase a new one. Having returned to Outreach for a replacement, with 15 million C-bills to spend, Trey sets out in search of a new medium 'Mech. He wants a good 'Mech, but isn't picky about the specific model. He decides to search for a medium-weight BattleMech that uses Star League-era (Level 2) technology and is in excellent condition. Trey's mercenary commander—generated using the fast commander generation method—has the Contact and Well-Connected traits, as well as a high Negotiation Skill. However, he also has an Enemy Trait. The mercenary command has a Dragoons Rating of C (and a C Technology Rating as well), and boasts a logistical administrator. In consulting the table, Trey notes that Outreach's location in the Chaos March applies a +1 modifier, and his desire for Star League tech adds +2. Because he is looking for a medium BattleMech, a +1 modifier applies (0 for

medium, +1 for 'Mech) and "excellent condition" adds another +1. The commander's Contact and Well Connected traits add –1 each (for a total –2 modifier) and his Negotiation Skill adds another –1. His Enemy Trait adds +1, but is fortunately offset by the logistical administrator's –1 bonus. The total modifiers to the 2D6 roll are +2, giving Trey a Target Number 8 to acquire a 'Mech that meets his criteria.

Trey rolls and gets a 6, failing to obtain the desired machine. Burning 1,000 C-bills, he makes a second roll and gets a 9, indicating he's found a machine that meets his requirements. Because the mercenary command is presently on Outreach, Trey rolls on the Random Unit Assignment Table for a medium 'Mech with a B Tech Rating (because he requested Star League-era technology). The roll result is 8, netting Trey's command a KW1-LH3 Lineholder. This BattleMech features Star League-era weapons and is in excellent combat condition, meeting all Trey's criteria. He rolls again to determine the price, applying the original +2 modifier to the result, and gets a final result of 6. This result is 2 points below the Target Number of 8, and so Trey finds the asking price is 10 percent higher than the base price ($2 \times 5 = 10$). The cost of this model Lineholder—normally 4,621,686 C-bills—thus becomes 5,083,655 C-bills ($4,621,686 + 10 \text{ percent} = 5,083,655$).

Because Trey was prepared to pay up to 15 million on his purchase, he takes the new Lineholder, a steal at just over five million C-bills!

Personnel

Occasionally, mercenary commands that are expanding or that have lost personnel to combat action, retirement or some other chain of events may need to recruit additional manpower. As with buying a new BattleMech or vehicle, this is not simply a matter of throwing C-bills around. Trained warriors, technicians and such are a rare breed, with most already happily employed by another faction, mercenary command or nation-state. However, a mercenary command that has earned a reputation has some advantages over less fortunate forces.

To recruit new personnel, the mercenary command typically puts out *Warrior Wanted* ads that may draw a flood of potential applicants. To determine how many potential recruits show promise, the mercenary player rolls 2D6 after spending a month sifting through applicants. Add the appropriate modifiers from the Recruiting Modifiers Table below, based on the mercenary command's present hiring hall (the hall from which it took its last contract), its main force type, the desired recruit type, the mercenary command's equipment or Dragoons rating and other factors as applicable.

Cross-reference the result of the modified 2D6 roll on the Recruits Table to see how many candidates made the cut. To



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RECRUITING MODIFIERS TABLE

Situation	Modifier	Desired Recruit Type Cont.	
<i>Hiring Hall</i>		Infantry squad (battle armor)	-1
Antallos (Port Krin)	0	Technician/Mechanic/Medic	+1
Arc-Royal	+2	Administrator	0
Astrokaszy	+2	Vessel crew (per 7-man squad)	+1
Fletcher	+2		
Galatea	+2	<i>Dragoons/Equipment Rating</i>	
Heroditus	+1	A*	+3
Northwind	+1	A	+3
Outreach	+3	B	+2
Solaris VII	+2	C	+1
Westerhand	0	D	0
No Hall	-2	F	-2
		Unrated	-1
<i>Main Force Type</i>		<i>Misc. Modifiers</i>	
Aerospace fighters	0	Mercenary commander has Contact/	
BattleMechs	+1	Well-Connected trait	+1
Conventional armor	+1	Mercenary commander has Enemy/	
Infantry (conventional)	+1	Bad Reputation trait	-1
Infantry (battle armor)	+1	Mercenary commander has high	
Infantry (Special Forces)	+2	Negotiation (+3 or more)	+1
		Mercenary commander has high	
<i>Desired Recruit Type</i>		Leadership (+3 or more)	+1
Aerospace fighter pilot	-1	Mercenary commander has	
Aircraft pilot/VTOL crew	0	High CHA/SOC (7+)	+1
Armor crew	0	Mercenary command has a	
MechWarrior	-2	Human resource administrator	+1
Infantry squad (conventional)	+2	Mercenary command is in debt	-3
Infantry squad (Special Forces/anti-'Mech)	+1		

determine the quality and equipment of these new recruits, use the identifying forces rules in *Creating a Mercenary Force*, p. 144. Hiring any or all of these recruits costs a mercenary command two months' worth of standard pay for the new recruits' quantity and type. New recruits arrive one month after they are purchased.

KEEPING FIT

A mercenary force spends man-hours in much the same way as C-bills to perform regular maintenance and battlefield repairs on equipment. The command's technical staff generates a set number of man-hours, which are spent on regular maintenance and battle repair. Though battlefield repair does entail some maintenance, the two tasks are not the same, and regular maintenance put off in favor of repair risks equipment breakdown at some later date (see *Breakdowns*, p. 177).

Fortunately, most regular maintenance schedules are padded to take just such time saving into account.

The amount of regular medical and technical maintenance required (in man-hours) by a mercenary force's manpower and equipment is listed in the Maintenance Table on page 149 of *Creating a Mercenary Force*. The number of hours produced by a force's techs and medics also appears in the Support Productivity Table (p. 150 of *Creating a Mercenary Force*), which allows a mercenary force commander to determine how much medical and technical support his force has versus what it needs.

If the mercenary force's regular maintenance needs are outstripped by its support needs, because of a shortage of manpower or a higher proportion of battlefield repairs,

the possibility of breakdowns or illness among the affected

RECRUITS TABLE

Modified 2D6 Roll	Offers
3 or less	0
4-5	1
6-8	2
9-10	3
11-12	4
13-15	5
16 or more	6



equipment or personnel rises dramatically. To forestall this threat, many mercenary commands encourage their technicians and medics to work overtime to produce more man-hours, or they hire temporary freelance technicians in the field. In rare cases, employers may offer assistance in the form of technicians and sometimes equipment, but the costs of such support will be recorded and presented to the Mercenary Review and Bonding Commission, which deducts the amount from the force's pay and returns it to the employer at a cost usually equal to freelance technician rates.

Freelance Support

If a mercenary commander hires freelance technicians or medics, he often finds he has his pick from the local area. To determine if enough people are available to suit the command's needs, roll 2D6 against a Target Number of 6 and apply the modifiers from the Situation Table used above for procuring equipment. A successful roll means the mercenary command gets its pick of freelance support staff. Failure means that the merc force can only scrounge up 2D6 astech-level technicians and medics. Freelance support staff work just as well as regular support staff, but cost much more and work on an hourly pay scale. Consult the Freelance Technician Fee Table below to determine how much each freelancer expects in compensation for his or her services.

FREELANCE TECHNICIAN FEE TABLE

Technician Experience Level	Rate
Regular/Astech	10 C-bills per hour
Veteran	15 C-bills per hour
Elite	20 C-bills per hour

OVERTIME TABLE

Time	Work Factor	Overtime Rate
+10 hours	1.2	1.5
+20 hours	1.4	1.5
+30 hours	1.6	2.0
+40 hours	1.7	2.5

Support Staff Overtime

Instead of—or perhaps in addition to—hiring freelance technicians, a mercenary commander may encourage his support staff to work overtime in order to squeeze a few more man-hours into a given week. Adding 10-hour increments to the staff's regular workload produces more hours' worth of labor, but at a cost in quality that increases over time.

A mercenary commander may elect to increase the man-hours for any segment of the support staff—technicians, medics or administrators—for the entire week, but does so with increasingly diminishing returns for the hours put in. The Overtime Table demonstrates this trend through the work factor, which determines how many man-hours' worth of labor a given support staff member can produce under overtime conditions.

To determine how many man-hours are actually produced by support staff working overtime, multiply the normal total of man-hours produced by the affected staff members by the work factor for the given increment. The result represents man-hours produced for the entire normal work period, overtime hours

included. Overtime may not be used continuously without crippling effects on the staff's overall effectiveness. For each subsequent week that a given segment of the staff is asked to perform overtime, the work factor degrades by 0.05.

Support staff asked to work overtime for more than a month straight may mutiny or simply quit. To retain their services, the mercenary commander must make a Leadership roll against a Target Number of 10, with a cumulative +2 penalty for each successive week. For players not using the *CBT: RPG* rules, add +1 per week to a 2D6 Target Number of 4. Whichever system is used, if the result of the roll falls below the modified target number, the merc force loses a number of technicians to mutiny or resignation equal to the margin of failure, times the number of lances or platoons employed by the mercenary command.

Players should determine randomly the nature and positions of these lost support staff members.

For example, five Green technicians and a Regular technician produce 190 man-hours of work in a given week. When asked to perform 20 hours of overtime, they produce 266 man-hours worth of work, though they actually spent a total of 310 hours "on the clock" ($190 \times 1.4 = 266$). This reflects the gradual loss of effectiveness over the extra time, as well as the inexperience of the Green techs. If asked to do 20 hours overtime again next week, the work factor drops to 1.35 ($1.4 - 0.05 = 1.35$), further eroding the techs' effectiveness.

Overtime pay rates for freelance technicians can likewise be calculated

with the Overtime Table.

BREAKDOWNS AND MEDICAL CARE

If technicians are forced to work too much overtime, they may be unable to provide the unit's weekly maintenance requirements or may perform sloppy repair work. Any BattleMech, vehicle or aerospace fighter that does not receive required maintenance or is repaired by a technician working overtime is vulnerable to breakdown.

If overtime prevents a force's technicians from providing the weekly maintenance requirements, the force's controlling player may designate which machines do not receive maintenance. The players should already know the individual man-hour maintenance needs of each machine (see *Maintenance and Logistics*, p. 171), so the controlling player must select a machine whose combined man-hour requirements equal the man-hours of required maintenance not provided in a given week.



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Battlefield Breakdown

To determine if a vulnerable machine breaks down, the controlling player must make a 1D6 roll for each vulnerable machine the next time it enters combat. Add a +1 modifier to the roll result for each week the machine does not receive its required maintenance.

If the machine received a repair during a 50-hour work week (10 hours of overtime), add a +1 modifier. For machines repaired during a 60-hour week, add a +2 modifier; for machines repaired during a 70-hour week, add +3; and for machines repaired during an 80-hour week, add +4.

On a result of 9 or greater, the machine breaks down. A result of 9 denotes one breakdown, a 10 two breakdowns, an 11 three breakdowns and so on. If a machine breaks down, the player must make a second 1D6 roll for the machine. The result of this roll indicates the turn in which the machine breaks down. For example, on a result of 2, the machine breaks down during Turn 2.

At the beginning of the breakdown turn, the controlling player must roll on the appropriate hit location table for the unit (use the Front column of the table) to determine the location of the breakdown. He then rolls a critical hit in that location. The affected component is not destroyed, but it stops working as if it had received a critical hit and must be repaired by a technician per standard repair rules. Explosive components, such as ammunition and Gauss rifles, do not explode, but simply become unusable, though they are still prone to explosion if hit later by weapons fire or other damage. In the case of ammunition, the weapon has misfired from the affected bin. For Gauss weaponry, the firing system does not respond even though the capacitors still hold a charge.

Gamemastered Breakdowns

If playing with a gamemaster, the gamemaster may make the breakdown rolls for vulnerable machines and conceal the results from the players until the actual breakdown occurs. Additionally, players need not wait until a vulnerable machine breaks down before repairing the machine in gamemastered play. A player can have his techs perform extensive maintenance checks on machines if he or she wishes. To perform an extensive maintenance check, the controlling player must allocate extra technician man-hours to the machine. Allocating twice the weekly required man-hours reveals one potential breakdown, allocating three times the weekly required man-hours reveals two breakdowns, and so on.

If using the *CBT: RPG* rules, apply a +2 bonus to all diagnostic Technician Checks per extra multiple of man-hours allocated to a given machine (+2 for twice the number of man-hours, +4 for three times, +6 for four and so on). Divide the Margin of Success by 3 (rounding down) to determine the number of breakdowns discovered.

Any potential breakdown discovered in this manner can be repaired by an average Technician Check and 10 man-hours. For detailed times and difficulty factors, consult the repair rules in *BMR*.

Medical Breakdown

The same rules as above apply to personnel needs much as they do for machines, with commanders designating which personnel receive priority for medical attention in man-hours on a weekly basis. As with the Battlefield Breakdown rules, the controlling player of the specific soldier who did not receive his or her required medical man-hours in a given week should roll 1D6 the next time that soldier enters combat, adding +1 for every week that passes without some degree of medical attention. More modifiers apply to this roll if this same individual received any medical man-hours from a medical officer performing overtime (+1 per 10 man-hours over 40).

For every 2 points by which the above roll result exceeds 7, the individual suffers a -1 penalty to all rolls made in combat, reflecting some form of illness, depression or other medical condition that impairs his or her abilities. This modifier is -1 on a result of 9, -2 on a result of 11, -3 on a 13 and so on. If this modifier exceeds -5, the warrior is bedridden. In all cases, warriors stricken in this fashion must receive their normal man-hours of medical care, multiplied by twice the modifier (taken as a positive number) in order to recover. For example, a warrior who has accumulated a -3 modifier needs three times the normal medical man-hour allotment to return to full health.

If using *CBT: RPG* rules, characters who have gone without so much as a check-up in a given week, or who receive medical care from any medical staff working overtime, should make a BOD Check against a Target Number of 10, using the same modifiers indicated above. Failure indicates the onset of some form of illness, characterized by a number of "permanent" fatigue points equal to the Margin of Failure.

FORCE SPECIALIZATION

This section provides guidelines for generating command-wide specializations and advantages like those found in the force briefings beginning on page 37. For the purposes of these rules, a campaign is defined as a contract in which multiple battles occur. A single assault or raid does not constitute a campaign.

COMMAND ADVANTAGES AND DISADVANTAGES

Typically, command advantages take the form of Initiative bonuses or similar bonuses a command receives when it fights in a specific terrain type (such as mountains or forest), in a general terrain type (restricted or open), under particular conditions (night or zero-G) or using particular tactics, though specific disadvantages—such as an Initiative penalty—may be applied for overspecialization at a gamemaster's discretion.

To gain a specialization or advantage, at least half of the mercenary force must spend time developing it. For example, a force that wants to specialize in mountain fighting must fight in mountainous terrain and experiment with tactics appropriate to that environment.



Whatever bonus the command is trying to gain is first applied as a penalty. After five campaign victories in which the penalty hampered the command, the penalty is eliminated. Another five victories generate the lowest bonus possible. If the command wishes to increase this bonus further, another five victories increase it by 1 point (see example, below). A force may develop multiple advantages at one time, but only if they logically go together. The maximum bonus a force can obtain for any given ability (typically initiative, weapon attacks, physical attacks or Piloting) is +3. After attaining this bonus, a mercenary command may exchange it for a special advantage—such as off-board movement or forcing the initiative—so long as the advantage goes with the other advantage bonuses and no disadvantages exist that directly oppose the ability.

Disadvantages are acquired in the same fashion. If the mercenary force demonstrates a marked distaste or ineptitude in the presence of a given battlefield condition, enemy force type or other cause, that common factor may be identified as a disadvantage. This negative condition need not cause the force any battlefield defeats; the shortcoming may instead be represented by the consistent loss of 25 percent or more of the mercenaries' starting strength when they take the field. If this shortcoming can be identified over three consecutive contracts, an additional -1 penalty applies against the force (to a maximum of -3). If a gamemaster is available, a special disadvantage (such as modified withdrawal rules, a special low morale check and so on) may be exchanged for a -3 penalty. Gamemasters may also determine that a marked refusal to fight under given conditions is cause for a penalty, but only if the force maintains such behavior for five straight contracts.

After gaining an advantage, a mercenary force must use it at least once during every five campaigns or else the advantage is lost.

After deciding to specialize in counter-Clan operations, the Kirkpatrick's Pack company of Kirkpatrick's Invaders spends the next five campaigns fighting Clan forces exclusively at a -1 Initiative penalty. After surviving that crucible, they fight their next five campaigns against the Clans with no Initiative modifier. With ten successful campaigns against the Clans under its belt, the Pack finds itself so familiar with Clan tactics and rules of engagement that the company enjoys a +1 Initiative bonus in its next five campaigns against the Clans.

Throughout all this, the Pack's gamemaster has noticed the mercenaries' intense refusal to fight in any kind of inclement weather or darkness. Instead, the mercs insist on waiting for daylight and clear skies before engaging the enemy. To reflect this apparent inflexibility, the gamemaster imposes a -1 Initiative penalty for every five consecutive campaigns in which the Pack refused to fight in such bad conditions. Because this occurred during at least ten straight campaigns, the gamemaster applies a -2 Initiative penalty

against the Pack whenever the mercenary company must fight in bad weather or darkness.

MISSION FAILURES AND CONTRACT BREACHES

Sometimes, regardless of the players' best efforts, a mercenary command fails to complete a mission or perhaps even violates the terms of its contract, resulting in a breach. Players should avoid events like these whenever possible, as their outcome can seriously harm a mercenary command's standing, but every command may have to face such situations at some point.

MISSION FAILURES

In broad terms, mission failure occurs whenever a mercenary force fails to achieve its stated *primary* objectives despite a serious effort to do so. Heavy losses or a forced withdrawal in the face of overwhelming enemy reinforcements are the most common causes of mission failure. Another frequent cause is a scorched-earth policy by a defender, denying an attacker the objective when a mission calls for capture.

In any case where a mercenary command has failed its mission despite putting in a credible effort (meaning the merc force did not retreat at the first sight of the enemy or put up only token resistance), the mercenary command suffers a 10-point loss in its Dragoons rating. Furthermore, any mercenary command that fails in more than five of its last ten contracts lowers its reliability rating by one rank (from Fanatical to Reliable or from Reliable to Questionable). Mercenary commands that lose do not receive any remaining payment or support for their failure, and their contracts may be considered terminated upon the day of mission failure.

CONTRACT BREACH

Mercenary forces that do not even try to achieve the mission goals, or that try to flee with an employer's funds, or that deliberately violate the terms of their obligations to the employer, are guilty of contract breach. By the same token, employers who misrepresent a mission's parameters, or who lure a command into a compromising position that might force its members to violate the Ares Conventions or Outreach Accords, may also be found guilty of a contract breach. In either case, a contract breach is a serious offense and often requires legal action to resolve to anyone's satisfaction.

In the case of MRBC-related contracts, charges of contract breach are submitted to a four-member panel of MRBC representatives who hail from neither the employing realm, the mercenary command in question or the target world of the contract at issue. Non-MRBC contract disputes are often left unresolved, but have been known to drive mercenary commands to defection or even banditry against employers they come to perceive as an enemy. To avoid this potential outcome, along with the bad publicity of poor employer-mercenary relations, some non-MRBC contract disputes are settled through a third-party arbitrator—



RUNNING A MERCENARY FORCE

usually a ComStar representative—who judges the matter in a formal hearing.

Resolving Contract Breaches

Contract breach hearings may be handled by assigning negotiators for both sides, similar to the contract negotiation process. In a non-gamemastered campaign, the opposing player may decide to invoke contract breach proceedings on behalf of the employer, but only if the mercenary command has failed in its mission or violated the Ares Conventions. (During standard *BattleTech* play, an Ares violation usually means that the mercenaries caused deliberate damage to known non-military, human-populated targets such as buildings, fired on unarmed civilian vehicles or personnel, killed ejected MechWarriors or surrendering troops, or attacked an HPG or JumpShip.)

To resolve the charge of contract breach, both negotiators must roll 2D6 (or 2D10, adding Negotiation Skill modifiers, if using *CBT: RPG* rules). The gamemaster (if any) must then assess a -3 modifier against the party who violated any terms of the contract. This modifier does not apply in the absence of a gamemaster, or when fault is unclear. An additional -2 penalty applies to the mercenary negotiator's roll if the contract was not handled through the MRBC. A +1 bonus applies to the mercenary negotiator's roll if the mercenary command has a Dragoons Rating of B or higher, while a -1 applies to F-rated or unrated mercenary commands. Compare the results of each negotiator's roll to determine the outcome of the hearings, based on which side is leveling contract breach charges against the other.

If the employer accused the mercenary command of contract breach, and the employer's roll result (or margin of success) exceeds that of the mercenary command, the mercenary force has been found guilty of contract breach. The force automatically loses 25 points from its Dragoons rating along with all remaining payment under the contract. Furthermore, for every point by which the employer negotiator's roll exceeds that of the mercenary command, the mercenary command must pay a 10,000 C-bill fine, and is placed under a one-month hiring ban.

If the mercenary negotiator's roll succeeds, the mission is considered complete; no Dragoons rating loss occurs, and the mercenary command receives all remaining contract pay due. If the mercenary negotiator's roll succeeds by a margin of 5 or more, the employer is found in violation of contract, and the money due the mercenary command is multiplied by half of this margin of success. A success by less than 5 means only that the contract is considered null and void and is rated on the command's record as a successfully completed mission.

If the mercenary command levels contract breach charges against an employer, the employer's negotiator must succeed by a margin of 5 in order to declare the mercenary command in breach of contract instead, with all fines and hiring bans (plus the 25-point Dragoons rating reduction) occurring per the rules given above. The mercenary negotiator wins full payment multiplied by

half his margin of success (rounding up) if he succeeds in his contract breach roll.

In any event, successful breach-of-contract charges against a mercenary command automatically reduce its reliability rating to Questionable, regardless of the level of fines and length of hiring bans imposed. This rating may only improve after the mercenary command successfully executes its next five offensive contracts for a single employer, or performs ten more contracts without another breach.

After a disagreement with an assigned liaison officer who attempts to order his mercenary command into a suicide mission, Damon Kirkpatrick declares the Lyrans Alliance in breach of contract. Both the employer and the mercenary command bring veteran negotiators before the MRBC, which handled the original contract negotiations. Because Kirkpatrick's Invaders are a B-rated mercenary force, a +1 bonus applies to the mercenary negotiator's roll, bringing the negotiator's bonus to +6 (+5 for Veteran, +1 for B-rated command). The gamemaster, ruling that the liaison officer overstepped his bounds, applies a -3 modifier to the Lyrans negotiator's roll, leaving the Lyrans negotiator with a +3 bonus (+5 veteran, +1 Lyrans, -3 employer at fault).

The final 2D6 roll results for the Invaders and the Lyrans are 13 and 10, respectively. The Invaders' negotiator has won with a Margin of Success of 3 ($13 - 10 = 3$), which means the Invaders' mission was declared a success and the remainder of the contract is nullified. If the Invaders' negotiator had rolled a 16, the margin of success would have outdone the employer's roll by 6, and the employer would have been found guilty of a contract breach. The employer would then be forced to pay three times the remainder of the money due under the contract ($6 / 2 = 3$).

DEBT

Sooner or later, it's likely to happen. Through severe damage, overextended loans or other disasters, financial and otherwise, a mercenary command may find itself operating constantly beyond its means. Indeed, many new mercenary forces are often built only by the grace of credit, with founder/commanders forced to pay off the command's start-up debts with whatever funds remain after paying its own troops. To whom this money is owed often varies wildly. Some commands owe these massive sums to banks, while others may owe them to the noble family that was gracious enough to invest such a hefty sum in the force's creation.

Because debt can occur for many different reasons, how and to whom the debt is owed are questions best handled by a gamemaster. For mercenary commands that wind up in debt upon formation, the debt is likely owed to a bank, noble family or some other financially powerful institution associated with the mercenary founder/commander. For those that sink into debt



under normal operations, the monies owed may reflect reduced payment among the staff, prompting layoffs, walk-outs or even outright mutinies. Alternatively, these mercenaries may find an employer willing to offer cut-rate deals on replacement equipment they cannot afford, but only under conditions that sorely undercut their bargaining posture.

LOANS

Given the nature of their work, most mercenary commands find obtaining loans from financial institutions difficult at best, and often come away with enormous interest rates, strict repayment deadlines or even a forced surrendering of expensive assets. Mercenaries are often transient and easily classified as high-risk, and so many banks require collateral to assure the loan will be repaid eventually. This collateral may include any number of the command's most expensive assets, from BattleMechs to DropShips or even JumpShips.

Any force that relies on loans through a financial institution or employer bank should determine what they are willing to put up as collateral in exchange for a more favorable interest rate and length of payback periods. Ideally, this collateral must be worth at least 25 percent of the value of the loan. The interest rate, a percentage of the current debt that the mercenary force must pay in addition to the original owed monies, increases if less expensive collateral (such as vehicles) is offered and decreases with the offer of larger, more expensive items. The typical minimum interest rate for a mercenary loan (when the collateral is worth as much or more than the loan) is 25 percent per year, recalculated based on the amount of debt remaining every month (at the end of the month), while loans taken out with minimal collateral may have interest rates as high as 200 percent. Payback periods are typically set at one payment every four months, with as little as 10 percent of the overall debt (plus interest) due at the end of that period, though commands with higher debts may find themselves held to a payment schedule of once per month, with 25 percent of the debt and interest owed at that time. Failure to produce the required C-bills on time can result in confiscation of the assets put up as collateral, or legal action through the MRBC that can brand a mercenary force insolvent or even rogue. Mercenary commands that rack up truly egregious debts in this fashion may even be hounded by bounty hunters or other mercenary groups hired by their creditors, with orders to take the overdue balance from the truant debtors by force of arms—including the costs of hunting them down.

"COMPANY STORE"

Still other mercenary commands in debt may suddenly find their current employer eager to lend a hand, supplying badly needed equipment and even support personnel at a substantial discount, possibly even below list prices. The terms of these equipment loans often include a stipulation that extends a mercenary command's retainer or forces it to accept subsequent contracts that may feature less favorable terms than it would oth-

erwise draw were finances not so low, requiring the mercenary force to work off its debt. This particular form of employer-to-mercenary debt is widely known as the "company store" syndrome, and while often regarded as despicable, is nonetheless an arrangement that remains common, as it allows floundering mercenaries to tread water until their "next big break".

REPAYING DEBTS

Debts are commonly paid off from any profits for missions after all warriors, support staff, travel expenses and any other operating expenses are covered. Some more desperate commands, however, may sell off equipment to pay back a debt, and in more extreme cases may even cut staff to reduce expenses. Other commands may try to pay off debt by skimping on expenses, often including personnel salaries.

Though certainly risky, in desperate times short-changing the command's warriors by a small percentage may be the easiest way to clear just enough C-bills to make a payment. Skimping in this fashion, however, can cause a breakdown in morale if sustained long enough (typically more than one month), resulting in penalties during combat or repair as the troops and staff grow less motivated. If sustained too long, mutinies may even occur, with a band of lesser officers and staff deliberately undermining or usurping the mercenary commander's authority (and that of any loyal subordinates). When or whether these events occur should be up to a gamemaster or a neutral third party player. If neither is available, the controlling player may determine the amount of personnel lost to mutinies and defections in the following manner. For each month that the mercenary command's personnel go without pay, the commander must make a Leadership roll against a Target Number 10 (Target Number 4 if rolling 2D6 and not using the *CBT: RPG* rules), with a cumulative +1 penalty per month of non-payment. If the roll result falls below the modified target number, a number of personnel are lost to mutiny or resignation equal to the margin of failure times the number of lances or platoons employed by the mercenary command. The nature and positions of these lost personnel should be determined randomly across all unit types and technical support personnel. The number of people lost to this result varies by unit type selected and accounts for one combat unit (infantry squad, vehicle crew, MechWarrior, technician, medic or administrator). If the initial roll's margin of failure exceeds 6, the departing units mutiny as well, with a random number acting against the mercenary command as their last, bitter stab at the commander they feel has wronged them. More specific rules on morale breakdown from non-payment of salaries may be found in the *Combat Operations* rules expansion.

Mercenary commands that are in debt also suffer from a poorer overall business position than financially solvent forces, and have trouble recruiting, purchasing new equipment and landing good contracts. Negotiations with potential employers also suffer, as a poverty-stricken mercenary force simply cannot afford to turn down too many offers, no matter how undesirable, as outlined in the appropriate rules and tables.

MERCENARY FORCE CREATION SHEET

STEP 1: CREATE A LEADER

Check all that apply and add the listed bonuses. Tour of Duty repeat multipliers (*CBT:RPG* Life Path/Fast Generation Experience Bonuses) apply to all modifiers gained per Tour of Duty repeat (to a maximum of three passes). Rows that show an asterisk (*) in a modifier column add +1 to any modifier column where the asterisk appears for that Life Path, Origin, Experience, Attribute, Skill or Trait only. The player chooses the column that receives this bonus.

LIFE PATH/ORIGIN BONUSES (*CBT:RPG* COMMANDERS ONLY)

Life Path/Origin	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Clan Origins	-1	-1	-1	-1	-1	0	+1	+2	0	-3
☐ Inner Sphere Origins	0	0	0	0	0	0	0	0	0	0
☐ Periphery Origins	+1	+1	+1	+1	+1	0	0	-2	0	-2
☐ Nobility	+1*	*	*	*	*	+1	0	0	0	+2
☐ Academy Path (Incomplete)	-1	0	+1	0	0	0	-1	0	0	-1
☐ Academy Path (Complete)	0	+1	0	0	0	0	0	0	0	0
☐ Officer Candidate School	+1	0	0	0	0	0	0	0	0	0
☐ Paramilitary Service	0	+1	0	0	0	+1	+1	0	0	0
☐ Training Battalion	+1	0	0	0	0	0	+1	0	+1	0
☐ Tour of Duty (x 1) (x 2) (x 3)	+1	0	0	+1	0	0	+1	+1	0	0
☐ Covert Ops (1st pass)	*	*	*	*	*	0	+2	+1	-2	0
☐ Covert Ops (2nd pass)	*	*	*	*	*	0	+2	+1	-2	0

TOTAL

TRAINING/ORIGIN/EXPERIENCE BONUSES (*FAST GENERATION* COMMANDERS ONLY)

Highest Training	Base Age (and P/G TNs)	Personnel Modifiers						Point Pool Modifiers			
		Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Family Trained (Nobility)	18 (7/6)	+1*	*	*	*	*	+1	0	0	0	+2
☐ Academy/Clan Dropout	18 (6/5)	-1	0	+1	0	0	0	-1	0	0	0
☐ Academy/Clan Graduate	20 (5/4)	0	+1	0	0	0	0	0	0	0	0
☐ Academy Honors Graduate	22 (4/4)	+1	+1	0	0	0	0	+1	0	0	0
☐ Clan Graduate w/ 2+ Kills	20 (4/3)	0	0	0	0	0	0	0	+1	0	0
Origins/Experience	Age (and P/G Mods)	Personnel Modifiers						Point Pool Modifiers			
		Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Clan Origins	-2 (-1/-1)	-1	-1	-1	-1	-1	-1	+1	+2	0	-3
☐ Periphery Origins	+1 (+1/+0)	+1	+1	+1	+1	+1	0	0	-2	0	-1
☐ Covert Ops (1st pass)	+4 (-1/-1)	*	*	*	*	*	0	+2	+1	-2	0
☐ Covert Ops (2nd pass)	+4 (-1/-1)	*	*	*	*	*	0	+2	+1	-2	0
☐ Training Battalion	+2 (+0/+0)	+1	0	0	0	0	0	+1	0	+1	0
☐ Tour of Duty (x 1) (x 2) (x 3)	+2 (-1/-1)	+1	0	0	+1	0	0	+1	+1	0	0

TOTAL

ATTRIBUTE/TRAIT/SKILL BONUSES (*ALL* COMMANDERS)

Attribute/Trait/Skill	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Bad Reputation	-1	-1	-1	-1	-1	-1	0	0	0	0
☐ Brave	+1	0	0	0	+1	0	+1	0	0	0
☐ Combat Paralysis	0	0	0	0	0	0	-2	0	0	0
☐ Combat Sense	0	0	0	0	0	0	+2	0	0	0
☐ Contact	0	0	0	*	*	*	0	+1	+1	+1
☐ Enemy	0	0	0	-1	-1	-1	0	0	0	0
☐ Good Reputation	*	*	*	*	*	*	0	0	0	0
☐ Land Grant	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Madness	-1	-1	-1	-2	-2	-2	0	0	0	0
☐ Property	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Timid	0	0	0	0	0	0	-1	0	0	0
☐ Title	0	0	0	+1	0	0	0	0	+1	+1
☐ Unlucky	-1	-1	-1	-1	-1	-1	-2	-1	0	-1
☐ Wealth	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Well-Connected	0	0	0	*	*	*	0	+1	+1	+1
☐ CHA 3 or less	0	0	0	-1	-1	-1	-1	0	0	0
☐ SOC 3 or less	0	0	0	-1	-1	-1	-1	0	0	0
☐ CHA 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
☐ SOC 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
☐ Administration Skill (+3 or higher)	0	0	0	+1	0	+1	0	0	0	+1
☐ Leadership Skill (+3 or higher)	*	*	*	0	0	0	+1	0	0	0
☐ Negotiation Skill (+3 or higher)	0	0	0	*	*	*	0	0	0	+1
☐ Scrounge Skill (+3 or higher)	0	0	0	+1	0	0	0	+1	0	+1

FINAL TOTALS

COMMANDER'S INFORMATION

RANK/NAME: _____
CMDR'S FINAL AGE: _____ years
CMDR'S CBT P/G SCORES: ____ / ____

Tactics: + ____
Strategy: + ____

ROLE: _____
Leadership: + ____
Scrounge: + ____
Administration: + ____
Negotiation: + ____

MERCENARY FORCE CREATION SHEET 2

STEP 2: RUNNING THE PATHS

Check the appropriate hiring hall(s) used (if any). If more than one hall is used during the creation process, subtract 2 points from Cash per switch and reduce all modifiers awarded by the second and subsequent halls to half (rounding down). Note the total of all modifiers on the Total line.

HIRING HALL

Hiring Hall World (Location)	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Antallos/Port Krin (Periphery)	0	+1	+2	-1	0	0	-2	-2	+1	0
☐ Arc-Royal (Lyran Alliance)	+1	+1	0	+1	+1	0	+2	+1	-2	-1
☐ Astrokaszy (Periphery)	0	+2	+3	+1	0	0	-1	-1	-1	0
☐ Fletcher (Chaos March)	+1	+1	0	+1	0	0	-1	-1	+2	0
☐ Galatea (Lyran Alliance)	+2	+1	0	0	0	0	0	-1	+1	-1
☐ Heroditus (Periphery)	0	+2	+2	+1	+2	0	0	-1	+1	-1
☐ Northwind (Chaos March)	+1	+2	0	+2	0	0	+1	+1	0	-1
☐ Outreach (Chaos March)	+2	+2	+1	+1	0	0	+2	+2	0	-3
☐ Solaris VII (Lyran Alliance)	+2	+1	0	+2	+1	0	+1	-1	-1	-2
☐ Westerhand (Capellan Confederation)	+1	+1	0	0	0	0	-1	-1	-1	0

TOTAL

PATHS RUN

List path names, event rolls and all applicable modifiers based on the rules for *Running the Paths* (beginning on p. 141). Use additional sheets as necessary. The Recruiting Path may only be run twice consecutively at any time (though it can be repeated after taking a Combat Experience path). Combat Experience event rolls subtract 1 for every two repeats taken. Note the total of all modifiers on the Total line. Account for any events where Cash Points were burned on a reroll by subtracting 1 from the Cash Pool modifiers.

Path Name	Event Roll	Personnel Modifiers						Point Pool Modifiers			
		Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

TOTAL TIME: _____ TOTAL MODS: _____

IDENTIFYING FORCES AND OBTAINING TRANSPORT

Use the Form SR 3070 (Mercenary Force Roster) to keep track of the names, types, tech and experience levels of all units generated, as well as maintenance costs and type. Note rules for exchanged unit types, including warriors and non-combat personnel (p. 145). Also note all Pool points used to modify roll results on the Total line below, whether from normal modifications or by burning cash. For attempts to obtain transport, add the Cash Points used to the total.

	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Total Points Used	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

FORM SR 3070A (EQUIPMENT AND SALVAGE INVENTORY)

MERCENARY COMMAND/SUBCOMMAND: _____ DATE: _____

Weaponry/Equipment	Quantity		Weaponry/Equipment	Quantity		Weaponry/Equipment	Quantity	
	[IS]	[Clan]		[IS]	[Clan]		[IS]	[Clan]
ER Large Laser	_____	_____	Micro Pulse Laser	_____	_____	Improved C ³ Computer	_____	_____
ER Medium Laser	_____	_____	Flamer	_____	_____	ECM Suite (Guardian)	_____	_____
ER Small Laser	_____	_____	Heavy Large Laser	_____	_____	TAG	_____	_____
ER Micro Laser	_____	_____	Heavy Medium Laser	_____	_____	Light TAG	_____	_____
ER PPC	_____	_____	Heavy Small Laser	_____	_____		_____	_____
Large Laser	_____	_____	Anti-Personnel Pod	_____	_____		_____	_____
Medium Laser	_____	_____	Artemis IV FCS	_____	_____		_____	_____
Small Laser	_____	_____	Active Probe (Beagle)	_____	_____		_____	_____
PPC	_____	_____	Light Active Probe	_____	_____		_____	_____
Large Pulse Laser	_____	_____	CASE	_____	_____		_____	_____
Medium Pulse Laser	_____	_____	C ³ Computer (Master)	_____	_____		_____	_____
Small Pulse Laser	_____	_____	C ³ Slave	_____	_____		_____	_____

Weaponry or Equipment	Quantity		Ammo (shots/type)	Weaponry or Equipment	Quantity		Ammo (shots/type)
	[IS]	[Clan]			[IS]	[Clan]	
Anti-Missile System	_____	_____	_____	Streak SRM 4	_____	_____	_____
Autocannon/2	_____	_____	_____	Streak SRM 6	_____	_____	_____
Autocannon/5	_____	_____	_____	Arrow IV System	_____	_____	_____
Autocannon/10	_____	_____	_____	Sniper Artillery Piece	_____	_____	_____
Autocannon/20	_____	_____	_____	Thumper Artillery Piece	_____	_____	_____
Flamer (Vehicle)	_____	_____	_____	Long Tom Artillery Piece	_____	_____	_____
Heavy Gauss Rifle	_____	_____	_____	Quantity/Tonnage		Notes	
Gauss Rifle	_____	_____	_____				
Light Gauss Rifle	_____	_____	_____	Components	[IS]	[Clan]	
LB 2-X Autocannon	_____	_____	_____	Cockpit	_____	_____	_____
LB 5-X Autocannon	_____	_____	_____	Life Support System	_____	_____	_____
LB 10-X Autocannon	_____	_____	_____	Sensors	_____	_____	_____
LB 20-X Autocannon	_____	_____	_____	Upper Arm ('Mech only)	_____	_____	_____
Light Machine Gun	_____	_____	_____	Lower Arm ('Mech only)	_____	_____	_____
Machine Gun	_____	_____	_____	Hand ('Mech only)	_____	_____	_____
Heavy Machine Gun	_____	_____	_____	Upper Leg ('Mech only)	_____	_____	_____
Rotary Autocannon/2	_____	_____	_____	Lower Leg ('Mech only)	_____	_____	_____
Rotary Autocannon/5	_____	_____	_____	Foot ('Mech only)	_____	_____	_____
Ultra Autocannon/2	_____	_____	_____	Jump Jets	_____	_____	_____
Ultra Autocannon/5	_____	_____	_____	Heat Sink (Single)	_____	_____	_____
Ultra Autocannon/10	_____	_____	_____	Heat Sink (Double)	_____	_____	_____
Ultra Autocannon/20	_____	_____	_____	Total Points		Notes	
Improved Narc Launcher	_____	_____	_____				
Narc Missile Beacon	_____	_____	_____	Components			
ATM 3	_____	_____	_____	Standard Armor (points)	_____	_____	_____
ATM 6	_____	_____	_____	F.F. Armor (IS, points)	_____	_____	_____
ATM 9	_____	_____	_____	F.F. Armor (Clan, points)	_____	_____	_____
ATM 12	_____	_____	_____	Stealth Armor (IS, points)	_____	_____	_____
LRM 5	_____	_____	_____	Standard Int. Struct. (points)	_____	_____	_____
LRM 10	_____	_____	_____	Endo Steel Int. Struct. (IS)	_____	_____	_____
LRM 15	_____	_____	_____	Endo Steel Int. Struct. (Clan)	_____	_____	_____
LRM 20	_____	_____	_____	Number and Tech Base		Notes	
MRM 10	_____	_____	_____				
MRM 20	_____	_____	_____	Other Weapons/Equipment			
MRM 30	_____	_____	_____	(Including Engines, Gyros, Targeting Computers, Hatchets, Swords, MASC, Vehicle Lift/Drive and Control Equipment, and so on)			
MRM 40	_____	_____	_____		_____	_____	_____
Rocket Launcher 10	_____	_____	_____		_____	_____	_____
Rocket Launcher 15	_____	_____	_____		_____	_____	_____
Rocket Launcher 20	_____	_____	_____		_____	_____	_____
SRM 2	_____	_____	_____		_____	_____	_____
SRM 4	_____	_____	_____		_____	_____	_____
SRM 6	_____	_____	_____		_____	_____	_____
Streak SRM 2	_____	_____	_____		_____	_____	_____

FORM SR 3070B (MERCENARY PERSONNEL AND SALARY SHEET)

MERCENARY COMMAND/SUBCOMMAND: _____ DATE: _____

List all staff, including warriors, support members and vessel crews for DropShips and JumpShips owned by the mercenary command, and compute salaries based on the rules found in *Force Creation (Field Manual: Mercenaries, Revised*, p. 137). Use additional sheets as needed, or combine infantry squads/vehicle crews to save space (adjusting salaries accordingly).

[illegible]

TOTAL FORCE SALARY (Base Monthly Contract): _____

BASE OVERHEAD (Total Force Salary x 0.05): _____

MERCENARY CONTRACT WORKSHEET

GENERAL INFORMATION

Contract Date: _____ Hiring Hall, World: _____
Mercenary Command Name: _____ Employer: _____
Mercenary Negotiator (TN): _____ (+_____) Employer Negotiator (TN): _____ (+_____)
Freelance Negotiator Fee: _____ C-bills

Mercenary Rating (Value): _____ (_____) **Base BP:** _____
Negotiator Skill TN Modifier: [(Mercenary) _____ - (Employer) _____] (x 10% BP) BP Modifier: _____
☐ Galatea or Outreach (MRBC) Hiring Hall ☐ Other Hiring Hall (-5% BP) BP Modifier: _____
☐ Mercenary Command not in debt (War Chest > 0 C-bills) ☐ Command in debt (-10% BP) BP Modifier: _____
☐ Two-player negotiation (gamemastered) ☐ One-player negotiation (-10% BP) BP Modifier: _____
Final BP Pool: _____

CONTRACT NEGOTIATION

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/ Value
Contract Type: _____ (non-negotiable)	—	—	—	—	—

Base Contract Length: _____
☐ Mercenary seizes agenda (-_____ BP) **Mercenary:** -5 BP per month increased/decreased, max +/- 3 months
☐ Employer seizes agenda (+_____ BP) ☐ +10 BP to delete emergency escape clause.
_____ Contract extensions (3 standard) **Employer:** +10 BP per month increased/decreased, max +/- 3 months
-10 BP per extension clause deleted (if mercenary seeks shorter term), max -3.
-10 BP per extension clause added (if mercenary seeks longer term), max +3.

Base Pay Multiplier: _____
☐ Veteran (or better) Mercenary Human Resources Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (-_____ BP) **Mercenary:** -5 BP per +0.1 multiplier, +2 BP per -0.1 multiplier (max +/- 1.0)
☐ Employer seizes agenda (+_____ BP) **Employer:** -5 BP per +0.2 multiplier, +4 BP per -0.1 multiplier (max +/- 1.0)

Command Rights: _____
☐ Veteran (or better) Mercenary Command Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (-_____ BP)

Employer Offers	Mercenary Counter (BP)
Independent	Liaison (+5)
Liaison	Independent (-20)
House	Independent (-30), Liaison (-10), Integrated (+5)
Integrated	Independent (-40), Liaison (-20), House (-10)

☐ Employer seizes agenda (+_____ BP) **Employer:** -10 BP to decrease level (one-level drop, House/Liaison Command only)
+8 BP to increase level (one-level increase, Independent/House Command only)

Overhead Compensation: _____
☐ Mercenary seizes agenda (-_____ BP) **Mercenary:** -5 BP per level from none, to half, to full
+2 BP per level from full, to half, to none
☐ Employer seizes agenda (+_____ BP) **Employer:** -2 BP per level from none, to half, to full

Salvage Rights: _____
☐ Veteran (or better) Mercenary Logistical Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (-_____ BP) **Mercenary:** Add/subtract BP as indicated below for changing salvage rights type.
-5 BP to increase Exchange/Shared by 5%, +3 to decrease by 5%

Employer Offers	Mercenary Counter (BP)	Employer Take-Back (BP)
Full	Exchange (+30), Shared (+34), None (+53)	Exchange (+23), Shared (+26), None (+40)
Shared	Exchange (-5), Full (-45), None (+19)	None (+14)
Exchange	Shared (+4), Full (-40), None (+23)	Shared (+3), None (+17)
None	Exchange (-30), Shared (-25), Full (-70)	—

☐ Employer seizes agenda (+_____ BP) **Employer:** Add/subtract half Mercenary Counter BPs for changing salvage type.
-3 BP to increase Exchange/Shared by 5%, +2 BP to decrease by 5%

MERCENARY CONTRACT WORKSHEET CONTINUED

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/ Value
Support Rights: _____					
☐	Veteran (or better) Mercenary Administrator (any type not employed elsewhere, +5 BP for this item only)				
☐	Mercenary seizes agenda (— BP) Mercenary: Add/subtract BP as indicated below for changing support rights type. –5 BP to increase Straight/Battle Loss by 5%, –3 BP to increase Both by 5% (per type) +3 BP to decrease Straight/Battle Loss by 5%, +3 BP to decrease Both by 5% (per type)				
Employer Offers	Mercenary Counter (BP)		Employer Take-Back (BP)		
Both	Battle Loss (+19), Straight (+26), None (+34)		Battle Loss (+14), Straight (+20), None (+26)		
Battle Loss	Both (–25), Straight (+8), None (+15)		Straight (+6), None (+11)		
Straight	Both (–35), Battle Loss (–10), None (+8)		None (+6)		
None	Both (–45), Battle Loss (–20), Straight (–10)		—		
☐	Employer seizes agenda (+ BP) Employer: Add/subtract half Mercenary Counter BPs for changing support type. –3 BP to increase Straight/Battle Loss by 5%, –2 BP to increase Both by 5% (per type) +2 BP to decrease Straight/Battle Loss by 5%, +1 BP to decrease Both by 5% (per type)				

Transport Rights: _____					
☐	Veteran (or better) Mercenary Transport Administrator (+5 BP, this item only)				
☐	Mercenary seizes agenda (— BP) Mercenary: Add/subtract BP as indicated below for changing transport type. –3 BP to increase Partial by 5%, +2 BP to decrease by 5%				
Employer Offers	Mercenary Counter (BP)		Employer Take-Back (BP)		
Full	Partial (+23), None (+38)		Partial (+17), None (+29)		
Partial	Full (–30), None (+15)		None (+11)		
None	Full (–50), Partial (–20)		—		
☐	Employer seizes agenda (+ BP) Employer: Add/subtract half Mercenary Counter BPs for changing transport type. –2 BP to increase Partial by 5%, +1 BP to decrease by 5%				

Renegotiations: _____

☐ Renegotiations. (Note that renegotiating any point doubles the BP costs, but not the value of any concessions.)

☐ No renegotiations. Contract terms accepted as currently negotiated.

FINAL CONTRACT TERMS:

Contract Payment (Base Monthly Salary x Base Pay Multiplier x Contract Length)	=	_____	C-bills
Contract Support Payment (Monthly Support Cost x Straight Support % x Contract Length)	=	_____	C-bills
Contract Transport Payment ([Owned Vessel Costs, <i>FM: M(R)</i> p. 170] x Transport %)	=	_____	C-bills
Total payment due from employer:		_____	C-bills

MRBC Handling Fee (Contracts negotiated through Outreach or Galatea only)	=	_____	C-bills
Contract Overhead (Contract Monthly Payment x 0.05, x 0.025 if half-paid, or x 0 if fully paid)	=	_____	C-bills
Total Pre-Mission Costs:		_____	C-bills

Sign-on Bonus (Total Payment Due x [BP/2]%)	=	_____	C-bills
---	---	-------	---------

Final Total Contract Payment Due (Total Payment Due – Total Pre-Mission Costs + Sign-on Bonus)	=	_____	C-bills
--	---	-------	---------

Advance: Up to 25% of Final Total Contract Payment (MRBC-handled contracts only)	=	_____	C-bills
---	---	-------	---------

Estimated Transport Fees (Sum of owned and chartered transports, plus jumps and “hazard pay”)=		_____	C-bills
--	--	-------	---------



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BATTLE MAGIC



Rank Insígnias



Captain-tech



Captain



Lieutenant



Sergeant



Corporal



Technician

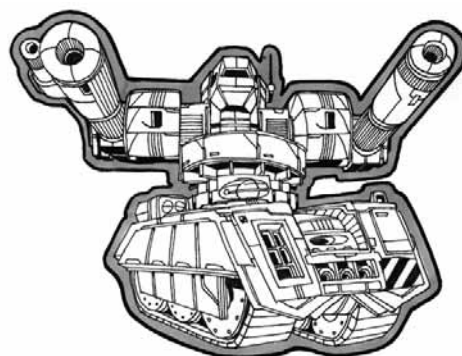
▶ **A technician watches carefully as a newly repaired fighter engine test-fires.**





FIELD MANUAL: MERCENARIES

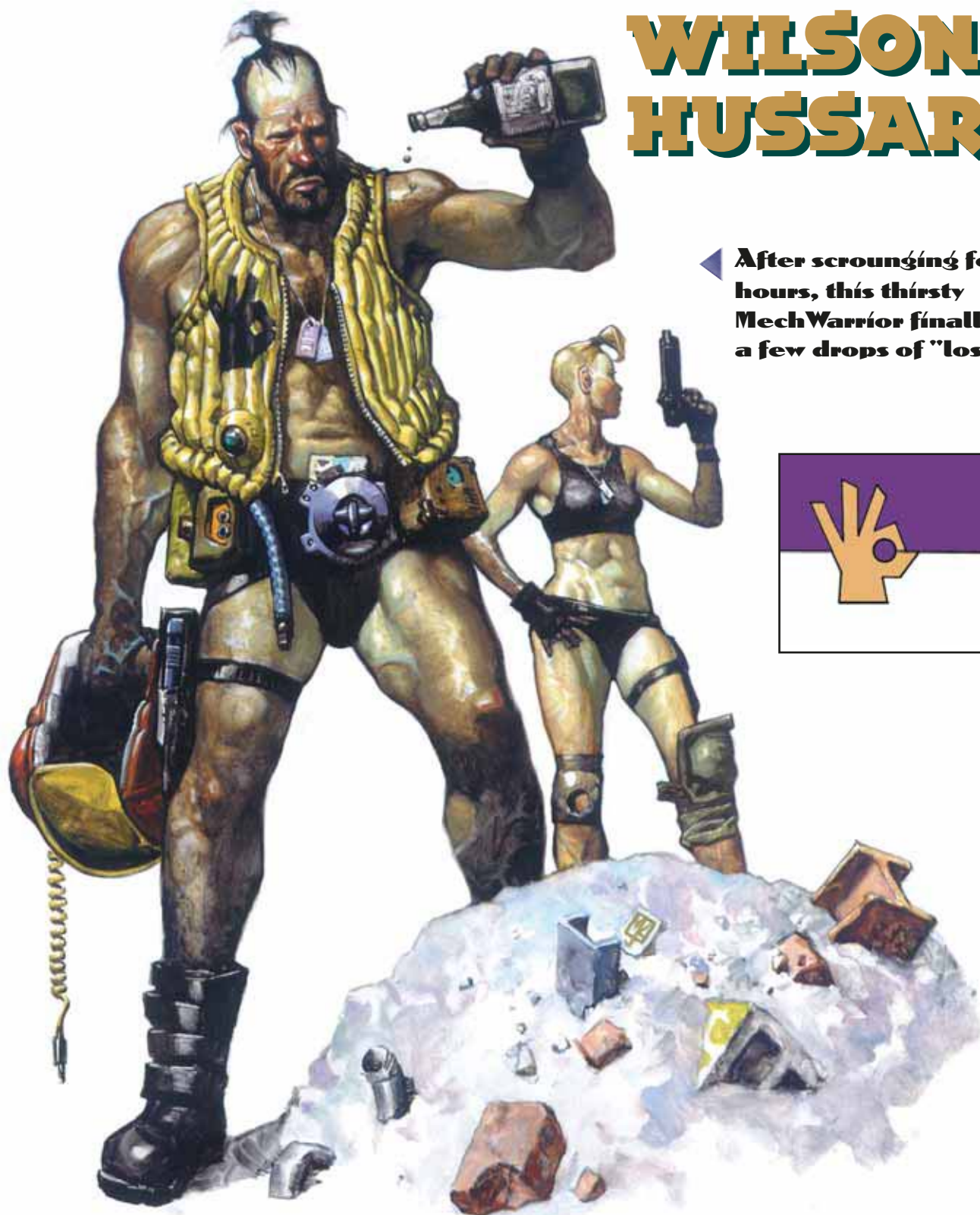
JACOB'S JUGGERNAUTS



◀ **After the Juggernauts' defeat on Nanking, this tanker takes no chances during her cigarette break.**

WILSON'S HUSSARS

◀ After scrounging for hours, this thirsty MechWarrior finally finds a few drops of "lostech."



KELL HOUNDS



◀ **This Kell Hound's medals and combat experience have not prepared him for the matrimonial battlefield.**

Rank Insignías



Lieutenant



Captain



Major



Colonel



General



MechWarrior



Corporal



Sergeant

WOLF'S DRAGOONS

◀ The extravagant dress uniform of the Dragoons clearly shows their elite status.





FIELD MANUAL: MERCENARIES

Mercenary Paint Schemes



Hsien Hotheads
(Hunchback)



Dragonslayers
(Tarantula)



**Avanti's
Angels**
(Thunderbolt)



**Black
Outlaws**
(Victor)



FIELD MANUAL: MERCENARIES

Mercenary Paint Schemes



Lone Star Regiment
(Hunchback)



**Comancho's
Caballeros**
(Tarantula)



**51st Dark
Panzer
Jaegers**
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