

HOUSE IRANO



The Aurigan Coalition

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High Lady Kamea Arano dispatched the usurpers who stole her throne, dismantled their dictatorial government, and restored peace to the Aurigan Coalition. Now her true battle begins...

The Arano Restoration has succeeded, and High Lady Kamea rules over the reunited Aurigan Coalition. But all is not well—the Coalition's hardscrabble planets teeter on the brink of collapse, while its powerful neighbors await another chance to subvert House Arano. More than ever, the Coalition needs warriors willing to do whatever it takes to claim victory.

House Arano: The Aurigan Coalition brings the setting of the hit PC strategy game *BattleTech* into the long-running tabletop experience. Learn the proud history of the Coalition and its hope for the future, then take up the defense of the Arano dynasty with four all-new scenarios picking up where the game left off. *House Arano: The Aurigan Coalition* is authored by Harebrained Schemes' Andrew McIntosh and Kiva Maginn, writer and developer of the *BattleTech* PC game.

To survive on the fringes of the Inner Sphere, those of noble birth must once again call on champions of mercenary mind.



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HOUSE **R**RANO



The Aurigan Coalition





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HOUSE ARANO

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INTRODUCTION



This survey briefing will serve as your introduction to our spinward neighbors, the Aurigan Coalition, and their ruling family, House Arano. Our relationship with them dates to shortly after their founding and has changed several times over the past century and a half. As one of the only major powers in the Rimward Periphery to recognize the legitimacy of the Coalition, we in the Magistracy will continue to be called on to act as intermediaries between the Aurigan government and its neighbors. While the Coalition has not been a rival to the Magistracy, they have also not sought a closer alliance with us. As recent events show, there is a risk that their realm will be co-opted by more powerful nations, or used as a proxy for outsiders' agendas. While the damage they suffered in the recent war may prove to be the nation's undoing, official policy of the Magistracy continues to favor the Aurigan Coalition as a trade partner and potential buffer state between the Capellans and Taurians. As such, their recovery and continued independence is in our interest. Failing that, we may be faced with certain harsh decisions about a nation with which we have had a constructive relationship for much of its existence.

This briefing is a survey *only*, and should not be considered authoritative for planning purposes. It represents the best data obtained by the Magistracy Intelligence Ministry—but as with all highly volatile political and military situations, conditions in the field may change rapidly and make this information obsolete.

—Carmen Van Dame, *Briefing Presented to the Magistracy Diplomatic Corps*, 3026

OPERATION RESTORED HOPE

*Cordia City
Coromodir VI
Aurigan Coalition
18 July 3026*

Lieutenant Karen “Sunbird” Andris pushed her way through a heavy set of double doors and into the gilded chamber beyond. The air inside was thick with the cinnamon-and-sandalwood sweetness of Coromodiri incense; it was a scent that she associated with clergy and the idle rich, and it felt terribly out of place in a ‘Mech bay’s observation lounge. *Fitting enough, though*, she thought, *given the names on the summons that brought me here.*

At the far end of the chamber, High Lady Kamea Arano rose to greet her. “Welcome to Coromodir, Lieutenant Andris.” Her voice was as strong and proud as Andris remembered. “Thank you for coming so promptly.”

“You are my sovereign, High Lady Arano. It was my duty to come when you called.” Turning to the figure at Kamea’s side, she inclined her head in respect. “Lord Madeira. After your ordeal at the hands of Victoria Espinosa, you dropped out of the public eye. I’m pleased to see you well.”

The corner of Lord Madeira’s mouth lifted into a smirk. “I don’t know that I’d go that far, Ms. Andris. But I thank you, all the same.” He favored her with a shallow nod. “You must be wondering why we summoned you here?”

“The thought had crossed my mind. I’m ex-military by choice, Lord Madeira—when I left the Second Decimis Fusiliers, I meant it.” She paused for a moment to chew on her words before continuing. “My first loyalty has always been to Panzyr and its people. When the famine took them, my sense of patriotism died as well.”



Kamea's voice softened. "What happened on Panzyr wasn't fair, Karen. I wish I could've prevented it. And that is why I've called you here—to help me avert another tragedy." Turning, she nodded to an unseen observer, and the frosted glass of the observation room's southern wall went clear. "Look through the window behind you. Tell me what you see."

Dutifully, Andris turned to peer down at the 'Mech bay below. Row upon row of red-and-gold BattleMechs stood at the ready, but they were in middling repair, and there were too many empty spaces between them—too many by far.

"What I see is a hole in our defenses. Dust and air where BattleMechs should be. And save for the 'Mechs of the Royal Guard, those that *are* present are alarmingly light. I count five lights to every medium or heavy." She swallowed, feeling her jaw clench with the motion. "I see a depleted military after eleven months of peace." "We suffered heavy losses in the invasion of Coromodir, Karen. And the fall of House Espinosa created problems of its own." Kamea's voice took on a bitter edge. "When the Directorate Army folded, one in eight of its MechWarriors refused to stand down. Some tried to fight, but many others simply disappeared or fled to the frontier, where they went mercenary or founded their own city-states. And they took their BattleMechs—*my* BattleMechs—with them."

Sunbird struggled to keep her voice level. "I'm surprised that you haven't reached out to Darius Oliveira. His company could do a better job solving that problem than I could."

Kamea shook her head. "We cannot afford to rely wholly on any one mercenary command—not anymore. The Reach is too big, too complex for that kind of thinking. We need a multitude of deniable assets to draw from, and a trustworthy commander to lead them. And that's why I need you, Karen. To serve as my proxy on the front lines."

Sunbird turned her head to peer out the 'Mech bay window. Far below, a swarm of AsTechs scrambled like ants, scurrying this way and that as they emblazoned the Royal Guard's sole assault 'Mech with the red-and-gold livery of House Arano. *Gods, the size of it. High Lady Arano faced off against that monstrosity and lived.*

She knew the machine, but only by reputation. This was the final, failed instrument of the Directorate's wrath: the KGC-0000 *King Crab* that Victoria Espinosa piloted in her final duel. And now its identity was changing before her eyes, its history obliterated in a wash of red enamel.

Andris felt a sudden kinship with the 'Mech: *You can wear a coat of a different color, but you can't change what you are. Not any more than I can.* Locking eyes with Kamea, she gave a shallow nod.

"I'll do what you ask, Lady Arano. For the Reach."

New Gisborne Province
Highwater
Rimward Periphery Frontier
21 October 3026

The pink-orange light of an Highwater sunrise washed over the New Gisborne jungle, investing the foliage with a



rosy glow. Lieutenant Caleb "Sailfin" Huang of the Rimward Veterans Militia sat back in the cockpit of his *Wolverine*, admiring the view for what he knew would be the last time.

Plover's voice crackled in over the lance's shared comm line. "Beautiful, isn't it? Not just the jungle... the base, too. I'm gonna miss this place."

Huang chuckled into his throat mic. "Beautiful, huh?" Blacktop Base was hideous, even by Frontier standards: a blister of reinforced concrete, studded with low-grade optics gear and festooned with the heraldry of the RVM. It took its name from the sea of hastily-poured asphalt that spread out around it like a scab, smothering the lush jungle floor. "You been chewin' on stram root again, Plover?"

"That's a negative, L-T," Plover replied. "Hallucinogens and BattleMechs don't mix, and stram root tastes like rhubarb dipped in motor oil." Her *Commando* swept an arm in the direction of the squat concrete structure. "Anyway, you should quit being so superficial. Ugly as it is, it's *beautiful* because it's *ours*."

Arbalest's comm feed lit up in response. "Not for much longer. Win or lose, we're evacuating. Our time in this jungle is just about done."

As if on cue, a fourth voice invaded the lance's comm channel. "Sailfin, this is Sanctuary. All personnel have been loaded onto the transports and our people are ready to move. Can I get a confirmation that our evac route is clear?"

"Roger that, Sanctuary—we're reading negative sensor contact and you are safe to move. Get our people out of here before that changes."

"Roger that, Sailfin." There was a long pause, and then: "...Sailfin... Caleb... please. Be careful."

"Don't you worry, Sanctuary—we're as careful as they come. Sailfin out." As he watched, a half dozen cargo transports rose ponderously into the air. As the convoy rattled into motion, he rolled his shoulders, stretching muscles that had long since started to cramp.

Plover's throaty voice poured out of his communicator's speakers. "I still don't see anything on my radar. Maybe Lady Arano's mercenary army is giving us a pass."

Arbalest laughed into her throat mic. "I wouldn't count on it. They've already broken the spine of Forever Vigilant and routed Ibex Rampant. You should see some of the reports coming out of Tiverton...whole fortresses have been put to the torch, their people rounded up and arrested."

"Forever Vigilant and Ibex Rampant want to reinstate the Directorate. The RVM doesn't. We've got nothing to do with those idiots, and High Lady Arano knows it."

"Her hired guns aren't likely to draw a distinction, Plover. They've been paid to crush us all, one by one." As if on cue, a blip appeared on Huang's radar: a *Leopard*-class DropShip. Its speed and trajectory would bring it down into a nearby clearing. "Here they come, to do to us what they did to the others. We ain't gonna let 'em, so listen up. When the fireworks start, we're gonna pull those dungheels straight back to Blacktop Base."

"With you so far, L-T," Plover chirped.

"The OpFor will be watching for power signatures and

static defenses, but they won't find any. We'll make 'em follow us right into the kill zone." Eight infantry platoons armed with support lasers sat in strategic positions around the green belt surrounding Blacktop Base—a configuration that Huang's old lance commander used to call the "poor man's *Swayback*." "When they get there, our secret weapon will unload on 'em from all sides. We'll carve up their lance like a Christmas ham."

"Works for me, Sailfin." Arbalest pulsed her *Griffin's* jump jets. "Let's get a move on. Company's waiting."

As they approached the *Leopard's* landing site, the blips on Huang's radar coalesced into more usable information. The DropShip had disgorged a motley lance of 'Mechs. At the lead was a battle-worn TDR-5S *Thunderbolt* in the red-and-gold of the Arano Royal Guard; it towered over its companions like an oak in a field of saplings. Flanking the *Thunderbolt* were a pair of medium 'Mechs—a GRF-1S *Griffin* gilded in yellow-and-bronze and a SHD-2H *Shadow Hawk* in sea green and gray.

Staring at the Royal Guard 'Mech, Huang's stomach tightened. *Rare to see a monster like that in this part of the Frontier.* Tearing his attention away from the *Thunderbolt*, Huang glanced up at his *Wolverine's* tactical display. Eight blotches of hazy blue light marked the locations of his infantry teams in the green belt, and projected lines dictated where the beams of their lasers would converge.

Huang's viewscreen came alive. On the other end of the comm line, a slender, middle-aged woman with hollow cheeks and a shock of red hair confronted him. "Lieutenant Caleb Huang, formerly of the Directorate Army. I am Captain Karen Andris of the Arano Royal Guard. Beside me stand Commander Elygene of the Antian Lanciarii and Commander Jakutonis of Irukandji Company." The *Thunderbolt* flexed its actuators. "You already know why we're here."

"Yes, I do...and I know you, Andris. You're the Hero of Panzyr." He let the silence stretch for a moment before continuing. "A lot of good soldiers died on Panzyr."

"A lot of civilians, too. Famine is a terrible thing."

Arbalest opened her comm line. "We had nothing to do with that, Andris. Nobody in the RVM did. If you wanna take out your aggression on some true believers, find whatever's left of IbeX Rampant and leave us alone." A female voice chuckled into her mic. "IbeX Rampant is dead and gone, girl. Why don't you give up your BattleMechs before you follow in their footsteps? I'm not getting paid to kill you, so do us both a favor and save me the ammunition."

"Nobody's surrendering anything. You're here to steal our BattleMechs. I'm here to tell you no. Now do yourselves a favor and piss off."



"Those BattleMechs are the property of the Aurigan Coalition. They don't belong to you, Lieutenant—not now any more than they did when you fought under Espinosa."

"This 'Mech is *mine*, Andris. Not Espinosa's, and not Lady Arano's." Huang practically spat the name into his throat mic. "This cockpit is my *home*. I've fought in this 'Mech, slept in this 'Mech. Bled and killed and nearly *died* in this 'Mech. I'll be damned if I'm gonna let you take it from me, and I'll *die* before I sign my life away to another backwater army. Twice was enough for me, and every soldier in the RVM will tell you the same."

"You don't have to join anything, Sailfin. High Lady Arano is prepared to pardon your crimes if you'll surrender her property, here and now." Her voice softened. "We *need* those BattleMechs, Caleb. For the sake of our people—all of our people—we genuinely do."

"Nice try, Andris." Caleb urged his *Wolverine* to take a half-step backward, toward the waiting kill zone. "The RVM are the only people I've got left, and I



don't recognize Lady Arano's authority any more than you did Director Espinosa's."

A heavy sigh sounded over the comm feed from Andris's 'Mech. "In that case, Lieutenant, I don't think we've got much more to say to each other." Her voice had gone heavy with what sounded like regret. "Not with words, anyway."

The *Thunderbolt* came to life, lifting its arms and rotating to bring its weapons to bear. Huang wheeled his *Wolverine* in the direction of Blacktop Base. He pushed the 55-ton 'Mech to a sprint, and his lancemates followed suit. Plover's *Commando* raced ahead of the pack, its comparatively slender frame kicking great furrows of earth as it ran. High overhead, Arbalest's *Griffin* streaked through the sky on twin plumes of flame.

Andris and her mercenaries charged in pursuit. Laser fire licked the backs of the *Wolverine*'s legs as Huang struggled to keep the great machine under control.



His perception narrowed, and time seemed to stretch. A few agonizing seconds later, he crossed into his infantry's killing field with Andris's *Thunderbolt* a half-pace behind him. He pulsed the *Wolverine*'s jump jets and felt his brain smash against his skull as the BattleMech suddenly accelerated, hopping clear of the line of fire and then crashing down to its knees.

In the blink of an eye, eight beams of scintillating light ignited from the tree line to transect the *Thunderbolt*'s hulking frame. The repeated and concentrated fire sliced through the enormous BattleMech's armor like cutting torches through pig fat, rendering radiation-treated steel into sun-bright liquid and reducing corded myomer to molten ruin. The *Thunderbolt*'s left arm fell free from its body, sheared away by the torrent of weaponized light.

Huang felt more than heard the cry of triumph rip itself loose from his throat. It was an alien sound, full of hope and fury. As he watched, Captain Andris turned her 'Mech, stumbling back, desperate to escape the hell she'd been baited into. Struggling to clear the ringing in his ears, he reached for the controls that would bring his *Wolverine* back to its feet, but something in his peripheral vision stopped him short.

Huang's sensors were showing a new contact. In the chaos of the moment, he'd missed it, but it was there, slowly approaching on his lance's flank. His stomach lurched as the symbols on his screen coalesced into meaning: *KGC-0000 King Crab. Assault-class. 100 tons.*

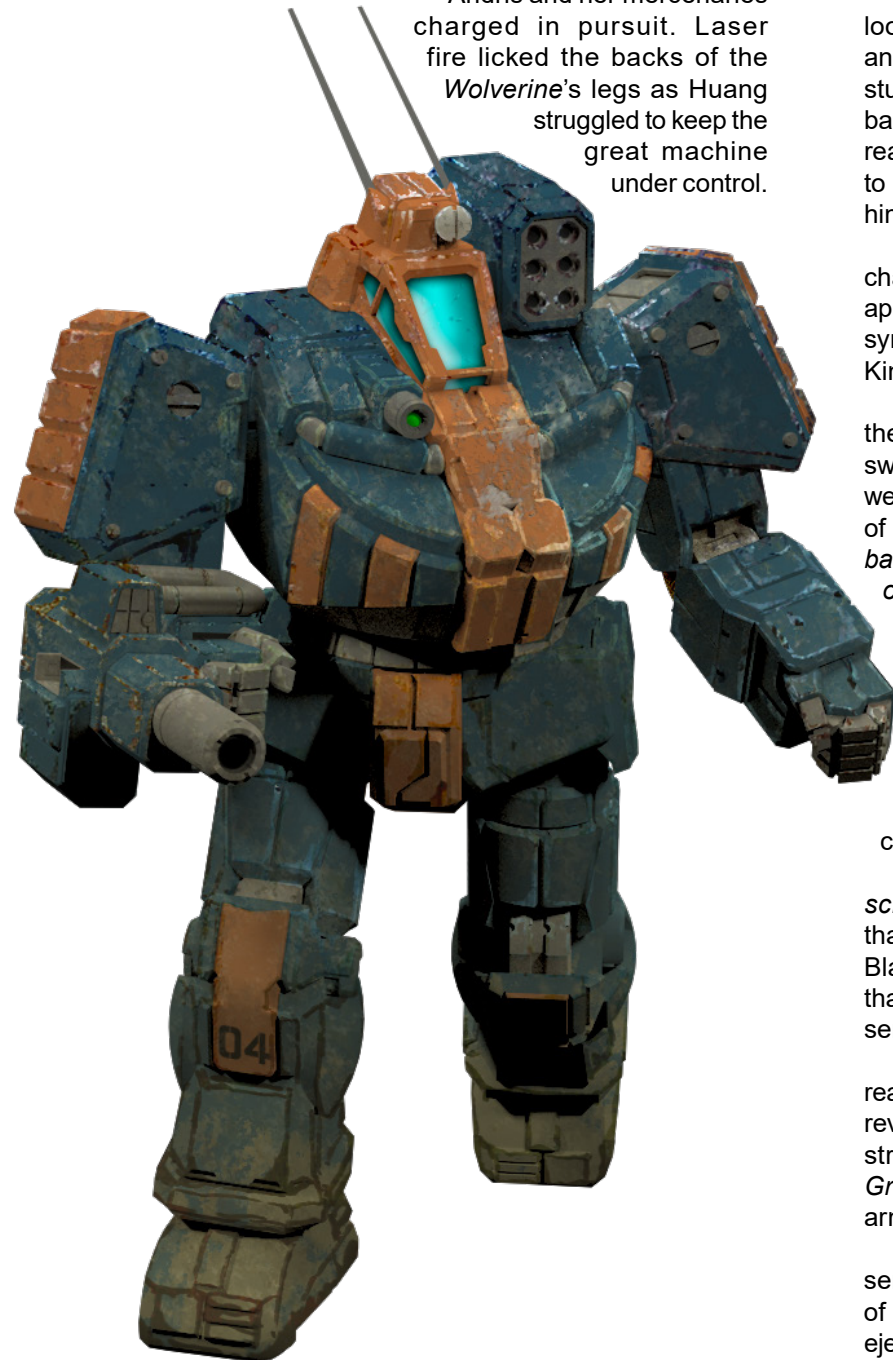
As if on cue, a salvo of missiles traced their way from the newcomer to the green belt. Seconds later, a broad swathe of forest disappeared in a curtain of flame. There were screams over the comms—terrible screams, the sounds of brave men and women being consumed by flame. *The bastard was encircling us. This whole time, it was skirting our sensor range, pressing in on our flank.* There was a one-two bark of autocannon fire, and the green of the jungle dissolved into a chaotic storm of smoke and spraying splinters.

Huang fought to control the throbbing in his temples, the ringing in his ears. As he opened his mouth to issue the call to fall back, the *King Crab*'s autocannons vomited fire again, and Arbalest's *Griffin* came apart in a rain of shrapnel.

She didn't punch out. Didn't even get the chance to scream. Huang wheeled his *Wolverine* around, hoping that Plover would follow his lead, and made a beeline for Blacktop Base. He didn't have a plan, just a vague hope that they could use the reinforced concrete to provide some semblance of cover.

Plover's voice over the comms brought him back to reality. "L-T, they've got a lock on me!" A glance at his sensors revealed that she was right. Huang unloaded a full alpha strike on his nearest opponent, Commander Elygene's *Griffin*, and felt a momentary thrill as he watched ablative armor calve away from the 'Mech's left torso.

Any triumph he may have felt was short-lived. Huang's sensors screamed a warning, and as he watched, a pack of LRMs peeled the left leg off of Plover's *Commando*. Her ejection seat fired as the light 'Mech fell, and she disappeared



from his sensors. A second later, an autocannon round dropped his *Wolverine* to its knees. He felt another sickening crack inside his head, and his vision started to go black.

"Surrender, Huang. Stand down and give us your 'Mech in one piece." Andris's voice was soft, almost pleading. "I don't want to kill you."

Struggling to remain conscious, Huang blinked at his sensor display. Arbalest was gone. Plover was gone. His own BattleMech was legged and unable to stand. And as he watched, the first of the RVM's transports—*Sanctuary*—disappeared from his screen. He heard the crack of distant cannon fire a few seconds later.

They may have taken us, but they won't have this 'Mech. Not in one piece. He drunkenly yanked on the *Wolverine*'s control stick, aiming its torso in Andris's direction, and reached for the button that would trigger another alpha strike.

The *King Crab*'s twin autocannons barked for a final time—first one, and then the other—and Caleb "Sailfin" Huang's cockpit disappeared in a gout of flame.



Captain Karen Andris stood over the ruins of the shattered *Wolverine*. It had taken some time to limp her maimed *Thunderbolt* to the kill site, but she felt obligated to survey the remains.

"Mission successful, eh?" Commander Jakutonis' clipped Segerican accent stabbed at her ears like a chisel. "Got word from my boys at the edge of the jungle, they've apprehended



six of the RVM's transports. A seventh tried to flee and was shot down; my medtechs are triaging the survivors. What would you like us to do with them?"

Sunbird stared at the wrecked *Wolverine*, her heartbeat throbbing in her ears. "Medevac the wounded to our field hospital and let the others go.

And bring me whatever jackass shot down that transport. Those people weren't a threat to us."

"Not now, no Ma'am. But give 'em a few years, and I promise you, they would have been." Jakutonis's *Shadow Hawk* sidled up alongside Sunbird's crippled *Thunderbolt*. "You've killed some of theirs. Give 'em enough time, and they're bound to kill some of yours. That's what happens when the wheel turns."

"I understand the cycle of vengeance as well as anyone, Commander. You don't have to explain it to me." Sunbird closed her eyes. Her bones ached, but there was work to do. "Tell your Lanciarrii to meet us at the southern edge of the jungle. I've got six more stolen 'Mechs on my checklist, and they all need to be accounted for before we can go home."

"Aye, I'll get 'em moving. Cheer up, Captain—I know the fighting's hard, but it'll be over soon enough."

"I hope you're right, Commander." Sunbird spurred her mangled *Thunderbolt* forward, wading the wounded machine into an ocean of lush green trees. "I genuinely do."

Jakutonis chuckled ominously into her mic. "For their sake, eh?"

And mine, Sunbird thought as she urged her 'Mech into the sea of green. *For everybody's sake. For the Reach.*

—From *The Sign and the Pendant*,
by Dr. Norma Ames, Crystal River House, 3027



HISTORY



the opening salvos of the New Vandenberg Uprising, the worlds of the Reach were home to more than a dozen full 'Mech divisions—which represented only a fraction of the total Periphery forces mustered to overthrow League rule.

INTRODUCTION

The region we know as the Aurigan Reach lies between our spinward border and the anti-spinward border of the Taurian Concordat. The area is lightly inhabited outside of the Aurigan Coalition systems, and is not claimed by any of the major powers. This was not always the case, however; at one time, this corner of space was the frontier of the ever-expanding Capellan Confederation and the site of our own abortive power struggles with the Taurian Concordat.

The systems of the Aurigan Reach were not significantly populated before the Reunification War. As part of the occupation of the Periphery following that conflict, many of these marginally settled worlds were transformed into garrisons for the Star League Defense Force to keep order, particularly among the restive Taurian systems.

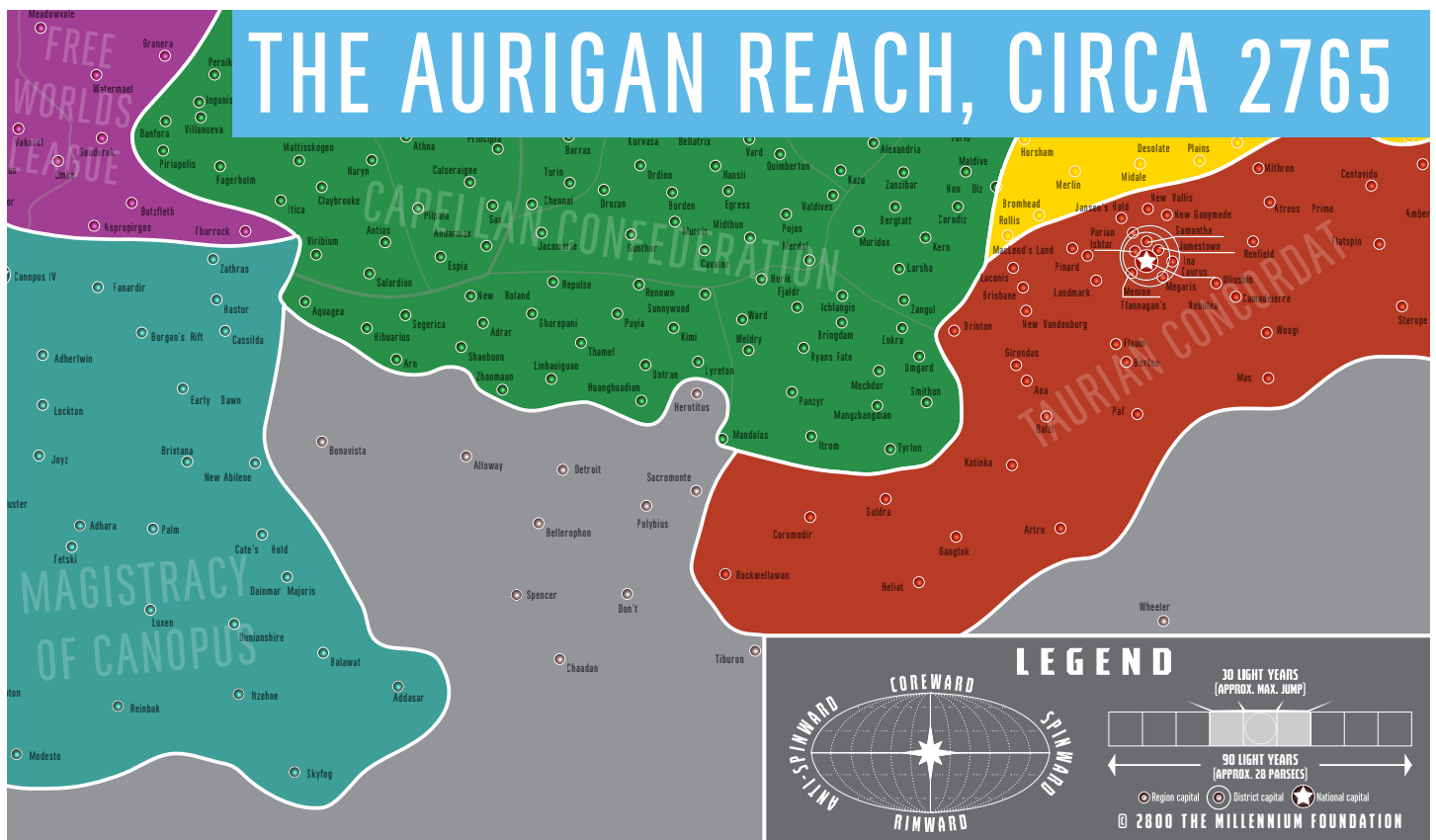
Throughout the Star League era, a mandated detente between ourselves, the Taurians, the Capellans, and the Star League maintained the peace. This peace, by whatever means it was enforced, allowed each of these powers to further develop the marginal worlds of the Reach. During this period the Concordat built the great palace-fortress of Coromodir, the Capellans constructed the vast industrial complexes of Mechdur, and the SLDF built various fortifications across the region.

The end of this prosperity and growth was inevitable, however, as the Concordat had used the standoff as cover for their own 'Mech construction operations. By the time of

The catastrophic events that followed plunged the entire Star League into chaos, led to the end of the Cameron ruling line, and shattered any pretense of unity among the Great Houses and Periphery powers. As the First Succession War broke out in the wake of Kerensky's Exodus, all the major powers of the Inner Sphere turned their eyes and their military forces toward Terra. Significantly for our own stability and growth, the Periphery was largely ignored by the Successor States and left to govern itself.

The abandonment of the Aurigan Reach was slow but inexorable. BattleMech, MechWarriors and all the support staff they required were at a premium, and could not be spared to garrison minor, half-colonized worlds at the far edge of inhabited space. Free from garrisons to enforce the distant will of the Capellan Confederation and the Taurian Concordat, the planets of the region soon turned to self-rule; planets incapable of supporting themselves through agriculture or trade were quickly depopulated, their people fleeing to more viable nearby systems. By the end of the twenty-ninth century, the Capellans had withdrawn from the Reach, establishing a new border at Ward.

The power vacuum led the opportunistic Protector Semyon Calderon to attempt an impulsive conquest, seeking to bring the Reach worlds under Taurian control. This war, known as the Taurian-Canopian War (or less charitably, the Shoving-Match War) was an inconclusive exercise. Along



with numerous minor raids on outlying systems, the Taurians attempted—and failed—to invade Herotitus and Detroit, and our own counterstrike faltered in the invasions of Portland (informally known as “Portan”) and Spencer. The conflict was quietly ended by treaty, with the Taurians retreating in embarrassment, leaving the Aurigan Reach truly on its own.



was accepted by the Council, and the new state declared itself in 2910.

While we were—and are still—the only interstellar government to recognize the new state, neither the Capellans nor the Taurians were interested in reconquest of these former colonies. The

Confederation remained focused on waging the endless Succession Wars, and the Concordat was more concerned with the possibility of incursions by the Federated Suns into their territory. Sheltered by the indifference of these two great powers and emboldened by diplomatic channels to our government, the Coalition had room to stabilize and then grow.

The industrial system of Mechdur was the first to join the new Coalition. Its wealth and technology, both legacies of Capellan occupation and development, were critical to the continued growth of the Coalition government. Trade concessions offered by the Coalition, along with access to their burgeoning markets, were enough to bring the oligarchs of Mechdur to the negotiating table. With the addition of Mechdur, the Coalition began a period of sustained expansion, bringing the further-flung and more marginal systems of Umgard, Mangzhangdian, Gangtok and Heliat under Coalition rule.

In most cases, the systems were eager to join the new Coalition, as their own ability to trade and travel in the region was severely restricted by the absence of central control and lack of military enforcement of interstellar law. Umgard, for example, had already lost almost all the colonial infrastructure that allowed it to survive and was on a steady path of decline toward complete depopulation. The Coalition was a lifeline to these marginal systems, allowing them to secure their fragile stability, and ultimately—if slowly—regain their prosperity.

TAURIAN TENSIONS

As the Coalition brought more of its struggling neighbors under its rule, it was inevitable that the burgeoning nation would come into conflict with the Taurian Concordat. The Taurians had not formally ceded control of any of the systems along their anti-spinward border, though in reality they had withdrawn their garrisons and recalled their colonial governors. When they believed the Aurigan alliance was a simple trade partnership, the Concordat's government was unconcerned; minor independent systems arranged trade agreements among themselves all the time. But as the Coalition began to look more and more like an expansionist state on their border, the Concordat became increasingly concerned about security in that region, particularly given ongoing strife with the Federated Suns. Tensions peaked when the Coalition, under the rule of High Lord Tamati Arano II, opened annexation negotiations with Aea, Regis Roost, Qalzi, and Katinka. Though abandoned by colonial rule for more than a century, this cluster of systems sat much closer to Taurian space than any the Coalition had eyed before. In particular, the Terran-like world of Qalzi was still, according to the Concordat, a viable colony despite functioning under self-rule and without external government for more than 50 years.

THE AURIGAN TRADE PARTNERSHIP

The wealthiest and most heavily populated worlds were formerly Taurian and Capellan holdings near those states' respective borders, and they went largely untouched by the withdrawal of external rule. Self-sufficient and possessing modern infrastructure, the worlds of Coromodir, Itrom, Tylon and Guldra were able to maintain their independence and a reasonably high standard of living even after the colonial governments fled or collapsed. Powerful and wealthy merchant families stepped up to fill the power vacuum, foremost among them the Arano family and Espinosa family, both from Coromodir. When the Taurians withdrew their financial and military support for the governor of Coromodir, the head of the Arano family, Wiremu Arano, stepped into the role. Backed by the Espinosas, Arano declared what was already obvious in practice: Coromodir was now an independent system, under the rule of Governor Wiremu Arano.

Without a central authority, however, the expanse of space between the Magistracy and the Concordat quickly fell to lawlessness and banditry. Rootless mercenaries scavenging the edges of civilization made space travel a risky prospect and made interstellar trade almost impossible. The Arano and Espinosa families saw this slow decline, mirrored in their own fortunes, and offered a proposal for their fellow merchant lords: the Aurigan Trade Partnership.

In early 2870, the two families sent emissaries to the leaders of the nearby wealthy systems: House Madeira and House Decimis of Guldra, House Karosas of Smithon, House Gallas of Itrom, and House Parata of Tylon. The Partnership was conceived as a mutual protection and trade agreement—a way for the Aurigan Reach systems to defend against the piracy now endemic to the region. All the families agreed to the partnership, and together formed a Trade Council to oversee partner relations. As the primary financiers of the partnership, the Arano representative, Wiremu Arano, was given executive authority.

THE AURIGAN COALITION

In the first decade of the thirtieth century, Lady Keona Arano, daughter of Wiremu, approached the Council with a proposal. The Partnership was founded with the expectation that the powers of the Inner Sphere and the Periphery would eventually return to reclaim their abandoned systems. But with the opening battles of the Third Succession War, it became clear that there was no forthcoming era of peace or stability to which the Aurigan Houses could look for hope. Keona proposed that the Partnership declare itself an independent state, encompassing all the founding systems, with herself as the first High Lady of the new Aurigan Coalition. With the strong support of the Espinosa family, Keona's proposal

Taurian diplomats soon met with Coalition leadership on Coromodir to negotiate a set of treaties. Lord Arano saw the talks as an opportunity to earn recognition from the Concordat and secure the Coalition's status as a legitimate Periphery state. Unfortunately, the newly-ascended Protector of the Taurian Concordat, Thomas Calderon, was more aggressive and militaristic than his mother Zarantha; an accommodation that might have been reached under her rule was all but impossible under that of her son.

Negotiations were quickly derailed by bureaucracy, arrogance, and pride. The inability of Lord Tamati Arano and the Council to broker a compromise was seen by some, including his chief adviser and brother-in-law Santiago Espinosa, as a significant and unforgivable weakness. Lord Espinosa proposed a dissolution of the Council, bringing all the Coalition systems under direct rule of the High Lord and allowing Lord Tamati to negotiate directly with the Taurians.

THE AURIGAN DIRECTORATE

Before he made a decision on Espinosa's proposal, in 3022 Tamati and his wife Serena were killed in a JumpShip accident ultimately traced to slipshod maintenance of their vessel's Kearny-Fuchida drive, their lives claimed by the slow collapse of the technological base of the Periphery.

Santiago made his case to Tamati's heir, Lady Kamea Arano, but Kamea rejected it out of hand. If dictatorial power was the only way to accomplish the goals of the Coalition, she argued, those goals would need to change. Lord Espinosa found the High-Lady-to-be far less tractable than her father,



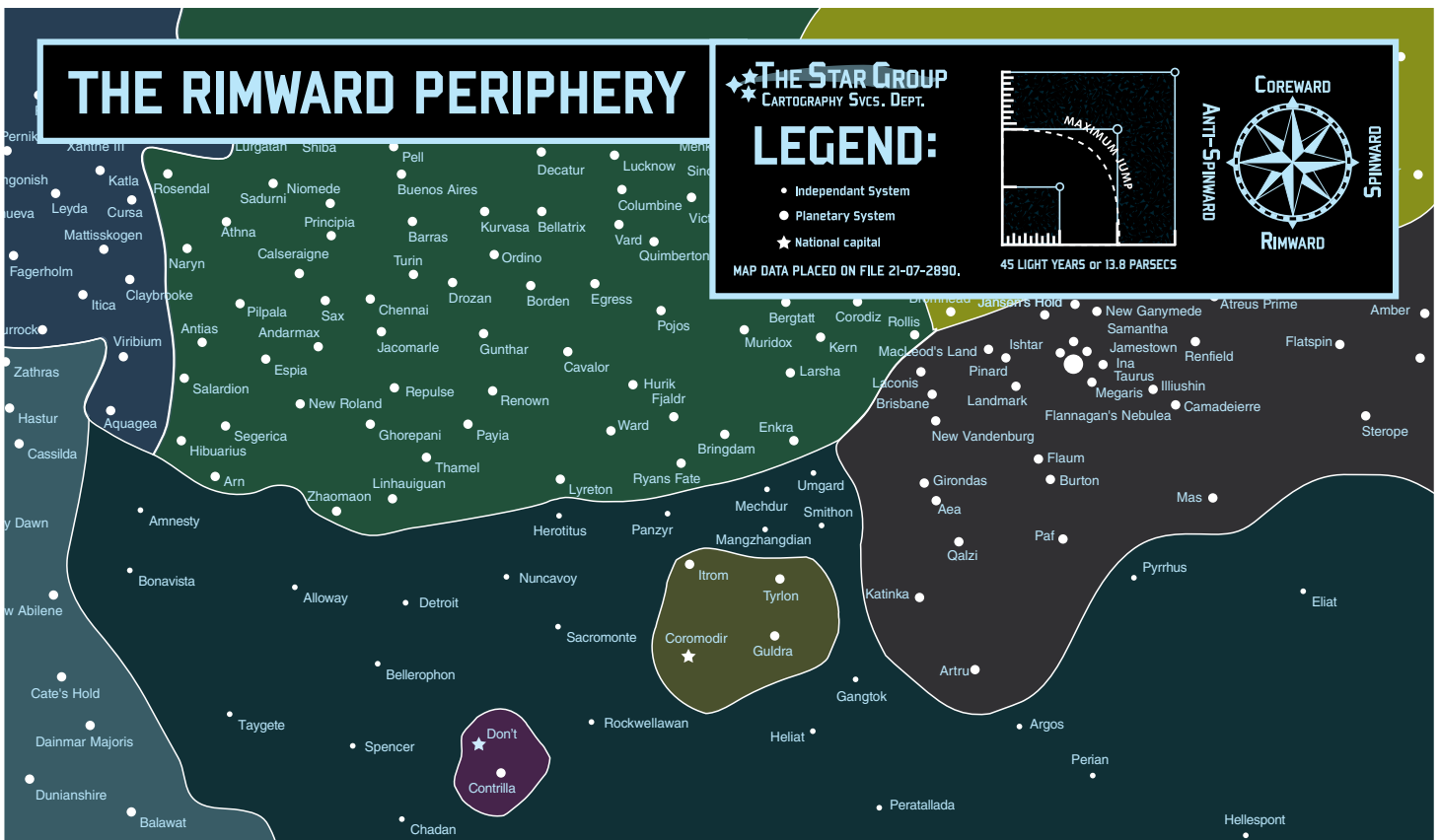
who had over time become entirely dependent on Espinosa's advice and guidance.

Convinced that the Coalition would crumble and fail in the face of the first real opposition from their neighbors, Santiago Espinosa launched an audacious plan to unilaterally consolidate power.

Deposing Kamea in a bloody coup on Coromodir, Espinosa reformed the Coalition government as an autocracy with himself at the head: the Aurigan Directorate. The Founding Houses were brought aboard through bribery and, where necessary, threats and hostages.

Presumed killed in the coup, Kamea fled the capital world. With financial support provided by our government through Lady Ana Maria Centrella, Kamea built a resistance movement around a skilled mercenary company that had worked with her family in the past. Using the mercenaries as the tip of her spear, Kamea's Arano Restoration reconquered the Directorate systems one after another, bringing their ruling families into her camp by diplomacy or force. In several battles, she and her mercenary shock troops fielded SLDF-era assault-class BattleMechs, the provenance of which remains unknown.

During the conflict, Espinosa revealed a secret alliance he had arranged with the Taurian Concordat, through which he fielded heavy and assault 'Mechs piloted by skilled veterans. In the face of this significant military force, the Arano Restoration seemed doomed to failure. However, in a surprise turn of events, the Taurians withdrew their support entirely, leaving Espinosa in an untenable strategic position.





THE ARANO RESTORATION

After a catastrophic battle which saw a rogue Taurian DropShip—the Fortress-class *Iberia*—brought down over the surface of Coromodir, the Restoration was victorious and Espinosa was executed for treason. However, the fundamental problems that gave Espinosa an opportunity to seize power have not been resolved: the spinward systems are still claimed by both the Taurians and the Aurigans, and border tensions between the two nations are undiminished. The loyalties of Kamea's noble families are questionable at best, and some still openly speak of treason and revolt. The Coalition's trade, industry, and agriculture were shattered by the war, making famine and chaos almost an inevitability.

Our government has largely withdrawn aid and financial support from Kamea, having accomplished our immediate goal of ensuring the Taurians did not acquire a puppet state unopposed. However, as your own assignments demonstrate, diplomatic channels are still open.

It is not clear whether the Arano Restoration will survive the war's aftermath; the Aurigan systems all teeter on the verge of collapse. The Capellans, Taurians, and Federated Suns would happily see the Coalition fail and snatch up its worlds for themselves.





SOCIO-POLITICAL STRUCTURE



THE FOUNDING HOUSES

There are seven Founding Houses, but only five of them are currently seated on the Founding Council. Following the treason of Lord Santiago Espinosa and his daughter and heir Victoria, House Espinosa is currently under the direct administration of the Coalition, its properties and titles held by the government while the legal issues surrounding the line of succession within the Espinosa family are sorted out. The remaining Houses and Councilors follow.

The forms and traditions of the Aurigan government remained largely intact during the Directorate period. Lady Arano's Restoration attempted to undo the recent political upheaval while retaining the forms and traditions of the Coalition.

The Coalition government is an elected monarchy, with the High Lady or High Lord chosen by a Founding Council of representatives from the Founding Houses, as well as planetary representatives from the major systems of the Coalition. In practice, the monarch is chosen well in advance of the election, which is a formality; aside from the brief Directorate period, an Arano has always been High Lord or Lady.

The position of Councilor is a prestige title, usually held by the head of a Founding House or their heir apparent, though this is enforced purely through tradition and the possibility of scandal if the title were awarded to any lesser member of the house. Until the Directorate period, the Council also included Councilors chosen by each major planetary government. As part of his reforms, Santiago Espinosa dissolved the elected portion of the Council, restricting membership to only the Founding Houses, whose loyalty he could ensure through diplomacy and fear.

Elections of planetary representatives have not yet been reinstated by Lady Arano, although both she and her chief advisor Lord Madeira have publicly stated that a full restoration of the Council is in their plans for the Coalition. Regardless, the Council currently consists of only the heads of the Founding Houses, and it is unclear if the old system will ever return. The Aurigan people have traditionally enjoyed universal suffrage and elected planetary representatives to serve on the Council, but the post-Directorate Coalition has yet to hold democratic elections on that scale, and there are no public plans to hold any in the near future.

In addition to formally approving the new monarch, the Council was a legislative body, passing laws and performing basic governmental duties. The Directorate suspended that part of the Council's role, and Lady Arano has not yet reinstated it; undoing the damage done by the brief Espinosa rule has required a level of efficiency only an autocracy can offer. Instead, she has taken up the reins of power left by the Directorate and functioned as a new Director, though without using that title.

As a direct consequence of their reduced role, the nobility of the Coalition is far less unified in their support for the Arano government than they were under Lord Tamati Arano's pre-Directorate rule. However, Lady Kamea still commands the unified military forces of the Coalition and the military governors of the various systems of the Reach, and consequently the support of the Founding Houses is less critical to her success. The occasional undercurrent of rebelliousness is a price that she is, at least for now, willing to pay.

House Arano

House Arano ruled the Aurigan Coalition from the time of its inception to House Espinosa's coup in 3022. By tradition, House Arano is not part of the Council, though High Lady Arano calls meetings of the Council and chairs their deliberations. Despite this, a summary of the Arano family is included here for the reader's convenience.

House Sigil: Gold Great Cormorant on a red field.

House Colors: Red and black with gold trim.

House Motto: *"Without foresight or vision, the people will be lost."*

Ancestral Roots: Hawaiian / Maori

Home:

Coromodir VI. The Arano palace is located in heart of the planet's capital, Cordia City.



House Decimis

House Decimis remains in power via taxes levied on the scavenger trade. ComStar also has a larger-than-average presence in their home system of Panzyr, ostensibly to train new acolytes in the mysteries of HPG relay maintenance but in reality due to the abnormally high concentration of Star League tech in the system's orbiting debris field.

House Sigil: An orange sun hanging above a snow-capped mountain.

House Colors: Orange and slate gray with red trim.

House Motto: *"Rise above the mountains and excel."*

Ancestral Roots: French / Haitian

Home:

Panzyr II. House Decimis occupies a refurbished palace overlooking the only structure of real value in the Panzyr system—the planet's decrepit spaceport. They originally shared the Guldra system with House Madeira; simmering tensions between the two Houses came to a head in the late 2950s, threatening to destabilize the region. The other Houses stepped in to broker an accord, and House Decimis relocated to Panzyr.



House Karosas

House Karosas is notable for the strength of its academic institutions, which place a strong emphasis on medicine, archaeology, science, and engineering training. The majority of the Aurigan Coalition's engineers and researchers receive their training in Karosas-operated academies.

The Karosas line is currently believed to have been completely wiped out; Lord Madeira has tasked a team of researchers with finding any surviving blood heirs.

House Sigil: Black raven on a field of white.

House Colors: Grey and white with navy trim.

House Motto: *"There Is No Greater Wealth Than Knowledge."*

Ancestral Roots: Lithuanian

Home:

Smithon V. The ancestral home of the Karosas family was the largest of Smithon V's old Capellan fortresses, located in the equatorial canyon system that houses most of the border world's civilian population. This fortress is now little more than a shell, having suffered extensive artillery bombardment near the end of the Restoration War.



House Gallas

House Gallas is the most widely diversified Mercantile House in the Aurigan Coalition and is heavily invested in shipping and transportation between the Inner Sphere and the Periphery. The house shares familial links with House Madeira—Lady Samantha Gallas and Lord Alexander Madeira were distant cousins.

House Sigil: A sailing ship with billowing sails cutting across a green sea.

House Colors: Blue and forest green with nut brown trim.

House Motto: *“Met Volle Zeilen”*

Ancestral Roots: Dutch

Home:

Itrom III. House Gallas occupies a palatial estate in the capital city on the planet’s southern continent.



House Parata

With a focus on agriculture and aquaculture, House Parata is the least militaristic and expansionist of the Founding Houses. The Tyrlon system is one of the few in the Coalition which boasts multiple habitable planets, and House Parata has barely begun to tap into the potential wealth available to them. The Paratas were one of the last Founding Houses to agree to join the original Aurigan Trade Partnership.

House Sigil: A green frond curling against a field of brown.

House Colors: Green and brown.

House Motto: *“Friends and enemies die, the land remains.”*

Ancestral Roots: Tongan

Home:

Tyrlon VI. House Parata occupies an expansive palace in the center of the “city on the clouds” that fills the planet’s largest landmass.





House Madeira

Formerly staunch supporters of House Espinosa and holding familial ties to House Espinosa and House Gallas, House Madeira is now the most fiercely pro-Arano of all the Founding Houses. One of the wealthiest Houses, the Madeiras are highly influential in matters of Aurigan style and culture. They are also the keepers of the Madeira Archives, the single greatest library of information about Aurigan history and culture.

House Sigil: Leaping dolphinfish on a pale blue sea.

House Colors: Sky and navy blue with light blue trim.

House Motto: *"Behold Our Splendor."*

Ancestral Roots: Egyptian / Portuguese

Home:

Guldra IV. House Madeira inhabits a large, sprawling complex in the largest of the planet's northern hemisphere megacities.



House Espinosa

House Espinosa was once considered the strong right arm of the Aurigan Coalition, second only to House Arano in terms of power and political influence. This favorable reputation proved instrumental in Lord Santiago Espinosa's eventual overthrow of the Coalition government and the rise of the Directorate.

In the aftermath of the Restoration War, House Espinosa's power and political capital have been effectively extinguished.

House Sigil: Spanish ibex on a knot of thorns.

House Colors: Green and black with silver trim.

House Motto: *"Forever vigilant."*

Ancestral Roots:

South African / Spanish

Home:

Coromodir V. The Espinosa palace (currently under Coalition administration) is located on the planet's temperate southern land mass.



RELIGION, CULTURE, AND THE ARTS



Intermittent JumpShip service and the general struggle for survival in the distant backwaters of the Periphery have led to a degree of cultural isolation, and often translators are necessary even for people from neighboring star systems to communicate clearly.

Most of the systems of the Aurigan region were settled by people hailing from the Free Worlds League. A wealthy coalition of independent traders and industrialists, following the example set by the colonization of Taurus, assembled and funded a major colonial expedition to the then-unnamed Aurigan Reach. Choosing a handful of Earth-normal worlds, specifically Coromodir VI, Guldra, Mechdur and Itrom, they converted their DropShips into planetside colonies, and began exploring their new conquests.

The cultural roots of the Aurigan systems are chiefly Polynesian, but with traditions filtered through the lenses of Spanish Catholicism and Pakistani Islam by way of the melting pot of the Free Worlds League. A kind of casual syncretism has developed in the centuries since the initial colonization, with a core of Samoan-inspired polytheism as revived by the Polynesian diaspora in the Free Worlds League.

Woven through that cultural backdrop is an equally vibrant Congregationalist Christian tradition, the omnipresence of the Catholic Church, and the resilience and adaptability of Sunni Islam. Together, a panoply of polytheistic deities, Catholic saints, Protestant theology, and Sharia legal traditions serve as the unlikely cultural glue that holds the various worlds of the Reach together.

The primary language of the region is English, though Spanish is a close second, followed by Samoan and Urdu. However, a dozen other major languages are spoken throughout the region, and splinter dialects and creoles are common among the isolated systems of the Reach.

The arts and architecture of the region, however, is much more recently imposed; the Capellan Confederation and the Taurian Concordat had what is now the Aurigan Coalition split between them for centuries, and their construction projects, cultural traditions, and social mores were imported along with their military forces and governance. The great palace of Cordia City, on Coromodir—the heart of the Aurigan Coalition, the Directorate, and the restored Coalition, each in turn—is a Taurian fortification, expanded into a civilian capital, but preserving the essential Taurian principles of architecture and structural beauty.

A melding of the Capellan and Taurian cultural traditions has given the Aurigan people both a strong sense of the duty of each individual to the state, and an appreciation for the heroic individual who rises above the common people to overcome some great hardship or solve some terrible crisis. Both ideas are deeply rooted in the early, desperate colonial days, when complete loyalty to the state was required for simple survival, but again and again a heroic individual was believed to have stepped forward to secure the future of the region.

It is in this tradition that Wiremu Arano was able to propose both a region-wide partnership of systems and peoples, *and* propose himself as the executive best suited to lead this new partnership. Active propaganda campaigns throughout the region cast him as a cultural hero, but also as a unifier of the varied peoples of the Aurigan Reach into one people.



SOCIOECONOMICS



A critical economic component of every viable system in the Aurigan Reach is that its worlds are agriculturally self-sufficient. Most of these systems were completely cut off from one another by the withdrawal of the Capellan Confederation and the Taurian Concordat, and were forced to make do with the resources they had at hand. As a result, the most common occupation throughout the region is "farmer," and the largest industry on every world is agriculture.

While each evolution of government of the Aurigan Reach has been focused on trade, that trade is almost exclusively agritech. The skies above Guldra, considered the breadbasket of the Reach, see frequent visitors seeking the world's genemod crop seeds, agricultural schools, and compact fertilizer and pesticide synthesizers.

However, the technological engine that allowed the Reach to prosper despite the withdrawal of the great powers of the region is Mechdur, a former Capellan industrial colony with readily available deposits of titanium and uranium. The colony's Confederation governors were content to leave its industrial assets in the hands of a group of oligarchs. The governors' eventual departure was in fact the result of a brilliant scam by the oligarchs, who collaborated to make the Capellans wrongly believe the world was an economic quagmire and its industry a lost cause. When those governors departed, the world continued as before under the direct control of the oligarchs. As the supplier of most of the manufactured goods and technology to the region, Mechdur was critical to allowing the fledgling Trade Partnership to evolve into the Coalition, and control of Mechdur was the key to the success of Espinosa's coup.

Between the widespread agriculture and the industrial base of Mechdur, the Aurigan Coalition boasts a standard of living comparable to ours. Technologically, however, it is still far less sophisticated than its Taurian and Capellan neighbors.

CORPORATE PROFILES

Name: Aspero-Dinton Mining
Home Office Location: Mechdur
President/CEO: Albert Mwenye
Chief Products: Ores and refined metals, tank and 'Mech armor

Business Summary:
Boasting major holdings on each continent, Aspero-Dinton is Mechdur's largest commercial extractor and refiner of ores. Aspero-Dinton also produces vehicular and BattleMech armor at its plant on the orbital colony Jeonsimin.



Name: Perennial Diversified (PD)
Home Office Location: Guldra
President/CEO: Maria Gamal
Chief Products: Agronomy, genemod seeds, farming technologies

Business Summary:

Perennial Diversified began as a single modest dairy farm in the mid-2900s but in less than 50 years grew into one of the largest agritech exporters on Guldra. PD DropShips are a common sight throughout the Aurigan Reach. Despite being a household name for two generations, PD and the Gamal family have been dogged by rumors that their rapid expansion had more to do with the production of narcotics than anything else.



Name: Gwendor-Dorwinion Cartel
Home Office Location: Itrom III
President/CEO: Proctor Thalion Istagol
Chief Products: JumpShip Logistics

Business Summary:

Originally a Canopian merchant corporation specializing in the shipment of exquisite wines and other luxury goods across known space, during the Third Succession War Gwendor Inc. found that their JumpShips were by far their most valuable asset. The firm switched its business model to interstellar travel and merged with another small mercantile enterprise to form a cartel which coordinates the operations of several JumpShips, most of which the Cartel co-owns.

When the Aurigan Trade Partnership was formed, Gwendor-Dorwinion vessels formed its backbone. The Cartel that revitalized trade in the Aurigan Reach region by refurbishing a maintenance slip for JumpShips at Mechdur, thereby establishing a basic infrastructure for regular JumpShip traffic.





MILITARY FORCES



Historically, the Aurigan Coalition Military (ACM) was feudal in nature: each Founding House maintained its own force, and military action required the consent of the Council before any troops could be called up or deployed.

During the Directorate years, one of the first policies instituted by Santiago Espinosa brought all House military forces under his direct control.

Each House battalion was mobilized and deployed somewhere other than its home system, to minimize the likelihood that a unit would be asked to fire on friends or family. This strategy was largely effective, and the few holdout systems were quickly brought into line by the threat of swift military intervention.

During the Restoration War, Directorate forces were bolstered by troops, vehicles, and BattleMechs supplied by the Taurian Concordat, allowing for a much more significant projection of might. However, by striking quickly and precisely, Lady Arano's handpicked mercenary forces inflicted severe damage on opponents that outnumbered and outweighed them. After the withdrawal of Taurian support, the Directorate's military capabilities were minimal and quickly overcome by the elite mercenary unit.

High Lady Arano has not restored the military to its pre-Directorate status quo, preferring to keep the structure she and Lord Madeira developed during the Restoration War. A flexible special operations team, known as Rampart Company and described elsewhere in this dossier, is generally the first

to respond to threats. When necessary, a battalion of mechanized infantry and a supporting 'Mech company are dispatched as reinforcement and relief.

The ACM consists of three major forces: the Royal Guard, the Regular forces, and mercenaries. The Coalition lacks the resources to field BattleMechs in most conflicts, and nearly all of the heirloom Founding House 'Mechs were pressed into service during the Restoration War and lost in battle. The Coalition can currently field three regular Regular companies of BattleMechs, plus support vehicles and logistical DropShips. However, these companies are almost entirely comprised of light 'Mechs; all heavier 'Mechs have been assigned to the Royal Guard.

During the Restoration War, High Lady Arano piloted a *Kintaro* KTO-18, but reports from the final assault against the Directorate on Coromodir placed her in an unusual *Atlas*. This *Atlas* has not been seen on any battlefield since the conclusion of hostilities, so we must assume that it and the *Kintaro* are still present in the Coalition arsenal. Aside from this mysterious *Atlas*, the Coalition currently possesses no 'Mech larger than a *Wolverine*.



In the absence of significant BattleMech formations, the Coalition relies heavily on mechanized infantry to hold the field. The aftermath of the war left many heavy Taurian vehicles on the battlefields of the Reach, most salvageable. A typical mechanized infantry battalion features large numbers of Scorpion light tanks and Galleon light combat vehicles, backed by LRM carriers for long-range support with the occasional repaired and refitted Taurian Demolisher or Manticore anchoring the battalion's first company. All vehicle formations include armored personnel carriers bearing a company of infantry with anti-tank and man-portable heavy weapons.

The Coalition operates a small number of *Union*-class DropShips and a somewhat larger number of *Leopard*-class DropShips to deploy its forces to hot spots in the region. The unusual DropShip that carried High Lady Arano's mercenaries during the war seems to have left Aurigan space, potentially for good, though our agents have reported sightings of the ship throughout the Rimward Periphery. We believe the vessel is engaged in long-range reconnaissance and trade on the Coalition's behalf. The Aurigan Reach is starved for interstellar transportation assets, so the Coalition cannot afford to maintain JumpShips for purely military purposes. Instead, it relies on hiring free traders as needed.

The Coalition has no significant aerospace capabilities aside from its DropShips—and can barely fill those DropShips' bays with aerospace fighters—and possesses no substantial ground-based defenses. Any such defenses were built during the period of Capellan and Taurian occupation of the Reach and were decommissioned when the systems were abandoned. The Aurigan technological base is not developed enough to return them to operational status.

Overall command of the Coalition's regular forces falls to Lord Madeira, though High Lady Arano is the titular commander-in-chief. Her Rampart Company special operations team, however, reports directly to her.

UNIFORMS

The dress uniforms of the Aurigan Coalition Military vary by House, and a new protocol for dress uniforms has not been adopted post-Restoration. For formal occasions, most soldiers wear the House Arano dress uniform, a dark gray tunic and trousers, with a high-collared red and white coat accented in gold for officers. In the field, troops wear a standard dark gray or burgundy fatigue uniform with rank insignia on their uniform lapel.

Designs for personal gear such as neurohelmets and flight gear vary from House to House and run the gamut of Taurian, Davion, and Liao influences.

RANKS

Aurigan Coalition Military ranks are structured similarly to those of the Taurian Defense Force, with enlisted ranks comprising Recruit, Corporal, Section Leader, Force Sergeant, Lance Sergeant, and Battalion Chief-Sergeant. Officer ranks consist of Cornet, Subaltern, Brigadier/Captain, Colonel, and General.



Recruit

This is the basic rank of ACM infantry and vehicle crews.

Corporal

In infantry formations, corporals lead five-trooper units called fireteams. Two fireteams constitute a squad. In armor units, corporals serve as tank commanders. In all other branches of service, the rank denotes the junior-grade of one or more specialist positions (techs, medical personnel, and so on).

Section Leader

Section leaders in the ACM infantry command squads. In armor units, section leaders command sections that comprise two armored fighting vehicles (two such sections constitute an armor lance). In all other services, the rank denotes senior specialist positions.

Force Sergeant

A force sergeant commands a platoon of twenty-five troopers, consisting of two squads plus the force sergeant's own fireteam. In armor units, a force sergeant commands an armor lance.



Colonel

A colonel is a senior regimental commander. Prior to the Restoration, colonels also commanded BattleMech battalions for each Founding House.

General/Commander-in-Chief

Before Espinoza brought the Founding House militaries under his control, each Council Lord acted as Commander-in-Chief of their respective House forces. However, most Lords would elevate a senior colonel to the rank of General to command their House forces. Post-Restoration, High Lady Arano is the sole Commander-in-Chief of the Aurigan Coalition Military and Lord Madeira is her de-facto General.

BATTLEMECH ASSETS TABLE (as of 3026)

Unit Name	Experience Level	Loyalty
Royal Guard (CO: High Lady Kamea Arano)	Veteran	Fanatical
Aurigan Coalition Military		
First Company (CO: Captain Marko Flaeder)	Regular	Reliable
Second Company (CO: Captain Adam Marcell)	Regular	Reliable
Third Company (CO: Captain Andrea Kelekolio)	Green	Fanatical
Rampart Company (CO: Captain Karen Andris)	Veteran	Reliable
Mercenaries		
Sablehart Irregulars (CO: Kapitan Silber Zobel)	Regular	Reliable
Barrameda's Blackguards (CO: Captain Sanlucar Barrameda)	Green	Questionable
Antian Lanciarri (CO: Captain Flavius Valens)	Green	Reliable
Irukjandi Company (CO: Capitan Medusa Cubozoa)	Regular	Questionable
Black Caravel (CO: Captain Vivian Black)	Veteran	Questionable

Lance Sergeant

A lance sergeant serves as assistant to a cornet. In armor units, the lance sergeant acts as assistant company commander to a subaltern.

Battalion Chief-Sergeant

Battalion chief-sergeants are the senior non-commissioned officers in all Aurigan ground units.

Cornet

The cornet is the Aurigan Coalition Military's lowest-ranking junior officer grade. Cornets serving in ground units typically act as company commanders. In BattleMech units, cornets are simply called MechWarriors.

Subaltern

Subalterns are battalion commanders in the Aurigan ground forces. In BattleMech units, subalterns command lances of four BattleMechs.

Brigadier/Captain

Brigadiers act as regimental executive officers for ground forces. Often, they lead four or more companies, depending on assigned mission tasks. In BattleMech units, Captains command companies of three lances.



PERSONALITIES



troops to maintain public order, had dissidents arrested, and seized the holdings of minor nobles who have voiced opposition. In addition, she still personally controls and administers the Espinosa estates, held in trust by the Coalition government for Santiago's heirs. But it is widely believed that

Kamea—an Espinosa heir herself—intends to absorb them into House Arano and unify the Coromodir system as a direct holding of the Arano family.

Still, there is reason to trust in her idealistic vision of a united, free Aurigan Reach. Under her direction, Lord Alexander Madeira and his hand-picked diplomatic corps are engaged in constant negotiation with the Concordat, the Capellan Confederation, and our own Magistracy, seeking the kinds of high-level treaties and connections that will protect her small state in the likely event of another Inner-Sphere-wide conflict.

Name: Alexander Madeira

Title: Emir of Guldra

Position: Chief Advisor, Council Lord

Born: 2997 (29 in 3026)

Home Planet: Guldra IV

Brief Personal History:

Alexander Madeira is High Lady Kamea's chief advisor, her strongest ally on the Council, and the architect of much of the Restoration. He sees his role as a mechanic, not a figurehead; he repairs the systems that allow the entire Coalition to function on a daily basis. His treatment during the war at the hands of the Espinosas has left him with lasting, debilitating injuries that limit his mobility and leave him easily fatigued.

Name: Kamea Arano

Title: Countess of Coromodir (Ali'i nui of Coromodir)

Position: High Lady of the Aurigan Coalition

Born: 2999 (27 in 3026)

Home Planet: Coromodir

Brief Personal History:

Kamea Arano is the sovereign ruler of the Aurigan Coalition. The story of the fall of the Coalition, the rise of the Directorate, and the war of Restoration is a story of two intertwined families: the Arano family, ruled by High Lady Arano, and the Espinosa family, led by Kamea's uncle Santiago Espinosa and her childhood friend and cousin, Victoria Espinosa.

Kamea was groomed for the throne from birth, and Victoria was likewise groomed to be her chief advisor. However, the unexpected death of Kamea's father left the young noble without guidance at a critical point, and the Espinosas seized the opportunity created by her inexperience and naivete.

The Kamea that emerged from the fire of the Restoration was a wiser, more cynical woman who was prepared to lead a fractious and tenuous alliance of planetary systems, but had lost a bit of the noble purpose and compassion that marked her early years.

High Lady Arano is a pragmatist who is willing to make sacrifices, even significant ones, to secure her position and the continuation of the Coalition. Her idealism has been set aside for the moment; where necessary, she has deployed





Name: Pierre-Louis Decimis
Title: Marquis of Panzyr
Position: Council Lord
Born: 2949 (77 in 3026)
Home Planet: Guldra IV

Brief Personal History:

Pierre-Louis Decimis was an early ally of High Lady Kamea, and continues to be one of her most vocal supporters in the Council. One of the few survivors of the pre-Directorate Council, he seeks a return to both the old traditions and the old authority of the Council.

Name: Ema Petrauskas
Title: Governor of Smithon
Position: Council Lord *pro tem*
Born: 2983 (43 in 3026)
Home Planet: Smithon

Brief Personal History:

Ema Petrauskas was appointed the planetary governor of Smithon in the wake of the complete obliteration of the Karosas family. A competent but not particularly imaginative administrator, she takes much of her direction from Lord Madeira, and generally limits her contributions to simple reports on the status of Smithon's rebuilding efforts.





Name: Finn Gallas
Title: Hertog Itrom
Position: CEO of Griffonwyne Unlimited, Council Lord
Born: 2980 (46 in 3026)
Home Planet: Itrom III

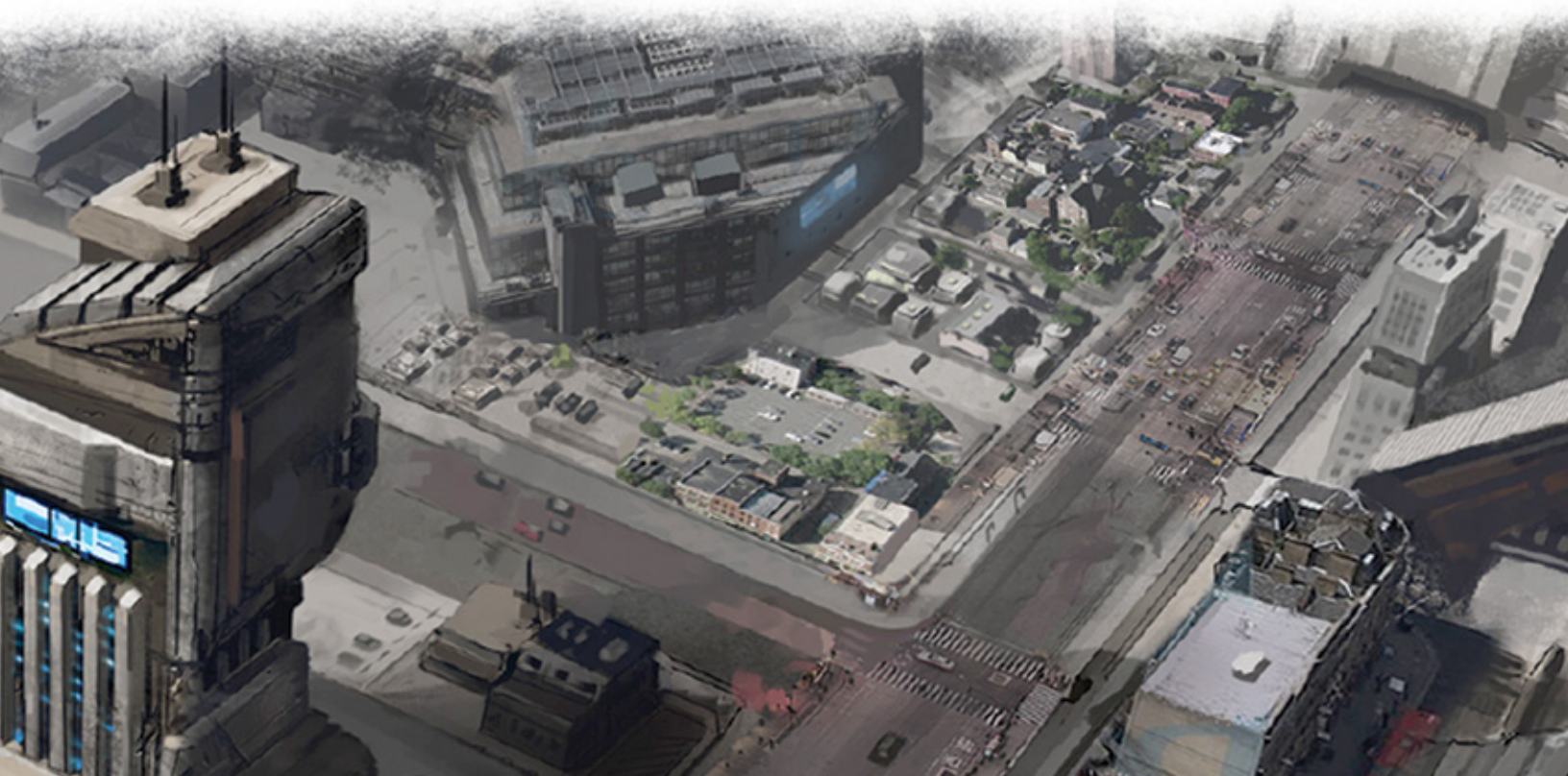
Brief Personal History:

Finn Gallas inherited his title during the war, when his cousin Lady Samantha Gallas and her immediate family were killed in a massive explosion that leveled their ancestral fortress. Finn is more a merchant than a politician and is primarily concerned with rebuilding the trade networks and industry of the Reach.

Name: Henare Parata
Title: Prime Minister of Tylron (Tu'l Tylron)
Position: Council Lord
Born: 2951 (75 in 3026)
Home Planet: Tylron VI

Brief Personal History:

Henare Parata was given a choice to either support the Directorate or be replaced with someone who would. He chose the former and was able to remain largely on the sidelines of the Restoration War. Following the liberation of Tylron from Directorate control, he immediately pledged his loyalty to High Lady Arano, but a lingering cloud of suspicion still follows him.





AURIGAN REACH ATLAS



COROMODIR V & VI

Political Ruler: High Lady Kamea Arano
Star Type (Recharge Time): G3V (184 hours)

Position in System: 5, 6 (of 11)

Time to Jump Point: 8.52 and 8.53 days

Number of Satellites: 1 (Tatur) and 7 (Nadi, Lyris, Ba, Tavau, Rakiraki, Volivoli, Barotu)

Surface Gravity: 1.10 and 0.95

Atm. Pressure: Standard (Breathable) and Standard (Breathable)

Equatorial Temp: 39°C (Tropical) and 29°C (Temperate)

Surface Water: 38 percent and 83 percent

Recharging Station: Zenith

HPG Class: B (VI)

Highest Native Life: Mammals (V), and Reptiles (VI)

Population: 909,000,000 and 1,983,000,000

Socio-Industrial Levels: C-C-B-C-A and C-C-A-C-A

Coromodir V is a hot world, with agriculture and mining comprising the bulk of its industry. Native flora competes with imported Earth species, though in most cases local farmers have simply adapted to

the presence of alien plant life. A particularly aggressive type of thorned vine has led to periodic campaigns to scour it from the planet, but the vine has never been completely eradicated. Most of the residents of Coromodir V live on the temperate southern land masses in cities on the shorelines of the planet's single large equatorial ocean. In the northern hemisphere, the land is arid and hot, giving way to savannah and forest near the arctic circle. There, agriculture flourishes thanks to water extracted from the northern ice cap.

Coromodir VI is the capital of the Coalition. A cool, temperate world with an astonishing array of moons, the planet's industry and commerce are centered on the massive capital of Cordia City and the starport that dominates the coast and major

river of the single large continent. Nearly two billion people call Coromodir VI home, dispersed between the small towns of the agrarian countryside, the large cities of the coastal regions, and the capital city.

At the center of Cordia City is a centuries old Taurian fortress, concentric rings of defensible positions and armories surrounding a gleaming titanium and concrete castle, built to look like a crystal formation thrusting from the earth. While the original anti-orbital defenses are no longer functional, the fortress itself remains a highly visible defensive point as well as an imposing symbol of Aurigan Coalition power.

The remainder of the system is also inhabited, with nearly 50,000 people living in orbital colonies around both planets, at the jump points, and in permanent bases on moons and other planets in the system. The former Taurian orbital industrial platform over Coromodir VI has become a kind of second capital, with officials and diplomats shuttling back and forth between the station and Cordia City.



GULDRA

Political Ruler: Emir Alexander Madeira
Star Type (Recharge Time): G2V (183 hours)
Position in System: 4 (of 7)
Time to Jump Point: 9.12 days
Number of Satellites: 2 (Funchal, Camacha)
Surface Gravity: 0.97
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 33°C (Temperate)
Surface Water: 73 percent
Recharging Station: Zenith
HPG Class: None
Highest Native Life: Mammals
Population: 107,890,000
Socio-Industrial Levels: C-C-A-B-A

The ancestral home of House Madeira, Guldra is the most Earth-like planet in the entire Aurigan region. Its rich fields and successful agricultural industry made it a major agritech center critical for the Aurigan Reach, and the world exports everything from genemod seeds to tractor designs. Massive cities house a total population just over one hundred million, and the export of agritech made Guldra an extremely wealthy, diverse, sophisticated world. Ironically, the Inner Sphere and ComStar thought it a dead world for centuries after the destruction of its HPG, even as it became one of the most populous planets in the region.

In the untouched southern hemisphere, a variety of tree-dwelling mammalian species have been left to flourish. Scientists studying them believe the creatures are pre-sapient, exhibiting complex learned behaviors and tool usage.

Nearly ten thousand people also live in orbit over Guldra, near its jump points, and in permanent colonies on two of the other planets in the system, supported by supply shipments from Guldra IV.



HELIAT

Political Ruler: Governor-Bishop John Paul V
Star Type (Recharge Time): K0V (191 hours)
Position in System: 2 (of 5)
Time to Jump Point: 5.48 days
Number of Satellites: None
Surface Gravity: 1.3
Atm. Pressure: High (Breathable)
Equatorial Temp: 40°C (Tropical)
Surface Water: 82 percent
Recharging Station: None
HPG Class: None
Highest Native Life: Insects
Population: 15,133,000
Socio-Industrial Levels: D-D-A-C-A

Heliat is a pleasant agricultural world, but also a backwater thanks to its position away from all major trade routes. Its high atmospheric moisture makes the planet a very viable agricultural colony, and most of its fifteen million inhabitants are engaged in farming or support services for farmers. Heliat's sole city, Nuevo Vaticano, is a coastal city on the equator and surrounds its single spaceport.

As a result of their isolation, the residents of Heliat have developed their own idiosyncratic speech patterns, freely mixing Urdu, Spanish, and English; they have also developed an offshoot branch of the Catholic Church, complete with their own pontiff and a distinct and unique translation of the Bible. The communities of Heliat are insular and resistant to change, and the recent influx of colonists from the burgeoning worlds of Guldra and Coromodir have created a sharp divide between the Natives and the Offworlders.



ITROM

Political Ruler: Hertog Itrom Finn Gallas
Star Type (Recharge Time): G0V (181 hours)
Position in System: 3 (of 6)
Time to Jump Point: 10.43 days
Number of Satellites: 2 (Lumpy, Mash)
Surface Gravity: 0.98
Atm. Pressure: Low (Breathable)
Equatorial Temp: 37°C (Warm-Temperate)
Surface Water: 60 percent
Recharging Station: Zenith
HPG Class: None
Highest Native Life: Reptiles
Population: 57,500,000
Socio-Industrial Levels: C-C-B-B-B

The ancestral home of House Gallas, Itrom III is verdant and green and covered in grasslands and forests. Somewhat warmer than Earth, it features a vast equatorial desert on its largest land mass, in which the Capellan Confederation constructed a fortress and spaceport.

The current population of over fifty million is spread across all but one of the planet's large continents, each of which features a handful of major urban centers. Significant manufacturing and commercial interests also call Itrom home.

The single large continent in the northern hemisphere was a casualty of the early Succession Wars. Local infrastructure is nothing but wreckage, and nuclear fallout rendered most of the landmass uninhabitable due to radioactivity. The devastation to the northern continent was so extensive that Itrom was officially declared a dead world and removed from most inner Sphere starcharts. Restoration operations are underway but remain low priority given the plentiful resources and land available elsewhere on the planet.



MECHDUR

Political Ruler: Counselor Fredrica Mwenye of the Oligarchy
Star Type (Recharge Time): K0V (191 hours)
Position in System: 2 (of 7)
Time to Jump Point: 5.48 days
Number of Satellites: 2 (Duramajor, Duraminor)
Surface Gravity: 1.2
Atm. Pressure: Standard (Breathable)
Equatorial Temp: 31°C (Temperate)
Surface Water: 67 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: Mammals
Population: 1,409,000,000
Socio-Industrial Levels: C-C-A-B-B

Mechdur was a failed Capellan industrial development project that suffered from rampant bureaucracy and inefficiency. Unshackled from Capellan socialism after the Confederation wrote off the world and left it to its ruling oligarchs, Mehdur quickly found its footing.

In many ways, Mehdur is the heart of the Aurigan Reach. Located within one jump of nearly every Coalition system, it has grown into a hub for commerce and industry. The planet is a near-Earth terrestrial world, with two moons and an Earth-like day length. Ruled by a hereditary oligarchy, Mehdur's government is largely independent from the greater Coalition.

Mechdur is home to most of the major manufacturing centers of the region, ranging from consumer goods to 'Mech weaponry. The planet features three different major spaceports, one on each of its continents, as well as a recharging station at the nadir jump point of its star supported by a number of space stations for travelers and merchants.

Over half of the world's 1.4 billion people live in the three richest provinces containing the spaceport cities. Another 150,000 people live in various orbital colonies, research and manufacturing settlements on the system's other (uninhabitable) worlds, and in the recharging station's associated space colonies.



PANZYR

Political Ruler: Marquis Pierre-Louis Decimis
Star Type (Recharge Time): G3V (184 hours)
Position in System: 2 (of 7)
Time to Jump Point: 8.53 days
Number of Satellites: 1 (Wasp, and debris field)
Surface Gravity: 0.88
Atm. Pressure: Low (Breathable)
Equatorial Temp: 24°C (Cool-Temperate)
Surface Water: 41 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Insects
Population: 93,721,000
Socio-Industrial Levels: C-C-C-D-D

The current home of House Decimis, Panzyr had the misfortune to be a frequent stopping-off point for SLDF forces during the Reunification War and, later, was a target of the Succession Wars. Consequently, the system is littered with debris and wrecked ships, and many of its planets bear scars from weapon fire and impacts. The orbital space of Panzyr II is particularly treacherous, and ships not able to receive navigational aid from traffic control usually avoid trying to land.



Panzyr is a cold world, with significant ice caps and tundra giving way to equatorial temperate zones in which most of its population live. Its spaceport is a relic of the Reunification War but has fallen into disuse, with almost all its landing bays decommissioned due to lack of traffic. Travelers passing through the system en route to Herotitus's pleasure palaces tend not to stop off at the planet. The population has dwindled from a high of nearly a billion to the current hundred million.

Scavengers tend to be the primary users of the spaceport, seeking a bounty from the world's administration for clearing debris from planetary orbit—and intact pieces of Star League-era technology.

During the final days of the Restoration War, a global famine swept Panzyr after the Directorate destroyed the world's crops before their withdrawal. High Lady Arano tried to mitigate the effects of this famine by shipping food to the planet, but by the end of the war her dwindling resources forced her to cut off these aid shipments, leading to the deaths by starvation of nearly half a million people. The planet is recovering, but it will be generations before the scars of the latest war fade entirely.



SMITHON

Political Ruler: Governor Ema Petrauskas

Star Type (Recharge Time): M0V (201 hours)

Position in System: 5 (of 5)

Time to Jump Point: 3.14 days

Number of Satellites: None

Surface Gravity: 0.71

Atm. Pressure: Standard (Breathable)

Equatorial Temp: 23°C (Arid)

Surface Water: 45 percent

Recharging Station: None

HPG Class: None

Highest Native Life: Insects

Population: 3,200,000

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

Smithon seems an unlikely target for colonization. The planet is arid, its soil is barely capable of supporting life, its scant surface water is mostly tied up in large ice caps, and average temperatures hover around freezing. The lack of moons has left the planet with a day lasting only sixteen hours, making it extremely disorienting for the surface population.

Nevertheless, the SLDF Corps of Engineers built fortifications and armories under the world's surface, and ground-based batteries to defend the fortifications. Outside the canyon systems in which the fortresses were built, the planet's surface is almost entirely devoid of habitation.

After the Capellans retreated from the region, the fortresses of Smithon became the new stronghold of House Karosas. With their defensive weaponry and armories decommissioned, the structures gained new life as subterranean cities. The only other settlement on the planet is the large water-purification installation at the northern ice cap. Ice is mined, purified, and shipped to urban centers, supplying the necessary hydration for the agroponic farming that sustains life on Smithon.



TYRLON V & VI

Political Ruler: Prime Minister Henare Parata

Star Type (Recharge Time): G1V (182 hours)

Position in System: 5 and 6 (of 10)

Time to Jump Point: 9.75 days

Number of Satellites: None and None (rings)

Surface Gravity: 0.77 and 0.91

Atm. Pressure: Low (Breathable) and High (Tainted)

Equatorial Temp: 35°C (Tropical) and 31°C (Temperate)

Surface Water: 50 percent and 93 percent

Recharging Station: None

HPG Class: None

Highest Native Life: Reptiles and Fish

Population: 91,011,000 and 233,513,000

Socio-Industrial Levels: D-C-B-D-A and C-C-B-C-A

Tyrlon V is the smaller of the system's two habitable worlds, offering a thin atmosphere and somewhat arid climate. Though an agricultural world, the arid climate restricts the arable land to river valleys and coastal regions, which are in plentiful supply in the southern hemisphere. The planet has a population of a hundred million, mostly centered in three large cities in the southern hemisphere.

Tyrlon VI, on the other hand, is large, with higher gravity and such significant atmospheric pressure that the oxygen

concentration is toxic at sea level. The planet is largely covered with water, and the surface is constantly shrouded with clouds. The oceans swarm with life, primarily algae and plankton. It is also the ancestral home of House Parata.

Tyrlon VI's single large landmass is a broad plateau, high above sea level and the toxic layer of oxygen. This gives Langi—the city built there—the appearance of a city floating on the clouds, with the constant unbroken layer of cloud cover forming an insubstantial "ocean" surrounding it. The planet's economy is based on the rich and diverse biomass of the oceans, which is harvested by sealed and pressurized ships. This industry is viable enough to support a population of nearly a quarter of a billion people, mostly living on the central plateau.



WELDRY

Political Ruler: Governor Roberto Arano

Star Type (Recharge Time): F9V (180 hours)

Position in System: 3 (of 9)

Time to Jump Point: 11.19 days

Number of Satellites: None

Surface Gravity: 0.73

Atm. Pressure: Low (Breathable)

Equatorial Temp: 15°C (Arctic)

Surface Water: 47 percent

Recharging Station: None

HPG Class: None

Highest Native Life: Insects

Population: 1,227,000

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

Weldry is a marginally habitable world that owes its colonization to its position as the gateway to the Magistracy of Canopus. Travelers headed to the Magistracy or to the pleasure palaces of Herotitus often pass through Weldry. The world maintains a very thin atmosphere, but a high concentration of oxygen makes it breathable in the lowlands; life on the planet thus clings to river valleys and lowland plains, with only barren sand, inedible vegetation, and rock found beyond a few hundred meters in elevation. Because of this miserable environment, Weldry was the ideal site to host the "Icebox" prison.

Weldry's population is concentrated across one large river floodplain in the largest landmass on the planet. Just over a million people live on the planet, mostly employed in manufacturing and agriculture. Outside of the inhabited regions of the world, the highest form of life is a vicious, blood-sucking insect ("Branson's Mosquito") that can form kilometers-wide swarms. Population centers struggle to keep the swarms at bay with ultrasonics.



OTHER AURIGAN SYSTEMS

Aea

Aea is a wet, lush, tropical world with an atmosphere dense in foul-smelling sulfurous volcanic outgasses. ComStar maintains a large presence at Aea's HPG facility, but why the Star League thought the world warranted the expensive and difficult enterprise of installing an HPG—and why ComStar continues to man it—is a mystery. However, support of that facility is the only reason the system still boasts a population.

Artru

Artru is a barren, icy rock with almost nothing of value; a token staff keeps the massive industrial mining equipment running on rocky outcrops that ring the planet's equator, hunting for platinum, ruthenium, and a smattering of rarer exotics. As it is too dangerous for permanent habitation, crews only stay for month-long shifts, before returning to one of the orbital habitation stations. Artru is a major travel link to Hellespont, however, and Hellespont is the headquarters of the rimward branch of ComStar's Explorer Corps.

Bringdam

A lush, high-gravity world, Bringdam's atmosphere is so dense as to be almost unbreathable. The humidity makes Bringdam a poor location for mining, but it is an excellent agricultural world and supplies itself and a number of nearby systems.

Enkra

Enkra was once a mining world which shipped raw materials to nearby Brinton. Over-exploitation and the Succession Wars ended mining as a viable industry, but the planet has seen a promising rebirth as an agricultural world outside of its badly-polluted industrial zones.

Fjaldr

Fjaldr was originally a Capellan colony world, lost in the Succession Wars. It is a bleak ice planet, swept constantly by howling winds and blowing snow. The original Confederation colony was largely underground, built into the sides of deep, kilometer-wide crevasses that breach the ice enveloping this world. Fjaldr survives thanks to its rich mineral resources and its position as a well-connected hub world near the Inner Sphere.

Gangtok

As a recently resettled world, Gangtok is bustling with boom-town energy; temporary cities have sprung up all over the unremarkable Terra-like world as eager prospectors, colonists, and merchants crowd in, all looking to strike it rich.

Ichlangis

Ichlangis is a Mars-like planet with an atmosphere too thin to breathe, no surface water, and temperatures below freezing. The planet is rich in titanium, and the ores are made easily accessible by the deep chasms that crack the planet's surface.

Katinka

The SLDF facility on Katinka made it a prime target during the Periphery Uprising, and an orbital mass-driver strike left an enormous crater and a badly disrupted ecosystem. The potential for scavenging LosTech continues to flood the system with prospectors and colonists.

Mangzhangdian

Mangzhangdian has a long year with high annual variation of climate—very hot summers and very cold winters. Thanks to these extremes, the original Capellan colonial structures have long since collapsed into ruin, leaving a marginal pastoral world.

Qalzi

Qalzi is a relatively recent addition to Aurigan holdings. The cold and rocky world is technically in legal limbo, since the Taurian Concordat's original colony, though abandoned, may give them a prior claim on the system.

Ryan's Fate

A hot, arid world with a single, shallow, briny sea, Ryan's Fate survives on flood farming in the brief but violent rainy seasons, and through mining high-quality crystals and fissionable materials from the extensive cavern systems that honeycomb the planet's surface.

Umgard

Due to the tidal stresses of Umgard's two moons, the planet is torn by volcanoes and earthquakes, and the air is a near-toxic soup of foul-smelling gases. Umgard is a jungle world and its forests teem with life, but machinery tends to corrode quickly in the murky environment.

Zangul

Zangul is a cold water-world with chains of rocky islands and sprawling archipelagos. Most of the population lives on a single larger island, which is entirely covered with the slowly decaying hulk of the original Capellan spaceport.

INTELLIGENCE REPORT: RAMPART COMPANY



rule out the possibility that Rampart Company will one day be deployed against our national interests. Because of this, active surveillance of Rampart was authorized by Colonel Katarina Sarn on 12 December 3026. As of the writing of this document, efforts by the Active Response Corps to place an informant inside of Rampart Company are ongoing.

**PREPARED BY
MAGISTRACY INTELLIGENCE MINISTRY
—CENTRAL ANALYSIS CORPS CONFIDENTIAL—
FOR AUTHORIZED EYES ONLY**

This dossier will introduce you to the Aurigan Coalition's secretive and elite internal defense force, a BattleMech unit that Coalition military leaders refer to as "Rampart Company." Bios of key personnel are included, as are analyses of the unit's history, tactics, and prominent operations. While this document strives to be authoritative, it should not be considered exhaustive; there is much about Rampart Company's activities that remains unknown. That said, this dossier should provide enough information to factor the unit into any threat evaluations prepared for our own operations in the Reach.

INTRODUCTION

Over the past eleven months, a series of attacks struck strategic targets belonging to several Successor States and sovereign Periphery territories on the Aurigan Coalition's border. On paper, these look like unrelated operations—the interplay of provocation and armed response that typifies modern statesmanship. But thanks to the Central Analysis Corps' (CAC) intelligence gathering efforts, the Ministry can say with confidence that each of these operations was in fact the work of Rampart Company, a secret BattleMech unit assembled on the authority of High Lady Kamea Arano and Lord Alexander Madeira.

Several characteristics make Rampart Company unique among the Aurigan Coalition Military. The most prominent is the company's deliberate lack of any identifying iconography or color scheme. Each 'Mech in Rampart Company is unique, wearing whatever colors and heraldry its individual pilot chooses. As a result, Rampart Company lances appear to be disorganized, ramshackle affairs, little better than Frontier pirates. Nothing could be further from the truth. The apparent shoddiness of Rampart Company's BattleMechs is a deliberate attempt to play into Successor State stereotypes of Periphery mercenaries. Despite its appearance, Rampart Company is experienced and dangerous, and should be engaged with extreme caution.

The disparity between Rampart Company's appearance and their abilities is indicative of the unit's military role: Rampart is a flexible, agile fighting force designed to carry out shadow operations in coordination with supporting mercenary commands.

While CAC considers High Lady Arano to be a generally positive and unifying force within the region, we cannot

OPERATIONS

Because of Rampart Company's habitual use of deception and false flag operations, it is difficult to say with certainty how many engagements they have participated in since their inception at the end of Operation RESTORED HOPE. MIM has identified two actions that can be attributed to Rampart Company with a high degree of certainty; they are listed in chronological order below.

OPERATION WOLFHOUND

On 8 October 3026, Rampart Company received intel from Lord Madeira suggesting that Davion forces were operating illegally in the Capellan Confederation system of Hurik. Hurik is within jump range of the Aurigan systems of Fjaldr and Ryan's Fate.

According to Madeira's message, the Davion expeditionary force was arming local rebel groups with advanced weaponry in an effort to foment internal conflict and destabilize the region. Unfortunately, these rebel groups included the remnants of Ibex Rampant, a pro-Directorate separatist group that had been all but eradicated during Operation RESTORED HOPE. Rampart Company determined that these arms deals had to stop.

Operating under an assumed identity (the "Wolves of Joppa"), two Rampart Company lances deployed to Hurik aboard an unmarked DropShip. Upon locating a Davion presence, they immediately attacked, drawing the rebels away from the structures they were defending.

While technically outclassed, the Rampart Company lances made successful use of feints, counterfeints, and stalling tactics to harass and distract their Davion opponents. Eventually, they succeeded in baiting the rebel commander into overextending himself, and a waiting contingent of McCarron's Armored Cavalry closed around his lance like a noose.

In the aftermath of the operation, Rampart Company recovered a shipment of advanced weaponry from the rebel's forward base. These weapons were promptly surrendered to McCarron's Armored Cavalry. The Davion advisor, who had been taken alive, was returned to Sian for Maskirovka interrogation. His current status is unknown and is likely to remain that way.

McCarron's Armored Cavalry prepared an after-action report summarizing the operation, but as Rampart Company was never officially involved, its name was never reported to Capellan military authorities. The "Wolves of Joppa" are discussed at length, but are said to have since disbanded.

OPERATION UNDERBELLY

On 21 February 3027, Rampart Company enlisted the aid of the Sablehart Irregulars of Carthage, the Antian Lanciarrii of Antias, and Barrameda's Blackguards of Itica to crush a Liao-backed military junta on the Frontier system of Sacromonte. Junta forces were armed with Capellan weapons and vehicles and supported by two mercenary units—the Fire Lizards and Ozawa's Informals.

The joint Coalition assault force descended on Salsipuedes Ridge, a forbidding rock formation overlooking the Liao mercenaries' position. *Catapults* from Barrameda's Blackguards and the Sablehart Irregulars rained fire on junta vehicles from their elevated position while the Antian Lanciarrii's fabled "Gilded Fist"—a lance of four BLR-1G *BattleMasters*, painted gold and in prime repair—thundered down the hill toward the Fire Lizards' battle lines. The Fire Lizards responded in kind, shredding the armor of the Lanciarrii assault lance with a withering torrent of laser fire.

Using the Gilded Fist charge as a diversion, Rampart Company circled around behind the enemy's position to catch Ozawa's Informals in a crossfire. The pincer maneuver buckled the junta's defensive lines, throwing the Capellan mercenary forces into disarray. Moments later, what was left of the Gilded Fist smashed into the Fire Lizards like a battering ram, buckling their lines through sheer physical mass.

The Liao mercenaries fought bravely, but were ultimately driven from the field. The junta soon fell apart, and authority was restored to Sacromonte's planetary governor. The Sablehart Irregulars, the Antian Lanciarrii, and Barrameda's Blackguards have all been retained by House Arano to provide security services to the Aurigan Coalition on an ongoing basis.



ROSTER

Individual members of Rampart Company were handpicked for service from the Frontier-based mercenary companies employed by the Aurigan Coalition to hunt down pro-Directorate splinter groups in Operation RESTORED HOPE.

Headhunting for talent among the roster of an established mercenary command is generally considered a mortal insult, but High Lady Arano sidestepped this issue by offering mercenary units from whom she plucked employees exclusive and highly lucrative contracts with the Aurigan government. Frontier mercenary units courted in this manner include (but are not limited to) the Antian Lanciarrii, Irukjandi Company, and the Black Caravel. Each of these combat commands now serves the Aurigan Coalition in a semi-official capacity, patrolling borders and addressing the security concerns of the Founding Council.

Captain Andris holds overall command of Rampart Company, but the unit does not maintain a standard lance structure. Instead, the company organizes itself into whatever unit size and personnel combination will best achieve each mission's objectives. Lance commanders tend to be selected on a per-mission basis, allowing Andris to match skill sets to operational needs.

Attached below are complete profiles of each known Rampart Company MechWarrior. These bios were assembled through multiple sources: interviews with former lancemates, intercepted communiques between High Lady Arano and Lord Madeira, and where applicable, opinions from the High Lady's most prominent mercenary associate, Darius Oliveira. Each MechWarrior's personal BattleMech is also summarized in detail where possible.

Game Notes

Rampart Company MechWarriors and BattleMechs are designed for use with the *BattleTech Beginner Box* and the *A Game of Armored Combat* boxed set. However, MechWarrior data may include entries for Special Pilot Abilities (see pp. 70-82, *Campaign Operations*), and BattleMech Design Quirks (see pp. 82-89, *BattleMech Manual*). Use of these rules is optional and should be agreed upon by the players beforehand. If players are using Rampart Company's BattleMech Design Quirks, they may agree to use them as listed, or combine them with each BattleMech's default design quirks (see pp. 90-95, *BM*).

If players are using the optional Special Command Abilities (see pp. 82-87, *CO*), Rampart Company is considered a Veteran Combat Command and receives the *Forcing the Initiative* and *Tactical Adjustments* SCAs.

If players are using the Force Building rules (see pp. 56-68, *CO*), Rampart Company can build new formations from their roster before each game.



Karen “Sunbird” Andris

Rank/Position: Captain, Commander of Rampart Company

Born: 2985 (41 in 3026)

Home Planet: Panzyr (Aurigan Coalition)

BattleMech: TDR-5S *Thunderbolt* Kovas

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 4



Distinguishing Characteristics

Captain Andris is a tall, slender woman of impressive countenance, reinforced by her head of jet black hair, pronounced cheekbones, and a sharp jawline.

MechWarrior Profile

A native of Panzyr, Karen Andris lived a life of quiet service to House Decimis until the Directorate coup turned the Reach upside down. Over the following months, she found herself powerless to stop the authoritarian dismantling of the House that her family swore to serve. Enraged by what she witnessed, Andris joined a pro-Decimis paramilitary group—the “Second Decimis Fusiliers”—and became a partisan fighter. When Lady Kamea Arano delivered her public address on Weldry, House Decimis pledged itself to her service, and the Fusiliers were quick to follow suit.

Andris was dubbed the “Hero of Panzyr” in recognition of her actions during the Restoration War. In truth, it was Darius Oliveira’s mercenary company (formerly Markham’s Marauders) that turned the tide on Panzyr, but Andris provided aid and material support that helped assure Oliveira’s victory. Andris’s role in the war and lifelong support of House Decimis made her an aspirational figure to the citizens of Panzyr, and she found herself elevated to the status of a folk hero across the Aurigan Reach.

Andris retired from military service at the end of the Restoration War, but her respite was brief. High Lady Arano and Lord Madeira ultimately convinced Andris to command Operation RENEWED HOPE, a military campaign to recover Coalition BattleMechs still in the hands of remaining pro-Directorate forces and punish the opportunists and deserters who took them. Under Andris’s lead, over forty BattleMechs were recovered as salvage, another six were reclaimed intact, and five Directorate-sympathizing splinter groups were destroyed. A sixth, the Rimward Veterans Militia, was reportedly eliminated but CAC has obtained evidence that the remnants of the group were instead allowed to escape.

Over the course of RENEWED HOPE, Andris coordinated with more than a dozen Frontier-based mercenary commands. At the same time, she was tasked with evaluating individual MechWarriors for future recruitment into a yet-unnamed secret project. When RENEWED HOPE concluded, Andris was promoted to command of the project and Rampart Company was born.

By all accounts, Andris quietly excels in her role, which she seems to have accepted despite her earlier intentions of returning to civilian life.

Special Pilot Abilities: Bloodstalker, Lucky (2)



BattleMech History

A former Directorate BattleMech, the Aurigan Coalition claimed Kovas after the liberation of Tylron. Andris rechristened the 'Mech when Lady Arano assigned it to her for RENEWED HOPE; the name is an apparent reference to the pre-Christian Lithuanian god of war.

As is the case with most BattleMechs recovered from the Directorate, there is little to no record of Kovas’s provenance. Diagnostics run by our technicians indicate that this particular *Thunderbolt*’s chassis and underlying internal structure are somewhere in the neighborhood of half a millennium old, suggesting that Kovas may have been an original production model. Sadly, any historical significance associated with Kovas was lost when the Directorate laid claim to it.

Kovas currently wears a gray-and-blue color scheme. Curiously, holo images taken of Andris with the 'Mech during Operation RENEWED HOPE establish that during that period, the *Thunderbolt* carried Arano heraldry and the red-and-gold colors of the Aurigan Coalition. Presumably, this change was made in service to Rampart Company’s focus on plausible deniability.

Nicolette “Arclight” McKinney

Rank/Position: MechWarrior, Rampart Company

Born: 2998 (28 in 3026)

Home Planet: Tyrlon VI (Aurigan Coalition)

BattleMech: LCT-1E *Locust* Gecko

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 5



Distinguishing Characteristics

A young woman of average build with large eyes and a soft demeanor, McKinney bears numerous shoulder and forearm tattoos with iconography of the Three-Linked Chain.

MechWarrior Profile

Nicolette McKinney was born to middle-class parents on Tyrlon VI. The middle child of a large family, she did little to distinguish herself. Early records describe Nicolette as a passive and unassuming child, with a tendency to immerse herself in escapist fiction. Nothing about McKinney's early life suggested that she would one day pilot a BattleMech.

Her record remained spotless into her teenage years, when she fell in with a group of petty criminals and political dissidents. Nicolette's romantic association with one such dissident is presumed to have led to her induction into the Three-Linked Chain, one of Tyrlon's most notorious organized crime syndicates.

While working for the Chain, McKinney attempted to maintain a double life, achieving only a marginal degree of success. The deeper she fell into the criminal life, the more unconscionable the syndicate's orders grew. To her credit, McKinney attempted to leave the Chain on multiple occasions, but her romantic entanglement with a Chain member made it impossible to do so. It was an untenable situation, and one that finally came to a head with the fall of the Aurigan Coalition.

McKinney realized to her horror that her actions for the Chain had, in numerous small ways, helped to pave the path for Espinosa's military coup. The revelation that she was culpable in even a small way for such a disastrous event drove her off of Tyrlon and into the life of a Frontier mercenary. She took the name “Arclight,” severed all remaining ties to her past, and devoted herself to the mercenary lifestyle. Ironically, the Three-Linked Chain was exterminated by the same autocrat that they helped put in power—all of Arclight's former partners in crime are now either dead or in hiding, victims of the Directorate's unforgiving approach to criminal justice.

As is true of several members of Rampart Company, Arclight worked with Darius Oliveira's company during the Restoration War. It's worth noting that Oliveira doesn't appear to be aware of McKinney's role in the fall of the Aurigan Coalition. Understandably, Arclight keeps that information under lock and key. It would be a trivial matter for MIM to



weaponize this information and damage Rampart Company's standing with High Lady Arano. Our agents stand at the ready to capitalize on this weakness should the need arise.

BattleMech History

Arclight's BattleMech, Gecko, is a holdover from her days on Darius Oliveira's crew. Acquired after the Battle of Smithon, it was awarded to Arclight for her bravery in the face of danger. When Arclight left the crew at the end of the Restoration War, she was given the opportunity to buy the 'Mech at its scrap value, and she gratefully accepted.

In contrast to many of the BattleMechs in Rampart Company, Gecko is singularly unremarkable save for the bright blue paint job on its undercarriage. Arclight's numerous successes as a scout and spotter are the result of her piloting skill and tactical awareness alone.

Patrik “Recurve” MacDonnell

Rank/Position: MechWarrior, Rampart Company

Born: 2981 (45 in 3026)

Home Planet: Fuentes (Free Worlds League)

BattleMech: LCT-1V *Locust* Aisling

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 4



Distinguishing Characteristics

MacDonnell is a stout, gray-haired man with a heavy brow and a pronounced underbite. He bears cybernetic prosthetics for his left eye, right arm, and right leg as well as a prominent facial tattoo of the Marik eagle encircled in a ring of Celtic knots.

MechWarrior Profile

The eldest son of a proud noble house, Patrik MacDonnell was born into a family tradition of patriotism and military service. Generations of MacDonnell's ancestors piloted the family BattleMech, Aisling, as spotters for the Free Worlds League Militia; “the eyes and ears of liberty” served as their de facto family motto.

MacDonnell trained to follow in their footsteps and did so with great enthusiasm, until an artillery strike on his barracks left him gravely injured. Cybernetic prosthetics and arduous rehabilitation allowed MacDonnell to return to Aisling's command couch, but his comrades' fear and prejudice about his cybernetics drove him out of the FWLM. As the years passed, MacDonnell fought alongside and befriended mercenary commands in every corner of the League. In time, MacDonnell came to think of each of these companies as family; they may have been separated by affiliation and distance, but they were his ideological brothers and sisters and he loved them for it.

That enthusiasm faded in 3014, when Anton Marik's attempted coup turned MacDonnell's adoptive families against each other. While Aisling had proven extraordinarily long-lived for a *Locust*, it would have been hopelessly outclassed in a stand-up fight. This fact kept MacDonnell away from the front lines, forcing him to watch from a distance as his dearest friends fell upon and slaughtered one another.

Helpless in the face of such tragedy, Recurve chose to desert his post and hitched a ride off-world with the decimated remnants of a mercenary command that had declared for Anton. It was from these wretched souls that he learned about his family's estate, which had been bombed by Captain-General Janos Marik's loyalists in the early days of the conflict. Without a home or family to return to, MacDonnell and his fellow refugees made their way to the Rimward Frontier.

MacDonnell threw himself into mercenary work, eventually joining the Antian Lanciarii. He served under Commander Elygene until the conclusion of Operation RESTORED HOPE, when Captain Andris negotiated to purchase his contract from Commander Elygene in exchange for an ongoing contract with the Aurigan Coalition. Now



MacDonnell serves Rampart Company, and the Antian Lanciarii enjoy a lucrative border defense contract with the Coalition government.

BattleMech History

The ancestral BattleMech of the MacDonnell family, Aisling is Recurve's only remaining link to his former life. He served the Antian Lanciarii as a spotter and scout for more than nine years, piloting the *Locust*'s nimble frame with skill and precision. On combat drops, Recurve was known to sprint ahead of his lance, dodging fate and calling targets while weaving through enemy fields of fire. Remarkably, Aisling's combat record is devoid of major repair work; somehow, the tiny 'Mech avoided catastrophic damage over the course of its long and varied deployment history.

Over the nine years that Recurve fought for the Lanciarii, Aisling became something of a company mascot. A stencil of the *Locust*'s silhouette adorns the side of the company's *Union*-class DropShip, the *Gilded Trireme*.

Chris Eck

Rank/Position: MechWarrior, Rampart Company

Born: 2981 (45 in 3026)

Home Planet: Victoria (Capellan Confederation)

BattleMech: COM-3A *Commando* Amarok

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 3



Distinguishing Characteristics

Eck is a tall, slender man in his mid-thirties with pale skin, a shaved head, and closely groomed facial hair. He has noticeably large hands and a tattoo of the Greek letter Pi on the back of his neck.

MechWarrior Profile

Born to engineers on Victoria in the Capellan Confederation, Eck was singled out early in life as a candidate for merit-based patronage. Eck was eventually granted that patronage and attended the Sian Center for Martial Disciplines as a gifted student. He graduated in the top fifth percentile and was immediately recommended for the Sian University Officer Candidate Program.

After he passed the strenuous final examination process, Eck was assigned to a BattleMech unit as a subcommander. He served in that position for several years, but when he was due for promotion, he was instead invited back to the SCMD for advanced courses in the specialized field of BattleMech covert operations. After some time engaged in "boring activities nobody would want to hear about" (his explanation to anyone who asks), he was sent to Solaris VII for the traditional MechWarrior background cleansing. He made an unexpected splash there by going undefeated in his first tournament, despite joining the competition late and without the backing of a stable.

Immediately following his successful turn as a gladiator, Eck disappeared into the Rimward Periphery. Shortly thereafter, he signed on with Markham's Marauders, with whom he participated in twelve combat drops. When pressed for information about Eck's quality as a MechWarrior, Darius Oliveira delivered a favorable review, saying that he'd hire him on again if given the opportunity.

Eck has a jocular, extroverted personality, and he has been observed sharing his story freely and easily at pubs across the Rimward Periphery. If asked for further details, he generally responds with the refrain, "I'd tell you, but then I'd have to kill you." A casual glance at his mercenary record suggests he's only partially joking.

BattleMech History

Eck's current BattleMech, Amarok, is a COM-3A *Commando* that he acquired sometime after he left Markham's Marauders. The details of how and when this acquisition occurred remain unknown. By contrast, Amarok's history is a matter of public record; Class Two gladiator Karl "Necksnap" Nettleton piloted Amarok to middling success in twelve



consecutive Solaris tournaments. The popular consensus at the time was that Amarok was an excellent BattleMech in need of a better pilot. In Eck, it appears to have found one. Necksnap's current whereabouts are unknown, but he disappeared from public view at about the same time that Amarok fell into Eck's possession.

As a former tournament 'Mech, Amarok features a number of noteworthy aftermarket modifications. The most prominent upgrades are cosmetic, including bulking up the *Commando*'s shoulders to give it a more intimidating silhouette. Additionally, battlefists were installed to facilitate Necksnap's signature combat style, and its life support system has been substantially improved. None of these features are particularly applicable to Eck's careful, tactically-minded approach to combat, but they should be considered by any MechWarrior who attempts to engage him in close combat.

Design Quirk: BattleFists

Aadya “Mockingbird” Mehra

Rank/Position: MechWarrior, Rampart Company

Born: 3002 (24 in 3026)

Home Planet: Umgard (Aurigan Coalition)

BattleMech: SHD-2H *Shadow Hawk* Downburst

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 4



Distinguishing Characteristics

A short, athletic woman with large, slate-gray eyes and an easy smile, Mehra bears a prosthetic left leg from the knee down.

MechWarrior Profile

Aadya Mehra was born in the humid capital of Umgard, an Aurigan world with a habitable zone overgrown with jungle. A stern and serious person since childhood, Mehra grew from a somber child into an attentive student. Her scholastic accomplishments led to grants, scholarships, and a free ride to any government-backed training academy in the Aurigan Coalition. Instead, she opted to drop everything and attend the Ngoya-Ogato School of War, a private MechWarrior training institute with a focus on commercial BattleMech piloting. Two years later, she graduated with a new callsign, a mountain of debt, and Darius Oliveira's contact information.

Mockingbird served with several mercenary commands during the Restoration War, eventually working with Oliveira himself. Records obtained from her previous commanders paint the picture of an accomplished tactician and sensor operator who doesn't scare easily. Though a competent gunner and pilot, in combat operations she routinely uses positioning and terrain to separate herself from opposing forces until a clear advantage presents itself.

At Andris's request, Oliveira released Mockingbird from her contract with his company to join Operation RESTORED HOPE. There appears to be no animosity between Oliveira and Mockingbird, and she has stated on numerous occasions that after her time in Rampart Company is over, she hopes to rejoin her old mercenary family aboard the *Argo*. These divided loyalties have been noted as an exploitable weakness by the Active Response Corps.

Special Pilot Ability: Iron Will

BattleMech History

Mockingbird pilots Downburst, a *Shadow Hawk* taken from the Royal Guard armory. Historical records show that Downburst was originally the ancestral BattleMech of House Janssen, a merchant family from Applan. Widespread fear of annexation by the Espinosa regime drove minor nobles and aristocrats across the Frontier to lend their support to Lady Arano's Restoration movement, and Downburst came to the Coalition as one such example.

Downburst's original pilot, Lord Oskar Janssen, was killed by Taurian forces in the second Battle of Smithon. In the battle's aftermath, the Restoration Army claimed



what was left of the 'Mech as salvage, refurbished it, and rebranded it as a 'Mech of the Arano Royal Guard. It passed from MechWarrior to MechWarrior for the remainder of the campaign, finally ending up in Mockingbird's hands during Operation RESTORED HOPE.

To further Mockingbird's role as a spotter and tactician, Downburst has been fitted with a rare, advanced tactical battle computer. Any Magistracy units that face Rampart Company in combat would be advised to make Downburst a priority target, as its mere presence on the battlefield is enough to grant enhanced informational awareness to its lancemates. Magistracy forces should also be informed that Downburst suffers from a notable design defect: the Armstrong J11 Autocannon that comprises its primary armament is mounted higher on its left torso than a traditional *Shadow Hawk's*, and is thus more exposed to incoming fire.

Design Quirk: Battle Computer, Exposed Weapon Linkage (Autocannon)

Genevieve “Jammer” Nassar

Rank/Position: MechWarrior, Rampart Company

Born: 2999 (27 in 3026)

Home Planet: Spencer (Rimward Frontier)

BattleMech: GRF-1S *Griffin* Kontos

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 5



Distinguishing Characteristics

A diminutive woman with a gymnast's physique and a cloud of chestnut blonde hair, Nassar has minor facial scarring on her upper lip and cupid's bow from a childhood palatoplasty, and prominent sleeve tattoos that wrap both arms in a gear-and-piston motif.

MechWarrior Profile

Genevieve Nassar was born to a low-income family in the industrial district of Spencer's most densely populated port city, Plymouth Landing. Mandatory aptitude testing by the Spencer Ministry of Child Welfare sorted her into the Panhard Academy of Industrial Science, a trade school that would prepare her for a life of industrial work.

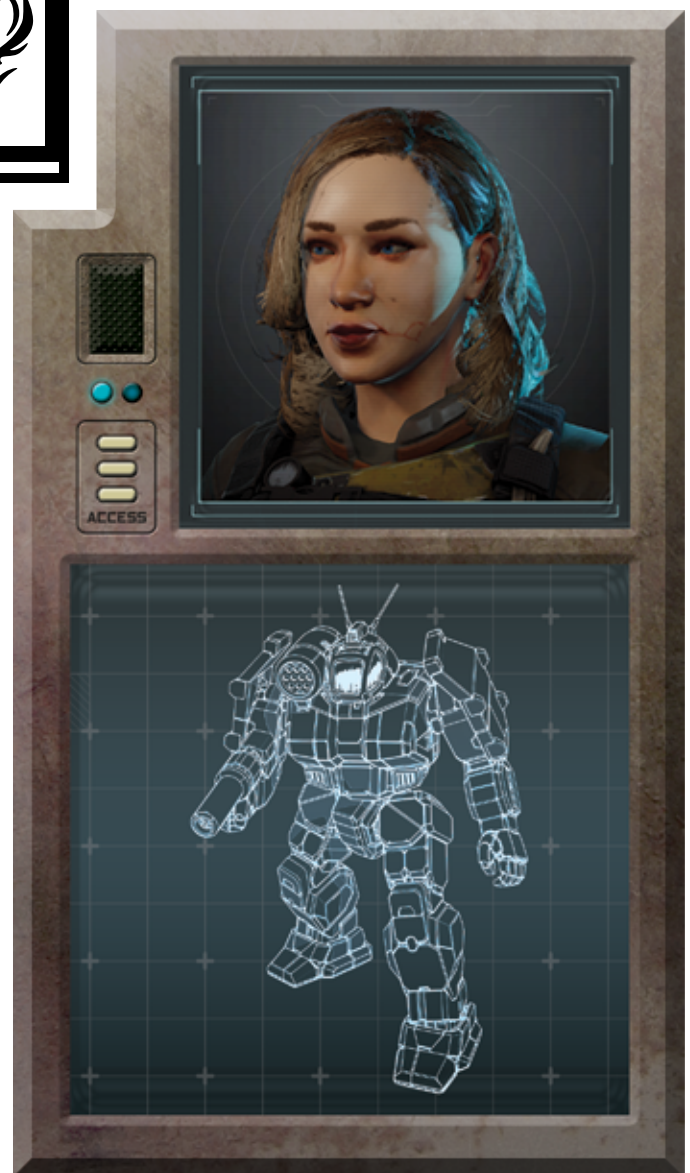
Nassar quickly distinguished herself in the Academy's IndustrialMech simulator pods, and was fast-tracked into Panhard's Heavy Machinery Operations program. There, she trained on all manner of engineering and construction equipment, including the JAW-65A *Jabberwocky* heavy construction 'Mech. She proved herself more than capable of handling the 50-ton machine, deftly spot welding I-beams and hoisting tons of rebar while maintaining all of the safety standards required on a modern construction site.

On 7 January 3017, a group of armed criminals laid siege to Panhard Academy's Spencer campus. Nassar ultimately broke that siege, plowing through their lines in her JAW-65A like a freight train over an anthill. When Spencer-based mercenaries Minton's Musketeers caught wind of Nassar's actions, they reached out to her with a job offer, including all the training she would need to pilot a true military BattleMech. Nassar immediately accepted, taking the callsign "Jammer" as a nod to her construction background. For the next two and a half years, she cut her teeth fighting alongside the Musketeers and learned the ins and outs of the mercenary lifestyle.

Jammer amicably parted ways with the Musketeers in July 3019 and set out on her own to seek her fortune. Bouncing between mercenary commands, she built a strong reputation across the Frontier before eventually settling in with the Black Caravel, an upstart company from Fronc. When the Restoration War turned the Aurigan Reach upside down, the Black Caravel grew wealthy working both sides of the conflict.

After the war, the Black Caravel signed on to fight in Operation RESTORED HOPE. Jammer performed admirably in a series of combat deployments on Tiverton, and Captain Andris recruited her into Rampart Company.

Special Pilot Ability: Melee Master



BattleMech History

Jammer's personal BattleMech is Kontos, a GRF-1S *Griffin* that she acquired during her time with the Black Caravel. MIM has been unable to locate any historical documentation pertaining to this BattleMech; eyewitness accounts suggest that this is a stock GRF-1S *Griffin*.

It is worth noting, however, that the armor on Kontos's feet, fists, and shins is described as always looking new and freshly painted.

The obvious implication is that the armor on these locations is frequently replaced, suggesting that Jammer frequently elects to engage in physical combat. Canopian units should therefore display caution when approaching within melee range of this BattleMech.

Agostina “Dropline” Vassos

Rank/Position: MechWarrior, Rampart Company

Born: 2999 (27 in 3026)

Home Planet: Cassilda (Rimward Frontier)

BattleMech: SHD-2H *Shadow Hawk* Broadwing

'Mech Gunnery Skill: 4

'Mech Piloting Skill: 3



Distinguishing Characteristics

Vassos is a tall, athletic woman with an olive complexion, flint-gray eyes, and a perpetual scowl. She has abnormally muscular shoulders, heavy scarring along the left arm, and pronounced frown lines at the brow ridge.

MechWarrior Profile

Agostina Vassos was born to a family of aquaculture farmers on Cassilda, an ocean world at the edge of the Rimward Frontier. At age twelve, she lost both parents when their harvester-submersible was sheared in two by a leviathan broadwing, an indigenous mollusk known for its colossal size and aggressive predatory behavior. In the wake of the tragedy, Vassos found herself a ward of the Cassildan state, moving from foster home to foster home until she became eligible for military service a few years later.

Vassos trained as a ship's gunner at Coleridge Naval Base on New Antilla, the largest man-made island on Cassilda. She served a four-year tour of duty aboard the whaleboat *Elijah*, patrolling high-traffic fishing grounds for predatory megafauna. Vassos played a key role in a successful high-risk rescue op on the wreck of the aquacultural vessel *Bonnie Marie*; at the time, it was the largest successful rescue mission ever attempted in Cassildan waters. In recognition of her accomplishments, she was inducted into one of four available slots in the Cassildan Guard's MechWarrior training program.

Three months shy of her twenty-first birthday, Vassos and her lance were sent to assist combat efforts against pirates based out of Cassilda's closest neighboring system, Hastur. Sometime during this engagement, Vassos fell in with Irukjandi Company, which was under contract with the Principality of Hastur to help fend off the pirates. When her deployment ended, Vassos cut ties with the Cassildan military and went mercenary.

Operating under the callsign “Dropline,” Vassos spent the ensuing six years in various mercenary commands, racking up an impressive kill count in the process. In the aftermath of the Coronation Day Massacre, she worked with Darius Oliveira's crew, serving with distinction on more than a dozen combat drops. Oliveira ultimately terminated her employment when she hospitalized a fellow MechWarrior over a disagreement in the company mess.

Intercepted communique shows that Andris holds Vassos in high regard, referring to her as a “literal monster-killer

who's been winning uphill battles since she was fifteen years old.” The active management that Vassos requires between combat drops may be justified in Andris's mind, but MIM views Dropline's temper as an exploitable weakness.

BattleMech History

Dropline pilots Broadwing, a SHD-2H *Shadow Hawk* of unknown provenance. Our records indicate that the 'Mech was recovered from the Espinosa Refit Yards, where it had been assembled from salvage in the waning days of the Directorate; the *Shadow Hawk* was presumably assigned to Dropline when she accepted a position in the Warhounds. Why she chose to name her new BattleMech after the predator that killed her parents is a mystery, but whatever the reason, she seems to be quite at home in Broadwing's cockpit.



Solomon “Wingback” Rossi

Rank/Position: MechWarrior, Rampart Company

Born: 2988 (38 in 3026)

Home Planet: Dainmar Majoris (Magistracy of Canopus)

BattleMech: WVR-6R *Wolverine* Beast of Bodmin

'Mech Gunnery Skill: 4

'Mech Piloting Skill: 3



Distinguishing Characteristics

A broad-chested, muscular man of Canopian descent, Rossi has numerous facial piercings in his nose, ears, and lower lip, wears wire frame spectacles, and often displays a brilliant smile.

MechWarrior Profile

Born in the Magistracy to followers of the New Hedons movement, Solomon Rossi's early life was one of constant migration and change. Believing that the Magistracy's cultural attitudes were too stifling, they migrated from Dainmar Majoris to Herotitus, then again to Sacromonte, Rockwellawan, and the Frontier world of Highwater. Every move took them further away from the Inner Sphere, which their philosophy taught would be the inevitable source of the coming apocalypse. But the more often they moved, the more extravagant the family's lifestyle grew; by the time they reached Highwater, their weekly bacchanals ran into the tens of thousands of C-bills each.

When Solomon was fifteen years old, the family's seemingly inexhaustible coffers finally ran dry. With no more money and nary an apocalypse in sight, Solomon's parents did the only thing they could think to rectify the situation: they surrendered him to the planetary administration.

Solomon was enrolled in a military academy, where he was taught to fight. Preparing for war was at once a violation of everything he had ever been taught and a celebration of it. His parents sought pleasure and fled toward the Deep Periphery because they were sure an apocalyptic war was coming, and Solomon received the training to fight in that war.

When the Directorate rose to power, Highwater declared for House Espinosa. At the outbreak of the Restoration War, Solomon's lance shipped out to assist the Directorate Army in the Battle of Smithon. Solomon got his first real taste of war and found that he enjoyed it, but that he didn't like the side he was fighting on. He went AWOL and defected to the Restoration, spending the remainder of the war fighting for House Arano. Eventually, he joined the Royal Guard. When Rampart Company was assembled, his name was one of the first on High Lady Arano's list for the assignment.

BattleMech History

Wingback pilots Beast of Bodmin, a *Wolverine* salvaged from the field in the aftermath of the Coronation Day Massacre. The ancestral BattleMech of the Haust family,



the Beast was piloted by Captain Alistair Haust, a sworn vassal of House Espinosa. Haust was defeated in combat by Lady Arano, Sir Raju “Mastiff” Montgomery, and a mercenary acting in service of the Royal Guard.

After High Lady Arano reclaimed her throne, the Haust family was stripped of its rights and property by the Founding Council of the Aurigan Coalition. Their 'Mech was claimed by the throne and added to the Aurigan Coalition's arsenal, eventually making its way to Wingback.

Notable design features include reinforced actuators at the knees and ankles, and abnormally heavy armor on the Beast's legs. This feature suggests that the 'Mech was modified at some point during its history to better facilitate Death From Above maneuvers. The effectiveness of these modifications remains unknown—costly, high-risk maneuvers such as DFAs are frowned upon by Rampart Company's commanders. **Design Quirk:** Reinforced Legs

Oscar “Turnstone” Bianchi

Rank/Position: MechWarrior, Rampart Company

Born: 2974 (52 in 3026)

Home Planet: Corodiz (Capellan Confederation)

BattleMech: CPLT-C1 *Catapult* Palandria

'Mech Gunnery Skill: 4

'Mech Piloting Skill: 4



Distinguishing Characteristics

A short, sharp-featured man with slate-gray hair, heavy facial scarification, and an infectious sense of humor, Bianchi's left eye is a pale blue prosthetic, and he possesses gold-plated molars.

MechWarrior Profile

Oscar Bianchi was born into a life of wealth and privilege as the youngest son of House Bianchi, one of the most prominent noble families on Corodiz. He attended the finest schools that money could buy, and was trained in the arts of war by some of the most prominent MechWarriors in Capellan space.

A series of unwise business deals and disastrous investments indebted Oscar's father to the Indri Consortium, an organized crime ring operating out of the Free Worlds League. While Corodiz lies well outside League borders, the Consortium's reach is as vast as its tactics are ruthless. To settle his House's debts, Lord Bianchi offered the Consortium the unconditional use of the family's ancestral BattleMech, Palandria, for a twenty-year term. The Consortium's negotiators agreed, but only so long as Oscar was included to pilot it. Lord Bianchi eventually agreed, and a contract was drawn for Oscar's indenture.

Oscar wasn't given an opportunity to protest. One seemingly ordinary morning, he opened eyes to find himself in an unfamiliar room. By the time he learned that he had been drugged and shipped to Andurien, nothing could be done to reverse it.

Thankfully, Bianchi's skill in the cockpit and experience with Palandria made him an asset to the Consortium, and they treated him as such. While Oscar bristled at being used as a bargaining chip by his father, he eventually grew to enjoy life in the Consortium. Over the next several years, Oscar became an enthusiastic criminal, using Palandria to enforce the Consortium's rules and punish its enemies.

After his twenty-year term of indenture was up, the Indri Consortium put Oscar and Palandria on a DropShip back to Corodiz. When he arrived, he extracted twenty years of back pay from his octogenarian father, leaving House Bianchi in a state of financial ruin. He traveled from there into Frontier space, where he lived like a king for a time.

Eventually, Oscar's extravagant spending habits drained his bank account dry, forcing him to take advantage of most marketable skill. Returning to the cockpit, he embarked on a



new life as a mercenary, eventually winding up with Irukjandi Company and eventually Rampart Company.

BattleMech History

Palandria is the ancestral BattleMech of House Bianchi, but reports from Operation RESTORED HOPE show that it received a few aftermarket modifications during its tenure with the Indri Consortium. The 'Mech's cockpit appears to have been fitted with a protective cowl, and Palandria's missile pods have been retrofitted to allow ammunition to be dumped and reloaded much faster than a typical *Catapult*.

Under Capellan law, Palandria is technically the property of Turnstone's father. Questioned about his intentions regarding the *Catapult*, he replied that his father could have the 'Mech back "in about twenty years."

Design Quirks: Cowl, Fast Reload (LRMs)

Shane “One Shot” Govender

Rank/Position: MechWarrior, Rampart Company

Born: 2982 (44 in 3026)

Home Planet: New Vandenberg (Taurian Concordat)

BattleMech: CPLT-K2 *Catapult* Norwest

'Mech Gunnery Skill: 2

'Mech Piloting Skill: 5



Distinguishing Characteristics

A burly middle-aged man with gold-capped teeth and a receding head of fire-red hair, Govender bears prominent facial scarring from numerous gunshot wounds and a laser scar across the left half of his torso.

MechWarrior Profile

The son of high-powered business executives, Shane Govender was born into a life of luxury. Both of his parents held ranking positions in Vandenberg Mechanized Industries, the Taurian Concordat's premier weapons manufacturer. Leveraging their authority within the company, they were able to grant Shane the sorts of privileges usually reserved for the aristocracy. Under his parents' watchful gaze he attended the finest institutions, studied under famous MechWarriors, and learned to pilot a BattleMech as well as any noble scion.

Despite the many advantages afforded him, Govender proved to be a poor student. The only discipline that he truly excelled at was marksmanship; numerous scholastic records from the period refer to him as a savant in that skill. His ability to hit targets with a long rifle landed him a spot in the 3003 Concordat Games, in which he performed admirably.

Govender's skill as a sharpshooter did nothing to ameliorate the growing frustration of his parents, who watched him systematically waste every advantage they gave him. Finally, they presented their son with an ultimatum: apply himself and join them in the corporate power structure of VMI or have his flow of income cut off. He decided to take Option C, emptying his parents' savings account and hopping on the first DropShip off New Vandenberg. From there, he leveraged his abilities as a marksman among a litany of criminal organizations and mercenary outfits, selling his services under the callsign “One Shot.”

After a decade as a sometimes-mercenary, sometimes-petty criminal, One Shot was apprehended by the Directorate constabulary and sentenced to hard time in the “Icebox,” the Directorate's notorious gulag on Weldry. When Lady Arano liberated the facility during the Battle of Weldry, One Shot regained his freedom. Ever the opportunist, he promptly signed on with a mercenary outfit working in service of the Arano Restoration. After the war ended, Captain Andris recruited him into Rampart Company.



BattleMech History

Acquired during a high-stakes heist on a private armory, Norwest is the single most visible artifact of One Shot's criminal career. A CPLT-K2 *Catapult*, Norwest is an objectively beautiful machine; it has no history of which to speak, but One Shot seems determined to change that.

According to our agents in the field, Norwest's status as a stolen BattleMech is the primary reason why One Shot is still in the Periphery. The *Catapult*'s rightful owners are reportedly still hunting for the machine—and the head of the man who stole it. The potential applications of this knowledge are obvious, and MIM stands ready to expose One Shot to his pursuers should it become advantageous for us to do so.

Farida “Apex” Lamb

Rank/Position: MechWarrior, Rampart Company

Born: 2996 (30 in 3026)

Home Planet: Katinka (Aurigan Coalition)

BattleMech: BLR-1G *BattleMaster* Gigantes

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 4



Distinguishing Characteristics

A small, compact woman of quiet personal bearing, Lamb possesses proportionally large eyes, a near-invisible smile, and a severely cropped haircut.

MechWarrior Profile

Farida Lamb was born on Katinka in the Aurigan Coalition, the second child of a runaway Canopian noble and a retired MechWarrior. Her mother, Lady Melody Lamb (nee Cirillo, of House Cirillo), served on several political councils within our government, and had been privy to a variety of state secrets. MIM deemed Cirillo's reckless abandonment of her duties to constitute a security risk.

Agents dispatched years earlier to find the runaway noble and return her to the Magistracy's embrace finally succeeded on 1 January 3005. Being Aurigan citizens, eight-year-old Farida and her father were left on Katinka to live out their lives together. The father, Damon “Paddleball” Lamb, was the sole proprietor of a successful arcade and general store that catered to hopeful prospectors and was deemed more than capable of raising Farida on the income generated by that enterprise.

Foreseeing the life that his daughter was likely to be forced into, Damon Lamb incorporated the BattleMech simulators that filled his arcade into Farida's childhood play and studies, surreptitiously training her to pilot BattleMechs of all weight classes before she reached the age of thirteen. There are isolated records of domestic strife in the Lamb family during this period—Farida identified strongly with her mother and took her disappearance badly—but by all accounts, her father raised her to the best of his ability.

When the day of Espinosa's coup arrived, Damon Lamb offered his old BattleMech to Farida and unleashed her on an unsuspecting Periphery. To Farida's surprise, she found herself intimately familiar with every detail of mercenary work; the training she never knew she received had prepared her well for her new career. She went on to distinguish herself with mercenary outfits across the Rimward Frontier, eventually winding up on the *Argo*. She formed the backbone of an assault lance that carried the Restoration Army through the fall of the Directorate, and eventually retired after the Battle of Coromodir.

Like Andris before her, Apex found her retirement short-lived. She was recruited into Operation RESTORED HOPE by Lord Alexander Madeira himself, and her service

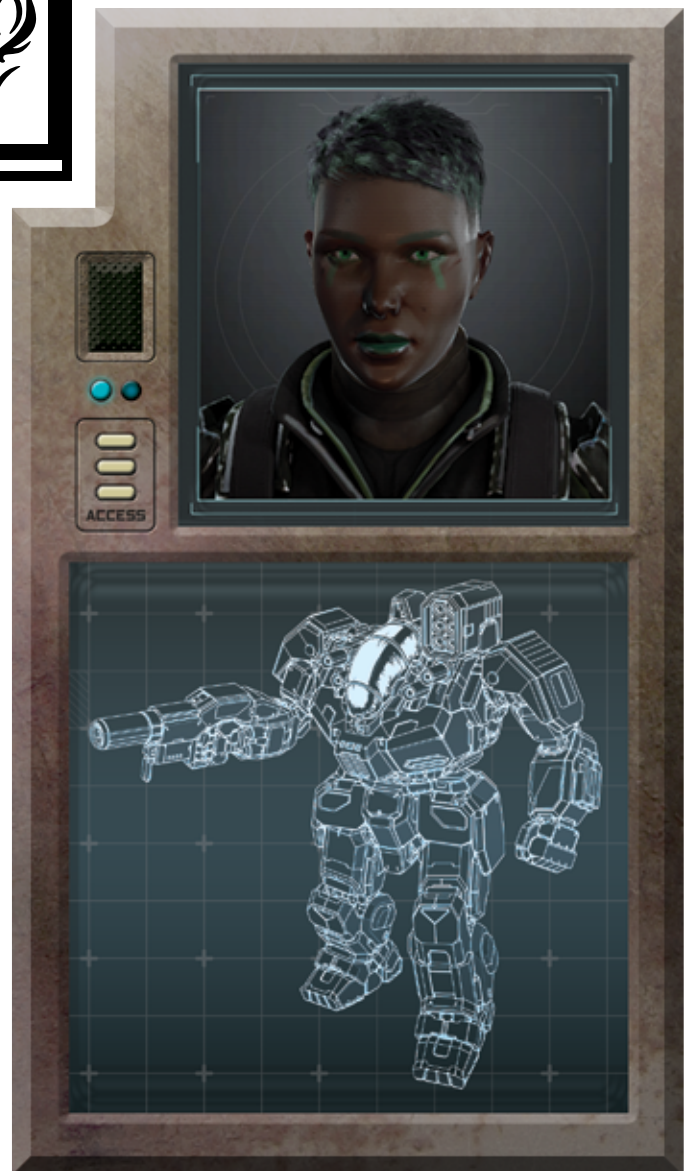
was continued from that engagement directly into Rampart Company.

Special Pilot Ability: Human TRO

BattleMech History

Apex's *BattleMaster*, Gigantes, was drawn from the armory of the Arano Royal Guard and assigned to her by Captain Andris at the onset of Operation RESTORED HOPE. Apex piloted the 'Mech to great effect on Mantharaka, Highwater, and Tarragona; in a final drop on Gaucin, she put one of her *BattleMaster*'s enormous fists directly through the cockpit of a stolen *Awesome*, killing the leader of Ibex Rampant and marking a decisive end to Operation RESTORED HOPE.

The *Awesome* that Lamb crippled was salvaged and assigned to Rampart Company.



Octavio “Sumo” Zhou

Rank/Position: MechWarrior, Rampart Company

Born: 2990 (36 in 3026)

Home Planet: Itrom (Aurigan Coalition)

BattleMech: AWS-8Q *Awesome* Firehose

'Mech Gunnery Skill: 3

'Mech Piloting Skill: 3



Distinguishing Characteristics

Zhou is a large, stocky man with a square jaw and a severe expression, as well as a barrel chest, prodigious beer gut, and powerful musculature.

MechWarrior Profile

Octavio Zhou was born to House Zhou, a family of minor aristocrats in the Itrom system. His parents' wealth and status guaranteed him a life of ease; his only real responsibility was piloting the family BattleMech in local tournaments, where he inevitably competed against his friends and cousins. When he came of age, he followed the family tradition of enlisting in Itrom's planetary security force. Diaries and letters from the period establish that Zhou was enthusiastic about accepting his role in the Itrom Guard, seeing an opportunity to prove himself against pirates, brigands, and warriors of lesser status. He viewed every rival BattleMech destroyed as a stepping stone on his path to a glorious career in the Aurigan military.

Zhou's military ambitions came to an abrupt end when his lance walked directly into a pirate ambush. Encircled and cut off from friendly reinforcements, each of Zhou's lancemates was knocked down and cored out before his own ancestral BattleMech was destroyed. Zhou ejected, but was critically injured in the process. The best trauma surgeons on Itrom were recruited to oversee his recovery, but it still took more than a year of inpatient care before he was able to walk again.

Shortly after Zhou was released from medical confinement, House Espinosa overthrew the Aurigan Coalition, and the Directorate was born. House Zhou fled Aurigan space, taking what liquid assets they could but leaving most of their wealth behind. Their accumulated resources carried them as far as Lyreton.

As refugees, the Zhou family struggled to assimilate with the local population. They had no connections to fall back on, and their noble status went unacknowledged. Most of their wealth had been in lands and property, and the moment they fled, the Directorate had seized everything they'd left behind.

With his family facing destitution, Zhou fell back on his only marketable skill and returned to the cockpit, this time as a mercenary. Under the callsign “Sumo,” he fought with Darius Oliveira's crew during the Restoration War; his notable accomplishments include the destruction of several Taurian assault 'Mechs in the Battle of Tyrlon.



When questioned about Sumo's qualifications, Oliveira was generally positive, noting that Zhou's gunnery skills and tenacity in the face of danger made him a great asset to his lance. That said, Oliveira did include a caveat with his recommendation: Zhou is a mercenary in the truest sense of the word. If he had any other way of keeping his family's finances afloat, he would take it without a second's hesitation. Because of this, MIM has flagged Zhou as a potential asset. Should the need arise, his susceptibility to bribery would make him an excellent candidate for conversion.

BattleMech History

Zhou pilots a stock AWS-8Q *Awesome*, the first full assault 'Mech to be claimed as salvage by Rampart Company. Sumo colorfully rechristened the 'Mech “Firehose,” and took to it with an enthusiasm bordering on lunacy.

SCENARIO 1

ROCK AND A HARD PLACE



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“Oh, you have *got* to be kidding me.” Dropline’s voice crackled over the radio. “Eck, that’s no pirate lance. Who the hell are they?”

Eck squinted against the glare on his canopy, trying to make out the distant silhouettes down on the floor of the canyon. The whole Patallo Valley region was filled with these dry, barren box canyons, every one of them a potential deathtrap, and none of them worth a damn. “Mockingbird, get eyes on those ‘Mechs.”

Mockingbird’s *Shadow Hawk* moved forward to the ridgeline, out of the defilade. “Roger, that’s a *Catapult*, a *T-bolt*, a *Griffin*, and a *Wolvie*. Lyrans colors.”

Could have been worse, he thought. *Could have been a Steiner scout lance*. “Ok, people, this is way outside our brief. We’re going to pull back and call this in. We’re not cleared to engage Inner Sphere units, and...” *And I don’t want to start a shooting war with the Lyrans on my own say-so. What the hell are they doing in Coalition space?* “And we’re outgunned here, anyway.”

“Let me close with that *Catapult* and I’ll knock it on its ass, boss.” Dropline’s voice hummed with eager anticipation. “No chance it gets off more than one volley.”

“Negative, Dropline. You can take the *Catty* but you’ll be a pile of slag before you can say ‘Hello Mister *Thunderbolt*.’”

The silence that followed was laden with injured pride. Eck knew Dropline would attack almost anything, trusting in her close combat skill and *her Shadow Hawk*’s fist.

“You’ll get your chance when the regulars get here, and we have some backup. Dropline, fall back with me; Mockingbird, keep eyes on and let me know if--”

Mockingbird cut in. “I’ve got something, Eck. Radio chatter. It’s faint, coming from way underground. Putting it through to you.”

There was a buzzing, and then a voice cut through the noise. “... eyes on the package, and we’re moving it to the surface. Call in the *Leopard*. We’ll be topside in ten minutes. Prospector out.”

Shit. It would take reinforcements a minimum of two hours to arrive. Whatever this ‘package’ was, it would be long gone before then. And everyone knew that Smithon was just rotten with old Capellan fortresses from the Star League era. The ‘package’ could be almost anything, and it sure as hell didn’t belong to the Lyrans.



GAME SETUP

Lay out the Desert #3 BattleTech mapsheet as shown.

Attacker

The attacker consists of a single Rampart Company scout lance, led by Chris Eck:

Chris Eck (3/3), COM-3A *Commando*
Patrik “Recurve” MacDonnell (4/3), LCT-1V *Locust*
Agostina “Dropline” Vassos (4/3), SHD-2H *Shadow Hawk*
Aadya “Mockingbird” Mehra (3/4), SHD-2H *Shadow Hawk*

Deployment

The attacker’s home edge is the south edge of the map. The Rampart Company scout lance sets up anywhere on the southern half of the map, and may deploy its units after the Lyrans lance’s units have been placed.



Defender

The defender consists of a single Lyran Commonwealth medium battle lance:

Sgt. Ian Connolly (4/4), TDR-5S *Thunderbolt*
Jean Bernard (4/4), WVR-6R *Wolverine*
Karl Schneider (4/3), GRF-1N *Griffin*
Lotte Janssen (3/5), CPLT-C1 *Catapult*

Deployment

Lyran forces deploy in the valley region on the northern edge of the map. This region consists of hexes 0704-0706, 0803-0805, 0904-0905, and 1003-1005.

Victory Conditions

The scenario ends if either side destroys all units on the opposing side. The scenario also ends if remaining Lyran units exit the south edge of the map after Turn 10.

The Rampart Company commander wins a Decisive Victory if they are able to destroy all Steiner units before turn 10. They win a Marginal Victory if they destroy all Steiner units but lose two or more of their own units, or if they destroy the Steiner lance after the turn 10.

The Steiner commander wins a Decisive Victory if they are able to destroy the entire Rampart Company lance, or if they are able to exit off the south edge of the map with all four of their units intact. They win a Marginal Victory if they destroy the Rampart Company lance but lose two or more units.

Special Rules

Rampart Company's light 'Mechs are better able to negotiate the broken terrain of the Patollo Valley region, and they have a home field advantage, having conducted numerous patrols of this area of Smithon. As a result, the Rampart Company automatically wins Initiative for the duration of the combat.

The Steiner heavy 'Mechs have pre-existing leg damage from moving through the rocky, sinkhole-pocked terrain. The Steiner *Catapult* and *Thunderbolt* begin the game with half their normal leg armor values. **Note:** If using the Pre-Existing Damage rules (see p. 59) instead, the Steiner *Thunderbolt* and *Catapult* automatically roll for pre-existing damage, regardless of the initial pre-existing damage check, and must roll half of their 5-point groups (round down) on the 'Mech Kick Location Table.

Expectantly, Recurve said, "Boss...ten minutes?"

"Okay, people, this changes things. We're going to hit them before they can extract... whatever it is."

A whoop of excitement was abruptly cut off—no need to check the board to know that was Dropline.

"We're outgunned and outclassed here, so we're going to need to use the terrain to have a chance." He scanned the ridgeline. "Mockingbird, you're always saying these canyons are death traps. Let's see if we can make that happen."

—From *The Pendant and the Prophecy*, by Dr. Norma Ames, Crystal River House, 3028

Patollo Valley, Smithon Aurigan Coalition, The Rimward Periphery 22 August 3026

Before Smithon was one of the Founding Worlds of the Aurigan Coalition, it was a Capellan fortress world, home to a Star League garrison. A number of armories were constructed in various locations around the world, and it was common knowledge that not all of them were decommissioned after the Capellan withdrawal.

When Lord Madeira dispatched a Rampart Company scout lance to investigate reports of unknown 'Mechs operating in a remote part of the Patollo Valley region, he expected to find a pirate lance prospecting for possible LosTech or salvageable wreckage. His scouts encountered something a bit more serious: a fully-armed Steiner medium battle lance, holding position in an otherwise unremarkable box canyon, guarding the mouth of a cave.

Comm chatter on an open frequency quickly established that a salvage team was down in the cave, and having found *something* in the depths, were bringing a mysterious 'package' up to the surface where it would be loaded onto a *Leopard* and transported off-planet.

The Rampart lance is outgunned, but has the element of surprise and the ability to pick and choose their deployment, taking maximum advantage of the terrain. The Steiner lance is in a bad position, in the bottom of the canyon and with no readily available cover. Still, they're veteran MechWarriors in well-maintained Inner Sphere BattleMechs, and they're alert for trouble.

SCENARIO 2

A RAIN OF DEATH

The distant dust clouds gathered on the horizon of this barren, useless world almost perfectly mirrored Subcommander Arjun Burman's mood, and the headache he could feel lurking somewhere in the back of his head. This patrol was a red herring, he was certain; the pirate activity they'd been chasing since Larsha was obviously nowhere to be found, and the dust of this world had gotten into his cockpit somehow.

"Subcommander. We have something." Dewi's voice was an unwanted intrusion, but Burman sighed and brought his lumbering *Catapult* to a halt, signaling his lance to form up.

"Go ahead, Lance Corporal." This would be the fourth false alert in the past day and a half, but every lead had to be pursued.

"Sunlight off metal, Subcommander. And movement."

Well, that's certainly more interesting than another damned chasm, he thought, and came fully alert, straightening in his cockpit. "Eyes?"

After a moment, Lance Corporal Nguyen spoke. "Affirmative, Subcommander. I count four BattleMechs. Two assault class, one heavy, one medium."

Someone hissed, a sudden intake of breath. Burman ignored it, though inwardly he agreed—two assault 'Mechs? That was far more firepower than he was prepared to deal with. Where had these pirates gotten those 'Mechs? "Identification?"

"Subcommander. One *Awesome*, one *Battlemaster*. Ah...a *Catapult*, but I don't recognize the configuration. And a *Wolverine*."

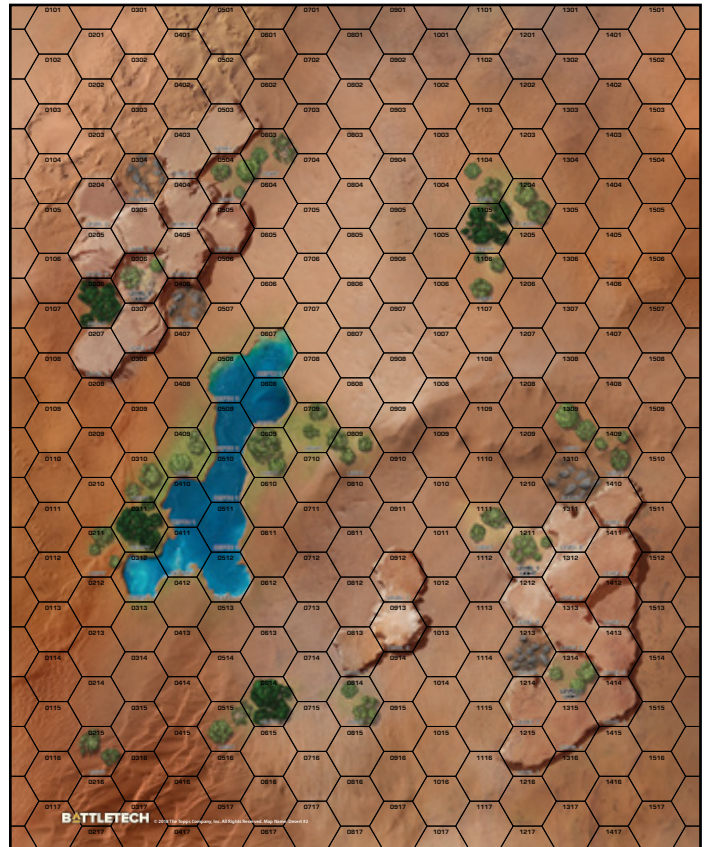
Lance Corporal Dewi spoke up. "They're in the middle of a debris field, Subcommander. Looks like they just finished up a fight. I'm seeing what looks like the wreckage of a full lance down there, and some heavy vehicles, too."

Burman muttered darkly to himself. A full-strength pair of assaults, he could have withdrawn from and suffered no loss of face. If they were badly damaged, though, he'd be expected to strike them, despite the odds. "I'm moving up to take a look. Spread out, keep eyes on the targets."

Burman moved his *Catapult* up to a better vantage point near the edge of the crater, careful not to skyline his 'Mech and alert the enemy. The signs of battle were obvious—laser scorching across the red-brown crater floor, and a blast pattern that looked like a catastrophic ammo explosion to his experienced eye.



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GAME SETUP

Lay out the Desert #2 BattleTech mapsheet as shown.



Attacker

The attacker consists of a single lance of the Capellan Confederation Kamakura's Hussars, tasked with pirate suppression along the rimward border of Capellan space.

Subcommander Arjun Burman (2/3), CPLT-C1 *Catapult*
Lance Corporal Dewi Bakshi (4/3), LCT-1E *Locust*
Lance Corporal Tran Nguyen (3/3), LCT-1V *Locust*
Lance Corporal Shen Zhang (3/4), CPLT-C1 *Catapult*

Deployment

Liao forces may deploy anywhere in the northwestern quadrant of the map.



Defender

The defender consists of a single Rampart Company heavy assault lance.

Octavio "Sumo" Zhou (3/3), AWS-8Q *Awesome*
 Farida "Apex" Lamb (3/4), BLR-1G *BattleMaster*
 Shane "One Shot" Govender (2/5), CPLT-K2 *Catapult*
 Solomon "Wingback" Rossi (4/3), WVR-6R *Wolverine*

Deployment

Rampart Company forces deploy in the craggy terrain at the lower right hand corner of the map. Rampart Company units can be placed in hexes 1012-1015, 1111-1115, and 1212-1213.

Victory Conditions

The scenario ends when either force is completely destroyed or withdraws from battle.

The Kamakura's Hussars commander wins a Decisive Victory if all the Rampart Company units are destroyed or if the Assault 'Mechs are destroyed and the others withdraw. They win a Marginal Victory if either of the Rampart Company assault 'Mechs manage to withdraw.

The Rampart Company commander wins a Decisive Victory if all the Liao units are destroyed. They win a Marginal Victory if any of the Liao units are able to withdraw.

Special Rules

As this is a surprise attack, both Kamakura's Hussars' *Catapults* receive a free Weapon Attack Phase (as well as a free Heat Phase) immediately after both sides have deployed and before the first turn of play. Additionally, the Kamakura's Hussars automatically gain the initiative for the first two turns of the combat.

The Rampart Company lance begins the scenario damaged from its previous battle; each Rampart Company 'Mech has half its normal armor value (rounded up) on all locations except the head at the beginning of the scenario. **Note:** If using the Pre-Existing Damage rules (see p. 59) instead, the Rampart 'Mechs skip the initial roll and automatically roll for pre-existing damage for each unit.

"I see no structural damage on the targets. Still..." He paused, chewing at his beard. Was this battle winnable? Bringing a *Battlemaster* and an *Awesome* in as salvage would probably guarantee him a commendation, and possibly a promotion. And these were *pirates*, untrained criminals, surely not competent to pilot those massive war machines. And they had the element of surprise...

He made the call. "Dewi, Nguyen. Spread out to flank. Zhang, on me. We're going to give these pirates a surprise second round."

—From unpublished memoirs of Captain Arjun Burman, Kamakura's Hussars, Hurik Archives, 3042.

Karrach Crater, Weldry *Aurigan Coalition, The Rimward Periphery* 19 September 3026

Following rumors of pirate activity in the uninhabited highlands of Weldry, Rampart Company tracked down a lance of pirate 'Mechs returning to their hidden encampment in an otherwise unremarkable crater. A pitched battle ensued, though with two assault 'Mechs detailed to their patrol, the Rampart lance was never in any real danger.

Pursuing similar rumors, a Kamakura's Hussars lance tasked with pirate cleanup in the rimward border of Capellan space came upon the Rampart lance. As usual for Rampart Company, the lance does not bear any heraldry or identifying marks, and the Hussars Subcommander has mistaken the lance for extremely heavily-armed pirates.

Weldry is not recognized as an Aurigan holding by the Capellan government, and is marked as "uninhabited" on Capellan charts. Additionally, it is a single jump away from a number of important Liao border systems. As the unknown lance is already damaged and seems to have no support or reinforcements, the Subcommander gave the order to attack from surprise. His goal is to bring down the assault 'Mechs so that they can be returned to the Kamakura's Hussars DropShip as salvage, though if that proves too much, he will be satisfied with simply forcing the 'pirates' from the field.

The Rampart Company lance has no interest in fighting Liao forces, but as they're currently deployed with two extremely valuable assault 'Mechs, they need to ensure word of their presence doesn't get back to anyone higher up in the Capellan chain of command, who might start asking inconvenient questions about unmarked assault 'Mechs. That means destroying the Liao forces to a man.

SCENARIO 3

WORM HUNT

Captain Silas “Hookworm” Black reclined in his makeshift throne, a contemplative frown on his face. The latest acquisition reports were good—very good. Reason to celebrate...if he could trust what he was being told.

He turned his attention from the datapad in his hand back to the young pirate standing before him. “These reports are legit? Nothing fudged, nothing embellished?” He lowered his voice to a predatory growl. “I don’t like disappointment, Marchand.”

The younger pirate stood his ground. “It’s all true, Captain Black. Two Highwaymen lances caught the merchant train just where you said they would. Cut their hired guns to bloody ribbons, and the rest gave up without a fight.”

“Hmm.” Hookworm felt a smile creeping onto his face and fought to crush it. *Remember what you learned from Grim Sybil – you make ‘em earn that smile.* “Hostages?”

Marchand shrugged. “Nobody important enough to bother with. We triple-checked before we flushed ‘em out the starboard airlock.”

“I suppose I’m not surprised. Canopian nobles have better things to do than trade with a banana republic like the Aurigan Coalition.” Still stony-faced, Hookworm looked Marchand in the eye. “You’ve done well, kid. Even ol’ Sybil would’ve been pleased.”

Allerton’s high-strung squeal of a voice screeched out through the comms, cutting Marchand’s response short. “Captain Black, I’ve got a messenger from Bellerophon on the comms. Somebody’s hit us. They shot up a bunch of the hab domes, collapsed our primary Mech Bay... most of the Highwaymen are dead. We don’t know who did it, but they are still on-world. What should we do?”

Hookworm’s eyes went wide. *They came back. The bastards that killed Sybil – it has to be them.* Leaning into his desk, he stabbed the comm button with a prosthetic finger. “What the hell do you think we’re gonna do? They killed our kin—*attacked our home*—and we’re gonna feed ‘em to the *gods-damned wolves*. Get out there! Shatter their cockpits and smash their bodies to pulp!”

Vengeance will finally be mine. For Sybil, for the Argo. Rising from his chair on prosthetic legs, Hookworm swung his bulk toward the ‘Mech Bay door. *For everything those bastards took from me and mine. VENGEANCE.*



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GAME SETUP

Lay out the Grassland #3 BattleTech mapsheet as shown.

Attacker

The attacker consists of a Hookworm’s Highwaymen pirate battle lance, supported by Captain Silas “Hookworm” Black:

Joanna “Goblin” Allerton (3/2), SHD-2H *Shadow Hawk*
Oskar “Backsword” Dubois (3/3), GRF-1N *Griffin*
Tom “Guivre” Marchand (4/2), WVR-6R *Wolverine*
Anna “Flatbow” Moretti (3/4), CPLT-K2 *Catapult*
Captain Silas “Hookworm” Black (4/3), TDR-5S *Thunderbolt*

SITUATION: BELLEROPHON, FIVE HOURS PAST LOCAL SUNRISE, 30 OCTOBER 3026



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Deployment

All pirate units other than Captain Silas “Hookworm” Black may set up anywhere long the northern edge of the map. When any ‘Mech (on either side) is destroyed, Captain Black deploys at a location of his player’s choosing along the eastern edge of the map.

Defender

The defender consists of a single Rampart Company medium battle lance:

Shane “One Shot” Govender (2/5), CPLT-K2 *Catapult*
Oscar “Turnstone” Bianchi (4/4), CPLT-C1 *Catapult*
Genevieve “Jammer” Nassar (3/5), GRF-1S *Griffin*
Nicolette “Arclight” McKinney (3/5), LCT-1E *Locust*

Deployment

The Rampart Company lance sets up anywhere along the southern edge of the map.

Victory Conditions

Rampart Company can win this scenario by destroying all pirate BattleMechs. Hookworm’s Highwaymen can win this scenario by eliminating all Rampart Company BattleMechs.

Special Rules

Hookworm will arrive on the Highwaymen’s side after any one BattleMech (on either side of the conflict) is crippled or destroyed.

At long last, Captain Silas “Hookworm” Black let his self-control slip. For the first time since he lost his legs, he allowed himself to smile.

—From *The Bizarre And Winding Tale Of The Argo*, by Stanton Winig, Wildwood Press, 3032

Calesius Valley, Bellerophon Rimward Frontier, The Rimward Periphery 30 October 3026

After receiving numerous reports of pirate activity on the Canopian-Aurigan Trade Route, High Lady Kamea Arano deployed Rampart Company to investigate. They discovered that the culprits are Hookworm’s Highwaymen, a pirate command made up of the remnants of Grim Sybil’s retinue. Their commander, Captain Silas “Hookworm” Black, was a protégé of Grim Sybil, the self-styled bandit queen that Darius Oliveira’s company went up against on its legendary mission to recover the *Argo*.

Unfortunately for Rampart Company, not all of the Highwaymen were on Bellerophon at the time. Learning of the attack while on his command ship, Captain Black is consumed by bloodlust and commits the remainder of his military strength in a desperate bid for revenge.



SCENARIO 4

FIRE AND STEEL

Anasuya “Plover” Kinsley reclined in her cockpit, her eyes closed, breathing deeply. *In a few minutes, Pronghorn will give the go signal. You’ll hear that fascist idiot bark out his stupid battle cry, and then you’ll start up this borrowed ‘Mech and try your very best not to get killed.* Another deep breath, in and out. *You’ll do all of that, and it’ll be worth it. Because it’ll put you as close as you’ll ever get to winning justice for Caleb Huang, and every other member of the RVM that was killed for their convictions. And that makes this a chance you have to take.*

Opening her eyes, Plover peered through the armored glass of her powered-down *Commando’s* cockpit. To her left and right, her lancemates’ ‘Mechs stood like statues, all smooth lines and sloping contours. Two other *Commando* light ‘Mechs and a *Locust*. It was a configuration that could never weather a stand-up fight...but if all went according to plan, it wouldn’t have to.

Pronghorn’s voice, sharp and tinny, crackled in over her personal comm line. “I’ve got BattleMechs on my sensors—they’ve taken the bait. Stiletto Lance, sit tight and wait for them to engage us. When the time is right, I’ll give the signal. You know what to do from there.”

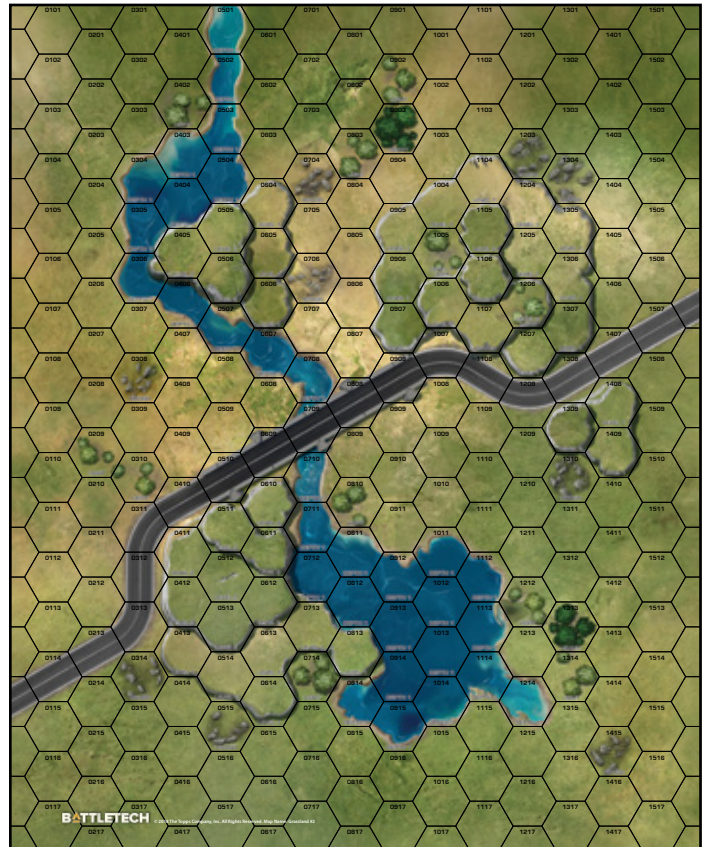
Plover stifled a sigh. *Yes, we know what to do. We’ve practiced this a thousand times, you miserable little tyrant.* Pronghorn was everything she detested about Forever Vigilant—a zealous Espinosa sympathizer, the sort of man who’d gleefully excuse the Directorate’s every excess in the name of strength and stability. It turned her stomach, but she held her tongue. *He’s your path to justice, so let him talk.*

“Never thought I’d be doing this kind of work. Not for a miserable prick like him, anyway.” The thought could’ve come from her own head. Smiling, she opened the mic on her lapel and whispered a response. “You don’t have a lot of room to talk, Harridan. You fought for Ostergaard.”

Her comm speaker exploded into static: a rude noise, blown into Harridan’s throat mic. “Commodore Samuel Ostergaard was a great man. He fought with the heart of a bull, of a lion—fought for his *family*. This Pronghorn dungheel doesn’t care about any of that, he just wants to feel *big* again.” She sighed. “... But now, Ostergaard is dead and gone, and we who fought for him are left without a country. And this is what I’ve come to.”



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GAME SETUP

Lay out the Grassland #2 BattleTech mapsheet as shown.

Attacker

The attacker consists of a Forever Vigilant heavy battle lance:

Jacob “Pronghorn” Sanders (4/4), WVR-6M *Wolverine*
Alan “Ugallu” Bianchi (4/4), TDR-5SE *Thunderbolt*
Jessica “Doomsday” Everleigh (5/3), BLR-1G *BattleMaster*

This force is supported by a Forever Vigilant light flanking lance:

Anasuya “Plover” Kinsley (3/4), COM-2D *Commando*
Gabriela “Harridan” Barlow (4/3), COM-2D *Commando*
Jesminder “Ripsaw” McCarthy (5/2), COM-3A *Commando*
Machau “Icepick” Mills (2/5), LCT-1E *Locust*

SITUATION: FJALDR, 1830 HOURS (ADJUSTED LOCAL TIME), 11 DECEMBER 3026



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Deployment

The heavy battle lance deploys along the northern edge of the map. Before the game begins, the Forever Vigilant player may write down the hex numbers of any four hexes on the eastern edge of the map. On turn 3, the Forever Vigilant player deploys the members of the light flanking lance in the listed hexes.

Defender

The defender consists of a single Rampart Company assault lance:

Captain Karen "Sunbird" Andris (3/4), TDR-5S *Thunderbolt*
Farida "Apex" Lamb (3/4), BLR-1G *BattleMaster*
Oscar "Turnstone" Bianchi (4/4), CPLT-C1 *Catapult*
Agostina "Dropline" Vassos (4/3), SHD-2H *Shadow Hawk*

Deployment

The Rampart Company lance deploys between the road and the lake. Rampart Company units may be placed in hexes 0809-0810, 0909-0911, 1008-1010, 1109-1111, and 1209-1212.

Victory Conditions

Rampart Company can win this scenario by destroying the assembled Forever Vigilant forces. The Forever Vigilant lance can win by crippling all four Rampart Company 'Mechs, or by destroying Sunbird's *Thunderbolt*.

Special Rules

Forever Vigilant's BattleMechs are in poor repair, and begin the game with half their normal armor (rounded up) in each location except the head.

Note: If using the Pre-Existing Damage rules (see p. 59) instead, the Forever Vigilant 'Mechs skip the initial roll and automatically roll for pre-existing damage for each unit, at a -1 penalty to the roll.

Forever Vigilant's flanking lance and will join the battle on Turn 3.



A third voice came over the comms: Icepick, the *Locust* pilot. "You still *have* a country, wretch. You may not be able to return to the Concordat, but it *exists*. What of my brothers and sisters in Ibex Rampant? Our Directorate is *gone*, its leader *murdered* by Lady Arano and the Taurian court..."

Plover's thumb hovered over the trigger for her mic. She knew that she should interject...*we're going to have to fight together, side by side. No sense tearing each other down now.* But before she could move, the sky exploded into color.

Laser fire. It's beginning. The architects of Operation RESTORED HOPE have stepped into our trap, and in a few minutes, Captain Karen Andris will be in my crosshairs. She reached for the lever that would initiate her *Commando's* startup procedure, and as she lifted it, Pronghorn's voice called out over her personal communicator for a final time. The go signal that they had practiced, that they had drilled to a thousand times. Lady Victoria Espinosa's personal battle cry.

Fire and Steel.

—From *The League of Error*, Charil Spiridigliozzi, Blood 'n' Guts Press. Warren. 3028

New Kiruna Province, Fjaldr Aurigan Coalition, The Rimward Periphery 11 December 3026

The last remnants of Forever Vigilant, a pro-Directorate terrorist organization, have spent the eleven months since Operation RESTORED HOPE refilling their ranks and building an arsenal. With their numbers bolstered by the survivors of Operation RESTORED HOPE's other targets—Ibex Rampant, the Rimward Veterans' Militia—and a jumbled assortment of Frontier pirates, mercenaries, and the remnants of Ostergaard's Taurian expeditionary force—they sprang a trap on Rampart Company. Their ultimate goal: to kill the commander of Operation RESTORED HOPE, Captain Karen "Sunbird" Andris.

The assembled Forever Vigilant forces have deployed on Fjaldr, an Aurigan border system with a history of pirate activity. Raids on numerous settlements and villages have produced the anticipated result of baiting Rampart Company to the site. Forever Vigilant deploys its heaviest lance, but is still outclassed by Rampart Company's attackers...but unbeknownst to Rampart Company, a second lance of Forever Vigilant 'Mechs is coming in from behind to outflank them.

RULES ANNEX



GENERAL RULES

Except as outlined below, gamemasters and players designing scenarios and campaigns set during the Directorate or Restoration years should follow the rules for creating scenarios presented in *Total Warfare* (see p. 256, *TW*).

The following rules allow players to create *BattleTech* games and campaigns set in the Aurigan Reach during the Aurigan Civil War and post-Restoration period. These rules are intended for use with all levels of *BattleTech* as detailed in *Total Warfare (TW)*, *TechManual (TM)*, *Tactical Operations (TO)*, *Strategic Operations (SO)*, *A Time of War (AToW)*, *Alpha Strike (AS)*, *Alpha Strike Companion (ASC)*, *Interstellar Operations (IO)*, and *Campaign Operations (CO)*.

Creating Aurigan Coalition Scenarios, when used in conjunction with the *Creating Scenarios* rules presented in *Total Warfare* (see p. 256, *TW*) or the various campaign creation rules in *Campaign Operations*, allows for the quick generation of *BattleTech* scenarios and forces for games set during this conflict.

Roleplaying Rules details the creation of characters from the Aurigan Reach using the *A Time of War* roleplaying game.

Finally, the *Technical Readout* section provides the description and game information for the unique Argo-class DropShip.

Special Case Rules

Players may find that *The Late Succession Wars Sub-Era* rules (see p. 20, *IO*) help immerse them into this tumultuous time. For detailed information on technological items, their dates of extinction, and their reintroduction, see the *Universal Technology Advancement Table* (pp. 32-63, *IO*). Note that there are still mysteries and lost caches to be found in the Aurigan Reach, and it's possible to stumble upon—or face off against—equipment from the Star League era (see pp. 17-19, *IO*).

Maintenance, Salvage, and Repair: If players use the rules for *Maintenance, Salvage, Repair & Customization* (see pp. 166-192, *SO*) in their campaign, they must use the modifiers for the Taurian Concordat to represent the Aurigan Coalition, and use the Third Succession War as their era.

CREATING AURIGAN COALITION SCENARIOS

The following rules allow gamemasters and players to generate scenarios set in the Aurigan Coalition during the time of the Directorate and the Restoration.

BEFORE STARTING

The following pages present a basic framework for generating forces. With these, gamemasters and players can create their own battles or recreate those they experienced in Harebrained Schemes' *BattleTech* computer game. Gamemasters and players should use these rules as well as common sense to generate the specifics. Prior to the start of any games or campaigns, all players should agree on the setup guidelines and any special rules that will be included.

Finally, remember the two "prime directives" of playing *BattleTech*:

1. HAVE FUN
2. DON'T LET YOURSELF GET SO CAUGHT UP IN THE RULES THAT YOU STOP HAVING FUN

RANDOM ASSIGNMENT TABLES

The Random Unit Assignment Tables (RATs) in this section should be used instead of those provided in *Total Warfare* and *A Time of War* (pp. 267-271, *TW*; pp. 130-135, *AToW*) to generate era-specific unit choices. The Random Unit Assignment Tables in this book are designed specifically for the composition of Aurigan Reach forces.

Statistics for most of these units may be found in *Technical Readout: Succession Wars*, *Record Sheets: Succession Wars*, and the *A Game of Armored Combat* box set. Combat Vehicle data can be found in *Record Sheets: 3039*.

Assigning 'Mechs and Vehicles

After determining the weight classes of the combat units in each force (see p. 265, *TW*), use the appropriate Random Unit Assignment Table (pp. 64-70) to identify the specific 'Mechs to be fielded.

If using vehicles, simply roll on the corresponding faction columns of the Vehicles table.

Assigning Pilots

Once the players have determined the 'Mechs and other battlefield units they will use, they should assign pilots to each using the Random Experience Level Table and the Random Skills Table (Expanded) (see p. 273, *TW*).

If playing an Elite force, the controlling player should add a +4 modifier to the Random Experience Rating roll and a +2 modifier to the Random Skill Rating roll. If playing a Veteran force, add +2 to the Random Experience Rating Roll and +1 to the Random Skill Rating Roll. If playing a Regular force, apply no modifiers, and if playing a Green force, apply a -2 modifier to the Random Experience Rating Roll and -1 modifier to the Random Skill Rating Roll.

Assigning 'Mechs and Vehicles in A Time of War

The Random Unit Assignment Table can also be used to assign the starting 'Mech or Vehicle for *A Time of War* characters hailing from the Aurigan Reach, rather than the Random Assignment Tables in *AToW* (see pp. 130-135, *AToW*). Base the character's equipment rating on the regiment in which the character last served.

If the character never served with a Great House, Periphery or mercenary force, assume they have an equipment rating of C. Increase the rating by one level for every two of the following that the character possesses: Property, Title, Connections, Leadership Skill level of 7+, or a Tour of Duty Life Module (only one Tour of Duty Module counts toward this total). Decrease the rating by one level for every two of the following they possess: negative-TP Reputation (any level), negative-TP Wealth (any level), negative-TP Extra Income (any level), Bloodmark (any level), or use

of the Ne'er-Do-Well Life Module during character generation. The character's final equipment rating cannot be increased above A or below C.

Customization

Numerous customized combat vehicles and 'Mechs were fielded during this era, especially in the Aurigan Reach, where modifications were often made out of necessity. While fewer factory-customized units remained operational, wide-scale patchwork repairs were the norm, resulting in numerous "field-customized" units in most forces.

All company commanders may make minor customizations to their 'Mechs, fighters, or vehicles. They may replace one major weapon or piece of equipment (massing five tons or more and/or occupying three critical slots or more), or up to five lesser pieces of equipment (massing no more than ten tons total) with equipment of the same or a different class (yet massing the same amount and occupying the same or fewer critical spaces). This replacement may be a Class A or Class B Refit (see p. 188, SO), and all new equipment must be placed in critical slots vacated by the replaced equipment.

Note: These refits may only be made to the commander's primary battlefield unit (the unit they were initially assigned). Replacement and captured units cannot be refit "automatically" in this way during the course of a campaign—though one MechWarrior can pilot another's customized unit if the situation warrants, on a temporary basis, or if permanently assigned to that unit after the death or incapacitation of its previous MechWarrior.



In addition to the above, one 'Mech per company may be built as a FrankenMech (see pp. 189-190, SO). The donor 'Mechs may come from any of the RATs later in this chapter, or optionally from the Master Unit List (MasterUnitList.info) by selecting the "Periphery General" faction and "Late Succession War – LosTech" era. The FrankenMech may be up to Grade D.

Pre-Existing Damage

The Third Succession War accelerated the losses already suffered by the nations of the Inner Sphere and Periphery. After decades of near-constant warfare, significant shortfalls in spare parts, replacement personnel, and equipment adversely affected each faction's ability to keep their 'Mechs and vehicles in operational order.

Players may simulate this with optional Pre-Existing Damage rules. First, roll 2D6 for each combat command fielding elements in the battle. Modify this roll by +2 if the combat command's forces fought in the Arano Civil War. On a result of 8 or greater, pre-existing damage is possible for that combat command's units. Roll 2D6 for each unit ('Mech, vehicle, conventional or aerospace fighter) and apply the appropriate result from the Pre-Existing Damage Table below to determine what damage, if any, each suffers.

Units that receive pre-existing damage suffer the indicated amount of damage and critical hits; the locations affected and any critical hits are randomly determined. For BattleMechs, use the Front/Back column to determine the locations of all damage. For conventional combat vehicles, determine the location of any damage by first rolling the direction of the attack using the BattleMech Facing After a Fall Table (see p. 68, TW) before rolling the hit location of any damage. Reroll any critical damage that would destroy a unit or reduce its mobility to 0. If the second result also destroys or immobilizes the unit, disregard both results and apply an additional 5 points of damage to a random location.

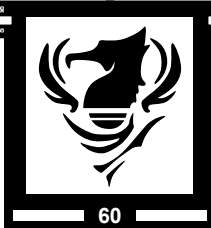
There is also a chance that any units with pre-existing damage which employ ammunition-based weapons may not carry a full load of ammo into the engagement. Roll 1D6 for each combat unit that uses ammunition. On a result of 1-2, the unit has a full load of ammunition; on a 3-4, the unit has only half its ammunition load for each weapon (rounding up); on a 5, the unit has only 1D6 rounds of ammunition for each weapon; on a 6, the unit has no ammunition at all.

Campaign Play: Players and gamemasters embarking on an Aurigan Reach campaign should first generate all the units available to each force taking part in the campaign. They can then apply any pre-existing damage to the various units, as appropriate. This will be the condition in which each unit starts campaign play. Once the pre-existing damage is applied, no further rolls for such damage need be made for the remainder of the campaign. However, any reinforcements received after the campaign's start must roll for pre-existing damage if their parent combat command initially rolled 8 or higher at the beginning of the campaign. All units must then accomplish regular maintenance, as well as repair battle damage, as appropriate.



ROLEPLAYING RULES

The following rules allow players to create characters affiliated with the post-Restoration Aurigan Reach in accordance with the core rules primarily found in *A Time of War*.



created in the Aurigan Reach following the Arano Civil War.

Affiliations

The Affiliations present in *A Time of War* are available without modification. Characters raised in the Aurigan Reach use the Major Periphery State Affiliation (see p. 58, *ATOW*), with the following Sub-Affiliation.

Life Modules

All the Life Modules described in *A Time of War* may be used during character creation.

CREATING CHARACTERS IN POST-RESTORATION AURIGAN REACH

To reflect these subtle differences, the following rule modifications apply to creating *A Time of War* characters in the post-Restoration era and may be used for any characters

Aurigan Reach	[Secondary Languages] Spanish, Samoan, Urdu; [Attributes] CHA (+100 XP), EDG (-50 XP); [Traits] Connections (+25 XP), Wealth (+100 XP); [Skills] Negotiation (+20 XP), Martial Arts (+10 XP), Choose two: Animal Handling, Archery, Melee Weapons, Small Arms, Streetwise/Aurigan Coalition or Survival/Any (+5 XP)
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PRE-EXISTING DAMAGE TABLE

Damage Die Roll	GAME SYSTEM		
	Total Warfare	Alpha Strike/BattleForce*	SBF/ACS
11-12	No pre-existing damage.	No pre-existing damage.	No pre-existing damage.
7-10 Light	This unit receives 1 point of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Do not roll critical hits, even if internal structure is damaged.	This unit receives 1 point of armor damage; if it has no armor, this point of damage is transferred to structure. Ignore this damage if it would destroy the unit by eliminating the last of its structure.	This Unit subtracts 5% of its armor (rounding down); if it has no armor, this damage is transferred to structure. Ignore this damage if it would destroy the unit by eliminating the last of its structure.
3-6 Moderate	This unit receives 3 points of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine one critical hit to a random location, as well as any possible critical hits suffered from internal structure damage. Disregard any hits that would immobilize or destroy the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros.	This unit receives 2 points of armor damage; if it has no armor, these points of damage are transferred to structure. Ignore any damage that would destroy the unit by eliminating the last point of its structure. Determine one critical hit, as well as any possible critical hits suffered from structure damage. Disregard any hits that would immobilize or destroy the unit, including crew killed hits, ammo hits, second engine hits and Unit Destroyed hits).	This Unit subtracts 10% of its armor (rounding down); if it has no armor, this damage is transferred to structure. Ignore the last of the damage that would destroy the Unit by eliminating the last of its structure. Determine one critical hit, disregarding the Unit Destroyed result.
1-2 Severe	This unit receives 1 point of damage for every 1 ton of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine three critical hits, each to a random location, as well as any possible critical hits suffered from internal structure damage. Disregard any hits that would immobilize or destroy the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros).	This unit receives 3 points of armor damage and 1 structure damage; if it has no armor, these points of damage are transferred to structure. Ignore any damage that would destroy the unit by eliminating the last point of its structure. Determine two critical hits, as well as any possible critical hits suffered from structure damage. Disregard any hits that would immobilize or destroy the unit, including crew killed hits, ammo hits, second engine hits and Unit Destroyed hits).	This Unit subtracts 20% of its armor and 5% of its structure (round down); if it has no armor, this damage is transferred to structure. Ignore any damage that would destroy the Unit by eliminating the last of its structure. Determine two critical hits, disregarding the Unit Destroyed result).

*For BattleForce, apply all the rules on the table to each Element of a Unit.

ARGO-CLASS DROPSHIP

The *Argo*-class DropShip was an experiment in constructing a self-sufficient mobile base of operations for a flotilla of exploratory ships. Built as a compromise between a mobile DropShip and a mostly immobile JumpShip, the *Argo*-class prioritizes sustainable long-term missions over everything else. Boeing Interstellar produced just two of these enormous ships, the *Argo* and the *Myrmidon*.

The *Argo* was sent on a shakedown voyage to the Rimward Periphery in 2762, but dropped out of contact in the deep Periphery and was presumed destroyed amid the New Vandenberg Uprising. While still in dock preparing for its own first voyage, the *Myrmidon* was damaged by a terrorist action, thought to be part of the events leading to the outbreak of the Amaris Civil War. The *Myrmidon* was ultimately broken down for parts and materials to manufacture other, more battle-oriented vessels.

Capabilities

The *Argo* is too large to land on a planet, much like the similarly-sized *Behemoth*. The prototype multiple docking collar system allowed DropShips to attach to the *Argo* for resupply, cargo transfer, and personnel transfer. It also allowed smaller ships to remain attached while the *Argo* linked with a JumpShip for jump transfer, or to break off and remain in the system while the *Argo* moved on.

The *Argo* was intended to follow the first wave of exploratory missions, supporting multiple survey, terraforming, and colonization projects. The *Argo* could stay in-system for up to six months at a time while its JumpShip departed for other systems and other tasks. The *Argo* was in effect a mobile space station, providing supply and temporary habitation for teams on dangerous missions in unsettled space.

A lack of armor or maneuverability to function in battle ultimately led to the *Argo*'s abandonment. The Boeing factories on Galax were entirely repurposed for wartime, and there was simply no place for a peacetime exploration ship.

The *Argo* featured a unique folding grav-deck design, which allows the ship to provide gravity while in orbit around a planet or station-keeping near a jump point. The three habitation "pods" lie flat against the ship's central spine while under thrust; when the ship is stationary, the pods extend and rotate. This feature keeps the living quarters and medical facilities under constant gravity, making the ship more habitable during long tours of duty. The flight control area and command center are located deep inside the ship, near its spine, and are only under gravity during thrust. Fast passenger-sized lifts run the length of the ship, allowing the crew to muster for duty in just minutes.

Habitability was a key objective for the Boeing engineers: the *Argo*'s crew would be expected to live on the ship for years at a time, if not decades. This total self-sufficiency is a recurring theme in the ship's design. It includes three fully equipped MASH medical theaters, larger-than-usual crew and passenger accommodations, recreational areas, fitness centers, and extensive onboard hydroponic gardens. An entire pod is reserved for passengers and temporary



guests; docking DropShip crews were expected to take "shore" leave onboard the *Argo*.

Ground vehicles and 'Mechs were not expected to deploy directly from the *Argo*, which lacks external bay doors. A ground unit would transfer to a docked DropShip, and deploy from that vessel. A complement of fighters could launch directly from the *Argo*, however, and were expected to provide support and cover if the *Argo* found itself in danger.

Quirks: The *Argo* is considered a Large DropShip. Additionally, it is Un-Streamlined.

DropShip Grav Deck: Whenever a critical hit is resolved on Side/Cargo, roll 1d6. On a 4 or higher, the critical hit is treated as a Grav Deck critical hit. On a 3 or lower, it is treated as a Cargo critical hit.

Multiple Docking Collar System

The Multiple Docking Collar System permits a DropShip to have up to three Docking Collars. One collar is used by the DropShip itself, while the additional collar(s) are intended for docking with other DropShips. Boeing Interstellar used the latest in K-F technology to better shape the field formation across the K-F Boom, allowing for a larger shape and mass to be included in the same Jump event. While its designers hoped to revolutionize the transport industry with this technology, it proved impossible for JumpShips of the time to avoid catastrophic degradation and deformation of their K-F field unless they reduced the number of K-F booms connected to the system. The result was a heavier docking collar with no intrinsic advantages beyond cargo transfer. The system was included in the *Argo* project precisely because of this capability. Additional modifications and structural support allowed the system to keep vessels up to 2,000 tons docked even if the host vessel accelerated as fast as 2 g, a capability considered crucial to the recovery of damaged DropShips during longer exploration missions.

Tech Base: Inner Sphere

Unit Restrictions: DropShip only

Game Rules: The Multiple Docking Collar System (MDCS) allows a DropShip to have 2 or 3 Docking Collars. Each collar weighs 1,800 tons. A single critical hit to the K-F boom disables the whole system, and it can no longer be carried through hyperspace. Other DropShips up to 2,000 tons may remain docked to the DropShip with an MDCS for up to 2 g of acceleration. Any acceleration greater than that, or any docked mass greater than 2,000 will immediately cause critical damage to the docking collars of both vessels. The DropShip with the MDCS must make a Control Roll after such an event, while the DropShip that was being carried is considered Out of Control. The vessel must spend 1 Thrust Point per turn when travelling with DropShips attached to its MDCS.

DropShips (of any mass) can stay docked while the DropShip with the MDCS is connected to a JumpShip. The JumpShip must have a number of Docking Collars left free equal to the number of DropShips connected to the MSDC, or safety circuits will prevent the jump from occurring.





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ARGO

Type: Civilian Spheroid

Use: Cargo Carrier

Tech: Inner Sphere

Introduced: 2762

Mass: 97,000 tons

Battle Value:

Dimensions

Length: 320 meters

Width: 215 meters

Height: 215 meters

Fuel: 500 tons (5,000)

Tons/Burn-day: 8.83

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 358

Structural Integrity: 40

Armor

Nose: 85

Sides: 48

Aft: 45

Cargo

Bay 1: BattleMech Cubicles (12) 1 Doors

Bay 2: Small Craft Cubicles (6) 3 Doors

Bay 3: Cargo (57,039.5 tons) 1 Doors

Life Boats: 42

Escape Pods: 0

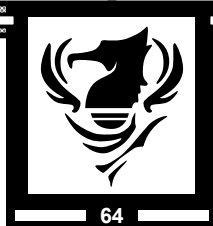
Crew: 17 officers, 67 enlisted/non-rated, 3 gunners, 66 bay personnel, 83 First Class Passengers

Notes: Equipped with 11 tons of armor. 3 x MASH + Surgical Theatre 13.5 tons. Field Kitchen 3 tons. Comms Equipment 10 tons. MDCS for 2 additional DropShips 5,400 tons. 3 Medium Grav Deck 250m, 3 x 100 tons

Features the following Design Quirks: Un-streamlined, Large DropShip.

Weapons:	Capital Attack Values (Standard)				Class
	Arc (Heat)	Short	Medium	Long	
Nose (6 Heat)					
2 Medium Lasers 1(10)	—	—	—	—	Laser
FL/FR (14 Heat)					
1 Large Laser 2(18)	1(8)	—	—	—	Laser
2 Medium Lasers					
AL/AR (14 Heat)					
1 Large Laser 2(18)	1(8)	—	—	—	Laser
2 Medium Lasers					
Aft (6 Heat)					
2 Medium Lasers 1(10)	—	—	—	—	Laser



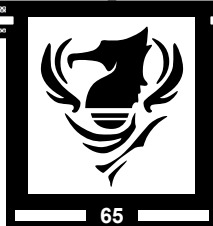


RANDOM UNIT ASSIGNMENT TABLE: BATTLEMECHS

AURIGAN COALITION/AURIGAN DIRECTORATE				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	SDR-5V Spider [30]	TBT-5N Trebuchet [50]	MAD-3R Marauder [75]	BLR-1G Battlemaster [85]
3	WSP-1A Wasp [20]	VND-1R Vindicator [45]	QKD-4G Quickdraw [60]	BLR-1G Battlemaster [85]
4	LCT-3V Locust [20]	HBK-4G Hunchback [50]	OTL-4D Ostsol [60]	STK-4N Stalker [85]
5	UM-R60 Urbanmech [30]	WVR-6R Wolverine [55]	RFL-3N Rifleman [60]	STK-3F Stalker [85]
6	WSP-1A Wasp [20]	GRF-1N Griffin [55]	WHM-6R Warhammer [70]	AWS-8Q Awesome [80]
7	LCT-1V Locust [20]	BJ-1 Blackjack [45]	TDR-5S Thunderbolt [65]	AWS-8Q Awesome [80]
8	STG-3R Stinger [20]	PXH-1 Phoenix Hawk [45]	CPLT-C1 Catapult [65]	BNC-3E Banshee [95]
9	COM-2D Commando [25]	SHD-2H Shadow Hawk [55]	JM6-S JagerMech [65]	STK-3F Stalker [85]
10	STG-3G Stinger [20]	CN9-A Centurion [50]	GHR-5H Grasshopper [70]	STK-3H Stalker [85]
11	FS9-H Firestarter [35]	ENF-4R Enforcer [50]	ON1-K Orion [75]	LGB-0W Longbow [85]
12	JR7-D Jenner [35]	CDA-2A Cicada [40]	WHM-6R Warhammer [70]	LGB-7Q Longbow [85]

CAPELLAN CONFEDERATION				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-60RL UrbanMech [30]	SHD-2H Shadow Hawk [55]	TDR-5S Thunderbolt [65]	HGN-733 Highlander [90]
3	SDR-5V Spider [30]	DV-6M Dervish [55]	WHM-6L Warhammer [70]	AS7-D Atlas [100]
4	RVN-1X Raven [30]	WHT-1 Whitworth [40]	CPLT-C1 Catapult [65]	AWS-8Q Awesome [80]
5	WSP-1L Wasp [20]	ENF-4R Enforcer [50]	WHM-6R Warhammer [70]	BLR-1G Battlemaster [85]
6	UM-R60 UrbanMech [30]	BJ-1 Blackjack [45]	MAD-3L Marauder [75]	BLR-1G Battlemaster [85]
7	STG-3G Stinger [20]	VND-1R Vindicator [45]	GHR-5H Grasshopper [70]	CGR-1A1 Charger [80]
8	STG-3G Stinger [20]	PXH-1 Phoenix Hawk [45]	RFL-3N Rifleman [60]	GOL-1H Goliath [80]*
9	JVN-10N Javelin [30]	GRF-1N Griffin [55]	OSR-3C Ostroc [60]	AWS-8Q Awesome [80]
10	OTT-7J Ostscout [35]	HBK-4G Hunchback [50]	CRD-3L Crusader [65]	BNC-3E Banshee [95]
11	LCT-1V Locust [20]	WVR-6R Wolverine [55]	ARC-2R Archer [70]	BNC-3E Banshee [95]
12	LCT-1V Locust [20]	SCP-1N Scorpion [55]*	CTF-1X Cataphract [70]	AWS-8Q Awesome [80]

FEDERATED SUNS				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	OTT-7J Ostscout [35]	HBK-4G Hunchback [50]	ON1-K Orion [75]	LGB-7Q Longbow [85]
3	SDR-5V Spider [30]	TBT-5N Trebuchet [50]	OTL-4D Ostsol [60]	VTR-9A1 Victor [80]
4	COM-2D Commando [25]	WTH-1 Whitworth [40]	JM6-S JagerMech [65]	BLR-1G BattleMaster [85]
5	WSP-1A Wasp [20]	SHD-2H Shadow Hawk [55]	CRD-3R Crusader [65]	CP-10-Z Cyclops [90]
6	JVN-10N Javelin [30]	ENF-4R Enforcer [50]	RFL-3N Rifleman [60]	VTR-9B Victor [80]
7	VLK-QA Valkyrie [35]	PXH-1 Phoenix Hawk [45]	MAD-3R Marauder [75]	AS7-D Atlas [100]
8	STG-3R Stinger [20]	CN9-A Centurion [50]	WHM-6R Warhammer [70]	STK-3F Stalker [85]
9	LCT-1V Locust [20]	WVR-6R Wolverine [55]	ARC-2R Archer [70]	AWS-8Q Awesome [80]
10	FS9-H Firestarter [35]	GRF-1N Griffin [55]	GHR-5H Grasshopper [70]	CGR-1A1 Charger [80]
11	VLK-QA Valkyrie [35]	BJ-1 Blackjack [45]	TDR-5S Thunderbolt [65]	LGB-7Q Longbow [85]
12	JR7-D Jenner [35]	VL-2T Vulcan [40]	BL-7-KNT Black Knight [75]	KGC-0000 King Crab [80]



RANDOM UNIT ASSIGNMENT TABLE: BATTLEMECHS (CONTINUED)

FREE WORLDS LEAGUE				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-R60 UrbanMech [30]	SCP-1N Scorpion [55]*	OSR-2M Ostroc [60]	AS7-D Atlas [100]
3	HER-1A Hermes [30]	CDA-2A Cicada [40]	OTL-4D Ostsol [60]	GOL-1H Goliath [80]*
4	STG-3R Stinger [20]	WVR-6M Wolverine [55]	RFL-3N Rifleman [60]	AWS-8Q Awesome [80]
5	FS9-H Firestarter [35]	PXH-1 Phoenix Hawk [45]	CDR-3R Crusader [65]	AWS-8Q Awesome [80]
6	WSP-1A Wasp [20]	SHD-2H Shadow Hawk [55]	TDR-5S Thunderbolt [65]	BLR-1G Battlemaster [85]
7	LCT-1V Locust [20]	GRF-1N Griffin [55]	ON1-K Orion [75]	STK-3F Stalker [85]
8	STG-3R Stinger [20]	HER-2S Hermes II [40]	ARC-2R Archer [70]	BNC-3M Banshee [95]
9	JVN-10N Javelin [30]	WTH-1 Whitworth [30]	WHM-6R Warhammer [70]	BLR-1G Battlemaster [85]
10	LCT-1M Locust [20]	HBK-4G Hunchback [50]	MAD-3M Marauder [75]	STK-3F Stalker [85]
11	SDR-5V Spider [30]	TBT-5N Trebuchet [50]	GHR-5H Grasshopper [70]	CP-10-Z Cyclops [90]
12	FLE-15 Flea [20]	VL-2T Vulcan [40]	OSR-2C Ostroc [60]	BNC-3Q Banshee [95]

MAGISTRACY OF CANOPUS				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	PNT-9R Panther [35]	BJ-1 Blackjack [45]	CDR-3R Crusader [65]	AS7-D Atlas [100]
3	UM-R60 UrbanMech [30]	ASN-21 Assassin [40]	CPLT-C4 Catapult [65]	CGR-1A1 Charger [80]
4	FS9-H Firestarter [35]	HBK-4G Hunchback [50]	ARC-2R Archer [70]	BNC-3E Banshee [95]
5	JVN-10N Javelin [30]	CN9-A Centurion [50]	QKD-4G Quickdraw [60]	VTR-9B Victor [80]
6	LCT-1V Locust [20]	TBT-5N Trebuchet [50]	CDR-3R Crusader [65]	AWS-8Q Awesome [80]
7	LCT-1V Locust [20]	PXH-1 Phoenix Hawk [45]	JM6-S JagerMech [65]	BNC-3E Banshee [95]
8	WSP-1A Wasp [20]	SHD-2H Shadow Hawk [55]	MAD-3R Marauder [75]	CGR-1A1 Charger [80]
9	STG-3R Stinger [20]	WHT-1 Whitworth [40]	CPLT-C4 Catapult [65]	AWS-8Q Awesome [80]
10	STG-3R Stinger [20]	BJ-1 Blackjack [45]	GHR-5H Grasshopper [70]	STK-3F Stalker [85]
11	JR7-D Jenner [35]	ASN-21 Assassin [40]	GHR-5H Grasshopper [70]	STK-3F Stalker [85]
12	SDR-5V Spider [30]	CDA-2A Cicada [40]	ON1-K Orion [75]	CP-10-Z Cyclops [90]

TAURIAN CONCORDAT				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	JVN-10N Javelin [30]	SCP-1N Scorpion [55]*	MAD-3R Marauder [75]	BLR-1G Battlemaster [85]
3	WSP-1A Wasp [20]	TBT-5N Trebuchet [50]	QKD-4G Quickdraw [60]	GOL-1H Goliath [80]*
4	LCT-3V Locust [20]	HBK-4G Hunchback [50]	OTL-4D Ostsol [60]	STK-4N Stalker [85]
5	UM-R60 UrbanMech [30]	WVR-6R Wolverine [55]	RFL-3N Rifleman [60]	STK-3F Stalker [85]
6	LCT-1V Locust [20]	GRF-1N Griffin [55]	WHM-6R Warhammer [70]	AWS-8Q Awesome [80]
7	WSP-1A Wasp [20]	PXH-1 Phoenix Hawk [45]	TDR-5S Thunderbolt [65]	BNC-3E Banshee [95]
8	STG-3R Stinger [20]	SHD-2H Shadow Hawk [55]	ARC-2R Archer [70]	BNC-3E Banshee [95]
9	COM-2D Commando [25]	VL-2T Vulcan [40]	CDR-3R Crusader [65]	STK-3F Stalker [85]
10	STG-3G Stinger [20]	DV-6M Dervish [55]	GHR-5H Grasshopper [70]	STK-3H Stalker [85]
11	WSP-1A Wasp [20]	VL-5T Vulcan [40]	ON1-K Orion [75]	LGB-0W Longbow [85]
12	VLK-QA Valkyrie [35]	CDA-2A Cicada [40]	WHM-6R Warhammer [70]	LGB-7Q Longbow [85]



RANDOM UNIT ASSIGNMENT TABLE: BATTLEMECHS (CONTINUED)

MERCENARIES*/PIRATES				
Die Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-3V Locust [20]	WTH-1 Whitworth [40]	GHR-5H Grasshopper [70]	BLR-1G Battlemaster [85]
3	LCT-1E Locust [20]	HBK-4G Hunchback [50]	OSR-2C` Ostroc [60]	STC-2C Striker [80]
4	STG-3G Stinger [20]	CN9-A Centurion [50]	WHM-6R Warhammer [70]	STK-4N Stalker [85]
5	UM-R60 Urbanmech [30]	VL-2T Vulcan [40]	BMB-10D Bombardier [65]	BNC-3E Banshee [95]
6	STG-3R Stinger [20]	SHD-2H Shadow Hawk [55]	RFL-3N Rifleman [60]	AWS-8Q Awesome [80]
7	WSP-1A Wasp [20]	PXH-1 Phoenix Hawk [45]	ON1-V Orion [75]	STK-3F Stalker [85]
8	LCT-1V Locust [20]	WVR-6R Wolverine [55]	ARC-2R Archer [70]	LGB-0W Longbow [85]
9	FS9-H Firestarter [35]	GRF-1N Griffin [55]	CPLT-C1 Catapult [65]	ZEU-6S Zeus [80]
10	JVN-10N Javelin [30]	BJ-1 Blackjack [45]	ON1-K Orion [75]	STK-3H Stalker [85]
11	VLK-QA Valkyrie [30]	TBT-5N Trebuchet [50]	MLN-1A Merlin [60]	LGB-7Q Longbow [85]
12	SDR-5V Spider [30]	DV-6M Dervish [55]	TDR-5S Thunderbolt [65]	BLR-1G Battlemaster [85]

*Mercenaries may take any roll result and instead take the corresponding result from their employer nation.

RANDOM UNIT ASSIGNMENT TABLE: VEHICLES

AURIGAN COALITION/AURIGAN DIRECTORATE				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Galleon [30] ^T	Condor [50] ^H	Pike Support Vehicle [60] ^T	Partisan (AC2) [80] ^T
3	Scorpion (SRM) [25] ^T	Sleipnir SRM [50] ^W	SRM Carrier [60] ^T	Devastator [80] ^T
4	Harasser [25] ^H	Goblin [45] ^T	LRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T
5	Saracen [35] ^H	Maxim [50] ^H	Vargr [65] ^W	Behemoth Heavy Tank [100] ^T
6	Pegasus [35] ^H	Sleipnir [50] ^W	SRM Carrier [60] ^T	Demolisher [80] ^T
7	Scorpion [25] ^T	Vedette [50] ^T	Bulldog [60] ^T	Partisan Heavy Tank [80] ^T
8	Saladin [35] ^H	Sleipnir [50] ^W	Manticore Heavy Tank [60] ^T	Demolisher [80] ^T
9	Scimitar [35] ^H	Hetzer [40] ^W	Vargr LRM [65] ^W	Schrek PPC Carrier [80] ^T
10	Heavy Wheeled APC [20]	Goblin [45] ^T	Bulldog (AC) [60] ^T	Rhino [80] ^T
11	Wheeled APC [10]	Maxim [50] ^H	Manticore Heavy Tank [60] ^T	Schrek AC Carrier [80] ^T
12	Hunter [35] ^W	Condor [50] ^H	Laser Carrier [60] ^T	Partisan (LRM) [80] ^T

CAPELLAN CONFEDERATION				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Warrior [20] ^V	Maxim [50] ^H	Pike Support Vehicle [60] ^T	Ontos Heavy Tank [95] ^T
3	Pegasus [35] ^H	Hetzer [40] ^W	Brutus Assault Tank [75] ^T	Schrek PPC Carrier [80] ^T
4	Galleon [30] ^T	Hetzer [40] ^W	Patton [65] ^T	Partisan Heavy Tank [80] ^T
5	Saladin [35] ^H	Condor [50] ^H	Manticore Heavy Tank [60] ^T	Partisan Heavy Tank [80] ^T
6	Galleon [30] ^T	Drillson [50] ^H	Rommel [65] ^T	Ontos Heavy Tank [95] ^T
7	Hunter [35] ^T	Goblin [45] ^T	Bulldog [60] ^T	Demolisher [80] ^T
8	Warrior [20] ^V	Vedette [50] ^T	Manticore Heavy Tank [60] ^T	Demolisher [80] ^T
9	Scimitar [35] ^H	Hetzer [40] ^W	Von Luckner [75] ^T	Behemoth Heavy Tank [100] ^T
10	Scorpion [25] ^T	Goblin [45] ^T	SRM Carrier [60] ^T	Schrek PPC Carrier [80] ^T
11	Scorpion [25] ^T	Condor (Liao) [50] ^H	LRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T
12	Saracen [35] ^H	Maxim [50] ^H	LRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T



RANDOM UNIT ASSIGNMENT TABLE: VEHICLES (CONTINUED)

FEDERATED SUNS				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Warrior [21] ^V	Hetzer [40] ^W	Von Luckner [75] ^T	Schrek PPC Carrier [80] ^T
3	Warrior [21] ^V	Condor [50] ^H	Rommel [65] ^T	Behemoth Heavy Tank [100] ^T
4	Saladin [35] ^H	Goblin [45] ^T	SRM Carrier [60] ^T	Partisan Heavy Tank [80] ^T
5	Packrat [20] ^W	Maxim [50] ^H	Bulldog [60] ^T	Ontos Heavy Tank [95] ^T
6	Hunter [35] ^T	Drillson [50] ^H	Patton [65] ^T	Behemoth Heavy Tank [100] ^T
7	Striker [35] ^W	Goblin [45] ^T	Manticore Heavy Tank [60] ^T	Partisan Heavy Tank [80] ^T
8	Pegasus [35] ^H	Condor [50] ^H	Rommel [65] ^T	Demolisher [80] ^T
9	J. Edgar [25] ^H	Vedette [50] ^T	Bulldog [60] ^T	Ontos Heavy Tank [95] ^T
10	Galleon [30] ^T	Drillson [50] ^H	LRM Carrier [60] ^T	Schrek PPC Carrier [80] ^T
11	Saracen [35] ^H	Hetzer [40] ^W	Brutus Assault Tank [75] ^T	Behemoth Heavy Tank [100] ^T
12	Scimitar [35] ^H	Drillson [50] ^H	Pike Support Vehicle [60] ^T	Schrek PPC Carrier [80] ^T

FREE WORLDS LEAGUE				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Ferret Lt. Scout [5] ^V	Maxim [50] ^H	Pike Support Vehicle [60] ^T	Partisan Heavy Tank [80] ^T
3	Harasser [25] ^H	Hetzer [40] ^W	Pike Support Vehicle [60] ^T	Partisan Heavy Tank [80] ^T
4	Hunter [35] ^T	Hetzer [40] ^W	Von Luckner [75] ^T	Behemoth Heavy Tank [100] ^T
5	Saladin [35] ^H	Goblin [45] ^T	Bulldog [60] ^T	Ontos Heavy Tank [95] ^T
6	Warrior [20] ^V	Goblin [45] ^T	Bulldog [60] ^T	Ontos Heavy Tank [95] ^T
7	Galleon [30] ^T	Drillson [50] ^H	SRM Carrier [60] ^T	Ontos Heavy Tank [95] ^T
8	Scorpion [25] ^T	Drillson [50] ^H	LRM Carrier [60] ^T	Demolisher [80] ^T
9	Scimitar [35] ^H	Vedette [50] ^T	Manticore Heavy Tank [60] ^T	Schrek PPC Carrier [80] ^T
10	Saracen [35] ^H	Vedette [50] ^T	Manticore Heavy Tank [60] ^T	Schrek PPC Carrier [80] ^T
11	Pegasus [35] ^H	Condor [50] ^H	Von Luckner [75] ^T	Behemoth Heavy Tank [100] ^T
12	J. Edgar [25] ^H	Condor [50] ^H	LRM Carrier [60] ^T	Demolisher [80] ^T

MAGISTRACY OF CANOPUS				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Pegasus [35] ^H	Condor [50] ^H	Manticore Heavy Tank [60] ^T	Ontos Heavy Tank [95] ^T
3	Saladin [35] ^H	Goblin [45] ^T	Rommel [65] ^T	Partisan Heavy Tank [80] ^T
4	Harasser [25] ^H	Drillson [50] ^H	Pike Support Vehicle [60] ^T	Partisan Heavy Tank [80] ^T
5	Hunter [35] ^T	Drillson [50] ^H	Manticore Heavy Tank [60] ^T	Schrek PPC Carrier [80] ^T
6	Saracen [35] ^H	Vedette [50] ^T	Von Luckner [75] ^T	Behemoth Heavy Tank [100] ^T
7	Scorpion [25] ^T	Hetzer [40] ^W	LRM Carrier [60] ^T	Demolisher [80] ^T
8	Scorpion [25] ^T	Condor [50] ^H	SRM Carrier [60] ^T	Demolisher [80] ^T
9	Galleon [30] ^T	Goblin [45] ^T	Bulldog [60] ^T	Ontos Heavy Tank [95] ^T
10	Warrior [20] ^V	Maxim [50] ^H	Patton [65] ^T	Schrek PPC Carrier [80] ^T
11	Ferret Lt. Scout [5] ^V	Maxim [50] ^H	Von Luckner [75] ^T	Sturmfeuer [85] ^T
12	Scimitar [35] ^H	Hetzer [40] ^W	SRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T



RANDOM UNIT ASSIGNMENT TABLE: VEHICLES (CONTINUED)

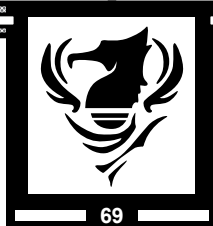
TAURIAN CONCORDAT				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Galleon [30] ^T	Condor [50] ^H	Pike Support Vehicle [60] ^T	Partisan (AC2) [80] ^T
3	Scorpion (SRM) [25] ^T	Vedette [50] ^T	SRM Carrier [60] ^T	Devastator [80] ^T
4	Harasser [25] ^H	Goblin [45] ^T	LRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T
5	Saracen [35] ^H	Maxim [50] ^H	LRM Carrier [60] ^T	Behemoth Heavy Tank [100] ^T
6	Pegasus [35] ^H	Vedette [50] ^T	SRM Carrier [60] ^T	Demolisher [80] ^T
7	Scorpion [25] ^T	Vedette [50] ^T	Bulldog [60] ^T	Partisan Heavy Tank [80] ^T
8	Saladin [35] ^H	Vedette [50] ^T	Manticore Heavy Tank [60] ^T	Demolisher [80] ^T
9	Scimitar [35] ^H	Hetzer [40] ^W	Bulldog (LRM) [60] ^T	Schrek PPC Carrier [80] ^T
10	Warrior [20] ^V	Hetzer [40] ^W	Bulldog (AC) [60] ^T	Rhino [80] ^T
11	Scorpion (SRM) [25] ^T	Vedette (AC2) [50] ^T	Manticore Heavy Tank [60] ^T	Schrek AC Carrier [80] ^T
12	Hunter [35] ^T	Condor [50] ^H	Laser Carrier [60] ^T	Partisan (LRM) [80] ^T

MERCENARIES*/PIRATES				
Die Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Packrat [20] ^W	Hetzer (LRM) [40] ^W	Bulldog [60] ^T	Rhino (Flamer) [80] ^T
3	Ferret Lt. Scout [5] ^V	Goblin [45] ^T	Manticore Heavy Tank [60] ^T	Schrek AC Carrier [80] ^T
4	Galleon [30] ^T	Vedette (AC2) [50] ^T	Laser Carrier [60] ^T	Behemoth Heavy Tank [100] ^T
5	Scorpion (SRM) [25] ^T	Hetzer [40] ^W	Bulldog (LRM) [60] ^T	Behemoth Heavy Tank [100] ^T
6	Scimitar [35] ^H	Vedette [50] ^T	Bulldog [60] ^T	Schrek PPC Carrier [80] ^T
7	Saladin [35] ^H	Vedette [50] ^T	Manticore Heavy Tank [60] ^T	Partisan Heavy Tank [80] ^T
8	Saracen [35] ^H	Vedette [50] ^T	LRM Carrier [60] ^T	Demolisher [80] ^T
9	Scorpion [25] ^T	Vedette [50] ^T	SRM Carrier [60] ^T	Demolisher [80] ^T
10	Harasser [25] ^H	Maxim [50] ^H	Bulldog (AC) [60] ^T	Rhino [80] ^T
11	Warrior [20] ^V	Condor [50] ^H	SRM Carrier [60] ^T	Devastator [80] ^T
12	Hunter [35] ^T	Drillson [50] ^H	LRM Carrier [60] ^T	Rhino (MG) [80] ^T

*Mercenaries may take any roll result and instead take the corresponding result from their employer nation.

RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE

AURIGAN COALITION/AURIGAN DIRECTORATE				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	SPR-H5 Sparrowhawk [30]	Hellcat [60]	STU-K5 Stuka [100]	Mammoth ^S
3	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Overlord ^S
4	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Intruder ^S
5	SPR-H5 Sparrowhawk [30]	Lightning [50]	CHP-W5 Chippewa [90]	Gazelle ^A
6	Centurion [30]	Lightning [50]	Eagle [75]	Leopard ^A
7	F-10 Cheetah [25]	Hellcat [60]	Eagle [75]	Union ^S
8	Sabre [25]	F-90 Stingray [60]	Thunderbird [100]	Trojan ^S
9	Sabre [25]	Hellcat [60]	SL-15 Slayer [80]	Triumph ^A
10	F-10 Cheetah [25]	F-90 Stingray [60]	Thunderbird [100]	Leopard ^A
11	Centurion [30]	Hellcat [60]	Eagle [75]	Vengeance ^A
12	Sabre [25]	F-90 Stingray [60]	STU-K5 Stuka [100]	Leopard CV ^A

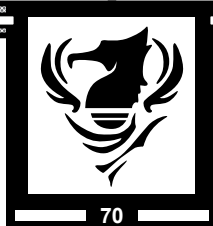


RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE (CONTINUED)

CAPELLAN CONFEDERATION				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	Sabre [25]	Lightning [50]	Thunderbird [100]	Overlord ^S
3	Sabre [25]	Lightning [50]	Thunderbird [100]	Leopard CV ^A
4	Sabre [25]	TR-11 Transit [50]	TR-13 Transgressor [75]	Condor ^A
5	Sabre [25]	TR-11 Transit [50]	TR-14 Transgressor [75]	Overlord ^S
6	TR-7 Thrush [25]	TR-11 Transit [50]	Eagle [75]	Triumph ^A
7	TR-7 Thrush [25]	TR-11 Transit [50]	TR-13 Transgressor [75]	Union ^S
8	TR-7 Thrush [25]	Hellcat [60]	TR-13 Transgressor [75]	Seeker ^S
9	Centurion [30]	Hellcat [60]	Eagle [75]	Excalibur ^S
10	Centurion [30]	Lightning [50]	Thunderbird [100]	Avenger ^A
11	Centurion [30]	Hellcat [60]	TR-14 Transgressor [75]	Leopard ^A
12	Centurion [30]	TR-10 Transit [50]	Thunderbird [100]	Intruder ^S

FEDERATED SUNS				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	Centurion [30]	TR-10 Transit [50]	CHP-W10 Chippewa [90]	Achilles ^A
3	TR-7 Thrush [25]	TR-10 Transit [50]	CHP-W10 Chippewa [90]	Intruder ^S
4	SYD-21 Seydlitz [20]	F-90 Stingray [60]	STU-K15 Stuka [100]	Seeker ^S
5	SYD-21 Seydlitz [20]	CSR-V20 Corsair [50]	Thunderbird [100]	Overlord ^S
6	SPR-H5 Sparrowhawk [30]	Lightning [50]	Eagle [75]	Avenger ^A
7	SPR-H5 Sparrowhawk [30]	CSR-V12 Corsair [50]	STU-K15 Stuka [100]	Union ^S
8	Centurion [30]	Hellcat [60]	STU-K10 Stuka [100]	Leopard ^A
9	Sabre [25]	LCF-R15 Lucifer [65]	Eagle [75]	Gazelle ^A
10	Sabre [25]	Lightning [50]	Eagle [75]	Leopard CV ^A
11	SPR-H8 Sparrowhawk [30]	Lightning [50]	Thunderbird [100]	Triumph ^A
12	Centurion [30]	LCF-R20 Lucifer [65]	Eagle [75]	Fortress ^S

FREE WORLDS LEAGUE				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	SYF-21 Seydlitz [20]	CSR-V12M Corsair [50]	TR-14 Transgressor [75]	Mammoth ^S
3	Centurion [30]	CSR-V12M Corsair [50]	CHP-W5 Chippewa [90]	Overlord ^S
4	SYF-21 Seydlitz [20]	Hellcat [60]	CHP-W5 Chippewa [90]	Intruder ^S
5	Centurion [30]	Hellcat [60]	Eagle [75]	Fury ^A
6	F-10 Cheetah [25]	TR-10 Transit [50]	Eagle [75]	Leopard ^A
7	F-10 Cheetah [25]	Lightning [50]	F-100 Riever [100]	Union ^S
8	Sabre [25]	Lightning [50]	F-100A Riever [100]	Leopard CV ^A
9	F-12-S Cheetah [25]	Lightning [50]	Thunderbird [100]	Condor ^A
10	TR-7 Thrush [25]	F-90 Stingray [60]	F-100B Riever [100]	Gazelle ^A
11	F-10 Cheetah [25]	TR-11 Transit [50]	Thunderbird [100]	Vengeance ^A
12	Sabre [25]	CSR-V12M Corsair [50]	Thunderbird [100]	Seeker ^S



RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE (CONTINUED)

MAGISTRACY OF CANOPUS				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	SPR-H5 Sparrowhawk [30]	Hellcat [60]	STU-K5 Stuka [100]	Mammoth ^S
3	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Overlord ^S
4	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Intruder ^S
5	SPR-H5 Sparrowhawk [30]	Lightning [50]	CHP-W5 Chippewa [90]	Gazelle ^A
6	Centurion [30]	Lightning [50]	Eagle [75]	Leopard ^A
7	F-10 Cheetah [25]	Hellcat [60]	Eagle [75]	Union ^S
8	Sabre [25]	F-90 Stingray [60]	Thunderbird [100]	Trojan ^S
9	Sabre [25]	Hellcat [60]	SL-15 Slayer [80]	Triumph ^A
10	F-10 Cheetah [25]	F-90 Stingray [60]	Thunderbird [100]	Leopard ^A
11	Centurion [30]	Hellcat [60]	Eagle [75]	Vengeance ^A
12	Sabre [25]	F-90 Stingray [60]	STU-K5 Stuka [100]	Leopard CV ^A

TAURIAN CONCORDAT				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	SPR-H5 Sparrowhawk [30]	Hellcat [60]	STU-K5 Stuka [100]	Achilles ^A
3	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Intruder ^S
4	TR-7 Thrush [25]	LCF-R15 Lucifer [65]	SL-15 Slayer [80]	Seeker ^S
5	Sabre [25]	Lightning [50]	CHP-W5 Chippewa [90]	Gazelle ^A
6	Centurion [30]	LCF-R15 Lucifer [65]	Eagle [75]	Leopard ^A
7	SYF-21 Seydlitz [20]	Hellcat [60]	CHP-W5 Chippewa [90]	Union ^S
8	Sabre [25]	F-90 Stingray [60]	Thunderbird [100]	Trojan ^S
9	Sabre [25]	Hellcat [60]	VLC-5N Vulcan [80]	Triumph ^A
10	F-10 Cheetah [25]	Lightning [50]	VLC-5N Vulcan [80]	Leopard ^A
11	Centurion [30]	Hellcat [60]	Eagle [75]	Fortress ^S
12	Sabre [25]	Lightning [50]	STU-K5 Stuka [100]	Leopard CV ^A

MERCENARIES*/PIRATES				
Die Roll	Light Aerospace	Medium Aerospace	Heavy Aerospace	DropShips
2	SPR-H5 Sparrowhawk [30]	Hellcat [60]	STU-K5 Stuka [100]	Achilles ^A
3	SYF-21 Seydlitz [20]	Lightning [50]	Eagle [75]	Intruder ^S
4	SYF-21 Seydlitz [20]	F-90 Stingray [60]	SL-15 Slayer [80]	Fortress ^S
5	SPR-H5 Sparrowhawk [30]	Lightning [50]	CHP-W5 Chippewa [90]	Gazelle ^A
6	SPR-H5 Sparrowhawk [30]	F-90 Stingray [60]	SL-15 Slayer [80]	Leopard ^A
7	F-10 Cheetah [25]	Hellcat [60]	Eagle [75]	Union ^S
8	Sabre [25]	Lightning [50]	Thunderbird [100]	Trojan ^S
9	Sabre [25]	Hellcat [60]	F-100 Riever [100]	Triumph ^A
10	F-10 Cheetah [25]	LCF-R15 Lucifer [65]	SL-15 Slayer [80]	Leopard ^A
11	F-10 Cheetah [25]	Hellcat [60]	Eagle [75]	Intruder ^S
12	Sabre [25]	LCF-R15 Lucifer [65]	STU-K5 Stuka [100]	Leopard CV ^A

*Mercenaries may take any roll result and instead take the corresponding result from their employer nation.

BATTLETECH™

ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sleipnir APC Tank

Movement Points: **Tonnage:** 50
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 3002
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
2	Machine Gun	TU	2	—	1	2	3
			[DB,AI]				
2	Medium Laser	TU	5 [DE]	—	3	6	9

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 100

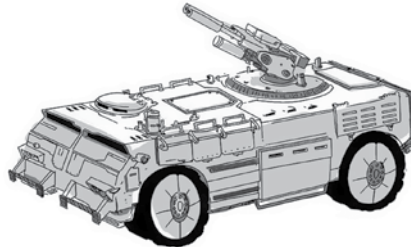
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CREW DATA

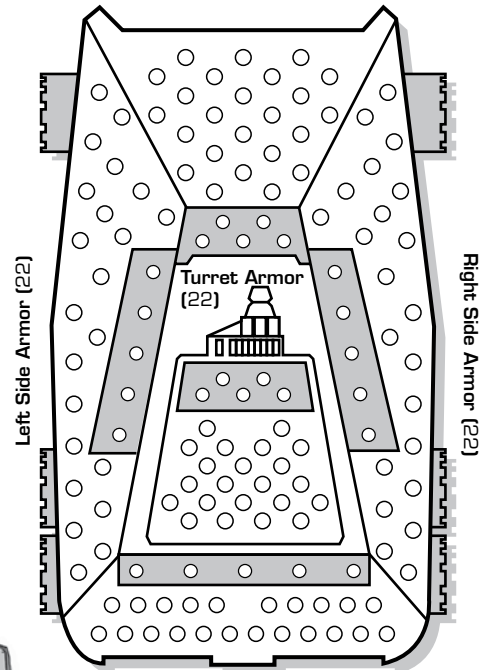
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Front Armor (24)



Rear Armor (22)



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BATTLETECH™

ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sleipnir APC SRM Tank

Movement Points: **Tonnage:** 50
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 3004
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
2	Machine Gun	TU	2	—	1	2	3
			[DB,AI]				
3	SRM 4	TU	2/Msl	—	3	6	9
			[M,C,S]				

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 100, (SRM 4) 50

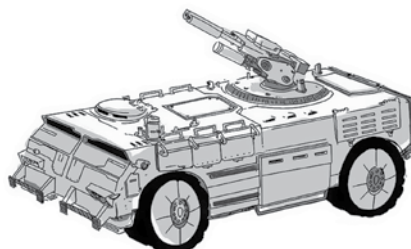
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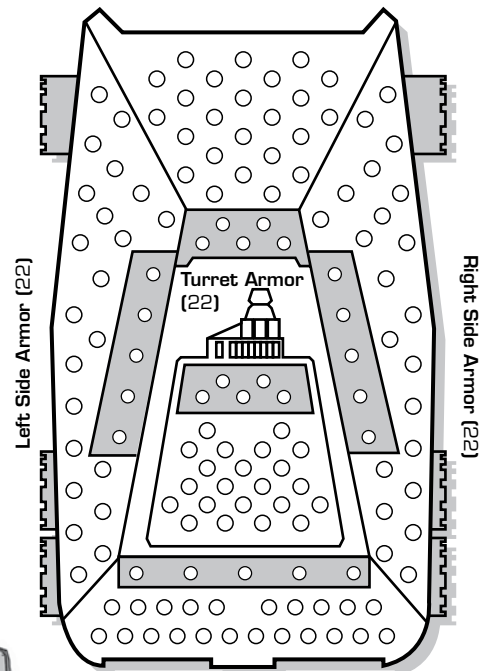
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Front Armor (24)



Rear Armor (22)



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ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vargr APC Tank

Movement Points: _____ Tonnage: 65
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 2944
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3
2	Medium Laser	TU	5 [DE]	—	3	6	9

Infantry Compartment (7 tons)

Ammo: (Machine Gun) 100

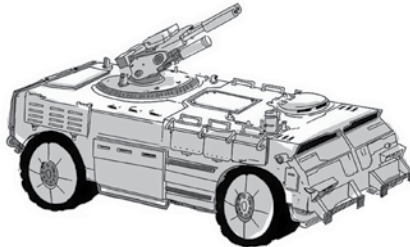
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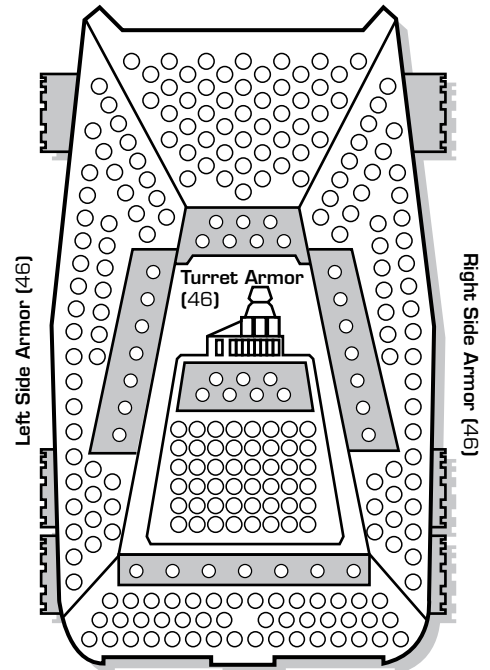
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Front Armor (50)



Rear Armor (44)



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BATTLETECH™

ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vargr APC LRM Tank

Movement Points: _____ Tonnage: 65
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 2945
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
1	LRM 15	TU	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3

Infantry Compartment (7 tons)

Ammo: (Machine Gun) 100, (LRM 15) 8

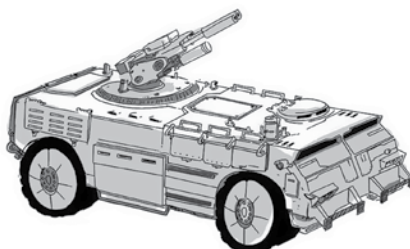
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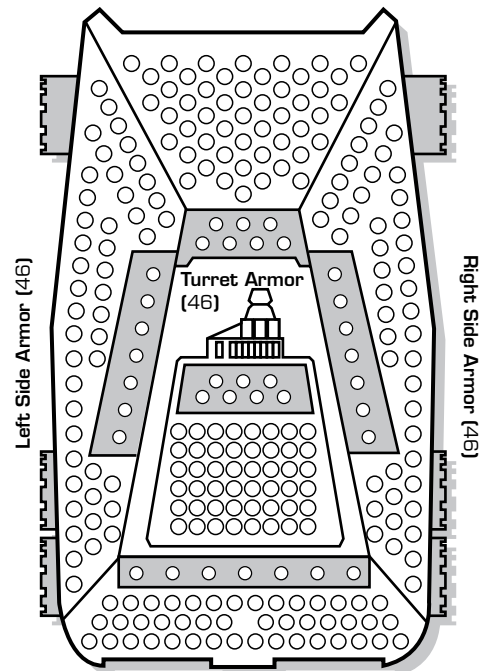
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Front Armor (50)



Rear Armor (44)



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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas II AS7-D-HT

Movement Points:

Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]		—	2	4	6
1	AC/20	RT	7	20 [DB.S]		—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S]		—	3	6	9
1	LRM 20	LT	6	1/Msl [M.C.S]	6	7	14	21	
1	ER Large Laser	RA	12	8 [DE]		—	7	14	19
1	ER Large Laser	LA	12	8 [DE]		—	7	14	19

Ammo: [AC/20] 10, [LRM 20] 12, [SRM 6] 15

BV: 2,205

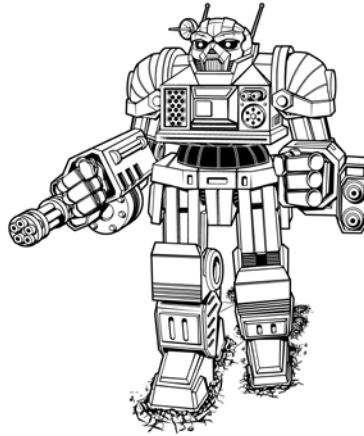


WARRIOR DATA

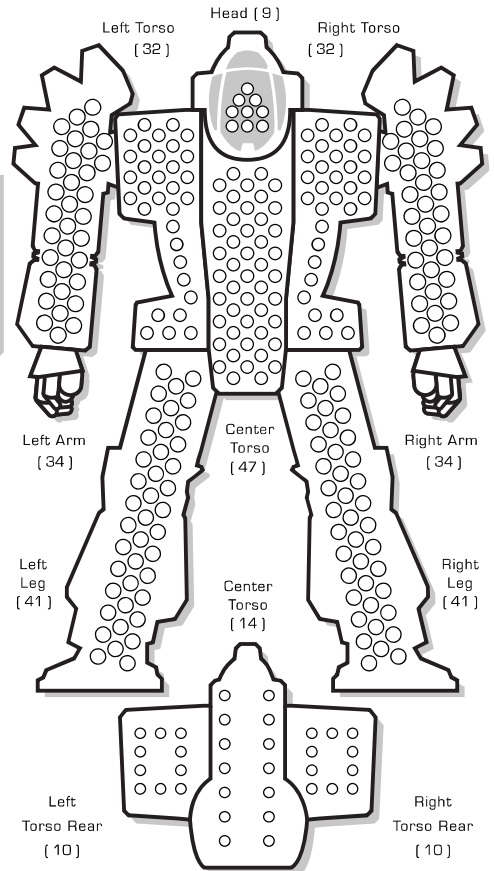
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Large Laser
- ER Large Laser

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- LRM 20
- SRM 6

- SRM 6
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- 4-6 Ammo [SRM 6] 15
- Ammo [AC/20] 5
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

Head

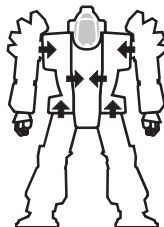
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Large Laser
- ER Large Laser

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

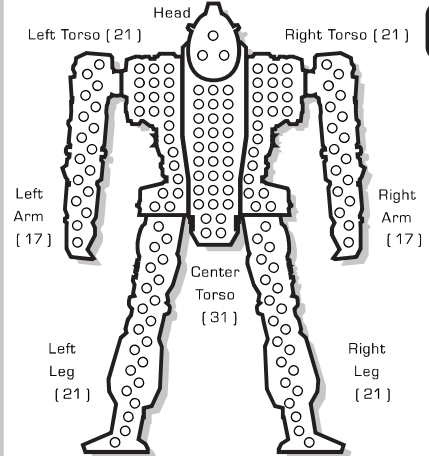
- AC/20
- AC/20
- 1-3 AC/20
- AC/20
- AC/20
- AC/20

- AC/20
- AC/20
- AC/20
- 4-6 AC/20
- Ammo [AC/20] 5
- CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Double Heat Sinks: 11 (22)
30*	Shutdown	○ ○
29		
28*	Ammo Exp. avoid on 8+	
27		
26*	Shutdown, avoid on 10+	
25*	-5 Movement Points	
24*	+4 Modifier to Fire	
23*	Ammo Exp. avoid on 6+	
22*	Shutdown, avoid on 8+	
21		
20*	-4 Movement Points	
19*	Ammo Exp. avoid on 4+	
18*	Shutdown, avoid on 6+	
17*	+3 Modifier to Fire	
16		
15*	-3 Movement Points	
14*	Shutdown, avoid on 4+	
13*	+2 Modifier to Fire	
12		
11	-2 Movement Points	
10*	+1 Modifier to Fire	
9		
8*	-1 Movement Points	
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
9 (85)

ARMOR DIAGRAM

Standard Scale



DROPSHIP DATA

Type: Argo DropShip

Name: Tonnage: 97,000
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 3 Year: 2762
 Maximum Thrust: 5

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20)(21-25)

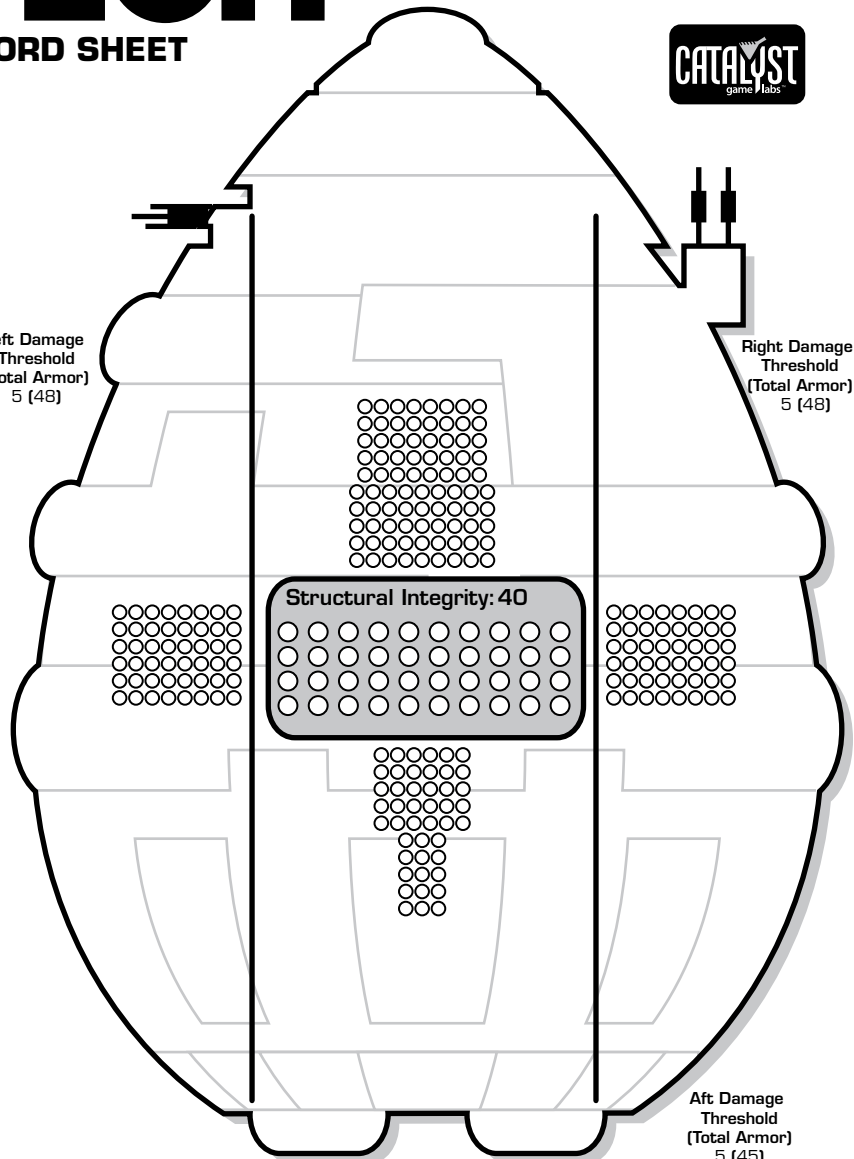
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Medium Laser	N	6	1(10)	—	—	—
1 Large Laser	FL/FR	14	2(18)	1(8)	—	—
2 Medium Laser	FL/FR	—	—	—	—	—
1 Large Laser	AL/AR	14	2(18)	1(8)	—	—
2 Medium Laser	AL/AR	—	—	—	—	—
2 Medium Laser	A	6	1(10)	—	—	—

Cargo:

- Bay 1: Mech (1 door) — 18 units
- Bay 2: Small Craft (3 doors) — 6 units
- Bay 3: Cargo Space (0 doors) — 100 tons
- Bay 4: Cargo Space (0 doors) — 100 tons
- Bay 5: Cargo Space (0 doors) — 100 tons
- Bay 9: Cargo Space (0 doors) — 5,400 tons
- Bay 10: Cargo Space (1 door) — 57,039.5 tons

BV: 1,083 FUEL: 6,500

Left Damage Threshold
(Total Armor)
5 (48)



Right Damage Threshold
(Total Armor)
5 (48)

Structural Integrity: 40

Aft Damage Threshold
(Total Armor)
5 (45)



CREW DATA

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 136 Marines: 0
 Passengers: 83
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 42/0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 358 (358) Single

Heat Generation Per Arc	Nose:	6	Aft:	6
	Fore-Left:	14	Aft-Left:	14
	Fore-Right:	14	Aft-Right:	14

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