

BATTLETECH™

ILCLAN™



AN ILCLAN ERA SOURCEBOOK

FORTUNE FAVORS THE BOLD...

In 2825, ilKhan Nicholas Kerensky, the founder of the Clans, gave his exiled, warrior-led people a dream: the first Clan to return to the Inner Sphere and claim Terra, the cradle of humanity, in honorable combat would claim the title of ilClan—ruler of all the Clans. The ilClan would reestablish the venerable Star League from the ashes of the old, and its Khan would become ilKhan, supreme ruler of all the Clans. Now, 326 years later, the Children of Kerensky have fought their way to Terra with the intent of fulfilling this dream. But will this dream become destiny or nightmare?

Delve into what it means to be the ilClan, and experience the tumultuous Battle of Terra, which will shake the very foundations of the Inner Sphere. Then catch a glimpse of how the Great Houses and other major powers will face the outcome of this far-reaching conflict. Tactical maps, *Chaos Campaign* tracks, and new 'Mechs that debuted during the Battle of Terra all let you jump right into the cockpit and fight in the culmination of over three centuries of Clan history. Do you have what it takes to conquer the birthplace of humankind, or the courage to defend Terra from its enemies?

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Total Warfare and *Alpha Strike*



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ILCLAN



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THE HEART THAT BEATS WITH EMERALD FIRE

BY PHILIP A. LEE

OLYMPUS MONS
MARS, TERRA
REPUBLIC OF THE SPHERE
31 JANUARY 3151 (T+21)

Star Captain Valyse of Bloodhouse Hazen closed her eyes against the flutter of free fall tugging at her stomach, and smiled ear to ear. She held both of her *Gyrfalcon's* control sticks with a confident touch, not the white-knuckled fear of some *sibko* cadet. The tug on her viscera was not as strong as if she were landing on Terra itself, but she reveled in the sensation nevertheless, for it meant two things.

One, she was dropping into combat, the very thing she had been decanted for twenty-two years ago.

Two, she was dropping onto *Mars*. Terra IV. A planet in the Terran system close to Terra itself, the fulfillment of Clan Jade Falcon's destiny.

As the ground slowly came up to meet her, she inhaled at the scene, and goose flesh broke out on her skin under the vacuum suit she wore. Just several thousand meters below her lay the exact spot where Aleksandr Kerensky, Commanding General of the Star League Defense Force, Great Father of the Clans, had landed his troops to oppose the forces of the Usurper in 2777. A sense of nostalgia for events she had never personally experienced washed over her, and during those last few moments before touching down on the golden-brown soil of Olympus Mons, the most massive planetside mountain in the entire Terran system, she found herself reciting a relevant passage from *The Remembrance*, one she had memorized as a child in her crèche.

"For the day will come and our kin will stand—"

Valyse feathered her jump jets, braced for impact...

"On Terra's firm soil, ready to rebuild—"

Touchdown.

"The Star League with their hearts and hands..."

All around her, BattleMechs from the Ninth Falcon Talon struck the Martian soil, kicking up reddish clouds, their lasers igniting in the thin atmosphere with emerald and ruby-colored glory. Valyse's Trinary had landed nearby with perfect precision, but she did not concern herself with them. They all had their orders, and with a chorus of jade falcon shrieks over the comm, Trinary Bravo charged down the dormant volcano's

slope toward the enemy as though something nightmarish chased them.

Destiny pursued them. Destiny, and the terror that Clan Wolf lay right behind them, ready to rob the Jade Falcon Clan of its rightful place in history.

As she ran at full, MASC-accelerated throttle, Valyse's *Gyrfalcon* leaned dangerously forward due to the angle of Olympus Mons's incline. Every few moments, the pace and pitch felt as though her 'Mech would tumble forward and roll to the mountain's base, but she trusted in her training and technology. Her neurohelmet and the 'Mech's multiton gyroscope would steady her descent while under fire. It had to, for she could not stop. Could not stop.

Do not stop.

Do not stop.

Even slowing down would mean defeat.

Slowing down meant *death*.

And Malvina Hazen, Chingis Khan of Clan Jade Falcon, would accept neither.

Regardless of whether she lived or died here on Mars, Valyse knew she would be immortalized for the history of all future generations. Her progeny would read about this day in their crèche classes; their *sibko* courses would study this battle and her contributions in it, then use it as a direct lesson on the fearsome effectiveness of the Mongol Doctrine.

Offer no quarter.

Overwhelm.

Terrify.

Destroy.

Several kilometers away from the base of the mountain, she glanced out the right side of her cockpit glass, and the sight awed her. Arrayed across the mountain's slope was a vast tsunami of Jade Falcon 'Mechs and Elementals hurtling in astonishing precision and speed toward the enemy dug in at the foot of Olympus Mons, with aerospace fighters screaming in overhead and the DropShips that had dropped the Ninth Talon and the Sixth Falcon Striker Cluster swooping away to safety.

And, oh, what an enemy they faced! Before the drop, Valyse had expected to fight a minor garrison force, one easily crushed and little worth the expended effort. But *neg*: the forward elements of Stone's Defenders, one of the famed Stone's Brigade regiments, were shooting back at the Falcon strike force from the



THE HEART THAT BEATS WITH EMERALD FIRE

ugly troughs of the Ulysses Fossae at the base of the mons. This was no green unit that would break at the sheer terror incited by this many Falcon 'Mechs swooping down on them in a blistering horde. These sorts of enemies could only be defeated by finding their heart and wrenching it from their rib cage.

Fortunately for the Falcons, Valyse was adept at finding her opponents' weaknesses. She would find the right approach and scythe through these Republic fools who dared to stand in the way of her Clan becoming the ilClan.

Do not stop.

Do not stop.

A brilliant white-blue beam lanced out from the troughs below and struck Star Commander David Pryde's 35-ton *Eyrie* in the chest hard enough to knock it down at Valyse's side. In seconds, Pryde was gone, swept away and left far behind her in the unrelenting surge of the Ninth's charge.

Do not stop.

Do not stop.

No matter what happens, do not stop.

Her *Gyrfalcon's* taloned feet crushed into the Martian powder with every myomer-accelerated step. Valyse aimed down at the Ulysses Fossae troughs, squared her jouncing sights on the dark brown Winston tank that nearly blended into the landscape at the very limit of her weapons' range, and fired the paired light autocannons that formed her 'Mech's arms. The cannons chattered. Spumes of ocher dirt stitched into the ground leading to the Winston, but an explosion of armor panels betrayed at least one solid hit at this range.

Incoming fire sheared past her as she loped onward in the low Martian gravity—long, fast strides that reminded her she was alive and moving.

Do not stop.

Do not stop.

If she stopped, her Clan would never conquer Terra and become the ilClan. If she stopped, their loss would be her fault entirely. All she had to do was keep moving. Keep firing. Keep triumphing in the name of the Chingis Khan.

After all this was over, everyone in her Bloodhouse would endorse her for the Hazen Bloodname. And she would fight that Trial of Bloodright on Terra itself, under sapphire-blue skies, over emerald grasses drenched in ruby blood, under the auspices of an ilClan led by the ilKhan, her own Khan, the Chingis Khan, the ruler of the universe who would set the Inner Sphere on fire and remake it in the image of Clan Jade Falcon. Cleanse it in the purification of emerald fire.

But first, Valyse needed to obliterate the enemies standing in her way.

Near the base of Olympus Mons, she lifted and locked her *Gyrfalcon's* pseudo-wings into their most menacing upright position and triggered her jump jets to leap clean off the mountainside. In the low Martian gravity, her 'Mech soared in a long, gliding arc above the fossae below, the very sight of a marauding raptor coming to snatch its victims off the battlefield. She fired on the wing, scoring laser hits on her prey below, no longer caring what she aimed at as long as her attempts struck. These Republic troops were no better than bandits, undeserving

of the courtesy of *zellbrigen*, of honorable combat, and Valyse resolved to destroy them by any means necessary.

Do not stop.

Do not stop.

Free fall tugged at her middle again during her downward arc from where she had jumped off the mons, but this was a glorious feeling presaging the battle to come. She leaned down into the impact, and found herself laughing giddily when the *Gyrfalcon's* feet plowed into the bed of a long dried-up Martian ocean.

She set off at full throttle again, firing a full alpha strike at the nearest Republic 'Mech, an *Osprey*, then moved onward, hopping or jump-jetting her 55 tons of BattleMech over trough after trough, crushing a Republic Demon tank here, lashing out a foot at a too-close *Griffin* there—moving, moving, moving, always moving. The waves of the Mongol horde behind her Trinary would deliver follow-up blows. Her mission was to be the tip of the spear: punch a hole through the enemy's lines, spill into their rear, and slash them with talons and beaks from the side or from behind.

Disrupt. Terrify. Overwhelm. Annihilate. These were the tenets the Chingis Khan preached. These ideals paved the path for Jade Falcon victory, and soon the entire Inner Sphere and its corrupt leaders would learn of them firsthand.

All around her, the Ninth Falcon Talon raged and ravaged across the Ulysses Fossae, blasting off 'Mech arms and impaling tank turrets with concentrated fire as they went. They were a swarm of locusts devouring everything in their wake, just as the Chingis Khan demanded.

Do not stop.

Do not stop.

Stopping meant defeat and death.

And just like that, Valyse broke through the Defenders' line. On the other side of the defenses lay an odd quietness of space where there were no Republic 'Mechs or tanks left to stop her. Only the forces at the War Academy of Mars, far in the distance at Pavonis Mons, lay ahead. In that single moment of quiet, she centered herself and wheeled to the right, toward the enemy's flank.

"Trinary Bravo," she called out over comms, "follow my lead and fire at will!"

'Mech torsos and tank turrets from the Stone's Defenders company right at the flank swiveled in confusion, unsure of whether to focus on the massive phalanx of Falcons still streaming at their front or Valyse and her strikers. Their hesitation did not matter, because these Republic fools had already lost, long before the first Falcon 'Mech had touched down on Mars.

Valyse slammed her throttle back up to the stops and thundered on along the Republic line, enfilading them with laser and autocannon fire while moving to a better position. Always forward. Never backward.

Do not stop.

Do not stop.

She fired her autocannons downfield at a backpedaling *Kheper*, then opened her command channel. "Bravo Beak, with

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me! Bravo Eye One and Two, spread your wings and execute Bent Pinion Two!"

As Valyse's Star strafed the enemy's line, her Trinary's Eye Stars swung out eastward then curled inward to catch any of the nearby Republic pilots who were trying to fall back. Eye One, the tip of the Bent Pinion, was missing David Pryde, but they executed their maneuver flawlessly without their Star Commander.

At the front of the flock, the Gauss rifle barrel of MechWarrior Eliana's *Kit Fox* flashed silver, and the slug punctured a withdrawing *Jackalope* in mid-jump, like a sparrowhawk snatching a prey bird clean out of the air. The Republic 'Mech tumbled down and exploded into a cloud of Martian dust upon impact.

Cheers and falcon screeches blanketed the comms, but Valyse ignored the acclaim and hopped over the dead *Jackalope* before it had fully come to rest.

Do not stop.

Do not stop.

Do.

Not.

Stop.

To slow down was defeat. To slow down was death. And Valyse of Bloodhouse Hazen had more to accomplish this day than die. If the Ninth could rout Stone's Defenders, if they could ensure that the aerospace forces stationed on Mars could not threaten the Jade Falcon naval convoy en route to planetfall on Terra, they would earn the Chingis Khan's favor and be lauded for their accomplishment.

She pushed on her throttle bar again, just to ensure she was squeezing as much speed out of the 'Mech's fusion engine as possible, and continued onward, firing at everything her Trinary caught in its net. A quick glance at Olympus Mons showed the last of the Falcons streaming and jumping down the slope to throw themselves at the Defenders' faltering defenses. Their tactic was working. The Republic was falling back, and Valyse's warriors were reaping the benefits.

Up and out of the trench ahead, a giant shape appeared. A hulk of a 'Mech, a monstrous thing bristling with weapon barrels, backpedaled away from fire coming from the mountainside, not yet seeing the emerald swarm barreling toward it. And it had moved right into Valyse's full-throttle path.

The 100-ton *Malice's* torso swiveled toward her as though in slow motion. All eight barrels pivoted downward, tracking her like they were the eyes of a monstrous creature.

Do not stop.

Do not stop.

She clenched her teeth and growled. Her *Gyrfalcon* was more nimble than an assault 'Mech such as this one, so she could easily evade its guns and skirt around it while others behind her finished it off.

But the *Malice* moved far faster than she anticipated for a 'Mech of its size. Instead of evading her, it stepped purposefully into her path far too late for her to sidestep. Her lasers explosively superheated armor panels on its brown brick-house torso, and her paired autocannons shattered and chipped at

the thick hide, but she may as well have struck an Elemental's battlesuit with a baseball bat, for all the good it did.

She could not stop, but neither could she go around it, as it blocked her pathway onward and to victory. So she went over it instead. Her jump jets ignited, blasting her upward on plumes of vented plasma to escape Mars's minimal gravity.

On the other side of the obstruction, as she felt that welcome tug of gravity pulling her back down, the *Malice* tracked her pseudo-flight in midair. For a split second, she thought the Republic pilot would not fire, that there were more attractive targets to hunt than a lone Jade Falcon 'Mech.

The alpha strike lit up the sky around her like a Star League Day fireworks display—a scintillating cascade of searing lasers and autocannon tracer rounds slashed up at her from a sickening angle.

Her 'Mech shuddered all around her while she was still in the air. The blating klaxons in her neurohelmet earpiece deafened her, and the stink of burning electronics stung her nostrils.

It did not matter.

Do not stop.

Do not stop.

She gripped her controls to straighten her descent, but they were unresponsive. Something was wrong.

The *Gyrfalcon* landed at full force. The ancient, dried-up lakebed came up to meet her cockpit with a *crunch* and a squealing of strained metal—

Had she blacked out for a moment? The black tendrils in her graying vision sought to drag her away, but she refused to let them. She tugged at control sticks and foot pedals until her 'Mech rolled over onto its back, until she saw the now-scarred *Malice* approach through spider-webbed cockpit glass; all eight of its laser and autocannon barrels tilted down at her with malign intent.

To stop meant defeat. To stop meant death. Valyse tried to stand, but the damage wireframe showed mangled internal structure on her 'Mech's right leg, multiple actuators fused or destroyed. And the rest of her Trinary was long gone, already moving down the line without her, treating her as a casualty until proven otherwise.

All she could do was struggle as the assault 'Mech lumbered toward her one menacing step at a time. Her command couch shook with every footfall.

Do not stop.

Do not stop.

It did not matter that she was down. Speed had nothing to do with the 'Mech. It had everything to do with the heart that beat emerald fire in the chest of every Jade Falcon warrior, the fire that would see them as ilClan. Her personal war would not end until she was a flash of carbon after a laser would strike her cockpit, or until the *Malice* would crush her underfoot, or any other means of death she could imagine.

Valyse unlatched her safety harness, ensured her neurohelmet and vacuum-suit seals were locked for protection from the cold, sparse atmosphere of Mars, and ensured her laser pistol had a full charge and extra power packs.

TECHNICAL
READOUT

TOUCHPOINT
TRIALS

AROUND THE
SPHERE

THE ACCESSION
OF THE ILCLAN

THE TRIAL TO
END ALL TRIALS

DEATH OF THE
DREAM

ENTER
THE FALCON

THE COMING
OF THE WOLF

HOW WE
GOT HERE

THE HEART
THAT BEATS...

THE HEART THAT BEATS WITH EMERALD FIRE

Before she could pop the hatch, a flurry of color caught her attention from the periphery.

An *Eyrie* with a subtle limp dashed in toward the *Malice*.
David Pryde.

The 35-ton BattleMech approached the 100-ton assault 'Mech as though they massed the same. Pryde paused his gait only long enough to aim his lasers and rotate the boxy missile launchers that served as the 'Mech's vestigial arms.

Advanced tactical missiles exploded in a line up the *Malice's* torso, until Valyse could no longer see the 'Mech's head. Smoke and dust accentuated the emerald beams that followed the high-explosive ATM warheads. Seconds later, the assault 'Mech crashed down like a slain elephant. Fire poured out of the torn-open cockpit.

With a wicked grin, Valyse popped her egress hatch and clambered out onto her *Gyrfalcon's* shoulder, to stand tall amid the destruction her Falcons wrought all around her.

Despite the roiling conflict, she basked in the eye of this hurricane and found a rare moment of peace. In the night sky above Pryde's damaged *Eyrie*, she saw thousands of stars, but one point of light among them burned brighter and bluer than the others. This was not a star, but Terra, the pale blue dot, the cradle of humanity and the destiny of Clan Jade Falcon.

David Pryde approached her fallen 'Mech. "Star Captain, we have them on the run," he said via her still-functioning neurohelmet radio. "You need a lift, *quiaff?*"

Valyse laughed. "Aff, I do, Star Commander."

She scrambled down to the *Eyrie's* taloned foot, and halfway up the access ladder, she held onto the rung and paused to take in this momentous scene—the beginnings of an historical moment.

The Ulysses Fossae was littered with broken, burning 'Mechs. The Republic forces were withdrawing toward Pavonis Mons, and the Sixth Falcon Jaegers and Ninth Falcon Talon pursued without mercy.

And above—so many stars. So many inhabited worlds. Soon the Jade Falcon flag—the flag of Chingis Khan, of the ilClan—would fly over them all.



INTRODUCTION

PRIME MESSAGE TRANSFER

Date: 27 January 3152
To: Office of the ilKhan

Illustrious ilKhan,

Now that the dust has settled, I bring to your attention a full, in-depth after action report on the Battle of Terra and a compilation of its repercussions on the rest of the Inner Sphere. This report is as complete as my staff can make it at this time, so please review, and fill in any gaps or correct any omissions as you see fit.

The ultimate goal of this record is to not only facilitate incorporating aspects of this into verses for *The Remembrance* but also to preserve your legacy for posterity, so that future generations—both Clan and not-Clan, both warrior and civilian—may learn and benefit from your greatness, so they might discover how you accomplished a history-making feat many deemed impossible.

The import of this document is monumental. Like all of the greatest wars and military campaigns waged throughout human history, the Battle of Terra will undoubtedly be studied and analyzed and dissected for generations to come, and it will be taught in *sibkos*, military academies, and institutes of higher learning. It is imperative that we capture it correctly, without omitting the scars that lesser, insecure leaders might wish to erase in order to falsely improve their image. But you need no ego stroke. What is, is; what shall be, shall be.

And so shall it be, until we all fall.

In Kerensky's name,

—Star Colonel Rosetta Jennings

HOW TO USE THIS BOOK

In 2825, ilKhan Nicholas Kerensky, the founder of the Clans, gave his exiled, warrior-led people a dream: the first Clan to return to the Inner Sphere and claim Terra, the cradle of humanity, in honorable combat would claim the title of ilClan—ruler of all the Clans—and reestablish the venerable Star League from the ashes of the old, and its Khan would become ilKhan, supreme ruler of all the Clans. Now, 326 years later, the Children of Kerensky have fought their way to Terra with the intent of fulfilling this dream. But will this dream become destiny or nightmare?

Welcome to *ilClan*, a sourcebook chronicling the cataclysmic Battle of Terra that will usher the *BattleTech* universe into a brand-new era. This sourcebook chronicles the events that led to the monumental changes and aftershocks that will be felt throughout the entire Inner Sphere for decades to come. The information contained in this book can be used to create and play *Alpha Strike* and *Total Warfare* games and in *MechWarrior: Destiny* and *A Time of War* roleplaying campaigns.

The chapter *How We Got Here* offers a brief overview of the events leading up to the Battle of Terra, including a look at the main participants in the conflict. *The Battle of Terra* chapters shine a microscope on one of the most pivotal battles in the history of the Inner Sphere, with each chapter focusing on an important segment of the fighting. *The Accession of the ilClan* offers a glimpse at the immediate repercussions of the battle's outcome, and how those aftershocks will shape the future of the Inner Sphere.

The next chapter, *Around the Sphere*, contains a glimpse at the major factions in the Inner Sphere during the Battle of Terra. This chapter outlines the status and current events of these interstellar nations, providing a look at how these powers might shape the next era, and the *Technical Readout* section showcases new BattleMechs that fought during the Battle of Terra.

Finally, the six *Chaos Campaign*-compatible scenarios in the *Touchpoint Tracks* section offer players and gamemasters a small taste of the ferocity with which the Battle of Terra was fought.

REFERENCES

In rules text throughout this book, the following sources are referenced: *Total Warfare (TW)*, *Tactical Operations (TO)*, *Alpha Strike (AS)*, *Alpha Strike: Commander's Edition (AS:CE)*, *Combat Manual: Mercenaries (CM:M)*, *Campaign Operations (CO)*, *Field Manual: 3145 (FM: 3145)*, *Shattered Fortress (SF)*, and *Technical Readout: 3145 (TRO: 3145)*.

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“Our people are driven to excel, to achieve. There must always be some new height for them to reach. Just as the warrior aspires to Khanship and a Khan may aspire to become ilKhan, so too should a Clan seek to claim preeminence among all other Clans. I can think of no better way to determine this honor than by setting foot on Terra in victory.”

—Nicholas Kerensky, *Diaries, circa 2832*

For the past century, these words guided our people and formed the goal for all Clans, to varying degrees. But it is not well understood that the concept of an “ilClan” was developed by ilKhan Nicholas Kerensky relatively late in his life, and only in obscure writings that offer little detail about how that honor could be claimed, or exactly how the Clan that held the title should use it to resurrect the Star League.

An “ilClan” was a topic of discussion among Nicholas and the first Khans as early as the 2820s, but evidence indicates that ilKhan Kerensky did not begin seriously considering criteria for claiming the title until a year or two before his death and never firmly codified any requirements or definitions.

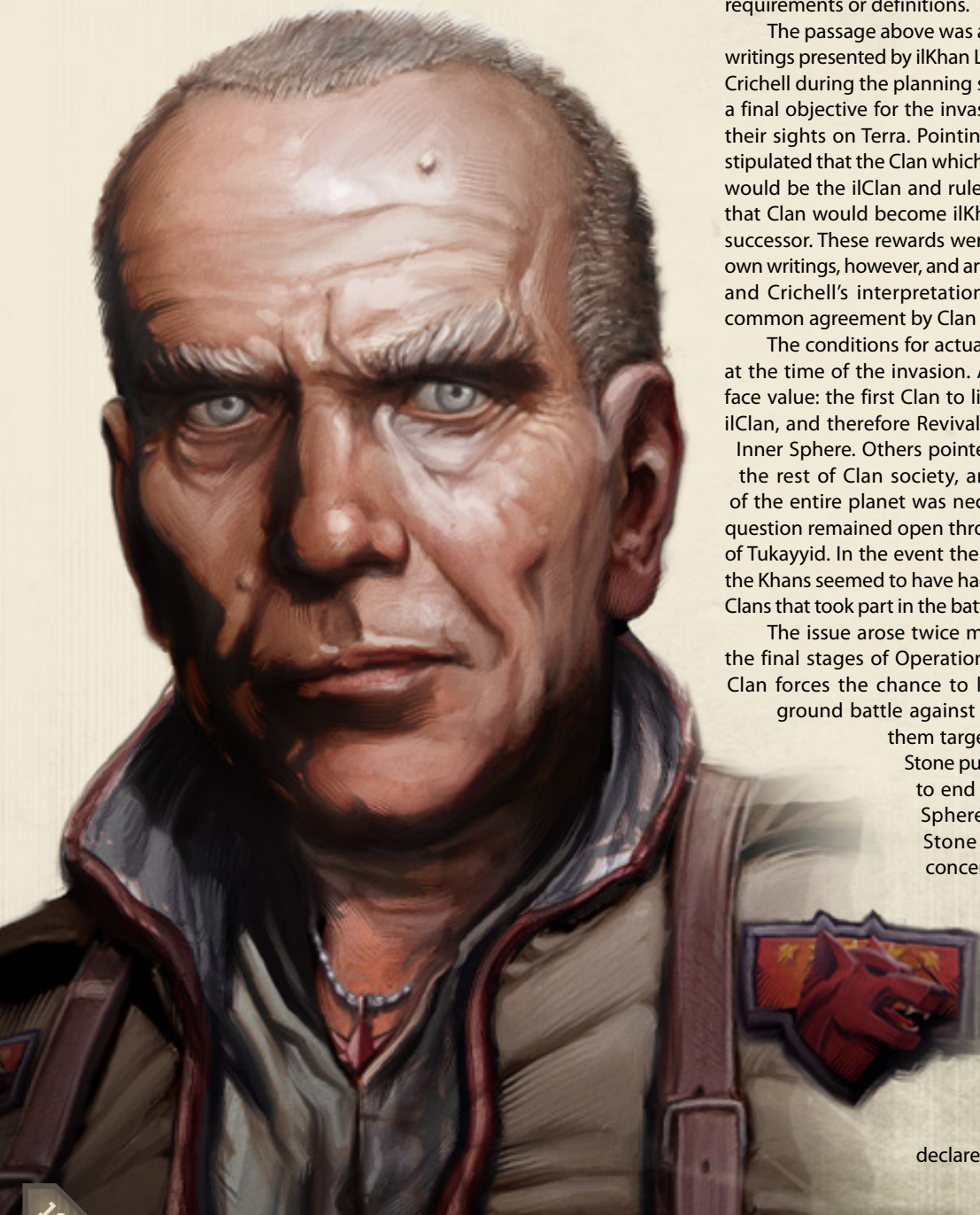
The passage above was among the fragments of the Founder’s writings presented by ilKhan Leo Showers and Jade Falcon Khan Elias Crichell during the planning stages of Operation Revival. In need of a final objective for the invasion, Crichell and his fellow Khans set their sights on Terra. Pointing to the fragmentary notes, Showers stipulated that the Clan which re-conquered humanity’s homeworld would be the ilClan and rule Clan society, and the senior Khan of that Clan would become ilKhan for life and be able to name their successor. These rewards were not specified in Nicholas Kerensky’s own writings, however, and are arguably more a product of Showers’s and Crichell’s interpretation of the Founder’s words, as well as common agreement by Clan leadership upon launching Revival.

The conditions for actually earning the ilClanship were murky at the time of the invasion. A few Khans took Nicholas’s words at face value: the first Clan to literally set foot on Terra would be the ilClan, and therefore Revival was a race to reach the heart of the Inner Sphere. Others pointed to the way the Founder structured the rest of Clan society, and believed uncontested possession of the entire planet was necessary for a Clan to be elevated. The question remained open throughout Revival, even up to the battle of Tukayyid. In the event the Clans won that proxy battle for Terra, the Khans seemed to have had no plan for determining which of the Clans that took part in the battle on Tukayyid would be named ilClan.

The issue arose twice more in the following decades. During the final stages of Operation Scour in 3078, Devlin Stone denied Clan forces the chance to land on Terra and participate in the ground battle against the Word of Blake, instead assigning them targets on Luna, Mars, and the Titan Yards.

Stone publicly explained his decision as a desire to end the Jihad as it began, between Inner Sphere combatants alone. More privately, Stone and his senior commanders were concerned that the inclusion of Clan forces in ground operations could trigger secondary conflicts between the Clans or with his Coalition over claims to the ilClanship.

Contingents from each Clan were invited to Paladin Victor Steiner-Davion’s funeral in 3135, giving rise to similar fears among Republic leaders. In an abundance of caution, Exarch Jonah Levin declared Geneva and its immediate area to be



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neutral ground for the duration of funeral services. Members of all Clan entourages were also required to sign a contract, brokered by Clan Sea Fox, which granted them diplomatic immunity so long as they abided by the boundaries set by the Republic, and renounced any claim to Terran soil. Among those signing the contract was then-Star Captain Alaric, a member of the Clan Wolf delegation.

Unclear as the criteria for claiming the title of ilClan were, even less clear was whether the ilClanship itself could be subject to a Trial of Possession or other challenge under the customs of our people. The question was little more than debate fodder for historians and political theorists, until events made it all too real.

LIFE'S WORK

The seed which grew into Khan Alaric Ward's assault on Terra began in an unlikely way: as a class project for his *sibko* decades earlier. Assigned to develop an invasion plan for the Republic world of Ryde, ten-year-old Alaric substituted a different target—Terra. Alaric's free thinking was lightly admonished by his instructor, but drew the attention of his *sibkin* Chance, who joined Alaric in refining the simulation through dozens upon dozens of iterations in the coming years. Chance also pointed out flaws in the plan stemming from areas of warfare in which Alaric was not an expert, prompting him to consider expanding his inner circle.

Paladin Victor Steiner-Davion's funeral on Terra in 3135 presented the newly minted Star Captain Alaric with several opportunities to advance his plans. In addition to getting the measure of other young leaders of the Inner Sphere, Alaric joined every tour offered by Exarch Levin and recorded observations of Terra's landscape along with any defenses he was allowed to view.

More importantly, the services gave Alaric the chance to add a new member to his council: Star Captain Haake Sukhanov of Clan Snow Raven, a warrior as brilliant at fleet command as he was ineffective at politics. Finding his aspirations curbed by running afoul of saKhan Iqbal Lankenau, Sukhanov was receptive to Alaric's invasion plans and Alaric's Trial of Possession for Sukhanov himself. Though Alaric planned to face Sukhanov in aerospace combat, the Snow Raven *ristar* instead chose to fight augmented in BattleMechs, giving the young Wolf an advantage but ensuring a reasonable Trial. Sukhanov soon joined Clan Wolf as Alaric's first bondsman.

The trip to Terra also allowed Alaric to meet a Ghost Bear *ristar*, Star Colonel Ramiel Bekker. Known as the WarBear for his bold tactical acumen, and for being the second-youngest warrior to ever complete the Clawing, Bekker was initially suspicious of the young Star Captain's motives in claiming Sukhanov. Bekker again encountered Alaric—now Khan Alaric Ward—in 3148 on the Dominion world of La Blon, where the Ghost Bear commander faced his own Trial of Possession. The geyser-sprayed muck of the Hornick Caldera offered challenges to both men, but Khan Ward narrowly out-brawled Bekker and subsequently refused to grant him *bondsref*. The acquisition of the defiant Bekker provided a tactical genius to execute Alaric's strategic planning, but angered Ghost Bear Khan Dalia Bekker.

Along with a handful of carefully selected commanders from within his own Wolf Clan, Alaric's inner circle continued to refine his invasion plans with their own expertise. As the Clan founded the Wolf Empire and began closing in on Terra, Khan Ward's decades of simulations and planning for a return to the cradle of humanity took on a new name: Operation Nostos.

FALCON'S PREY

Two years after the Fortress Wall came down, the Wolves were not the only Clan at Terra's doorstep. Khan Malvina Hazen's furious dash toward the heart of the Inner Sphere succeeded in claiming a swath of Republic worlds, but left her Clan's *touman* strung out between the Donegal Province and the Fortress Wall. The three task forces used in her 3150 offensive eventually converged on Rigil Kentarus, which became the Jade Falcons' forward staging area.

During that offensive, Khan Hazen found success by forcing Republic troops to fight on her terms. As she slashed and burned her way through their worlds, Malvina drew out the RAF and dictated the terms of each battle. She planned to conduct her assault on Terra the same way, seizing the initiative with simultaneous strikes on garrisons across the planet, and leveraging her WarShips to bombard entrenched defenders from orbit and reduce Geneva to a cinder. With no quarter given or expected, Malvina eagerly anticipated overcoming the resolute Republic defenders with the full aggression and violence of her interpretation of the Mongol Doctrine.

CHANCE VICKERS

As the Great Father had General Aaron DeChavilier at his side, and as Nicholas Kerensky sought the wisdom of Jerome Winson, so too did Khan Alaric Ward rely on Chance Vickers, the first member of what would become his war council.

Chance was born in 3111, a combination of Vickers and Ward genestock. As a youth, she stood out for not standing out—quiet and reserved in a *crèche* noted for its boisterousness, Chance developed a reputation as a deep thinker and methodical analyst.

Alaric and Chance began their close association at age ten, after Chance pointed out flaws in Alaric's earliest invasion simulation of Terra. Over the ensuing years the pair spent countless hours simulating battles for Terra, during which Chance proved to be a cunning strategist capable of challenging—and on occasion, defeating—Alaric. Her input proved critical in helping the future Khan refine his attack plan for Terra and sharpen his strategic skills.

Like Alaric, Chance rose quickly as a warrior and was in command of the Thirty-Seventh Wolf Striker Cluster in 3137 when news reached her that Alaric had been defeated and captured by Anastasia Kerensky. Chance was in the process of hastily assembling an unauthorized covert rescue mission, risking everything and even threatening her commanding officer at gunpoint to protect the mission, when she learned days later that Alaric had returned to Clan Wolf on his own.

After winning a Vickers Bloodname in 3143, Chance was formally named Alaric's aide-de-camp, and remained at his side through the battle for Terra.

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To do so, she summoned the entirety of the Jade Falcon *touman* to Rigil Kentarus. Though she did not expect the most far-flung units to respond to her orders for months, the several Galaxies already under her direct command would adequately achieve the first stages of her plan to strike hard and fast at key strategic targets and cripple the Republic's defense.

Day by day, however, Khan Hazen's fears grew that the Falcons would crack the Wall only to discover an already-victorious Alaric Ward waiting behind it. Despite the application of murderous encouragement, her scientist caste yielded no solutions to the Republic's Fortress technology. Knowing her Falcons remained a step behind the Wolves, Malvina could do little but mass her Galaxies and prepare to deliver a thunderous apocalypse to the Republic's final stronghold.

OPERATION MERCURY

Clan Wolf's charge through Republic worlds following the fall of the Fortress Wall culminated with the seizure of New Earth in January 3151, and along with it the absorption of much of the Fidelis. Upon Khan Ward's arrival, Custos Paul Moon revealed to him the Fidelis' origins as Clan Smoke Jaguar, and their desire to eventually return to the Clan fold. After sharing information about the Republic's defenses, Moon himself was allowed to depart with a small number of Fidelis warriors who did not wish to join Clan Wolf. New Earth became Clan Wolf's forward staging area for their assault on Terra, while Khan Ward awaited an answer from his Scientist Caste on a way to defeat the final Wall around the Terran system.

FINAL PREPARATIONS

The solution to overcoming the Republic's final redoubt was discovered by Wolf scientists on 24 October 3150. By jumping a ship into open space approximately a half-lightyear from the Terran system, then using lithium-fusion batteries or hot-charging the ship's jump core and jumping to Terra from that point, a vessel could successfully appear in-system before the Wall technology could target and disperse its incoming jump wave. On 6 November 3150, two battery-equipped Wolf JumpShips successfully completed a covert round-trip from New Earth to Terra.

Racing the clock before other nations determined the secret to breaching the Wall, Khan Ward dispatched orders for Operation Mercury, the final staging of nearly all fourteen Galaxies of Clan Wolf first on New Earth, and then in space just outside Terra. Alaric gambled that the Wolf Empire's worlds, stripped of nearly all defenders, would not fall to either the Lyran Commonwealth or the Free Worlds League; he believed the Lyran military would be unable to effectively defend any major expansion of its borders, and the League was still recovering from the reintegration of Regulus and its conflict with the Marian Hegemony.

On 1 January 3151, Khan Alaric Ward issued the final, simple order of Operation Mercury to his Clan's initial naval strike force: jump.





THE BATTLE OF TERRA, PHASE ONE: THE COMING OF THE WOLF

The end of 3150 saw every nation in the Inner Sphere holding its collective breath. Three Clans were perched near Terra: Clans Ghost Bear, Jade Falcon, and Wolf. But while the Bears seemed slow to rouse, Khans Alaric Ward of Clan Wolf and Malvina Hazen of Clan Jade Falcon both fueled aspirations of seeing their respective Clan become the ilClan, and few obstacles stood in their way. The Federated Suns, mired in a struggle with the Draconis Combine, was in no shape to help thwart the potential Clan invasions, although this did not stop Devlin Stone from sending First Prince Julian Davion a request to send aid. The Free Worlds League spent more time deliberating than it did acting, while Captain-General Nikol Marik vainly attempted to curtail the private war of a rogue province. Daoshen Liao, Chancellor of the Capellan Confederation, awaited a mass counterstrike from the hated Republic Armed Forces, and Yori Kurita, Coordinator of the Draconis Combine, believed a Federated Suns assault on New Avalon was imminent. Meanwhile, Trillian Steiner, Archon of the Lyran Commonwealth, was too focused on securing her rapidly diminishing borders to address the Clan threat.

With each major nation unable or unwilling to aid in Terra's defense at the outset of the battle, no one could stand against the Clans' might but the defenders on Terra itself. If any facet of Exarch Devlin Stone's Republic were to survive beyond the first few months of 3151, that would be determined by the Republic and the Republic alone.

The ultimate fate of Terra permanently changed the face of the Inner Sphere, and the events of 3151 heralded the dawn of a new age of human history. Whether this change will ultimately be for good or for ill remains to be seen.

T MINUS 9: THE ARRIVAL OF FATE

The initial prelude to the invasion of Terra began on 6 November 3150. With no advance warning, two JumpShips arrived in the Sol system, one at the nadir jump point, the other at Saturn's L1 lagrangian point. Although transponder signals identified the arrivals as Lyran Commonwealth merchant JumpShips, Admiral Jean-Jacques Labbé put the Republic fleet on high alert, because any unannounced and unexpected vessels arriving at Terra, regardless of their identification, meant either the Fortress Wall had failed or someone had discovered the means to breach it. A quick confirmation that the Fortress Republic protocols remained active indicated the latter, so the Republic fleet split in two task forces and maneuvered to intercept the interlopers. Led by RSS *Abundantia*, Admiral Labbé's *Essex*-class flagship, the nadir-point task force was halfway to extreme weapons range when the JumpShip used its lithium-fusion battery to jump back out of the system. Similar reports from the Saturn task force confirmed that their target had likewise departed the system.

Although some Republic navy personnel brushed off the incident as a training exercise, Devlin Stone and the rest of his war council saw these jumps for what they were: reconnaissance attempts, both to probe the Fortress Wall for weaknesses and gather intelligence on Terra's defenses. However, with such limited knowledge, they could not ascertain who had sent these JumpShips. They ultimately decided that the sender, be it a Clan or a Great House, did not matter: Terra would be under attack, and soon. The entirety of the Sol system—including the Republic navy, the bases at Mars, Luna, and the Titan Shipyards, the naval-defense stations deployed at the zenith and nadir jump points, and all ground forces on Terra itself—braced for the impending arrival of a full-blown invasion force.

TASK FORCE OSTEND

The Republic did not need to wait long. On 1 January 3151, at 0711 GMT, two *Odyssey*-class JumpShips, designated Task Force Ostend, jumped to the nadir jump point. Six unknown Clan Wolf DropShips—later identified as *Piledriver*-class assault DropShips—uncoupled from the JumpShips and burned at maximum acceleration toward the naval-defense stations, Fort Monroe and Fort Akkayev-Cameron. Two of these naval forts had been constructed adjacent to the zenith and nadir jump points, and they boasted capital weapons and aerospace fighter hangars. All of them presented a major threat to any WarShips attempting to jump into the system.

As the *Abundantia* moved in to assist the forts, Labbé ordered most of the WarShips in his flotilla to return to Waypoint Zephyr, their fallback point. Not only did he foresee the quick destruction of these DropShips, but he was also under orders from Stone to preserve as much of the Republic's WarShip fleet as possible, in case additional invaders arrived. However, this decision quickly backfired. The forts scrambled aerospace fighters against this threat, which proved ineffective, as the *Piledrivers* mounted more armor protection and employed higher-thrust fusion engines than the *Union*-class hull on which the class was derived, at the cost of weaponry. While Ostend took fire, their increased armor and the hours spent accelerating from the jump point meant most of the *Piledrivers* survived the only volley the defenders could manage while in range.

Unbeknownst to the Republic navy, the crew of Task Force Ostend consisted of aging Clan Wolf *solahma* warriors, and their mission was to destroy the naval forts at any cost, especially if it meant a glorious death in the Terra system. When one of the remaining *Piledrivers* rammed into Fort Akkayev-Cameron's hull at over 500 kilometers per second, both the vessel and the station were annihilated in flash of energy and debris. A similar fate befell Fort Monroe, when a ramming *Piledriver* triggered the detonation of the fort's mostly full capital-missile magazine. The final Wolf DropShips either rammed the already crippled stations or were gunned down by aerofighters that had lost their primary bases of operation. Although the entirety of Task Force Ostend was destroyed, the path to Terra had already been paved.

THE COMING OF THE WOLF

MERCURY VS. HANNIBAL

At 0711 hours GMT, the CWS *Jerome Winson* was the first Clan Wolf WarShip to jump to Terra's nadir jump point; five more arrived shortly thereafter. [The arrival of the Wolves' WarShip fleet was nearly simultaneous; however, black-box footage recovered from the Republic's crippled fleet verify that the *Jerome Winson's* emergence wave did indeed appear several seconds before any others. —RJ]. Foremost among these vessels was a sight many in-system defenders initially believed to be a hoax: the Star League-era *McKenna*-class WarShip SLS *McKenna's Pride*, a ship long considered lost in the Clan Homeworlds when communications between the Homeworld Clans and the Inner Sphere Clans were severed around 3072. This ship held special significance among the Clans, for it was the original flagship of Star League Defense Force Commanding General Aleksandr Kerensky, father of Nicholas Kerensky, Founder of the Clans, and in it rested the coffin of Aleksandr Kerensky himself. Khan Alaric Ward and Star Admiral Sukhanov had designated the *Pride* as Clan Wolf's flagship.

Wolf JumpShips jumped in soon afterward, and in such quick succession that hundreds of them seemed to materialize simultaneously in a vast array at the jump point. In addition to the six WarShips, the Wolf navy consisted of dozens of assault DropShips, 277 troop-carrying DropShips, and enough JumpShips to transport them all—Task Force Mercury, the entirety of Clan Wolf's *touman*. According to a surviving RAF crew member who witnessed the full array of Clan Wolf's arrival, there were "as many ships in that fleet as stars in the sky."

Before beginning their acceleration toward Terra, the Wolf fleet maneuvered into a tight and precise formation, so that their overlapping fields of fire would threaten any approaching Republic vessels.

Admiral Labbé ordered the WarShips of Task Force Hannibal to target the Wolf WarShips. In response, Sukhanov ordered one-third of the Wolf fleet's available aerofighters, designated Alpha and Bravo, to deploy at the outside of the Wolf formation. Alpha and Bravo swept in toward the incoming Republic fighters and assault DropShips, and inflicted heavy damage on Labbé's DropShip fleet.

The attempt to neutralize the Wolves' approach to Terra proved only marginally successful. Although some of the Republic assault ships managed to bypass the WarShips, most of them were destroyed by the overlapping fields of fire and the vigilance of the Wolves' aerofighters. Several Wolf DropShips were either crippled or destroyed in the attack, and some succumbed to friendly fire, but many of the crew and warriors on these Clan vessels were able to evacuate via lifeboat and be recovered before the Wolf fleet began maneuvers toward Terra itself.

While the aerofighters and DropShips fought within the WarShips' protective screen, the Republic and Wolf WarShips traded vicious blows. The RSS *Triumphus* moved to the vanguard of the Republic lines and fired the first shots, and the RSS *Gladius Terrae* maneuvered so that the trajectory of the CWS *Dire Wolf* would place it between the *Gladius* and the rest of Task Force Hannibal, allowing Labbé's forces to fire on Clan Wolf's former flagship.

During the opening salvos of the engagement, the Wolves sent *Jian*-class assault DropShips, fast vessels dubbed "cutters," to make swift, close-proximity flybys of several Republic WarShips. Once within acceptable range of their targets, each cutter deployed magnetic tethers onto the target's hull, retracted the tethers to touch

down, and unloaded their deadly cargo: Elementals equipped with magnetic boots and demolition charges, and trained for fighting on the exterior of a spacecraft or space station. Dubbed Ebony Wolves, these battle-armored warriors worked their way across a WarShip's hull while fighting against the vessel's high acceleration and hard maneuvers. The Ebony Wolves' primary mission was to eliminate point-defense systems, missile launch tubes, aerospace-fighter bays, capital weapons, and exterior hatches. In the event they could board the target vessel, their secondary targets included power and propulsion systems and the ship's bridge. Due to the evolving nature of the battle and the risks involved, many warriors in the Ebony Wolves strike teams failed to complete the drop to their targets or were killed during boarding actions, and several cutters were easily gunned down or smashed against the hulls of the targets.

The CWS *Rogue* became the first major casualty in the engagement, when fire from the *Shield of the Republic* exposed and ultimately detonated the *Rogue's* naval-autocannon magazine, tearing the ship apart. However, the Wolves exacted their revenge on the *Shield* when a team of Ebony Wolves crippled the vessel from within, first by disabling its exterior weapons and then destroying the bridge before the *Shield's* crew eventually gunned the boarding party down.

The Republic fleet largely ignored the *McKenna's Pride*, assuming that, although spaceworthy, the ancient craft was little more than a museum relic brought solely for show. Much to Admiral Labbé's chagrin, the *Pride* was indeed fully combat capable, which it demonstrated by firing on the *Glory of the Republic*. Upon realizing the mistake, the *Abundantia's* crew fired on the *Pride* as well, in hopes that destroying the ship would blast the wind out of the Wolf invasion's sails.

To protect the *McKenna's Pride*, the *Dire Wolf* fired full broadsides on both the *Abundantia* and the *Triumphus*, and the *Pride* maneuvered so that it caught the *Abundantia* between it and the *Dire Wolf*. *Abundantia* and the *Pride* traded savage blows, damaging each other with naval autocannons and capital-ship missiles, but neither side could gain the upper hand before the *Abundantia* moved beyond the range of the *Pride's* guns. Sukhanov targeted the RSS *Auspicious* instead and nearly crippled the *Aegis*-class heavy cruiser. The *Auspicious* then increased thrust on a collision course, but a Wolf assault DropShip flew into the *Auspicious's* path and shattered the WarShip's bow and deflected its trajectory enough to narrowly miss the *McKenna's Pride*.

The combined fire of the *Dire Wolf* and the *McKenna's Pride* soon broke the *Triumphus's* keel, which forced Labbé to signal the fleet to withdraw. With two WarShips lost, all but four assault DropShips destroyed, and the *Shield of the Republic* under tow, the RAF admiral chose to follow his orders to preserve the fleet. Task Force Hannibal, what remained of it, burned toward a rendezvous at Fort Grec, one of the two naval-defense stations at the zenith jump point. The Wolves' route to planetfall now lay open.

CLASH OF THE TITAN SHIPYARDS

Once Alaric's fleet secured the nadir point, Star Admiral Haake Sukhanov sent Task Force Hyperion to secure the Titan Shipyards, to deny the bruised Republic fleet a place to rearm and repair some of the damage from the nadir-point battle. The shipyards

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themselves were heavily guarded by assault DropShips, several aerospace fighter wings, and three *Bastion*-class space stations capable of overlapping fields of fire. Alaric and Haake anticipated that the RAF would staunchly protect this vital Star League–era facility by increasing the known defenses from the pre-Wall period, so the additional *Bastions* were not unexpected. However, Haake had not known that Warwick Station and its companions had upgraded their defenses by replacing a good number of their armaments with capital-scale weaponry. So Hyperion consisted of a single WarShip, its complement of *Isegrim*-class escort DropShips, a Star of *Jian*-class cutters, and the task force's aerospace fighters.

Warwick Station's initial salvoes targeted and struck the *Cameron*-class battlecruiser CWS *Bloody Fang* and obliterated several of the *Isegrim* escorts with naval autocannon fire. Haake shifted priority to neutralizing the station to prevent catastrophic losses, which required diverting the *Liberator*-class CWS *Victoria Ward* to assist Hyperion while other Wolf forces concentrated on the shipyards' smaller defenses. The *Bloody Fang* sustained considerable damage during the extended encounter, resulting in power loss and a blown helium seal, forcing many of the crew to evacuate.

Cutters deployed several Stars of Ebony Wolves to Warwick Station's hull, specifically to target capital weapons, but the RAF troops, now wary of the tactic, scrambled all of their aerospace forces with the orders of protecting the station's guns at all costs. Aerofighter squadrons picked off the Ebony Wolves one by one, despite every missed strafing run inflicting damage to the stations' hulls. A major blow to Wolf morale occurred when a capital-missile salvo penetrated the *Victoria Ward's* hull, but the crew rallied and pressed the attack despite the imminent danger.

In response to the *Ward's* injuries, the remaining *Isegrim* escorts concentrated all of their fire into Warwick Station and destroyed it, saving the crippled *Bloody Fang* and Task Force Hyperion's remaining DropShips from imminent danger. In reply, the *Victoria Ward* targeted the Republic's assault DropShips while the rest of the Wolves concentrated their firepower on the remaining *Bastion* stations.

Meanwhile, RAF and Clan Wolf aerofighters engaged in the largest mass-dogfight in the Terran system since Devlin Stone led Operation Scour to liberate Terra from the Word of Blake in 3078. DropShip crews and the *Bastions'* point-defense systems contributed where they could, but the combatants in the chaotic furball were largely left alone to conduct their own individual duels. The slightly outnumbered RAF pilots took advantage of the Wolves' insistence on fighting honorable, Clan-style contests, which resulted in heavy initial losses as the Republic fighters massed fire to even the playing field. However, the RAF's outright refusal to abide by honorable combat freed the Wolves to unleash their full ferocity. The tide swiftly turned due to the shift in the Wolves' tactics. RAF fighters were destroyed in droves as whole Wolf Stars united to shoot down their opponents one by one, until the writing on the wall forced the last handful of Titan's defenders to surrender to Clan Wolf forces.

Though the *Bloody Fang* would ultimately be scuttled, the Wolves used the shipyards' dry-dock facilities to begin repairing damage to the *Victoria Ward*. This proved a slow undertaking, as



most of the shipyards' personnel refused to cooperate with the Wolves' demands.

The Wolves' seizure of the Titan Shipyards represented the final nail in the coffin of Terra's naval defense. Though important defensive assets remained in place within the Terran system, the RAF navy possessed no other means to repair their damaged and crippled WarShips, leaving Terran space in control of an invading Clan's navy.

RUNNING THE GAUNTLET

Though the Wolves had dealt with the RAF's defenses at the nadir jump point and the Titan Shipyards, several other defensive measures within the still-active Fortress Wall remained. Active Republic forces remained at the zenith jump point and on Mars and Luna; also, Terra itself remained protected by a series of orbital defense platforms. However, Alaric's invasion strategy placed no import on Mars or Luna—they were lesser prizes to be claimed after securing the most important jewel in this solar system's crown—and with his Clan's entire force having mustered at the nadir jump point, the defenses at the zenith point were of no real consequence to his planned planetary operations.

This left Terra's orbital defenses themselves. Star Admiral Sukhanov had confirmed twelve functioning orbital defense platforms around Terra, with another half dozen stations suspected

MYSTERIES OF THE BATTLE OF TERRA: BREACHING CHARGES

One of the biggest mysteries surrounding the twilight of Devlin Stone's Republic of the Sphere is how Clan Wolf breached the Fortress Wall itself. The most infamous aspect of the Fortress Republic protocols, enacted in October 3135, placed a seemingly impenetrable barrier around every system in the Republic's Prefecture X. Any attempt to jump to a world within this barrier resulted in a number of fatal outcomes, the most common being the "bounce-back," which returned a JumpShip to its point of origin in various states of damage. The knowledge that Republic ships could enter and leave Prefecture X without difficulty proved that the Wall was not a true hyperspace anomaly; it resulted from technology that could be deactivated at whim.

The Republic's staunchest enemies expended many assets attempting to breach this final Wall, to no avail. It is reported that Falcon Khan Malvina Hazen allegedly killed her top scientists one by one as each failed to find a way through the Wall within a specified time frame, and Daoshen Liao squandered whole battalions attempting to jump through to Republic space. When Devlin Stone turned off the Wall in 3149 to lash out at the Draconis Combine and push back immediate threats, the only Wall left functional remained around Terra. However, despite all previous efforts to breach Terra's space, the entirety of Clan Wolf's *touman* jumped into Terra on 10 January 3151, completely undeterred by the Fortress Republic Wall.

So how *was* Alaric Ward ultimately successful? Though the Wall technology remains classified, the commonly accepted theory involves a satellite network designed to spot Kearny-Fuchida events from incoming JumpShips. After the system detects the K-F emergence wave, the system relays this data to a weaponized hyperpulse generator, which hits the ship with a targeted, localized K-F field, which bounces the ship back to its point of origin, usually before the emergence can fully complete; the effect is akin to the unfortunate destruction that results when an incoming JumpShip attempts to arrive in the same physical space as another JumpShip.

This interdiction method would ensure that no vessels can arrive in the protected system unless the detection system is temporarily deactivated during the expected time of arrival. The effectiveness of this theoretical application is that with enough weaponized HPGs to cover every possible jump point in a given solar system, it is impossible for an incoming JumpShip to arrive safely without knowledge of a preplanned deactivation window.

The weakness of a theoretical system such as this, however, is easy to conceptualize. First, such a system would require a massive power output, which would burn out the K-F core at the heart of the weaponized array, much like the super-jump drives employed by the Word of Blake during the Jihad, or the risk one takes when quick-charging a K-F drive. Thus, such a system would require replacement cores, which are difficult, time-consuming, and expensive to manufacture, meaning that maintaining the system long enough would necessitate stripping K-F cores from otherwise fully functional JumpShips.

The second possible weakness of such a system depends on the nature of hyperspace-jump physics. The farther a ship jumps from its point of origin, the longer the duration of the K-F event at the destination; thus the shorter the jump, the shorter the K-F event. In other words, a jump from a distance of, say, less than half a light-year away from Terra (i.e., a distance too far away for the detection system to reach) would produce a K-F emergence event lasting mere fractions of a second, and an event of such short duration which would not last long enough for the Wall's detection system to register, let alone target with a weaponized HPG.

If this was indeed how the Wall functions, then to defeat this system, Clan Wolf only needed to jump to Terra from a distance far enough away from the detection system's maximum range but close enough to create a short, virtually undetectable K-F event.

—*Untold History: Mysteries of the Battle of Terra*,
Dr. Sophie Bergmann, Tharkad University Press, 3153

but as-yet-unconfirmed, each one a threat to both WarShips and DropShips. On 10 January, as the Wolf fleet was on course for orbital insertion, several Wolf assault DropShips pulled ahead of the formation and targeted specific defense platforms. These vessels careened through RAF aerofighter pickets at full throttle. Concentrated fire from fighters and the targeted defense platforms destroyed several DropShips; however, a sufficient number broke through long enough to inflict critical damage to their targets.

Desperate ramming attacks destroyed both Platforms Lambda and Sigma before they could even fire on the invaders. Platforms Epsilon and Nu both suffered significant damage from the massed assault-DropShip fire. The strikes took Epsilon's weapon systems offline, and Ebony Wolves infiltrated the station to ensure they remained that way. The attack on Nu, however, required follow-up barrages from the *Jerome Winson*, which placed the WarShip in danger of capital-missile strikes until the threat was neutralized.

One missile did penetrate the Wolves' defensive screen, but the *Winson* weathered the blast.

Republic forces rallied to protect the remaining orbital defense platforms from similar tactics, but no attacks were forthcoming. Wolf DropShips burned planetside en masse, untouched by orbital fire. To start landing their forces as soon as possible, Star Admiral Sukhanov had concentrated on destroying the orbital platforms that immediately threatened the Wolves' landing zones, and he mopped up the remaining platforms later.

Due to the neutralization of necessary orbital defense platforms, Clan Wolf had secured clear orbital-insertion lanes to their intended landing zone and thus encountered little appreciable resistance during planetfall. Republic aerospace sorties stung de-orbiting Wolf DropShips, but the Wolves suffered few notable losses due to the sheer concentration of DropShips and their escorts en route to the planet. These sorties against the descending Wolves

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OPERATION NOSTOS

Mission: Military superiority in the Terra system, surrender of the Republic of the Sphere

Overall Commander: Khan Alaric Ward

Second-in-Command: Wolf General Chance Vickers

Subcommanders: saKhan Garner Kerensky, Star Admiral Haake Sukhanov, Galaxy Commander Ramiel Bekker

Date Launched: Naval operations: 1 January 3151 (T minus 9); Ground operations: 10 January 3151 (T-Day)

Units Involved: 14 Galaxies

Deployment Site: Central Australia

The largest, single-Clan military campaign in history, Operation Nostos consisted of the deployment of the entirety of Clan Wolf's military assets in the Terran system. Though many expected Clan Wolf to challenge the Republic of the Sphere for the birthplace of humanity, none expected Alaric Ward to abandon Clan Wolf's holdings in the Wolf Empire and bring the full might of the Clan to Terra's shores.

Clan Wolf's arrival marked the first time a Clan had come to Terra in force, for the express purpose of claiming the title of ilClan, but it would not be the last.

OPERATION ICON

Mission: Secure SLS *McKenna's Pride*

Overall Commander: Garner Kerensky

Date Launched: 15 June 3145

Units Involved: Unknown

Deployment Sites: Unknown

Little is known of the details surrounding Operation Icon, an important prerequisite for Operation Nostos, as many of the details of this endeavor remain a secret between Khan Alaric Award and then-saKhan Garner Kerensky. Known facts entailed Garner Kerensky departing the post of saKhan to track down the purported whereabouts of the *McKenna's Pride*.

The *Pride*, the flagship of SLDF Commanding General Aleksandr Kerensky, was believed lost during the Wars of Reaving that ravaged the Clan Homeworlds, but information—allegedly recorded and passed on by Wolf Khan Vlad Ward before his death in 3083—pointed to a location where the *Pride* was supposedly hidden.

Due to the expected length of Garner's extended absence from the Clan, Alaric requested he step down as saKhan, which led to Anastasia Kerensky stepping in to fill the vacancy in the interim. Upon Garner's return, Anastasia vacated the post and disappeared, leading to Garner's full reinstatement as saKhan.

Although the hiding place of the *Pride* was unknown to all but Clan Wolf's innermost circle, the results speak for themselves: on 1 January 3151, the *McKenna's Pride*, bearing the Great Father's preserved remains, arrived in the Terran system at the head of Clan Wolf's entire navy.

resulted in suicide missions: each DropShip the RAF pilots could disable or destroy meant fewer Wolf warriors who could fight on the surface. Many fighters rammed Wolf DropShips, which inflicted crippling damage on a few vessels, but by and large, these attempts effected no appreciable delay to the Wolves' reaching Terra's surface.

T-DAY, W-HOUR: THE WOLF DESCENDS

From the Republic's perspective, one of the unexpected aspects of the Wolves' arrival on Terra was a lack of formal *batchall* invoked for Terra. Given the nature of the target, many had expected any Clan coming to call on Terra would at least announce their intentions in a ritualistic manner, even if they had no intention of engaging in a formal bid or proxy battle for Terra. RAF defense drills on Terra often included a computer-generated facsimile of Alaric Ward, Jade Falcon Khan Malvina Hazen, or Ghost Bear Khan Dalia Bekker broadcasting an official challenge to the RAF for the conquest of the Terran system, in order to sell the potential reality of an actual Clan invasion. Instead Alaric broadcast no such challenge. He did not name a target, enumerate his forces, request venues for combat, or offer



REPORT ON THE MCKENNA'S PRIDE

Date: 22 September 3150
To: saKhan Garner Kerensky
Subject: SLS *McKenna's Pride*

SaKhan,

My team and I have scoured Khan Vlad Ward's papers, as you ordered. While we did not find clear documentation about the *McKenna's Pride* and the Great Father's retrieval, we did find a few items that allow us to make an educated guess.

The first involves Operation Spatha. When Khan Ward planned the extraction of our Clan's genetic legacies from the Clan Homeworlds, he named the sub-operations after types of swords: Gladius, the retrieval of all the genetic legacies other than Jennifer Winson and Nicholas and Andery Kerensky; and Kopis, the retrieval of the Kerensky and Jennifer Winson genetic legacies.

There is mention of a third operation—Spatha, but no details of the operation reside in Khan Ward's papers. What we do know is that Spatha was supposed to be executed in conjunction with Kopis.

Second, Elemental Star Commander (later, Star Captain) Garmen Kerensky and his Star, on Khan Ward's orders, were detached from the Seventh Wolf Dragoon Cluster and sent on a "deep penetration raid" in 3071. From 3071 to 3077, we cannot find any evidence of Garmen Kerensky or his Star's actions. When they did reappear in 3077, Khan Ward immediately assigned them to an Elemental Trinary attached to Devlin Stone's Allied Coalition forces. Records indicated that Kerensky's unit saw heavy fighting during the Jihad. After the war, he became a Republic citizen and served twenty years in the RAF before retiring as a lieutenant colonel. During that time, he married a merchant by the name of Brenda Winter and joined her business after retiring. Their son, Andery Winter, currently runs the family business.

The third item involves the *McKenna's Pride* itself. We do know it was used as a temporary Grand Council meeting place when the Hall of Khans was damaged, then it participated in the Trial of

Annihilation against the Steel Vipers' last stronghold in late 3075. This means the earliest the ship could have been reclaimed from the Homeworlds was early 3076, which aligns in with Garmen's Star reappearing in Inner Sphere during the latter half of 3077.

The fourth piece of evidence is a series of detailed reports about the War of Reaving we located among Khan war's records. These reports include items not found in Council of Six's records. We have identified the author of these reports as Star Commander Niyol of the Wolf Watch, which is interesting, as he and a small team of Watch personnel were also notably absent at the same time as Garner Kerensky's Star.

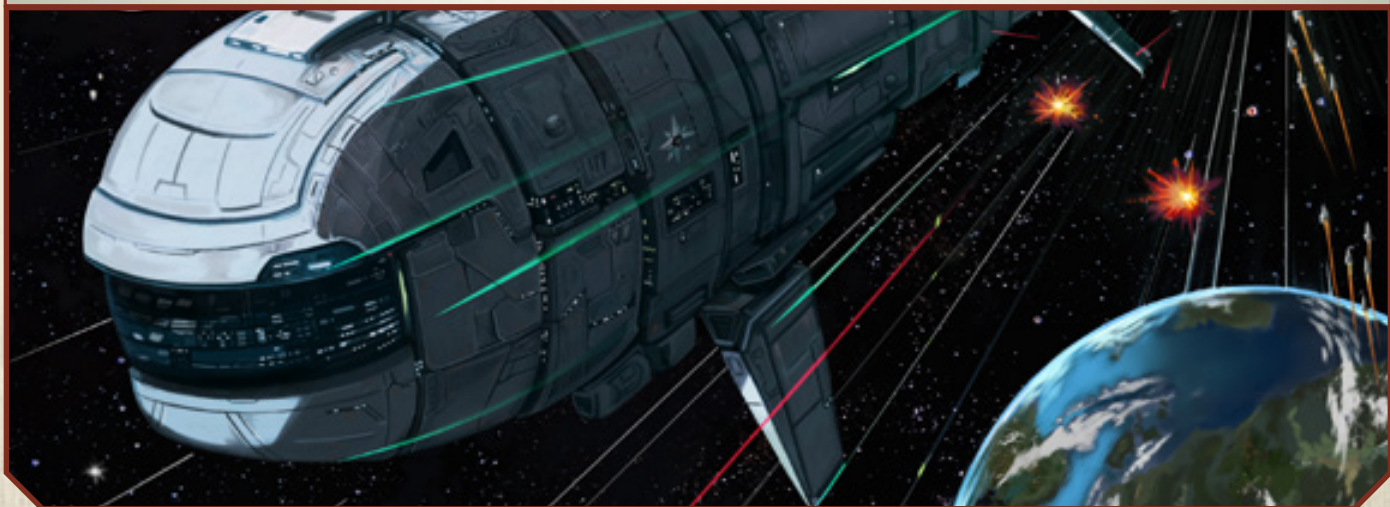
After careful consideration of the evidence we have, we have reached the following conclusions:

1. Operation Spatha was intended to reclaim the *McKenna's Pride* and the Great Father's body.
2. Star Commander Niyol was in the Clan Homeworlds during the Wars of Reaving.
3. Garmen Kerensky and his Star reclaimed the *Pride* and the Great Father's body.

But there are more questions. If the objective was to reclaim the Great Father's body, why did they take the *Pride* also? Garmen and his Star were not a trained WarShip crew, so how did they pilot the *Pride* out of the Homeworlds? Why were they not pursued by the Home Clans? Why did it take Garmen's Star six years to complete their mission?

We can speculate, but unless we can find evidence to confirm our theories, we are left with tantalizing pieces of an incredible operation. If you wish, my team will continue working on this matter.

—Cohh, Historian Factor



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TACTICAL ANALYSIS: NOSTOS NAVAL OPERATIONS

Clan Wolf's naval success in the Terran system required the usage of several unorthodox Clan strategies. The Republic navy had expected Clan Wolf to fight in a traditional and straightforward way, which is what would have happened had the Wolves taken a traditional approach to naval combat. However, unbeknownst to the Republic's leadership, the tactician who devised these unorthodox methods was not a traditional Wolf warrior.

Clan Wolf's approach to naval superiority for the Battle of Terra was the brainchild of Star Admiral Haake Sukhanov, who was a Clan Snow Raven warrior before Alaric claimed him for the Wolves in a Trial of Possession in 3135. During the early planning stages of Operation Nostos, Alaric acknowledged that naval operations were not his forte, and though he could easily plan a planetary invasion, all the ground-combat plans meant nothing if his forces could not make it planetside relatively intact. Due to this deficiency, he tasked Sukhanov with plotting strategies for reaching Terra.

The following successful strategic decisions are attributed to Star Admiral Sukhanov:

Fireships: Rather than put precious WarShips at risk to remove the threats of Forts Akkayev-Cameron and Monroe, Star Admiral Sukhanov advocated the use of specially armored DropShips whose sole purpose was to ram directly into their targets. Since these missions were of a suicidal, high-risk nature, the fireships' skeleton crews consisted primarily of aging *solahma* warriors who wished to serve their Clan in a literal blaze of glory. Though some of Task Force Ostend's fireship crews made it to lifeboats and were later recovered, the vast majority of them willingly perished in order to fulfill their mission.

Arrival: Instead of employing pirate points or splitting up Clan Wolf's fleet, Sukhanov jumped the Clan's entire fleet to the nadir point in a tightly controlled and preplanned arrangement, after

Task Force Ostend neutralized the threat of the two naval forts. The firepower of such a large concentration of ships not only made a statement of intent to the Wolves' arrival, but it represented more than enough potential firepower to make all defensive forces in the area hesitate.

Ebony Wolves: Naval commanders seldom employ conventional assets in naval applications, but the Ebony Wolves represented a daring but questionable anti-WarShip tactic where battle-armored troopers, launched from a DropShip making a fast pass along a target, would adhere themselves to the WarShip's hull with tethers and electromagnets before engaging in search-and-destroy missions to neutralize exterior weaponry, blow outer hatches, and damage other vital systems. The Ebony Wolves themselves were drawn from volunteer Stars originating from several different Wolf Clusters, and were trained for these zero-g maneuvers by Star Admiral's Sukhanov's staff.

Orbital platforms: Traditional naval theory would've destroyed all orbital defense platforms before getting troop transports into low orbit, but Sukhanov only cleared a temporary path for landing and then dealt with the remaining stations at his leisure. Were the Wolves intending on securing multiple LZs across the planet, as traditional military doctrine would suggest, that would require eliminating more orbital defenses; however, since the Wolves concentrated their landings across a portion of Australia, only the stations whose fire overlapped the Australian continent's airspace were targeted. Though the Wolves employed DropShips to advance from their initial LZs, the orbital platforms were designed to tackle space threats, not atmospheric ones.

—*The Strategy and Tactics of the Battle of Terra*,
RAF Rear Admiral Sheridan Cooper (ret.),
Sandhurst Military Academy Press, 3154

to wage any proxy fights. He simply jumped his Clan into Terran space and burned hard for planetfall.

When contacted by Devlin Stone, Alaric claimed that a *batchall* was unnecessary: "I presumed you would defend it with all you have, and I intend to come at it with all I have. My entire Clan. If I were to bid, it would be Clan Wolf." Beyond that transmission, no open dialogue or negotiation occurred with the RAF's leadership.

THE WONDERFUL WORLD OF OZ: T-DAY

Devlin Stone and the RAF High Command had expected the Wolves to make planetfall in places that would require the Clan's navy to destroy or cripple all or most of the orbital platforms, but the invasion plan crafted by Alaric, Wolf General Chance Vickers, and Galaxy Commander Ramiel Bekker called for an approach none had anticipated.

On 10 January 3151, Clan Wolf made planetfall in the Australian outback. Alaric's invasion timetable designated this day as "T-Day": the first time in history that a Clan invasion force had reached Terra.

When Alaric gave the order for his warriors to deploy from the landed DropShips, no Wolf followed the command until Alaric's *Savage Wolf* had taken its first step on Terran soil.

At "W-Hour," 0917 hours Terran Standard Time, Khan Alaric Ward became the first Clan Khan to ever set foot on Terra for the purpose of conquest. General Chance Vickers and saKhan Garner Kerensky soon followed.

The decision to deploy all fourteen Galaxies of Clan Wolf's *touman* along a broad front across the Australian continent surprised the Republic leadership. In the years leading up to the Battle of Terra, countless Republic think tanks and military advisors and even Stone himself had anticipated any Clan reaching Terra would land their forces in several key strategic locations around the globe, such as places with military, political, and symbolic importance. This military doctrine led to Stone establishing heavily fortified redoubts around target cities and other anticipated target sites and assigning RAF troops to these locales. Clan Wolf's landing strategy threw this planning into disarray. Fortunately for the Republic, Stone's plan for a general defense of Terra had ensured that Australia was not left defenseless.

THE COMING OF THE WOLF

WESTERN AUSTRALIA: REDBURN'S REVENGE

From the LZs in central Australia, Alaric and Beta Galaxy advanced toward Perth, as Khan Garner Kerensky led Alpha toward the defenses of Redoubt Sydney along with General Vickers and Epsilon Galaxy.

Foremost among Australia's RAF defenders, the Redburn Guards regiment were among the first responders to Alaric's advance in Western Australia. The commanding officer of the Redburn Guards, former Exarch Damien Redburn, had previously led the Republic Remnant, the unified Republic military that had remained trapped outside of the Republic when Fortress Republic's Wall had gone up, so he led his troops in the field against the Wolves without hesitation.

Alaric's inner circle was surprised to find Redburn in a command position on Terra. In 3149, Redburn's Remnant had insisted on holding the line against Clan Wolf's deliberate advance toward Terra; so deep was Redburn's bitterness toward Stone for allegedly abandoning nine-tenths of the Republic by activating the Wall that Redburn had lashed out at the RAF force that had ordered him and his Remnant troops back to Terra. Clan Watch intelligence had reported him being sent to Terra in irons for a court-martial, but instead, Stone had pressed him back into command. Due to potential Clan threats arriving, all hands were needed on the deck, so Stone had assigned Redburn a command in Australia in exchange for a full pardon of his alleged crimes.

Redburn was no stranger to fighting against Clan Wolf warriors, and neither were the Redburn Guards, which was largely composed of soldiers from former Remnant units. Rather than hesitate against such a large concentration of invading Clan troops, the Guards wasted no time mobilizing into action against advance elements of Beta Galaxy on the Wolves' western flank. Operating out of Perth, Redburn struck to test the Wolves' reactions, and the initial clashes burned hot and fierce in the desert. Not only were Alaric's Wolves basking in the adrenaline high of finally engaging in combat on blessed Terra, but Redburn had already spent years fighting tooth and nail to keep the Wolves away from this planet, only to face them again here. Many eyewitness accounts claim he reveled in facing down his old foes.

Given the sheer number of Wolves that landed in the Australian outback, Redburn knew facing the Wolves head-on would be a recipe for disaster, especially since RAF reinforcements would take time to arrive. His ultimate goal was to delay the Wolves long enough for more RAF troops to arrive from outside of Australia. To this end, the Redburn Guards hit Beta Galaxy's front lines with a blocking force, encouraging the Wolves to pursue, then attacking with a separate detachment from the flank as the Wolves advanced. The tactic proved successful at the outset, but the Redburn Guards knew they were only buying time and were forced to fade back to their base of operations at Perth to rearm and refit.

The Guards sustained this offensive pattern for as long as possible, but each wave cost progressively more assets, and no reinforcements were forthcoming. Other RAF defenses in Australia were already engaged with Wolf forces and were unable to lend support, and the RAF High Command knew any units hastily sent to reinforce the Australian regiments in an attempt to box the Wolves up on the continent would simply vanish into a meat grinder.

REDBURN GUARDS

CO: Paladin Damien Redburn

Average Experience: Veteran/Questionable

Force Composition: 1 assault 'Mech regiment, 1 infantry regiment, 1 heavy armor regiment

Deployment Sites: Perth, Australia

Status: 95 percent losses. Unit surrendered to Clan Wolf on T+3.

Organized along same lines as a Hastati Sentinels regiment—and blithely referred to as the “Seventeenth Hastati Sentinels”—the Redburn Guards consisted largely of hardened RAF veterans. Many of the Guards had served with Damien Redburn in a Remnant regiment before being forcibly recalled to Terra in 3149, and thus owe their allegiance to him more than to Devlin Stone or the Republic.

Since their formation, the Redburn Guards trained to specifically act as a fast-deployment regiment, capable of mustering and deploying anywhere on Terra in a matter of hours. The Guards' rapid-deployment training proved fortuitous. The regiment was among the first units to contest the Wolves' beachhead in Australia, and its presence galvanized the Australian defenders in Redoubt Sydney. The Guards' contingent of superheavy 'Mechs also offered tempting targets to many Wolves who quickly succumbed to unexpected flanking maneuvers.

Over the next three days, the Redburn Guards had sustained nearly forty-five percent losses, but Redburn refused to give up hope that his troops could still buy time for the rest of Australia's defenders. Near nightfall of 13 January (T+3), he led his troops out of Perth and into Beta Galaxy's flank, only to run afoul of a pincer orchestrated by the Silver Keshik, the Nineteenth Wolf Striker Cluster, and the Wolf's Fury Cluster. While attempting to fight out of the trap, Redburn took on Alaric personally, in hopes that a lucky strike might fell the Wolf Khan and take the wind out of the Wolves' sails. However, Alaric felled Redburn's *Atlas III*, and the former Exarch ejected to safety. Though the Wolves sent a search party to take Redburn prisoner, he evaded capture and slipped away under cover of night to report back to RAF High Command in Geneva.

Once Redburn fell, Beta Galaxy drove the leaderless remainder of the Redburn Guards back to their base at Perth where they were cornered and defeated. In the end, only a dozen Guards 'Mechs and tanks surrendered to be taken prisoner.

REDOUBT SYDNEY

Although Melbourne was nearly as populous a city as Sydney, the RAF had chosen Sydney for concentrating the bulk of its forces on the eastern coast of Australia. On T-Day, Garner Kerensky led Alpha and Delta Galaxies toward Sydney as the tip of the spear, expecting a straightforward battle, but his warriors met unexpectedly stiff resistance. Leading into the city was a progressive series of prepared defenses—minefields, bunkers,

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revetments, trenches, and other fortifications—known collectively as Redoubt Sydney. The redoubt itself was largely defended by the First New South Wales Militia, a local RAF unit under the command of Knight Edwyn Tiew, but the unexpected surprise in the defense gave Kerensky's force pause.

As Alpha Galaxy hammered defiladed tanks, targeted pillboxes, and attempted to clear vibramine fields, a battalion of the famed mercenary unit Hansen's Roughriders sortied from a hidden path out of Redoubt Sydney, which utilized the hidden tunnels of the Castle Brian fortress beneath Botany Bay. The mercenaries caught Alpha Galaxy in the flank and struck hard before withdrawing to safety to repair and rearm.

Due to the vast amount of defensive preparations Terra required, Stone had invited the Roughriders through the Wall specifically to fulfill a garrison and cadre contract—a fact unknown to the Clan Watch due to the Wall remaining active. Republic intel had witnessed the Roughriders' effectiveness in training the disparate mercenary units of the Galatean Defense League to effectively work together against threats, so Stone sought to employ that skill on Terra. The Roughriders' primary duties involved whipping brand-new RAF recruits into shape, specifically training them in how to properly

FIRST NEW SOUTH WALES MILITIA

CO: Knight Edwyn Tiew

Average Experience: Veteran/Fanatical

Force Composition: 1 light 'Mech battalion, 1 infantry regiment, 1 armor regiment

Deployment Sites: Redoubt Sydney, NSW, Australia

Status: 70 percent losses. Unit escaped.

The RAF's First New South Wales Militia was known for extensive drilling in the Australian outback. Their experience training in tough environmental conditions forged the unit into a group of survivors able and willing to do anything possible to protect their home city and its environs against any possible threats.

This staunch dedication to defend Sydney nearly spelled the regiment's doom. During the battle of Sydney, the First NSW held firm even in the face of overwhelming odds, and when Sir Tiew ordered them to flee, only his threat of court-martial for refusing to follow orders moved them to leave their home. Had they stood their ground, it is believed that they would have been completely eliminated.

The few soldiers who remained to help Sir Tiew cover the retreat demonstrated a tenacious fighting prowess against elite Clan Wolf MechWarriors, convincing the Wolves to claim them as bondsmen. As a gesture of good faith, the Wolves in charge of the two First NSW survivors cut their bondcords and assigned them garrison duty at Redoubt Sydney, so they could continue fulfilling their vow to protect their homeland.

The ultimate fate of the First NSW soldiers who escaped by sea is unknown.

maintain defensive fortifications such as Redoubt Sydney. The Roughriders had made rounds across Terra with the express purpose of ensuring green RAF volunteers would not rout upon the first sight of invading Capellan or Clan troops. When Clan Wolf made planetfall on T-Day, the Roughriders had been stationed in Australia only a month, training the First NSW and the First Melbourne Militia. *[It is interesting to speculate how these opening forays on Terra would have differed, had Hansen's Roughriders been afforded more time to amply train Eastern Australia's other defenders in anti-Clan tactics. Had the Roughriders been training troops on a different continent altogether, would the Wolves have stormed out of Australia nearly uncontested? Timing, as they say, is everything. —RJ]*

For two days, Garner wrestled with the Roughriders' tactics and Redoubt Sydney's solid defenses. Although Wolf artillery bombardment pounded the city's redoubt defenses, the defenders proved ready to withstand a lengthy siege. Kerensky continued losing 'Mechs to the redoubt's artillery and newly discovered minefields, and his warriors were unable to locate the paths from which the mercenaries sallied. To prevent throwing off the invasion timetable, Kerensky contacted Alaric for a different course of action on T+3. Alaric tasked his former Ghost Bear tactician Ramiel Bekker, known as the WarBear, with untangling Redoubt Sydney's defenses. The WarBear bore testament to his byname by first calling in several aerospace-fighter Stars to clear out a wide path through the minefields and bunkers at the southwestern quadrant of the redoubt. Garner exploited the break in the line, and Alpha Galaxy surged through Redoubt Sydney's outermost defenses and into the city proper, plugging all of the Roughriders' exits except one.

The mercenaries made an organized withdrawal west, toward the Blue Mountains, only to run straight into Epsilon Galaxy's Iron Keshik, with Chance Vickers in command, called away from her assault on Melbourne. Vickers pushed the Roughriders east, and they tried to reenter the protection of what remained of Redoubt Sydney. However, their retrograde was halted when they discovered the Forty-First Wolf Guard Battle Cluster from Delta Galaxy had already moved into that portion of the city. Instead, the remaining Roughriders skirted around the city and headed southwest along the coast, toward Melbourne, clashing with Chance's warriors along the way.

Without the support of the Roughriders and the morale boost their presence had provided, the First NSW's defense of the city faltered but did not crumble. As proof of the Roughriders' training, Sir Tiew's troops held out until 'Mechs from the Seventeenth Wolf Striker Cluster performed a combat drop into Sydney Olympic Park, right into the First NSW's rear lines. Nearly simultaneously, elements of Delta Galaxy poured into the city—a demonstration that the Wolves' initial posture of settling into a siege state had been a calculated ruse to lure the defenders into complacency. With such a large force at their backs, the First held as long as they could before retreating to Sydney Harbour. Sir Tiew's command company led a final charge against Garner's advance while several ships in the harbor, laden with the survivors of his regiment, set sail into the South Pacific Ocean.

Edwyn Tiew's diversion, while successful in drawing the Wolves' attention, ultimately ended in defeat. The commander of the Seventeenth, Star Colonel Bert Conners, faced Tiew's *Marauder* in single combat. The Knight's masterful marksmanship gravely wounded both Star Colonel Conners and his aide, but he could not withstand the other challengers from Lankenau's command Star, which brought Tiew's battle to a swift and decisive end. To honor the

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Knight's fighting spirit, the Wolves claimed two captured members of Tiew's command company as bondsmen, and though Wolf aerospace followed the fleeing First NSW's flotilla, Alaric deemed the ships as noncombatants and allowed them to depart.

The Iron Keshik harassed the withdrawing Roughriders all the way down the M31 highway, until the Thirty-Seventh Wolf Striker Cluster blocked the mercenaries at Mittagong, about 100 kilometers southwest of what remained of Redoubt Sydney. The trapped Roughriders put up a fierce fight but stood down once the Wolves whittled the battalion down to a single company. Chance escorted the Roughriders to the conquered ruins of Redoubt Sydney, where Garner Kerensky accepted the battalion commander's surrender.

MELBOURNE

While Alaric fought the Redburn Guards and Garner concentrated on breaking through Redoubt Sydney, Chance Vickers spearheaded the T-Day assault on Melbourne with Epsilon and Gamma Galaxies. Although the city was reportedly defended by the First Melbourne Militia, the Third Principes Guards, a veteran unit from the Republic Remnant, struck Vickers's forces with a heavy blitzkrieg well outside Melbourne's city limits, catching Epsilon Galaxy's advance elements off guard with the addition of artillery strikes and static defenses. After weathering the initial losses, Epsilon's line pulled back to attempt to flank the Third, but the RAF troops withdrew their own lines to avoid the flank and attempt a flanking maneuver of their own.

Under normal circumstances, this approach would have paid off, but during the fight, the Eighty-Seventh Wolf Striker Cluster skirted around the Third's main body on a push toward the city itself. The Third, faced with suffering potential critical losses if they pressed, fell back to protect the city to hold against the Clan onslaught alongside the First Melbourne Militia.

During the approach, the First Melbourne's artillery pummeled the attackers, but after Gamma Galaxy breached the city walls on T+1, artillery fire targeted both the breach and the already-destroyed city blocks nearby, in hopes of striking down as many Wolves surging into the bottleneck as possible. The 271st Wolf Guard Assault Cluster and the Ninety-Third Wolf Striker Cluster took heavy losses from the fire until Wolf aerospace sorties located the RAF artillery batteries and destroyed them with precise dive-bombing runs. After the Wolves moved deeper into the city, the Third Principes began hunting Wolf 'Mechs, picking them off one by one. Of all the city's defenders, only the Third possessed experience fighting the Wolves while under the aegis of Redburn's Republic Remnant, and their blood was up. The Third refused to respond to any Wolf's challenge for honorable combat, and massed fire on any Wolf they found.

While the Third kept the Wolves occupied, the First Melbourne used their firsthand knowledge of the city to come at the invading force from the vulnerable flanks. The Wolves and the city's defenders came to a head in the Kensington district, where most of the 111th Wolf Battle Cluster was crushed between a First Melbourne anvil and a Third Principes hammer. But despite their heroic efforts, more of Chance's assault force entered the city through the breach, undeterred by the Third's maneuvers.

On T+2, Chance's Iron Keshik and the Thirty-First Wolf Guard Assault Cluster cornered the bulk of the Third Principes near Victoria Harbor and threatened to press the RAF troops all the way into Port Phillip Bay. However, Chance realized too late that Third was

orchestrating a distraction: the brave soldiers of the Third Principes stood their ground while the survivors of the First Melbourne fled the city, heading northeast to try linking up with other RAF units. Melbourne was lost, but if the First could escape, they could attack Garner directly, while he was still probing Redoubt Sydney's fortifications. The Third Principes Guards fought savagely to buy their compatriots time to escape, and though they all fell one by one, their fierce, valiant combat along the Port Melbourne Beach ultimately earned them a mention in Clan Wolf's *Remembrance*, and several survivors were claimed as bondsmen.

At 2200 hours, the Iron Keshik intercepted the remaining First Melbourne troops at Smiths Gully. The exhausted RAF soldiers tried to put up a fight, but combat-loss grouping, ammunition shortages, and overwhelming odds saw the militia regiment broken and scattered into the night. Though many soldiers escaped, not

FIRST MELBOURNE MILITIA

CO: Colonel Zachariah Irwin

Average Experience: Green/Reliable

Force Composition: 1 infantry regiment, 1 artillery company

Deployment Sites: Melbourne, Australia

Status: 65 percent losses. Unit disbanded.

The First Melbourne Militia, a.k.a. the Bushland Boys, was a new defensive RAF unit commissioned in Australia in advance of the Wolf arrival. Few Australians expected their continent to become ground zero for the Battle of Terra, and fewer still expected a new, untried unit to become part of the opening salvos of the Wolves' would-be conquest. But considering what the First Melbourne found themselves up against, this mechanized infantry regiment acquitted themselves well in the fight, despite the combat losses they sustained.

A good part of their relative success—their defeat notwithstanding—can be attributed to the presence of Hansen's Roughriders, who were in Australia specifically to train newly raised RAF troops in anticipation of an inevitable invasion of Terra. Less than a month before the Wolves' arrival, the Roughriders' Old Guard company had drilled the First Melbourne in effective mechanized infantry tactics, and at the same time, the militiamen taught their teachers a thing or two about operating in Australian terrain, which the Roughriders used to great advantage during the Wolves' hard push on Redoubt Sydney.

During the battle of Melbourne, the First Melbourne applied their training well, but they faltered due to the Wolves committing overwhelming force to the contest. In the end, though they attempted to regroup at Redoubt Sydney's defenses, the Wolves scattered them before they could get far from Melbourne. Although many of the First Melbourne escaped capture, not enough remained to re-form a combat-effective unit.

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SLEEPING GIANTS: TERRA'S CASTLES BRIAN

Castles Brian, named for Terran Hegemony Director-General Brian Cameron, are massive, subterranean fortresses built to withstand orbital bombardment and discourage enemy occupation. The first Castle Brian was constructed in 2391, and despite their fearsome defensive potential, their weaknesses quickly became evident. Much like the Maginot line in 1930s France, Castles Brian offered planets a false sense of security, as the only thing their underground network of tunnels and exterior defenses truly protected was the Castle Brian itself, and any troops housed within it. Invading forces could bypass these fortifications, sometimes completely ignorant of their existence until the troops within exited via one of the many hidden egress tunnels.

Terra, as the birthplace of humankind and the seat of the bygone Terran Hegemony, naturally boasted the most Castles Brian on any planet in the Inner Sphere, and during Aleksandr Kerensky's Liberation of Terra (2777–2779) and Devlin Stone's Operation Scythe (3078–3079), those fortifications saw extensive use. However, when Devlin Stone and the RAF High Command prepared Terra's defenses for the arrival of the Clans, they opted to not employ the Castles Brian except in specific, limited capacities.

Stone knew that using them to their fullest capacities would invite disaster when fighting any Clan, especially if the attacking Clan was the Jade Falcons. Clans preferred honest, open fights,

and any regiment using a Castle Brian as a base to repeatedly poke at an invading Clan force would ultimately invoke a deadly Clan wrath, such as the Wolves razing the jungles of Vietnam to force the Tenth Republic Militia to stand and fight. In the case of the Falcons, Malvina was known to authorize the use of tactical nuclear weapons, and Stone refused to stoop to nuclear weapons, especially after seeing firsthand during the Jihad how much damage such nuclear rage had inflicted on Terra in the past. Also, the twenty viable Castles Brian on Terra required incredible amounts of power, personnel, and supplies to maintain, and the High Command knew such finite resources could not be committed indefinitely and would be better served elsewhere when the Clans came calling.

Because of these reasons, the High Command devised the redoubt system, which offered the Clans attractive, "honest" targets designed to wear them down with attrition instead of relying on troops hiding in fortresses that would invite orbital bombardment or nuclear solutions. However, though Stone's goal was to utilize the redoubts to repel Clan forces, the radical difference in combat doctrine between Clan *toumans* and Inner Sphere militaries meant that the RAF planned to strategically employ specific Castles Brian in the event that the Capellan Confederation or another Inner Sphere power chose to invade Terra as well.

STATUS OF TERRAN CASTLES BRIAN AS OF 1 JAN 3151

NORTH AMERICA

- Devils Tower, Wyoming:** Destroyed in 3078
- Gunnison, Colorado:** Minimum staff, services Cheyenne Mountain
- Hilton Head, South Carolina:** Destroyed in 3078
- Tacoma, Washington:** Mothballed
- Port Alfred, Quebec:** Mothballed

SOUTH AMERICA

- Manaus, Brazil:** Mothballed
- Curitiba, Brazil:** Minimum staff, services Redoubt São Paulo
- Tinogasta, Argentina:** Mothballed

EUROPE

- Sandhurst, British Isles:** Minimum staff, RAF Command Post Steadfast
- Bochum, Germany:** Minimum staff
- Moscow, Russia:** Abandoned ca. 3071
- Sverdlovsk, Russia:** Mothballed

AFRICA

- Cairo, Egypt:** Destroyed in 3079
- Magadi, Kenya:** Minimum staff
- Thabana, Lesotho, Azania:** Mothballed

ASIA

- T'ienchen, China:** Minimum staff
- Takayama, Japan:** 25 percent staffed
- Yokosuka, Japan:** 25 percent staffed
- Ipoh, Malaysia:** Mothballed
- Singapore:** Destroyed in 3078
- Katmandu, Nepal:** Minimum staff
- Columbo, Sri Lanka:** Mothballed

AUSTRALASIA

- Glen Valley, Australia:** Mothballed
- Botany Bay, Australia:** 75 percent mothballed; tunnel system incorporated in Redoubt Sydney defenses
- Burraborang, Australia:** Mothballed
- White Cliffs, New Zealand:** Sealed, no access

enough remained to pose any serious threat to saKhan Kerensky's siege of Redoubt Sydney.

Chance could not revel in her victory for long, as she led Epsilon Galaxy the rest of the way to Redoubt Sydney, to aid Garner Kerensky against Hansen's Roughriders attempt to escape the city. While Epsilon chased the mercenaries down the southeastern coast, Gamma Galaxy secured and guarded the Melbourne assault's true objective—the Crown Industries ferro-fibrous armor plant—until a second-line Galaxy from the Wolves' LZs could rotate in as a more permanent garrison.

A MESSAGE BROADCAST LOUD AND CLEAR

Not until the Wolves had consolidated their gains in Western and Eastern Australia did the RAF leadership realize part of Alaric's reasoning for having chosen to land in Australia instead of in several scattered places. Between the Crown Industries armor factory in Melbourne and the Swan River Munitions plant in Perth, Alaric could easily supply his warriors with two of the most common resources for rearming and refitting his war machine. It is believed that Stone and the RAF High Command attempted to infiltrate agents into one or both of these plants, to either delay or halt production entirely, but encountered little success.

The resistance effort executed two missions on T+3: the first targeted a munitions depot based out of Perth, and the second targeted a convoy that included one of the Wolves' mobile repair bases. Under the cover of darkness, demolition charges collapsed the depot and destroyed most of the ammo stores present. The other attack, a lightning raid on the Wolves' supply convoy, led to the destruction of ammunition haulers and coolant trucks. The Republic stooping to guerrilla raids to target noncombatants, coupled with the loss of expendables, goaded Alaric into direct action.

Clan Watch agents discovered the leader behind these attacks was Ghost Knight Justin Hall, code name "Cloud." The Wolves tracked Cloud and his band of insurgents to Atitjere, a small settlement in northern Australia that was sheltering them.

On T+4 Alaric and his Silver Keshik traveled to Atitjere via DropShip and gave the inhabitants one hour to evacuate. Once the hour was up, Alaric recorded a message to the people of Terra, claiming that cowardly partisan attacks would not be tolerated, and that any community found harboring guerrillas would be razed. Wolf artillery and aerospace bombing runs pummeled the largely abandoned settlement until nothing but burning structures remained.

It is unknown whether Ghost Knight Cloud or his accomplices escaped the area, but the message was received: Terra's defenders were to fight cleanly and out in the open or the Wolves would respond to such deceit with violence. *[Clan Watch agents believe Cloud may have escaped to India after the purging of Atitjere, but we still have no direct confirmation of this operative's whereabouts. It is possible he remains still at large and is waiting for an opportune moment. We must ever remain vigilant. —RJ]*

Following the razing of Atitjere, Alaric publicly announced that Australia now belonged to Clan Wolf.

WOLVES ON THE HUNT: SOUTHEAST ASIA

During the first four days of Clan Wolf's campaign in Australia, Republic analysts attempted to determine Alaric's overall plan of attack beyond the Australian continent. Initial observations believed that the Wolves had secured their position in Australia as a beachhead on Terran soil, with the intent of using that as a staging ground from which to launch attacks on major military targets across the globe. Fortunately the RAF had already shored up the defenses around suspected targets, in similar fashion to Redoubt Sydney, especially around Geneva, the Republic of the Sphere's seat of government. The goal of the redoubt system was to wear out the Wolves with a war of attrition, since Alaric's warriors would need to repeatedly throw incredible amounts of force at each level of the redoubts' prepared defenses in order to reach the target city each redoubt protected. Although Redoubt Sydney ultimately fell, cracking it cost the Wolves personnel and materiel

TENTH REPUBLIC MILITIA

CO: Colonel Liên Trần

Average Experience: Veteran/Fanatical

Force Composition: 1 medium 'Mech regiment, 1 infantry regiment

Deployment Sites: Ho Chi Minh City and Hanoi, Vietnam

Status: 80 percent losses (estimated). Unit withdrew. Status unknown.

The Tenth Republic Militia represented one of the best trained and best equipped units the Wolves faced in Southeast Asia. Though masters of ambush tactics, a large part of this was due to their rigorous training in the thick jungles of Vietnam, but some of it is attributed to the suspicion that the regiment was ultimately led in the field by a Republic Ghost Knight, and not Colonel Trần, who is listed in official Republic documents. In fact, rumors indicated that several of the Tenth's mid- to high-level officers were this Ghost Knight's personal protégés, who kept unit discipline and morale high, despite the seemingly chaotic nature of their tactics.

The Tenth Militia were masters of bushcraft and jungle fighting, which lent to using fast medium BattleMechs and tracked infantry carriers to maintain mobility even in the densest parts of the jungle. A favored tactic involved mechanized infantry maneuvering into place then luring Wolf 'Mechs into a prepared infantry ambush point; the infantry carriers would then withdraw while the Tenth's 'Mechs held the Wolves in place before fading back into the jungle, where their thick green camouflage obscured visual sensors. This technique reaped dividends until Alaric ordered the Tenth's primary asset—the jungle itself—burned away.

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that could not easily be replaced. Stone and the RAF High Command believed the redoubt system would accomplish the job, and all of Terra's defenders would continue to further harass Alaric's forces as they moved around the globe.

After Alaric declared Australia secured, he left a garrison force on the continent to protect their logistical chain, and his forces traversed the Arafura Sea into Papua New Guinea on T+4. During the entire Australia campaign, RAF fighters using the New Guinea airfields as a base of operations had constantly hounded the Wolf lines with strafing attacks and bombing runs. Although these sorties had inflicted few unrecoverable casualties, Alaric did not want to risk the fighters threatening his supply convoys out of Perth and Melbourne. Near Port Moresby, Delta Galaxy attacked the RAF airfields and destroyed as many militia defenders and aerospace and conventional fighters as possible. Several conventional RAF aircraft did manage to take off and escape the carnage, but the pilots could not reach the nearest RAF airfield in Manila and had to ditch in the Philippine Sea. It is unknown how many pilots, if any, were recovered.

With the RAF air strikes under control, the Wolves employed the New Guinea airfields as a staging ground for moving deeper into the Asian mainland.

VIETNAM

On T+5, Alaric's forces advanced onward to the Vietnam region, using the Wolves' massive DropShip fleet to shuttle to Ho Chi Minh City. On the roads between Ho Chi Minh City and Hanoi, the Tenth Republic Militia surged into the Wolves' columns, striking from ambush positions out of the Vietnamese jungle. The Thirteenth Wolf Guard Battle Cluster, in the center of the Wolves' formation, took the brunt of the attack and gave chase into the jungle for vengeance, in direct opposition to Star Colonel Don Cooper's orders. Though the survivors of the Thirteenth collectively refused to speak of the aftermath, battleROM footage from the fighting revealed that the Wolf MechWarriors grew lost and confused in the jungle, many of them falling prey to pit traps and other dishonorable environmental hazards. To worsen matters, the Tenth Militia continued to peck away at the Wolves by making surgical hit-and-run strikes designed to confuse and frustrate the invaders, which succeeded in that goal.

To protect their line of advance, Alaric ordered elements of Delta Galaxy to hunt down and flush out the Republic troops. Their efforts proved just as futile as the Thirteenth's: not only was the dense jungle difficult to navigate, but the Tenth knew the terrain well, and Wolf aerospace flyovers could not pierce the thick jungle canopy well enough to aid their warriors on the ground. The Republic nuisance plagued the Wolves until Alaric ordered his warriors to eliminate the Tenth's main advantage with prejudice: the jungle itself.

Wolf aerospace fighters laden with incendiaries and 'Mechs equipped with flamers and inferno missiles coordinated to burn down a considerable area of Vietnamese rainforest along their line of advance. *[Projections estimate that these efforts deforested an area of nearly 500 square kilometers. —RJ]* Though the smoke and flames betrayed Wolf positions, the burning jungle gave the Tenth Militia fewer places to hide. The Wolves then shuttled elements of Delta Galaxy into the Tenth's expected line of retreat, and they charged through the flames. The RAF troops buckled under the onslaught until they were forced to flee to the northwest, ever deeper into the untouched jungle.

102ND REPUBLIC ARMORED REGIMENT

CO: Brigadier General Xue Leong

Average Experience: Green/Reliable

Force Composition: 1 medium 'Mech battalion, 1 assault armor regiment, 1 infantry regiment, 1 artillery company

Deployment Sites: Redoubt Hong Kong

Status: 75 percent losses. Surrendered to Clan Wolf on T+10. Survivors withdrew without further casualties.

Affectionally nicknamed the Horde, the 102nd Republic Armored Regiment consisted of the largest and heaviest concentration of armor reserves the Wolves had faced to date during the Battle of Terra. Though consisting largely of DI Schmitt tanks and JES II Strategic Missile Carriers, the Horde employed hoverbike infantry as spotters and scouts for indirect fire, and a battalion of BattleMechs provided a mobile defense for the slow-moving tanks.

Compared to other units the Wolves had fought up to this point in the campaign, the Horde was as green as they come. However, what the 102nd lacked in experience, they made up for in sheer numbers, and they took great advantage of the prepared, layered defenses of Redoubt Hong Kong, which were designed to make the Wolves pay in blood for every meter they advanced.

The Wolves' tenacity ultimately pushed through the Horde's withering salvos and trapped the defenders in Hong Kong by using the husks of their own destroyed tanks. Despite their preparations, the Horde surrendered when their commanding officer was downed in single combat with the Wolf Khan.

Due to the chaos and confusion of the fighting, the Tenth Republic Militia survivors who withdrew were not heard from again; their ultimate disposition remains unknown. Common belief holds that the unit fell into retreat when their leader was killed during the fiery battle that scattered them to the winds. It is believed that the Tenth was led by a Ghost Knight, but this remains unconfirmed due to the jungle fires having incinerated any evidence that would corroborate this theory. The presence of a Ghost Knight does, however, explain the Tenth's unusual tenacity against such a large and formidable force.

After this bitter fight, the Wolves marched onward, encountering little meaningful resistance en route to Hanoi.

THE EASTERN FRONT: REDOUBT HONG KONG

With a firm beachhead established in the Asian mainland, Alaric left a garrison force in Hanoi on T+6 and split his invasion force into two branching formations: Chance Vickers led the group going west, through Cambodia and toward Thailand, and Alaric and Garner's group headed east, toward Redoubt Hong Kong. Splitting the Clan's

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forces ensured that the RAF could not concentrate their forces on the whole Wolf front and thus would be forced to spread out to engage Alaric's warriors.

The Beta Galaxy vanguard on the eastern front encountered no appreciable opposition until T+8, when scouting elements located the prepared defenses of Redoubt Hong Kong, manned by the 102nd Armored Regiment, known as the Horde. The 102nd was relatively green compared to some of the Republic defenders the Wolves had encountered in Australia, but they compensated for their lack of combat experience with a wall of concentrated firepower that demonstrated their nickname firsthand, and the bunkers, minefields, and revetments of the redoubt system shielded much of the 102nd from direct ground fire during the Wolves' approach.

Alaric sent Iota Galaxy in to probe Redoubt Hong Kong's defenses, but these thrusts were repelled, and a frontal attack with a larger force, in order to maintain Alaric's operation timetable, would result in costly Wolf losses. Ultimately, he opted to take the cautious approach and spent two full days shelling and bombing the fortifications while Iota and Beta snatched up smaller Horde units attempting to flee as the destroyed defenses exposed them.

On T+10, the Wolf artillery finally opened a path into the city. Fighting in Hong Kong itself was brutal and short range, and the 102nd used its knowledge of the city's layout to its advantage by funneling the Wolves into costly tank ambushes. However, the increasing number of destroyed RAF tanks and Wolf 'Mechs created roadblocks throughout the city, which, despite blocking the Wolves' efforts, had the unintended effect of restricting the Horde's own movements.

When the 102nd attempted to withdraw west to regroup on the island of Tsing Yi, Wolf aerospace bombed the connecting

bridge, stranding the 102nd's conventional elements in the Kwai Chung district, where their only avenue of retreat was through their own minefields to the northwest. The Silver Keshik exploited its jump-capable 'Mechs to trap the survivors on all sides, leaving the Republic troops only one avenue for escape. Once the 102nd tried to flee, Alaric's warriors surrounded and ravaged them. The unit's commander, General Leong, surrendered to Alaric after he defeated her *Uraeus* in single combat. Although the Silver Keshik mopped up some of the remaining Horde tanks, Alaric ordered his warriors to let some of them flee, without pursuit.

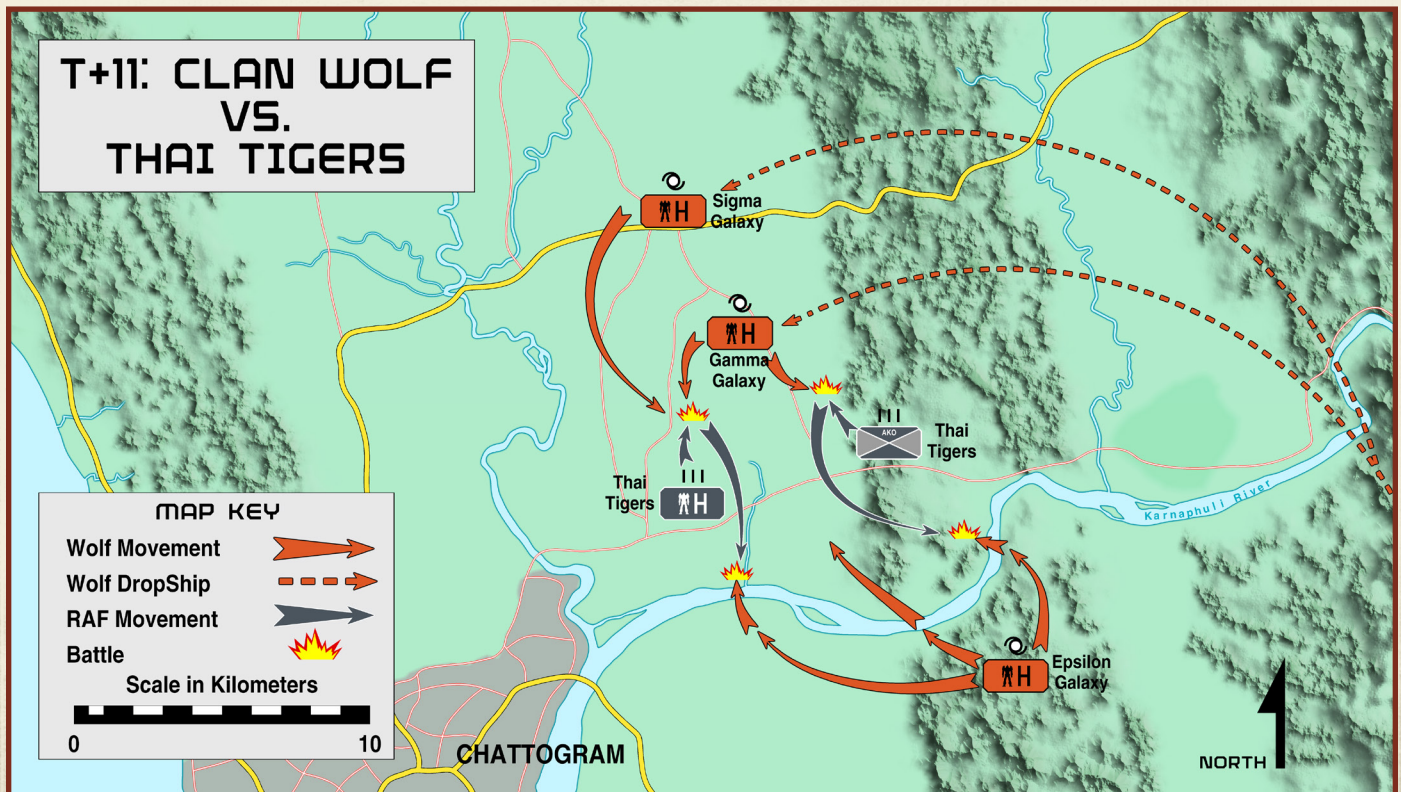
Like the destruction of Atitjere and the razing of the Vietnamese jungle, this gesture of letting Republic troops withdraw from a losing battle was seen as another message to Terra's defenders: *We will fight fairly, and we expect you to do the same.*

THE WESTERN FRONT

With Alaric and Garner leading Wolf warriors, command of the western front fell to General Chance Vickers, who led the march into the Cambodia region.

CAMBODIA, THAILAND, AND BANGLADESH

From Ho Chi Minh City, Epsilon and Gamma Galaxies spearheaded the Wolves' western advance on T+6. In the Cambodia region, they encountered very little open resistance beyond various scattered militia groups. However, the rest of the Cambodian populace retaliated in their own way. In a village outside Phnom Penh, three Wolf warriors from the Seventh Wolf Guard Battle Cluster died under mysterious circumstances overnight, and dozens more fell violently ill; all of which were



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THAI TIGERS

CO: General Intira Ratanapol

Average Experience: Veteran/Fanatical

Force Composition: 1 heavy 'Mech regiment, 1 battle armor regiment

Deployment Sites: Thailand, Myanmar, Bangladesh

Status: 88 percent losses. Surrendered to Clan Wolf on T+9.

Though classified as a garrison unit by the RAF, the Thai Tigers regiment gained most of their combat experience hunting down criminal and rogue elements in the jungles of Southeast Asia, largely drug traffickers, gun runners, and local warlords using stolen military equipment. However, the unit's tactical proficiency against the Wolves during the Battle of Terra was a testament to the RAF veterans seeded throughout the unit's ranks.

The Tigers undoubtedly had a flair for the dramatic: they painted their 'Mechs and Kopis battle armor dark orange with black stripes to resemble a Malayan tiger, which was meant to scare and confuse their enemies, and the paint scheme also had the added benefit of acting as camouflage that could easily blend in with the fires the regiment was fond of setting. All of the Thai Tigers' SRM launchers were loaded with inferno rounds, which they used as a shock tactic to flush out potential targets. Before the Battle of Terra, their common tactic involved locating their quarry's temporary structures—which were used for hiding out deep in the jungle to avoid local authorities—and setting fire to them, leaving their foes nowhere to hide.

The Tigers knew the region intimately, which allowed them to strike and fade quickly, leaving their enemies confused and directionless. While their regional knowledge, mobility, and shock tactics were effective against the Wolves at first, they ultimately could not maintain the pressure and found themselves surrounded by the larger force.

traced back to poisons found in local food stores the Wolves had claimed. When Chance informed Alaric of the poisoning, he ordered the village evacuated and razed, and the contaminated food stores were also put to the torch. He then ruled that the Wolves would no longer consume appropriated Terran foodstuffs until they were deemed safe for consumption. As the old saying "an army marches on its stomach" also applies to Clan warriors, this new mandate put further kinks on the Wolves' logistical chain. The lack of ready food reserves slowed the Wolves somewhat, but they adhered closely to the original timetable for the invasion.

From Cambodia, the western advance marched on into the Thailand region on T+7, where the Wolves encountered some of the fiercest resistance in the region: the regiment known as the Thai Tigers. Much like their ferocious namesake, the Tigers struck Epsilon Galaxy hard with hit-and-run tactics from the nearby jungles. Unlike when the Wolves had fought the Tenth Republic Militia in Vietnam, the Tigers unleashed fiery hell first, as the regiment employed inferno missiles almost to the exclusion of other munitions.

For a time, the Wolves gave chase to these harassers, but this proved disastrous as the Thai Tigers set the terrain ablaze around them. Though the burning jungles had little effect on the Thai Tigers' combat effectiveness, the raging fires wreaked havoc on the Wolves' 'Mech sensors and coolant systems. Several Epsilon Galaxy 'Mechs shut down due to the heat and were effectively lost in the conflagration, or the Tigers ambushed them from the blazing jungles and used the confusion to disable Wolf 'Mechs or kill distracted MechWarriors. Wolf Elementals took point to try evening the odds against the Republic troops, but the Tigers knew the land well enough that they could hide, strike, and evade even in regions of the jungle they had already torched. The Elementals' endeavors saw very little success. For two days the Wolves weathered the Tigers' hit-and-run attacks along their march down the coastal highway through the Thailand, Myanmar, and Bangladesh regions. The losses suffered slowed the Wolves to a near halt along the coast.

During the fighting, it became clear that the Tigers were attempting to locate and eliminate high-value targets, such as the Wolf Khan or any of his commanders. Intercepted Republic comms chatter revealed that the Tigers believed Alaric himself was present and fighting on the Wolves' western advance: his *Savage Wolf* had been spotted leading from the field in the region, but none of the Tigers had been able to get close enough to directly attack him. However, this was in fact a carefully calculated ruse on the Wolves' part: Wolf General Chance Vickers, who directly commanded the western front, piloted a *Savage Wolf* with identical markings and weapon configuration as Alaric's. This was done to make the Republic forces unsure where Alaric truly was, since he could transit between the two fronts via DropShip. Chance used this misdirection to her advantage and let the Tigers come at her command Star while maneuvering her forces for a better position.

Via DropShips, Gamma Galaxy shuttled up the coast to a position at the Thai Tigers' rear to force them into the open while Epsilon Galaxy approached from the southeast and Sigma Galaxy shuttled to Raozan in an attempt to hem the Tigers in. Before dawn on T+11, the Republic troops savaged Gamma Galaxy and broke through the Wolves' lines to the north. Unbeknownst to the Tigers, however, both Epsilon and Sigma Galaxies had already moved into position. Gamma pushed the Tigers into the Karnaphuli River Valley, where the three Wolf Galaxies converged from both sides of the river to catch them in a pincer.

When the inferno-missile fires and smoke finally dissipated, only a reinforced company of the Tigers remained combat effective. The regiment's CO, General Ratanapol, surrendered to Chance Vickers personally. Further intel gleaned from the prisoners revealed the whereabouts of the Tigers' considerable remaining stockpile of munitions. Although this did not account for the munitions the Wolves had expended in this bitter fight to pacify Southern Asia, it raised Wolf morale and gave Chance's warriors the option to fight fire with fire.

INDIA AND REDOUBT BANGALORE

On T+12 the Wolves' western front pressed onward, toward Redoubt Bangalore in India, where the Wolves' morale boost would be tested. Chance had anticipated heavily entrenched troops throughout the eastern arm of India and into Nepal, considering by this point the Republic forces had been given nearly two weeks since T-Day to maneuver, but aerial reconnaissance revealed no such troop concentrations in the region. Instead, the Republic troops had

FIRST GURKHA RIFLE REGIMENT

CO: General Abhinav Mishra

Average Experience: Elite/Fanatical

Force Composition: 1 medium 'Mech regiment, 2 medium armor regiments, 4 mechanized infantry regiments

Deployment Sites: Redoubt Bangalore

Status: 85 percent losses. Unit withdrew. Status unknown.

Although listed on the rolls of the RAF, the First Gurkha Rifle Regiment technically met most of the criteria for mercenary units, and thus the RAF treated the unit like a foreign legion. Regardless of their classification, the First Gurkha maintained a reputation for being utterly fearless in combat.

The unit arose from the fires of the Word of Blake Jihad: during the Word's control of Terra, the atrocities committed in the Indian subcontinent prompted the rise of an underground movement of guerrillas of Nepalese ancestry, who quietly and effectively took up arms against the Word and aided Operation Scour, Devlin Stone's liberation of Terra in 3078. These revolutionaries refused Stone's offer to enlist in the RAF proper, but in exchange for their loyalty to the newly raised Republic of the Sphere, Stone outfitted them with available materiel and allowed them their own autonomy within the region.

Though the years since Operation Scour have largely seen the First Gurkha Rifles hunting down local criminal elements, the unit retained its frighteningly effective and uncompromising reputation.



all congregated in the southern portion of the Indian subcontinent, at Redoubt Bangalore.

Compared to other redoubts the Wolves had faced thus far, Redoubt Bangalore was unique in that defensive works ringed the entire city in equal layers, rather than protecting certain access roads, favoring terrain, or having the city situated on a coastline. This arrangement meant that no one approach to the redoubt posed a significant advantage over the others, which required Chance to either choose an avenue to penetrate or surround the entire redoubt with her troops, a time-consuming approach that would risk spreading her warriors too far apart.

Her first assault on T+13 approached from the southeast, where scouts showed the lowest concentration of the defending First Gurkha Rifle Regiment. Gamma Galaxy, who bid for the first crack at Redoubt Bangalore's defenses to regain their honor from the defeats against the Thai Tigers, executed a precision strike at the defensive walls while more of the First Gurkha harried them than recon had reported. Gamma's withdrawal to attempt a different attack vector led them through a costly minefield, where Bangalore's defenders capitalized on Gamma's confusion, knowing exactly what ground was mined and what was safe to traverse. To worsen matters, RAF aerofighters in the region strafed and bombed the battlefield at every opportunity.

For four days, General Vickers's Galaxies prodded the redoubt's defenses and skirmished with the First Gurkha Rifles and other smaller militia units, all while surrounding the city and slowly constricting their circle. However, Chance was losing warriors due to attrition and fatigue, which greatly delayed Bangalore's conquest. RAF High Command rejoiced at the outcome, for the redoubts were monopolizing the Wolves' assets as planned.

On T+17, Chance ordered in her available aerospace forces en masse, to hunt down the RAF aerodromes and put a stop to the harassment. The Republic pilots intercepted the Wolf fighters en route, and the battle in the skies over Redoubt Bangalore resulted in the largest aerial engagement in the Wolf campaign to date. The Wolves shot down the heaviest of the RAF bombers, but not before they had dropped their payloads on Chance's ground forces.

The Wolves used the aerospace assault as a diversion for the final tightening of the noose. In a coordinated effort across multiple Galaxies, Chance led the charge into the remains of Redoubt Bangalore's defenses. However, the First Gurkha Rifles escaped the noose via a secret, heretofore unknown egress tunnel leading out of the heart of Bangalore itself. Though the redoubt had finally fallen, its defenders, a viable fighting force, remained at large, whereabouts unknown.

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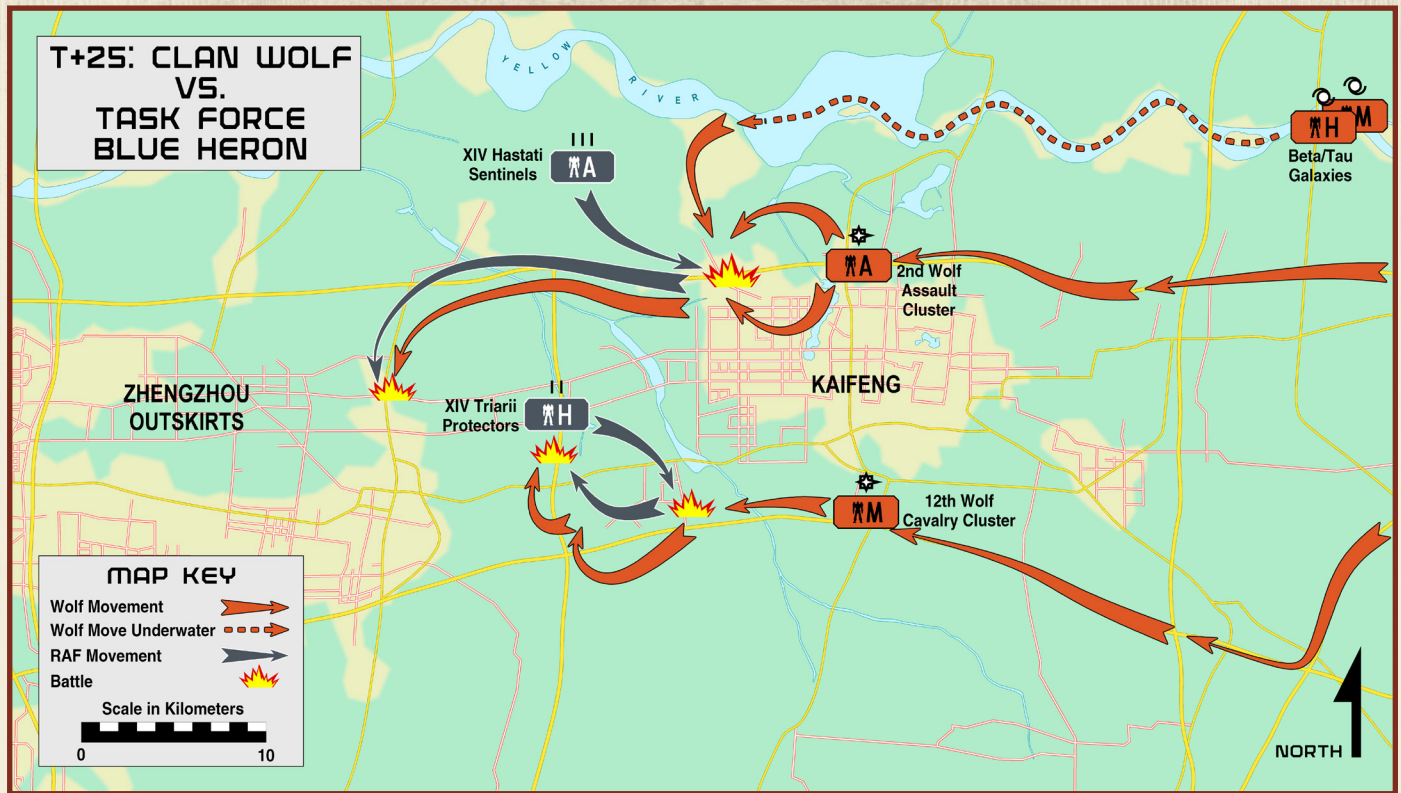
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THE COMING OF THE WOLF



THE EASTERN FRONT: THE REPUBLIC STRIKES BACK

Although the bulk of RAF forces in Australia and Southeastern Asia had been defeated by the Wolves, they had in large part acquitted themselves well, considering everything they were up against. In several places they had delayed aspects of Operation Nostos's timetable and had lasted far longer than Alaric's computer simulations for the Battle of Terra had predicted. Though the Republic's fighting spirit against the might of an entire Clan had held firm despite the mounting losses, it was not enough by itself. Rather than continuing to lie in wait for the Wolves, Stone and the RAF High Command rearranged their troops, moving forces into position in the Russia and China regions to see where Alaric and Garner would head after conquering Redoubt Hong Kong. On T+12, after Alaric rested his troops, the Wolves' eastern front continued their advance toward Shanghai. In response, Stone mobilized Task Force Blue Heron, an offensive centered around the elite Fourteenth Hastati Sentinels. Led by Paladin Tyrina Drummond, the task force hoped to intercept the Wolves on the march and strike hard, specifically in an effort to target Beta Galaxy, Alaric's command.

The assault on T+15 went off like a *sibko* exercise: the Fourteenth Hastati's advance elements sledgehammered into the Wolves' vanguard and tore through Tau Galaxy, gravely injuring Galaxy Commander Victoria Conners and halting Alaric's progress toward Shanghai. This brazen attack, made by combat veterans on par with the tenacious Redburn Guards in Australia, galvanized the Wolves into action. Alaric's warriors surrounded whole lances and constricted them, cutting them off from the Fourteenth Hastati's main body. Drummond's troops withdrew west through

the mountains, but Alaric, suspecting a trap, forbade his warriors from following. Two similar attacks occurred the following day: Blue Heron elements cascaded through the mountains, slashed deep into the Wolf lines, then retrograded west before the Wolves could retaliate; the second attack claimed the life of Galaxy Commander Conners, who had returned to combat duty against her medtechs' advice. But not even her death could prompt Alaric to take Drummond's bait.

Aerospace recon on T+17 confirmed the Wolf Khan's suspicions: Drummond's eastern thrusts were meant to goad the Wolves into pursuit, where the elite battalions of Task Force Blue Heron were positioned to pounce for maximum effect. If the Wolves refused to pursue and remained in a defensive position, it was estimated that Drummond's whole force would reach Alaric's position within five days. Rather than resign to playing by Drummond's rules, Ramiel Bekker suggested a radical strategy that, while risky, could pay off handsomely.

While Drummond repositioned her forces on the road by the Yellow River, both Beta and Tau Galaxy attacked the Republic column. For the next few days, elements of Clusters from both Galaxies struck from several different directions—or so the Fourteenth Hastati were led to believe. The first part of Bekker's strategy involved employing only two Clusters, the Second Wolf Assault Cluster from Beta, and the Twelfth Wolf Cavalry from Tau, to artificially inflate the perception of the Wolves' numbers in the area. Under Star Colonel Kalidessa Kerensky of the Second, these two Clusters struck, fell back to aid stations, underwent hasty repairs and paint jobs, then headed back into the fray to strike from a different direction than before.

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TOMORROW'S WAR

[begin transcript]

Tucker Harwell: The Wolves are finally here, and they're not acting according to plan. Where's this leash you promised?

Devlin Stone: You misunderstood. It was never about leashing or muzzling the Wolves. Alaric is far too wily for that. We were trying to *guide* the Wolves—sprinkle some blood on the ground to lead them where we wanted. But Alaric smelled far bigger prey.

Harwell: Leash, muzzle, *whatever*. Semantics. All I know is the Wolves have already taken one whole continent, and I may not be a strategic genius like you, but it looks like we're just sitting on our hands. Why aren't we throwing every single regiment we have at them? What's stopping us from piling every 'Mech we have into every single DropShip at our disposal and dumping them into the Australian outback or filling every last Castle Brian on this planet to the gills and pummeling the Wolves until they cannot fight anymore?

Stone: Doing that would devolve into a war of attrition that would grind down our own forces to unacceptable levels. If that happens, then heaven help the people of this planet if another Clan comes to call once we beat the Wolves. By all accounts we

can successfully defend this planet against Clan Wolf...*if* we fight smartly. Must I remind you of the lessons of Thermopylae? It takes more troops to mount an effective attack than it takes to defend a secure location. Sending our troops to attack the Wolves' entrenched rearguard would waste valuable lives, ones we cannot afford to lose. But now that we see what he is doing, we must let him come to us, and let him throw his might at our defenses.

Harwell: [chuckles] I've known you for years, and sometimes I forget that you've already thought all of this through a thousand times over. Your contingency plans have contingency plans. You're not planning *this* battle. You're already planning for *future* battles. So this contest with the Wolves, it's not so much about who wins. You're more concerned with surviving what comes after it. Am I right?

Stone: Make no mistake: today's war is indeed important. But if we do not also plan for tomorrow's war, there will *be* no tomorrow. There is far more at stake here than declaring an iClan.

[end transcript]

—The Stone Conversations, Transcript #G412-A,
15 Jan 3151 (T+5)

Paladin Drummond saw through the ruse shortly before the second phase of Bekker's strategy went into effect. On T+24, the remainder of Beta and Tau Galaxies emerged from the Yellow River, right on top of Task Force Blue Heron's vulnerable eastward column as it fought with the decoy Clusters. The Wolves had spent four days carefully maneuvering upstream through the murky river by using only their sensors, and the silt in the water masked their approach from the RAF's detection, allowing them to spring Bekker's trap. Using the heat dissipation capabilities of the river itself to amplify their firepower, the Wolves savaged the Fourteenth Hastati and took full advantage of the Republic forces being strung out in the open along the road.

Facing heavy losses, Drummond ordered a fighting withdrawal to the west. Only a heroic screen orchestrated by Major Herman Manes let the Paladin and Manes escape to regroup, with the Wolves still in hot pursuit. Task Force Blue Heron withdrew along the road toward Zhengzhou, a city along the Yellow River. Drummond intended to lure Alaric, now in full-on assault posture, into the city, where she could better control the engagement. However, Kalidessa Kerensky maneuvered the two Clusters of her task force to catch the Fourteenth Hastati in a pincer against the main body of Alaric's thrust. The clash that ensued in the city's suburbs saw Tau's Red Keshik leading the charge to avenge Galaxy Commander Conners's death, signaling the beginning of nearly a full day of bitter fighting.

On T+25, Drummond's troops attempted one final rally before charging into enemy lines. Their initial foray cost them dearly, but the most important casualty of the assault occurred in the final hour of the day's fighting, when Paladin Drummond was killed in action in her *Trebaruna*. At that moment, the remains of Task Force Blue Heron lost its will to fight; the surrounded RAF survivors laid down their weapons, and Kalidessa Kerensky accepted their surrender.

A NEW CONTENDER

The loss of Paladin Drummond and the surrender of Task Force Blue Heron devastated Stone and the RAF High Command. Not only had the Fourteenth Hastati been one of the Republic's elite regiments, Drummond's death diminished the Republic's military leadership. Though Blue Heron had effectively neutralized one Wolf Galaxy and parts of two others at the cost of two reliable regiments, Alaric had many more Galaxies at his disposal. The greater consequence, however, was that the defeat of Blue Heron left large swaths of China, the Koreas, and parts of Russia defended by local militias incapable of holding back such a determined military force.

The upside, from the Republic perspective, was that since Alaric sought to conquer every redoubt on the planet, he had a long road ahead of him. With Chance Vickers perched on the ruins of Redoubt Bangalore and Alaric set to pounce on Russia, Republic forces and redoubts remained in the rest of Asia, Africa, Europe, and North and South America. If the loss of Blue Heron had been able to rob Clan Wolf of even a tenth of its full strength, then the tradeoff was deemed worth the cost; subsequent attacks on the Wolves' front lines might yield similar dividends, and the Clan's strength was not inexhaustible.

However, Alaric had prepared for battle fatigue. As he settled into position to consolidate his conquests, he prepared to launch Phase Two of his invasion plan. Before he could issue the command, a development soon changed the fundamentals of how the battle would be waged.

On T+25, shortly after the death of Paladin Drummond, Jade Falcon Khan Malvina Hazen and the first four Galaxies of her Falcons to arrive in-system landed in France, intending to claim Terra, and the title of iClan, for themselves.



THE BATTLE OF TERRA, PHASE TWO: ENTER THE FALCON

By the time Malvina Hazen and her Jade Falcons landed on Terra, Alaric's strategy was clear: the Wolves were utilizing a broad-front campaign intended to conquer and hold territory, instead of only attempting to occupy or neutralize specific military targets. Alaric intended to control as much of Terra as possible and thus would be able to claim the planet by the sheer fact of occupation, which he could use as leverage to convince Stone to surrender.

The RAF High Command had considered the possibility of more than one Clan—or even one of the Great Houses—knocking on Terra's front door, so the Jade Falcons' arrival itself was not a wholly unexpected variable. In fact, the RAF saw the Falcons' arrival as a blessing in the Republic's favor: the Wolves and Falcons had been rivals ever since the founding days of the Clans, when the two vied for ilKhan Nicholas Kerensky's favor, which ultimately went to Clan Wolf. Per Clan traditions, the Wolves and Falcons would fight each other for the right to claim Terra and thus the title of ilClan, which would not only weaken both Clans but would also buy the Republic the time it needed to effectively reconfigure the planet's defenses and perhaps call for what few reinforcements they could pull from the shattered remains of Fortress Republic or their allies.

When Stone contacted Alaric and offered a ceasefire to the Wolves for as long as the Jade Falcons remained on-planet, Alaric rebuffed the offer, stating, "I did not come to Terra to negotiate. I came to conquer." The defenders of Terra would have to fight Malvina and her Jade Falcons without the Wolves' assistance.

THE FALCONS' ADVENT

Using Rigil Kentarus as a staging point, Khan Malvina Hazen jumped five initial frontline Galaxies and the Clan's WarShips to Terra's zenith point on T+11. Thus began Operation Birthright, the Jade Falcons' campaign to claim Terra.

ZENITH JUMP POINT

Immediately upon arrival, the Jade Falcon navy sustained heavy capital-missile strikes from Fort Grec, one of the two defense stations deployed at the zenith jump point. While its complement of aerospace fighters tore into the Falcon fleet, Task Force Atilla, which included much the RAF's surviving naval might, arrived shortly thereafter to savage the Falcon fleet.

However, the Falcons weathered the initial assault and moved into action. While under fire from the *Abundantia* and Fort Grec, the *Cameron*-class battlecruiser C/JF *Turkina's Pride*, the flagship of Khan Malvina Hazen and Star Admiral Sharizal Binetti, concentrated its fire on the defense station and maneuvered so that the station's bulk blocked part of the *Abundantia* from line of sight. Fire from Fort Grec, however, knocked the *Turkina's Pride's* port weapons offline, forcing Binetti to roll the WarShip to bring its starboard batteries to bear on the target instead.

The rest of the Falcons' WarShip fleet also came under attack. When barrages from the *Gladius Terrae* and the *Glory of the Republic* knocked the C/JF *Red Talon's* engines offline, the C/JF *Jade Tornado* vectored in on a high burn to shield the *Red Talon* from further damage and tear into the *Glory of the Republic* from close range. The *Abundantia*, denied clean shots at the *Turkina's Pride*, instead targeted the C/JF *Jade Talon*, which was firing full broadsides into the armored hull of Fort Abernathy, Fort Grec's sister station, and *Fire of the Republic* disengaged from attacking Falcon DropShips to add its own capital weapons to Admiral Labbé's attack.

Upon learning that the Republic fleet's fighters were specifically targeting Falcon DropShips, Malvina ordered the C/JF *Jade Aerie* and *Blue Talon* to break off from attacking Fort Grec and protect the DropShips instead. Although the WarShips' timely action, along with support from the Falcon fleet's aerofighter complement, drove off much of the RAF aerofighter squadrons, several Falcon assault DropShips and troop carriers were reduced to debris or had lost their engines.



ENTER THE FALCON

Continuing fire from the *Turkina's Pride* blasted through Fort Grec's hull and destroyed the battered station's reactor. Unsatisfied with eliminating the station, Malvina ordered all ships within range to target every lifeboat launched from the burning station as it broke apart. In retaliation for such savagery, the *Abundantia* fired full broadsides into the *Jade Talon*. Well-placed naval-PPC hits ruptured the *Aegis*-class WarShip's hull, resulting in a chain reaction that blew both the ship's reactor and its Kearny-Fuchida drive, leaving the ship stranded and without power.

The Falcon fleet pummeled Fort Abernathy until its weapons ceased firing. With the second defense station lost, Admiral Labbé ordered Task Force Atilla to begin withdrawing in order to prevent further losses. Atilla had rendered two Falcon WarShips combat ineffective without losing any of his WarShips in the exchange, and Stone's order for Labbé to preserve the fleet against additional invaders remained in effect. On its way to Waypoint Trafalgar, the *Abundantia* came in alongside Fort Abernathy and recovered a number of personnel. However, the RAF navy recovered very few of Fort Grec's survivors, as the Falcons had destroyed all but a small handful.

Malvina wished to pursue the withdrawing Republic fleet, but Star Admiral Binetti counseled her to continue onward to Operation Birthright's ultimate targets, Mars and Terra. The Falcon Khan agreed and ordered her fleet to burn toward Mars, which Alaric had left for her Falcons to conquer.

MARS

From the Falcons' approach vector from the zenith jump point, Mars was currently in opposition to Terra: its position on the same side of Sol's ecliptic plane from Terra meant its garrison of aerospace fighters and DropShips would be able to strike at the Falcons DropShips bearing warriors and incoming supplies, which was an unacceptable risk. The Falcon Khan considered ignoring Mars entirely until after she had dealt with the conflict on Terra, but conquering Mars first had the added benefit of allowing more time for additional elements of the Falcons' scattered *touman* to arrive, in addition to ensuring additional protection for her incoming fleet elements.

The Falcon fleet entered Mars orbit on T+20. Malvina had no interest in dealing with this garrison force herself, as her aspirations only focused on Terra. Her commanders bid among themselves for the right to claim the first victory in the conquest of the Terran system, which resulted in the Sixth Falcon Jaegers and the Ninth Falcon Talon of Gamma Galaxy claiming the right. Armed with specific orders from their Khan, the strike force landed near the slopes of Olympus Mons on T+21, the same place General Aleksandr Kerensky's SLDF strike force had landed to liberate Mars from the Usurper in 2777. This time, Malvina saw herself as Kerensky reborn, and Stone as the new Usurper.

Stone Defenders, alert to the Falcons' arrival, had taken up defensive positions in the Ulysses Fossae, a series of troughs between Olympus Mons and the Tharsis Montes. The Defenders rained fire down on the mountain slopes the moment the Falcons emerged from their DropShips. The Falcon forces, however, poured out into the Martian terrain and took advantage of jump jets and low gravity to outmaneuver the Defenders, despite the first wave of Falcons taking heavy losses. The Defenders' First Battalion and armor battalion held the line, however, fighting a holding action to

keep the Sixth at bay while the rest of Stone's Defenders regrouped at Pavonis Mons, the site of the War Academy of Mars.

The Sixth and the Ninth pursued the survivors with a vengeance and tore through the Defenders' lines, offering no quarter or mercy with their swarming Mongol Doctrine tactics and maneuverability. Despite the wounding the Falcons inflicted, Malvina's warriors took great care to ensure the academy grounds themselves remained untouched in the fighting. In her official orders to the task force, she had officially declared that the War Academy would be where her first *sibko* as eventual ilKhan would be trained and undertake their Trials of Position.

Together the Defenders, the War Academy's faculty, and the graduating class of cadets fought tooth and nail to protect the campus, but they could not hold the line against experienced Falcon warriors. On T+24, the Defenders broke on the slopes of Pavonis Mons, and the Falcons hunted them down to a man.

Unhindered, the remaining Trinaries of the Sixth and the Ninth fulfilled the rest of Malvina's special orders. To "make room for true warriors" and for "raising arms against the once and future ilClan," the Falcons executed all of the academy's staff and students. Then, also per orders, they chose the nearest three cities—two of which had been rebuilt after being destroyed during the fighting in 2777—and razed them to the ground before returning to the fleet.

THE FALCON DESCENDS

With all defenders en route to Terra neutralized except the limping remains of the Republic's navy, which had remained out of Malvina's way since the fighting at Forts Grec and Abernathy, the Jade Falcons' vanguard made planetfall on Terra on T+25.

AN OPEN INVITATION

RAF High Command had expected the Falcons to do one of three things in their bid for Terra: (a) perform combat drops on one or more targets of military significance, following standard Clan doctrine, (b) adopt a similar strategy as the Wolves, i.e., land the entire *touman* in a single, defensible place and begin securing territory, or (c) assault the Wolves directly and contest their right to be on Terra. The Falcons did none of these, instead operating on a more unexpected strategy.

The reason for the Falcons' execution of Operation Birthright was the one contingency none of the Republic's leaders had contemplated, one which shook them to their core: Alaric, via contact with Galaxy Commander Stephanie Chistu, had invited Malvina and her Jade Falcons to join his Wolves on Terra.

Even many Clan Wolf warriors viewed this invitation as anathema: the Wolves and Falcons had been rivals for more than three centuries, and in the eyes of the Wolves, the Falcons had not earned their right to fight on Blessed Terra. Also, the Falcons had defeated the Wall only because Alaric had, as part of his invitation, given Malvina the knowledge required to do so.

Upon her arrival in orbit, Alaric had broadcast Malvina information on the Wolves' current positions and the territory they controlled, so that the Falcons could take territory from the Republic instead of fighting the Wolves for what they had already conquered. Although this could have backfired on the Wolves and turned the Battle of Terra into a three-way fight, Malvina knew

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MYSTERIES OF THE BATTLE OF TERRA: THE KEYS TO THE KINGDOM

Then-Exarch Jonah Levin enacted the Fortress Republic protocols in 3135, which erected the seemingly impenetrable Wall around most of the Republic's Prefecture X worlds, and this unexplainable defensive technology remained impermeable via normal means until 3151, when two separate Clans discovered the means to pierce or bypass the Wall. Given that the Wall held for fifteen solid years, how was it possible for two competing factions to have defeated the Wall at nearly the same time, after a decade and half's worth of scientific research and study had failed to explain, neutralize, or otherwise circumvent the Fortress Republic protocols?

Among the Inner Sphere powers, three major players lusted over the keys to Devlin Stone's kingdom: the Capellan Confederation, Clan Jade Falcon, and Clan Wolf. The Capellans had put so much faith in their Intelligentsia think tanks that they had sacrificed many JumpShips and their crews in trying to break into the Fortress. The Falcons were similarly obsessed, going to the point of Khan Hazen threatening or killing Falcon scientists whose research could not produce definitive results on a specific timeline. Clan Wolf also employed its scientist caste to break through the barrier, but there is no evidence that their arrival at Terra on 1 January 3151 was the direct result of scientific research, likewise with the Jade Falcons. So how did the Wolves beat all others to Terra, and how did they do it in such close succession?

There are three possibilities to answer the former question. First, the Wolves did indeed discover the secret themselves.

Second, the Wolves tested the Wall, only to fortuitously discover that the Wall was down for a brief window, during which time the assembled Wolf *touman* jumped to Terra. Third, the Wolves were given the means to neutralize the Wall.

Of all these, the third option is the most plausible, but this begs the question of who would've given Alaric the skeleton key for Terra and why. A mutual enemy of the Republic, perhaps? And if so, why would that enemy not use the key for itself?

As for how the Falcons arrived so soon after the Wolves, we have ample evidence to show that they arrived at Terra because the Wolves invited them, despite their centuries-long rivalry. This insinuates that the Wolves also shared the means to defeat the Wall; however, it remains unknown as to how the Wolves themselves obtained this knowledge.

One theory posits that Khan Alaric Ward, having obtained the keys to Terra, shared them with the Jade Falcon leadership in exchange for a concession from the Falcon Khan. The attitude both Clans had toward each other during the Battle of Terra certainly reinforces this supposition. However, it does not explain the rumors that the Ghost Bears of the Rasalhague Dominion also had possession of this same key but did not act on it at the same time the Falcons did. Had Clan Ghost Bear jumped in about the same time as the Falcons, then it could easily be assumed that all three Clans shared this knowledge with each other in some fashion, despite being bitter rivals for the *ilClanship*.

—*Untold History: Mysteries of the Battle of Terra*, Dr. Sophie Bergmann, Tharkad University Press, 3153

she would have more success in first fighting the Republic directly and then fighting the Wolves afterward, assuming the Republic had not already defeated the Wolves. Her Clan trying to fight both the Republic and the Wolves at the same time, especially with her initially small concentration of on-planet forces, would have resulted in disaster for the Falcon *touman*.

At a base level, Malvina believed Alaric's invitation to fight on Terra was an indirect admission that his Clan was too weak to claim the planet without the help of her Clan's Mongol Doctrine, so she used that belief in her relentlessness to press her advantage. If Alaric was indeed merely using her to win the *ilClanship*, then so be it: she would let him think that while she prosecuted her own campaign against the Republic. She and her commanders aimed to show both Alaric and Stone that Clan Jade Falcon was no one's patsy.

Malvina made it known that she would play by Alaric's rules as long as the Wolves did the same, as violating this truce of convenience would avoid turning an otherwise honorable Clan-style combat trial into a disastrous and drawn-out three-way melee. Instead of combat-dropping into the Wolves' rear areas or attempting to contest targets the Wolves had already conquered or were currently fighting to claim, the Falcons targeted objectives nowhere near the Wolves' lines of advance, with the aim of preventing Malvina's warriors from succumbing to the temptation to fire on Alaric's forces without express orders.

A EUROPEAN PERCH

Along with the Raptor Keshik, the Falcons' Alpha, Gamma, Epsilon, Delta, and Vau Galaxies landed in northern France, near the city of Nancy, where Malvina became the first Jade Falcon to ever set foot on Terra's soil for conquest.

RAF strategists expected the Falcons to perform orbital or aerial combat-drops directly onto their initial targets, as befitting the swift-strike, all-or-nothing mentality of Malvina's Mongol Doctrine, but instead the Falcons had landed in an area many hours' march from any major military or political objective in Europe. Within the first few hours of launching their ground campaign, Vau Galaxy moved west, toward Paris, and the Falcons' remaining four on-planet Galaxies advanced south, toward Geneva. As soon as Malvina's primary target was verified, Stone issued a final evacuation order for Geneva: all civilians still within city limits were encouraged to vacate while they still could.

PARIS AND REDOUBT NORMANDY

The Falcons had expected Paris to be well defended, but orbital reconnaissance only painted a partial picture. Vau Galaxy assumed Republic troops would sally from the defenses around the city and intercept them en route, to engage in a straight fight, but instead

ENTER THE FALCON

the defensive works proved far more extensive and aggressive than anticipated. Not until boots were on the ground near Paris did Galaxy Commander Christina Buhallin learn that this would be no easy conquest: the city's multilayered defenses extended not just around the city but across a large swath of the countryside, encompassing most of the Normandy region.

Vau's lightning-fast Mongol Doctrine blitzkrieg on T+26, led by the Eighth Falcon Hussars, hoped to shatter Redoubt's Normandy's first layer of defenses and spill into the city; however, the redoubt's walls and defensive troops' response rebuffed them at every turn, resulting in heavy Falcon losses. This confirmed initial Watch reports that the defenders of Redoubt Normandy were no mere green troops. Countess Tara Campbell's elite Highlanders battalion formed the steel-clad core of the redoubt's defenses, with Campbell herself in operational command of all RAF troops in the region.

After the Highlanders had repulsed the Capellan Confederation and the Draconis Combine on Northwind in mid-December 3150, Stone had ordered Tara Campbell and her troops back to Terra; also, a mixed battalion of the Grey Watch from Northwind had accompanied her and agreed to fight under her command, alongside other local militia regiments. Although Campbell and the Northwind forces had been on-planet for a short time, they made excellent work of the redoubt system the RAF High Command had set in place. Campbell had initially prepared her troops and the militia support regiments to fight Clan Wolf warriors, but the arrival of the Jade Falcons in France further steeled her resolve. Her battalion's personal grudge against Malvina Hazen for the assaults on Skye energized them against the enemy and delivered withering counterassaults to Vau Galaxy's feeble attempts to take the "hill" the Highlanders were committed to die on.

By T+28, Galaxy Commander Buhallin knew her Galaxy would be unable to overrun Redoubt Normandy alone. With the Falcons' remaining forces committed to the assault on Geneva, she could not petition Malvina for additional forces until more Falcons made planetfall, meaning Vau had to continue alone. Instead of costly swarm assaults, Buhallin repeatedly led small, precisely aimed stiletto thrusts that targeted defensive works rather than enemy troops, slowly bleeding the defenders one ferrocrete cinderblock and 'Mech armor plate at a time. While effective over the long run, this shift in tactics frustrated her warriors and consumed far too much time, leading to unrest and avoidable mistakes within Vau Galaxy as Buhallin awaited for off-planet reinforcements to arrive.

Meanwhile, the RAF leadership observing the Highlanders' progress praised the redoubt system, as Redoubts Bangalore and Normandy validated the concept against both invading Clans. The true test of the system, however, remained the capital of the Republic of the Sphere, and Malvina Hazen had already begun knocking on Redoubt Geneva's front door.

GENEVA: THE HEART OF THE REPUBLIC (T+25 TO T+29)

The Falcons' drive toward Geneva so soon after planetfall revealed how much Malvina's strategy differed from Alaric's. Where the Wolves aimed to methodically advance against RAF positions while protecting their logistical train, Malvina sought to go straight for the jugular: the political center of the Republic itself. Where Alaric advocated bleeding out the Republic by a thousand small cuts, Malvina sought to give it a merciful death via decapitation.

The Falcon leadership knew the sacking of Geneva and the death or capture of Devlin Stone and other members of the RAF High Command would throw Terra's defenders into a tailspin that would be difficult, if not impossible, to recover from. The tactic represented a gamble, but it was a very calculated risk on Malvina's part, and the timing would be essential. It was with this goal and philosophy in mind that the bulk of the on-planet Jade Falcons stormed into Geneva at the end of T+25.

ECHOES OF THE PAST

In 3078, the last time the city of Geneva had experienced military action, the Devlin Stone-led Allied Coalition was attempting to wrest Terra's capital from Word of Blake Shadow Divisions. During that battle, the commander of the formation tasked with securing Geneva—Andrew Redburn, great-grandfather of former Exarch Damien Redburn—had placed the city under siege rather than wage battle inside the city itself, in order to preserve the city from damage as much as possible. Although Malvina was uninterested in leaving the city and its centuries-old architecture intact, the nature of Redoubt Geneva forced her Falcons to adopt a similar siege strategy purely out of necessity.

By dawn of T+26, the Falcons' first vicious thrust southeast into Redoubt Geneva, spearheaded by the Seventh Striker Cluster, slowed and retrograded after sustaining unexpected losses. Much like Vau Galaxy at Redoubt Normandy, Malvina's Galaxy and Cluster commanders very quickly learned that indiscriminately throwing all four available Galaxies at the walls, trenches, pitfalls, and minefields of the redoubt would result in unacceptable casualties, and reinforcements were still several days away.

While each of the redoubts across Terra had similar but slightly different strategic goals, Redoubt Geneva's primary goal was to keep the Falcons from reaching the city limits and fighting within Geneva itself. In addition to layers defenses stretching many kilometers away from the edge of the city, which denied enemy ground troops easy avenues into the city, the concentration of RAF troops stationed within Geneva proper and overlapping fields of anti-aircraft batteries strongly discouraged aerospace bombing runs that could otherwise tear a path through the redoubt. Orbital and combat drops directly inside the redoubt was also a nonviable strategy; as Falcon DropShips would come under heavy fire, drop pods would risk being shot down or scattered, and any Falcon forces that survived the drop would be surrounded and crushed before being able to regroup and mount any effective maneuvers on the ground. Thus, the Falcons' best approach for conquering the heart of the Republic was to lay siege to Redoubt Geneva and break through in an honest and open assault, just like Devlin Stone intended.

On T+29, Malvina's warriors had nearly completed their investment of Redoubt Geneva, even covering the lakeside portion of the city with hovercraft, VTOLs, and commandeered watercraft. The Falcons had spent the intervening days methodically probing the defenses and systematically clearing mines, going so far as to send Nacon armored scout cars and conventional mechanized-infantry forces on suicide missions into suspected minefields. At 1200 hours, the Falcons attempted to close the noose and force their way through the redoubt at its weakest point, the northwestern corner of the city, just outside the Astroport de Genève and the bridges crossing the Rhône. *[This is the same place*

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that Andrew Redburn's force began their assault during the Jihad. It is unclear whether this was just a coincidence or Malvina was intentionally repeating Redburn's successful assault in hopes of the same result. —RJ

Gamma Galaxy won the bid for the initial charge, and their first thrust set its sights set on securing the spaceport and clearing all northward approaches into the city proper. After Gamma's fierce assault through the remnant of the redoubt's defenses in that quadrant, the security and militia forces at the astroport fell back and scattered. However, this was a planned and coordinated fallback. As Galaxy Commander Jane Thastus attempted to consolidate her occupation of the astroport, Stone's Lament, the RAF's premier regiment and personal unit of Devlin Stone, replaced the withdrawing local forces and bludgeoned the advance. Though Thastus's warriors searched for signs of Devlin Stone's *Atlas II* among his Lament, his iconic black-and-white 'Mech was nowhere to be seen on the battlefield.

Stone's Lament traded blows with Gamma for the remainder of the day, until a decisive strike by the Lament pushed the Falcons back out of the redoubt entirely. Then, just as swiftly as they appeared, the Lament seemingly vanished, and the redoubt's previous defenders resumed their prior positions.

OPERATION BIRTHRIGHT

Mission: Military conquest of Terra, securing the title of iClan

Overall Commander: Khan Malvina Hazen

Second-in-Command: saKhan Ryan Pryde

Primary Subcommanders: Star Admiral Sharizal Binetti, Galaxy Commander Stephanie Chistu, Jane Thastus

Date Launched: 1 Jan 3151 (executed), 21 Jan 3151 (arrival)

Units Involved: 12 Galaxies

Deployment Sites: Europe, Africa, South America, Asia, North America

Clan Jade Falcon's campaign to invade Terra was officially code named Operation Birthright and consisted of two distinct phases. During the first phase, all Jade Falcons were immediately called to Terra using a pre-planned series of swift and ruthlessly efficient movements. The second phase involved the prosecution of the naval and ground battles in order to conquer Terra and claim the iClanship.

In stark contrast to Clan Wolf's strategy with Operation Nostos, wherein the entirety of the Wolf *touman* jumped into Terra at once, Birthright relied on a phased arrival of Malvina's warriors. The initial five Galaxies staging from Rigil Kentarus deployed at the outset of the campaign, with the Clan's remaining seven Galaxies arriving at expected intervals throughout the fighting. However, despite this difference in arrival methods, the Falcon effort on Terra, like Clan Wolf's, also incorporated the vast majority of the entire Jade Falcon *touman*; the only units not called to Terra included various *solahma* garrisons and *sibko* training units left behind in the Falcons' occupation zone.

The noose around the Republic's neck had loosened, but only slightly: more Falcon JumpShips had arrived at the zenith jump point, carrying more troops to assist in the siege.

THE WOLF FRONT: ASIA

As the Jade Falcons began rampaging throughout central Europe, Clan Wolf continued on its steady, methodical push through Asia. While the Wolves' eastern front pushed northward out of the China region, their western front departed the Indian subcontinent, where they met resistance from determined Republic troops in the Caucasus mountains. Here, the Wolves would face one of the biggest challenges in the invasion.

THE WESTERN FRONT: THE CAUCASUS MOUNTAINS

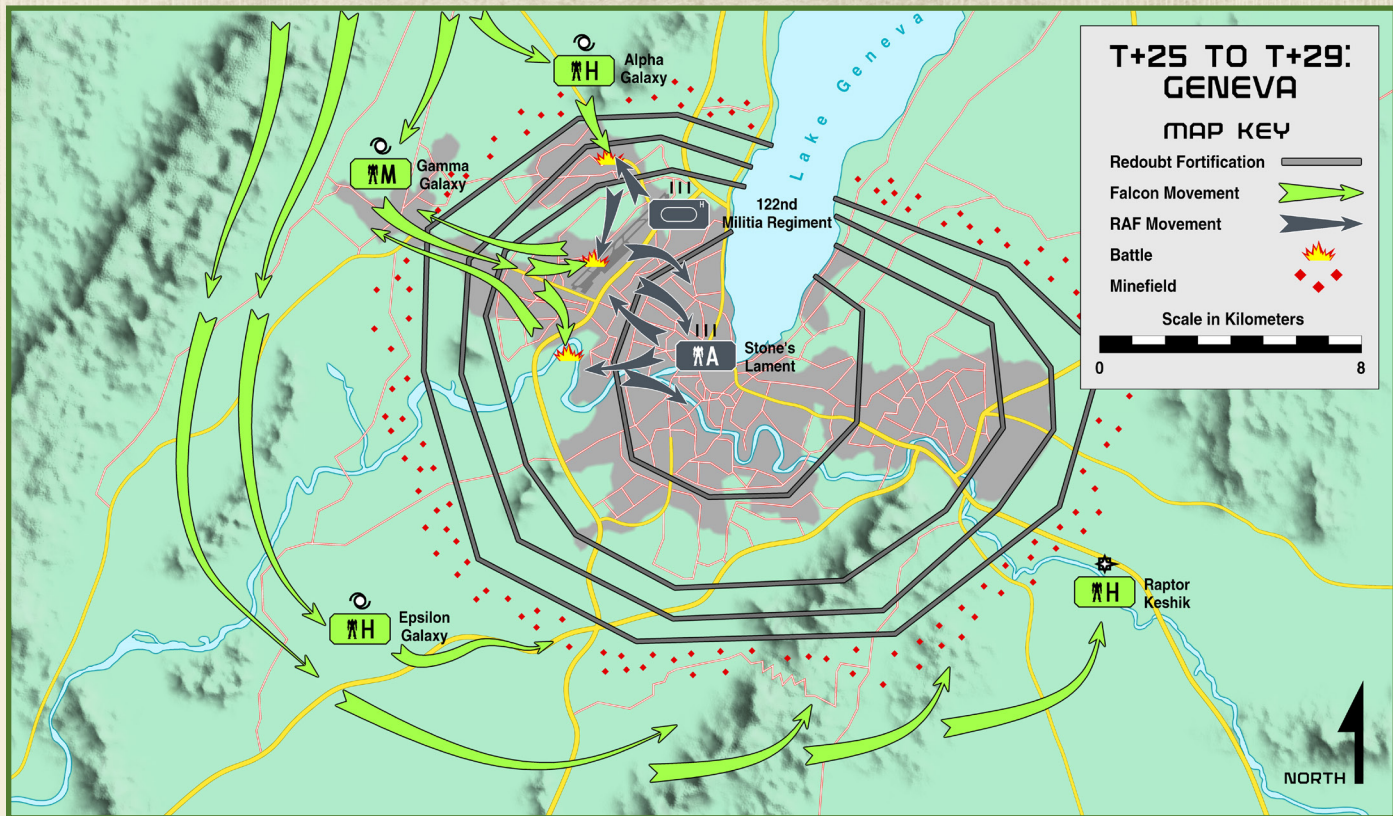
At first the Wolves' push into Georgia, which started on T+23, went according to plan: scattered militia lances foolish enough to expose themselves were run down and taken out, but no larger body showed itself. Many Wolf warriors among Chance's front accused the militia of cowardice for refusing to meet them in the field with their full strength. However, it quickly became clear that the RAF troops were waging a war of attrition to buy time—for what, however, Chance could not determine. Up-to-date intel was not possible: the Falcons were conducting heavy aerospace-reconnaissance flyovers of the region, and the Wolves refused to risk provoking hostile action from the Falcons, which forced Chance to rely on ground-based scouts.

Her ground recon, however, ran straight into the teeth of the largest known RAF troop formation on the western front to date: a group of entrenched defenders consisting of Stone's Revenants, the Third Principes Guards, and the Ninety-First Republic Militia. These troops were manning the defense of an RAF command post built into a mountainside, code name Wrecking Ball.

Kappa Galaxy ran headfirst into the fray and were among the first Wolves to fall to the Ninety-First's guns in the narrow mountain passes. The Revenants charged the Wolves' front line and crushed the Second Wolf Guards Grenadiers Cluster and Sigma Galaxy's Eighteenth Wolf Cavalry against the Third Principes's anvil. The viciousness of the RAF's pushback surprised Chance, as few Republic troops had fought with such remarkable verve and strength on the western push. Clan Watch reports soon revealed why: Devlin Stone was rumored to be in residence at Command Post Wrecking Ball, having recently relocated from his command post at Geneva. This knowledge spurred the Wolves on, despite their losses, and the fighting devolved into a stalemate. Stone exploited the deadlock by sending operatives to circumvent the Wolves' lines. These agents set every Wolf logistics center they could find to the torch, destroying countless stores of rations and both armor and ammunition that had been shipped all the way from the Wolf-controlled plants in Australia. The Revenants' next heavy push at the demoralized Wolves forced Chance to make a decision that would be felt across the whole planet.

Rather than fall prey to more assaults, the Wolves' western front withdrew in force from Georgia on T+26. The newly arrived 130th Armor Brigade of the Thirteenth Hastati Sentinels attempted to bait General Vickers back into the fight, but she refused to bite, instead

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ANGER MANAGEMENT

Casual observers and armchair generals are quick to claim that Khan Malvina Hazen had no actual battle plan for prosecuting the Battle of Terra. Such deluded individuals believe that rather than fighting smartly, she was angrily and chaotically lashing out at her enemies due to the Wolves robbing her of the opportunity to land on Terra first. From the perspective of one unversed in the Jade Falcons' military affairs, the Falcons' plan of attack does indeed appear haphazard and rushed: when compared side by side with the Wolves' calculated military campaign, the Falcons ostensibly took a shotgun approach, with units landing whenever they were available and striking out with aggression at whatever military target was closest to their LZ.

What few realize is that Malvina, the self-declared Chingis Khan, was just as obsessed with conquering Terra and her Clan being named ilClan as Alaric and the Wolves were, albeit her obsession ran in a different way. Even going back to the Falcons' *desant* that led to establishing the Falcon's Reach in 3143, Malvina always kept a mental catalog of how, at any moment, she might be able to transport her entire Clan to Terra. Though this began as a thought experiment in idle times, after Malvina killed Jana Pryde and became Khan in 3136, she codified Operation Birthright as a standing potential order for every combat-capable Cluster under her command. Regular reports allowed her and her Galaxy Commanders to know exactly how long it would take to gather her entire Clan's might at Terra. At any given moment she could send out the call, and her *touman* would converge on Terra, based on the timetable she already had calculated. After conquering

Rigel Kentarus in December 3150, only the active Wall around Terra prevented her from triggering the Birthright protocol and making Terra bleed red and emerald, but Alaric's invitation afforded her the means to surmount that final obstacle.

In Malvina's perfect Birthright scenario, she would have beaten the Wolves to Terra and claimed the title of ilClan uncontested using Birthright's strategic plans; however, the Wolves' presence forced her to shift her initially planned objectives to avoid running into conflict with areas the Wolves had already claimed. Her temporary-ceasefire agreement with the Wolves divided the bigger war into two separate wars: Wolf vs. Republic and Falcon vs. Republic. This reprioritization of Birthright's goals, in part, led to the Falcons' seeming shotgun approach.

Once the Falcons arrived on Terra, the stark difference in their campaigns became readily apparent. The greatest qualitative difference between the two was, while the Wolves focused on securing territory, the Falcons focused on claiming important military objectives. While the Wolves landed in one place, spread out, and attacked enemies as they encountered them, the Falcons executed isolated surgical strikes on strategically vital targets in order to specifically destroy Republic troop concentrations.

Though the Falcons' method of waging war against the Republic is often seen as unsound tactical doctrine, the Falcons prosecuted Birthright exactly as was planned before the Wolves were involved; only some of Malvina's ideal targets changed.

—From *Fangs, Talons, and Stones: Understanding the Battle of Terra*, Oxford University Press, 3152

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NINETY-FIRST REPUBLIC MILITIA

CO: General Natela Beridze

Average Experience: Veteran/Fanatical

Force Composition: 1 reinforced assault 'Mech regiment,
1 heavy armor regiment, 4 infantry regiments

Deployment Sites: Georgia

Status: 45 percent losses

Among all of the many local militia units raised on Terra specifically for defending the planet against the Clans or any House lord with designs on conquering humanity's birthplace, the Ninety-First Republic Militia represented the heaviest in terms of total mass and the largest in terms of materiel and personnel.

The Wolves underestimating the Ninety-First's full deployment capability partially contributed to the RAF's first clear-cut victory during the Battle of Terra. However, neither the unit's size nor its leadership could ultimately prevent the Wolves from shattering the Ninety-First during the fighting in Iran.

MONGOLIAN CAVALIERS

CO: General Temuulen Tsendbaatar

Average Experience: Regular/Fanatical

Force Composition: 1 light 'Mech regiment, 2 medium
armor regiments, 4 beast-mounted infantry regiments

Deployment Sites: Northern China, Mongolia

Status: 80 percent losses. Surrendered.

The Mongolian Cavaliers were a rare exception among Terra's militia defenders in that the cavalry units among their infantry, as a testament to their heritage and history, rode war horses into battle instead of wheeled or mechanized transports. This unusual cavalry allowed the Cavaliers to traverse the steppes with greater efficiency than other transports.

General Tsendbaatar, whose family claimed lineage to the first Chingis Khan, made no attempt to hide his hope that his unit would ultimately fight the Jade Falcons, in order to show them firsthand the chilling effectiveness of a *true* Mongol-style of fighting.

completing her retrograde. The RAF troops returned to Wrecking Ball's defenses, and across every airwave on Terra, the Republic lauded the battle as an overwhelming victory. *[Though forcing the Wolves to withdraw was indeed an earned triumph, the media coverage of the battle's outcome far overplayed its significance. A Republic citizen watching the media coverage would likely believe the Republic troops had singlehandedly killed Chance Vickers and/or Alaric Ward in combat, routed their commands, and slaughtered most of those who sought to flee. This is, of course, a fiction: though the western front's lines retracted, and the front suffered significant losses, Chance's warriors were never routed, and Alaric was fighting on a different continent at the time. —RJ]* The defenders of Command Post Wrecking Ball had gained the first real victory against the invaders, which galvanized the rest of Terra's defenders against both the Wolves and Jade Falcons. The RAF's stand against the Wolves proved that the Clans could be beaten.

Vickers left two Clusters of *solahma* warriors as a blocking force, to hold the mountain passes leading north against RAF incursion. Then she took the bulk of her force west, across Turkey and toward Greece.

THE EASTERN FRONT: ULAANBAATAR

After his victory against Paladin Drummond, Alaric split the eastern front once more: his forces continued northward into Mongolia, and Garner Kerensky's swung to the west, into Russia.

On T+26, across the Mongolian steppes, Beta Galaxy encountered small probing attacks that were more hindrance than threat, at least at first. Alaric discovered his attackers were a local militia known as the Mongolian Cavaliers, and as Beta adjusted course to prevent the Cavaliers' attacks from slowing their march, Alaric realized his opponents were less trying to damage his front



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than they were trying to goad him away from Ulaanbaatar, to protect the populace. Alaric, amused by the Cavaliers' infantry's usage of equine cavalry, chose to avoid Ulaanbaatar altogether and ordered his warriors to ignore the enemy's attacks unless they inflicted damage.

This series of harassment strikes continued until T+29, when a harried Star from the Ninth Wolf Guard Striker waded out into the Tuul River and one 'Mech ejected ammunition and bled coolant and actuator lubricant into the water. Furious that the Wolves had desecrated their sacred river, the Mongolian Cavaliers attacked en masse for the first time, determined to visit retribution on the Wolves for their carelessness, despite knowing they were greatly outnumbered and outgunned.

Beta's reaction saw the fighting spill out even farther into the river, where broken 'Mechs and all the caustic effluvia from BattleMech combat tainted the water. Fearing for the safety of the river, the Cavaliers performed a fighting retreat to a hilltop within sight of Ulaanbaatar, in hopes the Wolves would abandon the river. Beta took the bait, but by 2300 hours on T+29, Alaric's forces had driven the Cavaliers to a hilltop and surrounded them.

Beta Galaxy besieged the trapped militia, whose fighting spirit impressed the Wolf Khan. Alaric urged General Tsendbaatar to surrender, but the Cavaliers' commander refused. For the next two days, Tsendbaatar's troops held off the Wolves' attacks despite being a light force that relied on speed to survive. On T+31, the Wolves broke through the Cavaliers' defenses, and General Tsendbaatar caved to Alaric's demands.

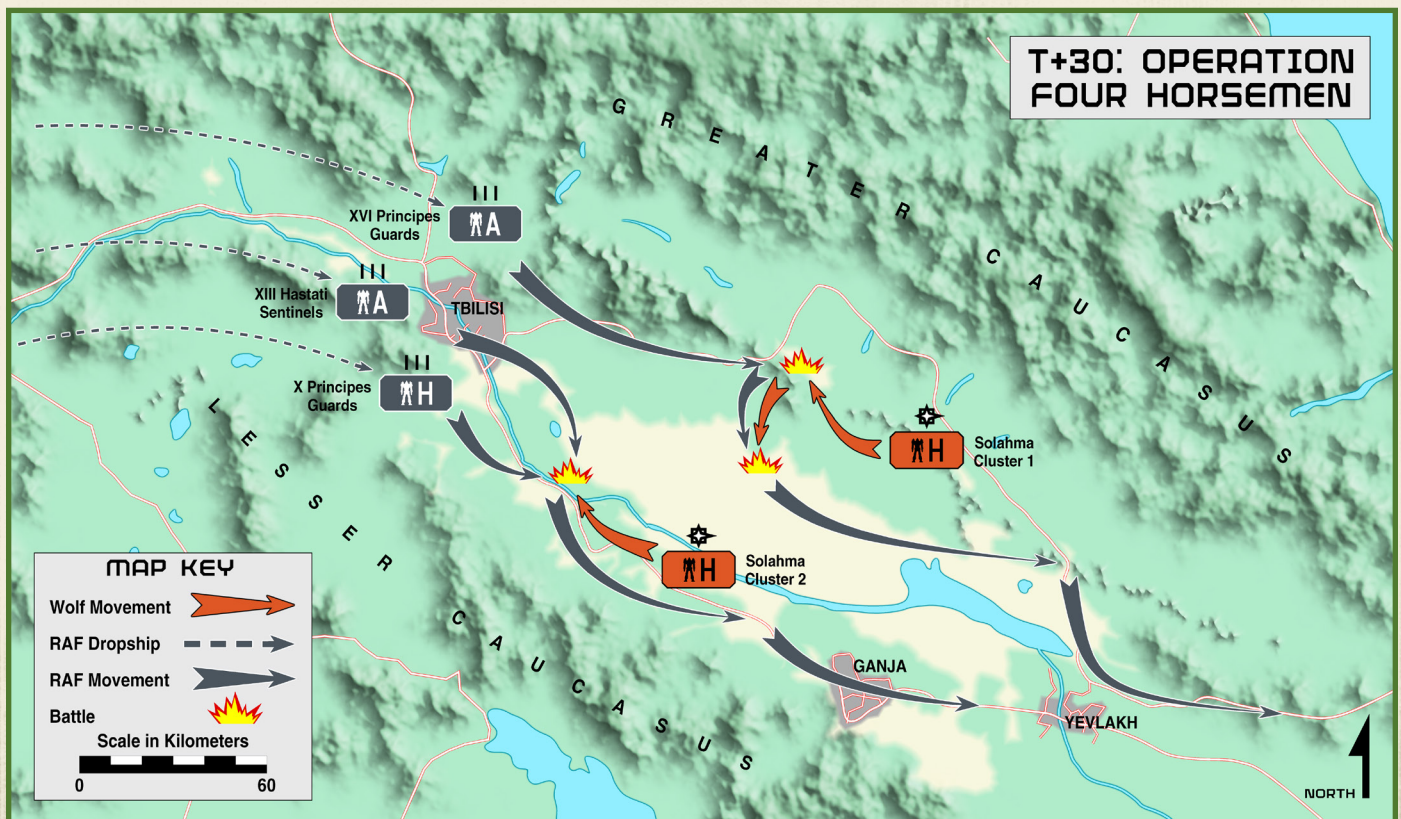
With the surrender of the Cavaliers, the Wolves' path to eastern Siberia lay clear.

THE WESTERN FRONT: OPERATION FOUR HORSEMEN

While Alaric and Garner continued to their next targets, Chance Vickers continued her move through Turkey and Greece. On T+30, the RAF launched Operation Four Horsemen, which sought to capitalize on the Wolves' withdrawal from the Caucasus region. The operation's task force, under command of a Ghost Knight known only as Danger, consisted of the Tenth and Sixteenth Princes Guards, the understrength but reconstituted Thirteenth Hastati Sentinels, and an ad hoc battalion of RAF survivors from prior battles. [Watch agents have since identified Lacuna's commander as Sir Paco Cubillo. —RJ].

Both of the Princes regiments moved south out of the Caucasus Mountains, employing a large concentration of superheavy 'Mechs among their numbers as a cudgel on the unwary *solahma* warriors blocking the mountain passes. Though the Wolves had all been briefed on these three-legged superheavies, none had fought them to date, which lent a moment's hesitation among the Wolf lines, and the RAF assault force took the fullest advantage of that hesitation. Task Force Four Horsemen plowed through both *solahma* Clusters, but took costly losses: despite the aging Wolf warriors' lack of experience fighting superheavies, they were determined to destroy as many of the attackers as possible, even if it meant sacrificing themselves. Although the Wolves ensured the Republic troops felt their dying jaws close around their neck, Task Force Four Horsemen completely obliterated the *solahma* force, down to a man.

With the plug in the mountains removed, Republic troops spilled out south, and continued toward the Persian Gulf on T+31.



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TACTICAL ANALYSIS: TACTICAL RESPONSE UNITS

The brainchild of Galaxy Commander Ramiel Bekker, Clan Wolf's Tactical Response Units were designed for optimum battlefield flexibility. These units came about from brainstorming on best practices for neutralizing the threats that would prove unique to the fighting on Terra.

Tactical Response Cluster: Despite the "Cluster" nomenclature, the Clan Wolf's Tactical Response Cluster was in fact nearly Galaxy sized: a reinforced Cluster, comprising eight Trinaries. Rather than specializing in offense or defensive tactics, the TRC was intended to act as the Clan's premier troubleshooting unit on Terra. Instead of directly conducting assaults, provoking attacks, or holding defensive positions, the TRC was devoted to ending fights on demand, at any location around the globe: by being inserted into an already ongoing battle at the right place and time, the Cluster would maneuver to where it could apply the right

kind of pressure in the most effective location. The TRC's roster was populated by volunteer warriors from the Clan's light and medium Stars, with an occasional heavy or assault Star for when situations warranted, and dedicated DropShip support meant the TRC could be deployed into combat quickly. Ramiel Bekker personally led the TRC in the field.

Tactical Response Star: In special circumstances, the TRC would split off a Tactical Response Star: a reinforced six-Point Star consisting of two teams of three light, fast 'Mechs. TRSs were specifically trained for countering superheavy 'Mechs. Each team within the TRS would attack a superheavy together by circling the target and ensuring that while the superheavy's gunner had to track two fast-moving targets in their forward view, at least one member of the team would always be at the slow-moving target's rear and able to exploit the thinner rear armor.

This concrete Republic victory severed the Wolves' western front in two, stranding Chance in Greece without any hope of timely resupply or reinforcements.

Although some in RAF High Command argued for pivoting the Four Horsemen thrust westward to attack General Vickers in Greece from the rear, strategic wisdom turned the task force eastward instead, on a path toward the abandoned remnants of Redoubt Bangalore and the Wolves' vulnerable supply lines in southern Asia and Australia. If the RAF could reestablish a military presence in the redoubt and sever the Wolves' logistical chain or capture their supply bases, they could either slow the Wolves' advances or halt them entirely.

ENTER THE BEAR

With Republic forces operating in the Wolves' rear areas, Chance knew it was only a matter of time before an RAF assault moved into Europe to encircle and destroy her isolated Galaxies. Instead of waiting for the ax to fall, she opted to go on the offensive. However, in order to increase the odds of a success, she called in Galaxy Commander Ramiel Bekker's Tactical Response Cluster.

To prevent Task Force Four Horsemen from reaching Redoubt Bangalore, Ramiel chose Kirthar National Park in the Kirthar Mountains of Pakistan as the site of his spoiling attack. Ramiel arranged the TRC's Trinaries in a north-south arc whose bulge faced the RAF troops' eastward direction of march. As the Republic advanced on T+35, the bulge of Ramiel's warriors withdrew eastward as planned, to draw in as many of the task force's superheavies as possible. On command, the north and south wings of Ramiel's folded inward to box in the superheavy 'Mechs, where Wolf ground forces, aerospace, fighters, and combat-dropped Elementals tore into the Four Horsemen's primary heavy hitters, including the *Ares* from which Ghost Knight Danger was allegedly commanding the Republic forces from.

Employing tactics specifically designed for combatting superheavy 'Mechs, Ramiel's TRC began taking down the Republic superheavies one by one, and with frightening efficiency. Ramiel

himself even had a hand in destroying several of the superheavies in his *Stormwolf* B.

When Ramiel's command Star surrounded Danger's *Ares* and he offered the Ghost Knight an opportunity to surrender, the Republic commander fought on, and the RAF troops followed suit. Throughout the course of the battle, the TRC destroyed all of the remaining superheavies, including the task force commander's. The defeat of the task force commander swelled Wolf morale, and the TRC's rallying thrust through the remains of the Tenth and Sixteenth Principes cut into the heart of the Thirteenth Hastati, routing the survivors. Impressed with their prowess and tenacity, Ramiel and his subordinates claimed several of the superheavy 'Mechs and their crews as bondsmen, few of whom had any desire to fight against their former Republic brethren.

Although the Wolves found the corpses of two MechWarriors in the three-pilot cockpit of Ghost Knight Danger's downed *Ares* after the battle died down, the 'Mech's third command couch was bloodstained and empty. The WarBear ordered patrols to scour Kirthar National Park for the Republic agent, but no trace was ever found.

With the defeat of Task Force Four Horsemen, Ramiel joined Chance's forces in Greece, where they intended to link up with Garner Kerensky's westward push through Russia.

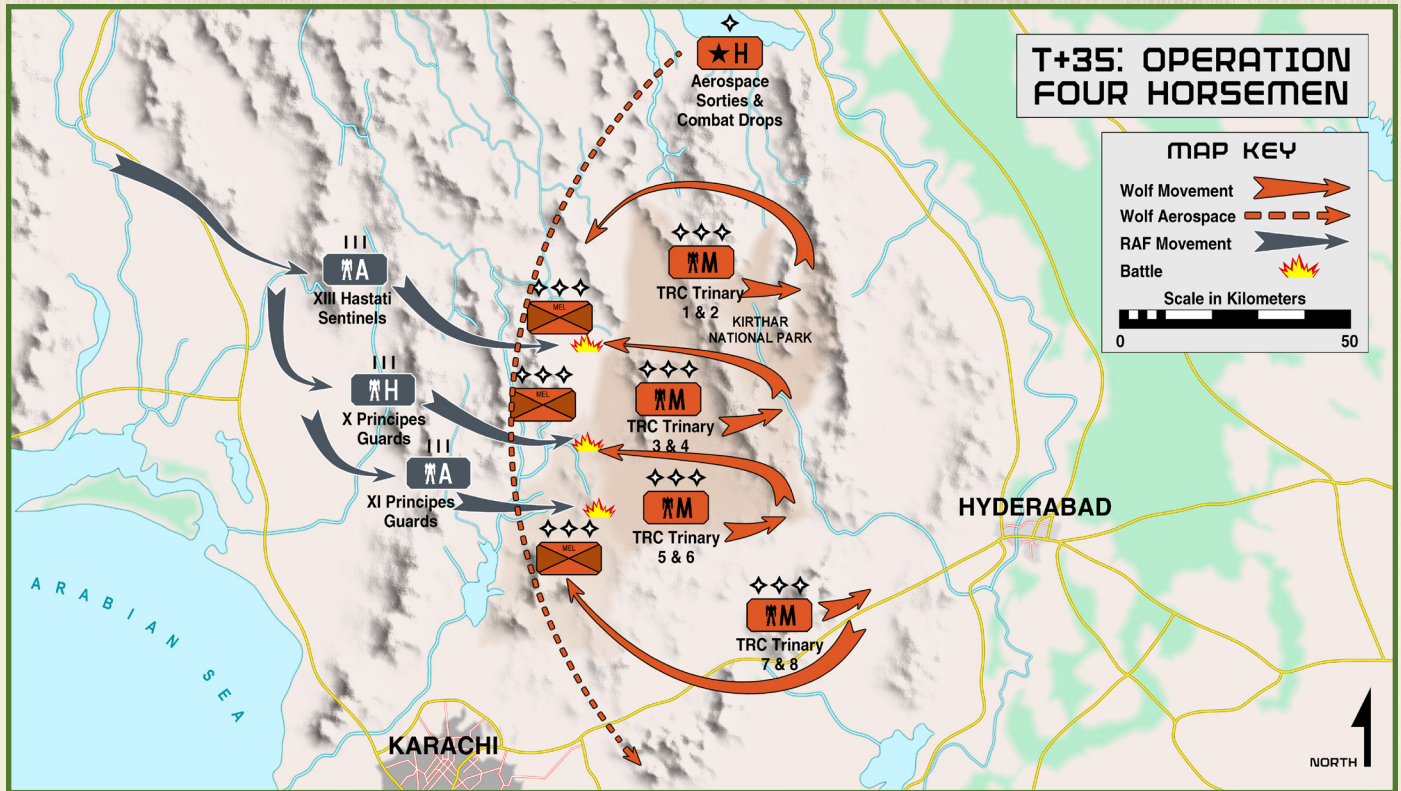
THE FALCON FRONT: EUROPE

Although the Jade Falcons' early efforts in Europe failed to bear tangible fruit, Malvina Hazen's warriors revealed their tenacity and continued to slash at the center of the Republic. If the fruit could not be easily plucked, the Falcons were determined to chop down the entire tree to secure victory.

FRANKFURT

Although Delta Galaxy's commander Stephanie Chistu had participated in the initial campaign phases to penetrate Redoubt

ENTER THE FALCON



Geneva, her successes, small that they were in the face of such impregnable defenses, led Malvina to rotate Delta out of Geneva's attack plans as more Falcon Clusters arrived on-planet. Chistu did not openly voice dissent against Malvina's rule, but she refused to espouse the full nature of the Mongol Doctrine; the only reason Malvina had not openly reprimanded her or taken more drastic measures against Chistu's stance was due to Delta Galaxy delivering what was asked of them without resorting to the total-warfare terror tactics the Mongol Doctrine prescribed. Since Malvina wanted to neither discard such effective warriors outright nor allow them to share in the glory when Geneva would inevitably fall—which, by T+35, Malvina's war council was convinced lay mere days away—she opted to point this unruly weapon at a different target: the concentrations of RAF troops stationed in Germany.

Though the France-Germany border itself was lightly defended, the approaches to Frankfurt itself saw Delta Galaxy's first major pocket of resistance on T+38. The 110th Assault Regiment, a heavy armor unit, lay in wait for the Falcons and unleashed hell the moment the Eleventh Falcon Velites came within range. The Republic's initial salvos tore into Delta's column, but the Falcons retaliated hard, driving past the 110th's pickets, breaking their lines, and scattering them to retreat toward the city.

Chistu's warriors did not pursue into the city limits, however: Malvina's orders instructed her to eliminate the largest pocket of defense in that

110TH ASSAULT REGIMENT

CO: Knight Ludvig Yabar

Average Experience: Regular/Reliable

Force Composition: 1 heavy BattleMech battalion, 1 heavy armor regiment

Deployment Sites: Western Germany, Frankfurt

Status: 65 percent losses. CO captured. Unit disbanded.

The 110th Assault Regiment is a classic example of how the quality of a unit's leadership can shape that unit's overall performance. This new all-volunteer regiment was formed a mere twelve months before T-Day. Due to the surge in volume of RAF volunteers, rather than using new or relatively broken-in equipment, the 110th had to be equipped with aging tanks pulled out of mothballs, some of which had not seen combat since the liberation of Terra from the Word of Blake in 3079. However, Knight Ludvig Yabar's command style forged them into a capable unit that was more than ready for the Jade Falcons' strikes into Europe.

The 110th's leadership and preparations allowed them to weather the emerald storm of the Falcons' landing in Europe. Sir Ludvig's presence elevated the unit's cohesiveness, which ensured the regiment's retrograde toward Frankfurt was an organized withdrawal rather than a rout that would've cost more troops. Analysts believe that, had the Falcons not avoided fighting within Frankfurt's city limits, the 110th would have been ready to withstand a full siege. However, Sir Ludvig's capture on T+39 drained the unit's morale, and later fighting against the Falcons proved disastrous without him at the helm.

On T+40, Malvina Hazen personally executed Knight Ludvig Yabar for refusing to give up intelligence pertaining to Redoubt Geneva.

ENTER THE FALCON

region, not to claim Frankfurt and risk a similar dragged-out city battle as with Geneva. Though Delta did not entirely destroy the 110th, the Fifth Battle Cluster ran down the 110th's command company and captured Knight Ludvig Yabar on T+39.

Upon learning that Chistu had deigned to take any prisoners, Malvina was initially furious, but even she saw the wisdom in having a Knight of the Sphere to interrogate. Chistu delivered Sir Ludvig to Star Colonel Abzug Helmer, the commander of the Falcons' Watch, who interrogated him for intelligence on Geneva's defenses, which still held strong.

Though Delta Galaxy had paved the way to Frankfurt, on T+42 Galaxy Commander Chistu pulled her forces away from the city and headed northward, toward Bonn, where she awaited word that Geneva had fallen. By T+50, that news had still not come.

PARIS AND REDOUBT NORMANDY

The knowledge that Tara Campbell was personally commanding the highly effective defense forces of Redoubt Normandy conflicted Malvina Hazen. On one hand, the Falcon Khan loathed Campbell for killing her *sibkin* Aleksandr Hazen in combat on Skye during the Falcons' *desant* in 3134. On the other hand, Malvina did not want to leave Geneva until she knew the redoubt and the city it protected had fallen: under no circumstances would the glory of making the final stab into the heart of the Republic belong to someone else. Likewise, Tara Campbell wished to put Malvina in her own sights as repayment for wresting Skye from the Republic, but she had her orders, and her troops could do more good where they were rather than being more casualties for the meat grinder Geneva had become.

As much as it pained Malvina to focus her personal attention on Geneva, she kept the conquest of the redoubts in northern France under the command of Galaxy Commander Christina Buhallin out of necessity, despite Vau Galaxy's inability to effect decisive progress in the campaign against the entrenched Highlanders.

This status quo changed on T+36, when Zeta Galaxy landed at the Falcons' primary LZ in France. Though Malvina was tempted to assign Zeta to the Geneva siege, she sent the fresh Galaxy to Vau in an effort to break the Highlanders. Buhallin and Galaxy Commander Lawrence Roshak of Zeta Galaxy disagreed on the best way to conquer Redoubt Normandy, so they each chose a separate section on which to concentrate. While Zeta moved on the Normandy side of the redoubt, Vau hammered on the walls and trenches protecting Paris. Zeta's arrival, however, finally convinced the Highlanders to act, as the redoubt they stewarded now faced the majority of two Jade Falcon Galaxies bent on destruction.

The Highlanders sallied outside the redoubt's protection one lance at a time, in rotating groups, where a single lance darted out and pummeled an attacking Vau 'Mech with precisely coordinated fire before falling back, and another lance would lather, rinse, and repeat from a different direction, all with taking minimal return fire. These strikes continued to be a thorn in Buhallin's side, prompting her to double her artillery fire missions on T+40, to repeatedly pound the defensive works.

The shelling lasted for thirty-three hours before stopping abruptly. When the artillery resumed, it targeted Falcon forces instead, and with frightening effectiveness. The Star Buhallin ordered to investigate discovered Highlanders that had executed a deep strike behind the Falcon lines and were using the Falcons'

own weapons against them. As the Highlanders fled, they destroyed Vau's remaining artillery ammunition. When Roshak refused to share Zeta's store of shells, Buhallin challenged him to a Trial of Possession over them. She defeated Roshak in a swift hand-to-hand contest, but before the ammunition she'd won reached her Galaxy, the Highlanders executed another deep strike that destroyed most of Vau's artillery launchers before fleeing.

Zeta saw greater successes closer to Normandy. Where Buhallin focused on defeating the enemy troops ringing Paris, Roshak concentrated his Galaxy's efforts on the walls and bunkers. Troops could be brought in from elsewhere, but physical defenses took time to rebuild, especially when under fire. On T+51, Zeta broke through the first three layers of Redoubt Normandy, but the defenses still held.

GENEVA: DESPERATE MEASURES (T+30 TO T+48)

The defenses of Redoubt Geneva frustrated Malvina because she had anticipated her warriors' blitzkriegs and overwhelming shows of force would claim the Republic's capital in just a matter of days, but the RAF's redoubt system proved effective against Mongol Doctrine tactics. The Falcons, predominantly built for vicious, lightning-fast strikes, could not take down the reinforced walls without leaving themselves vulnerable to counterattack. The T+29 push, rebuffed by Stone's Lament, proved to Malvina that desperate measures were called for.

Although she had a cache of tactical nuclear weapons at her disposal, she knew using them in Geneva would not only invite the Republic to retaliate in kind, but it would also taint with fallout the ground her warriors were to conquer. Winning Geneva would require a more straightforward style of combat.

On T+30, an Alpha Galaxy thrust toward the astroport penetrated deeper into Redoubt Geneva than ever before. Walls succumbed to sustained fire from 'Mechs, armor, and artillery, and Alpha poured into the city limits for the first time since the siege began. Epsilon Galaxy followed into the breach and claimed control of the astroport, but beyond the astroport lay another reinforced layer of redoubt. From beyond these defenses swarmed a regiment of the 122nd Armored Division, whose heavy tanks formed a wall of steel that sledgehammered Alpha and Epsilon's advance elements.

The stalemate lasted until 0200 hours on T+31, when the Falcons' artillery quieted and Alpha and Epsilon withdrew to the astroport. The 122nd attempted to pursue, but the withdrawal was a feint: the city around the 122nd's advance descended into flames when an orbital strike from the *Turkina's Pride* turned the neighborhood into ash and rubble. Before the ground cooled, DropShips from Raptor Keshik and Gamma Galaxy landed in the middle of this destruction and began torching everything within reach: civilian structures, law-enforcement barricades, and military fortifications—any location with confirmed or suspected defenders. Though Alpha, Gamma, and Epsilon each had specific objectives within the city, Malvina's general orders to all of the Falcons under her command were the same: Geneva must fall, no matter the cost.

Despite securing a beachhead inside the city, the Falcons found barricades on every street, most of them manned by entrenched infantry and armor, which turned Geneva into a deadly labyrinth forcing the Falcons to fight beak and talon for each centimeter of ground they gained. The Falcons' bigger problem was the presence



FINN WILSON
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of the Tenth Hastati Sentinels, commanded by Paladin Max Ergen, the Republic war hero who had orchestrated the liberation of Robinson on behalf of the Federated Suns in 3149. The Tenth's sudden appearance among Geneva's defense disturbed Malvina, as the regiment entered battle as though seemingly from nowhere, often in her rear areas or in flanking positions, and they hid in the rubble her orbital bombardment and subsequent destruction had caused. Clan Watch intel determined that the Tenth, Stone's Lament, and the city's other defenders were using a secret network of underground caves to maneuver, and somewhere within this network, the RAF High Command was orchestrating Geneva's defense from a heavily fortified bunker, codenamed "Solitude."

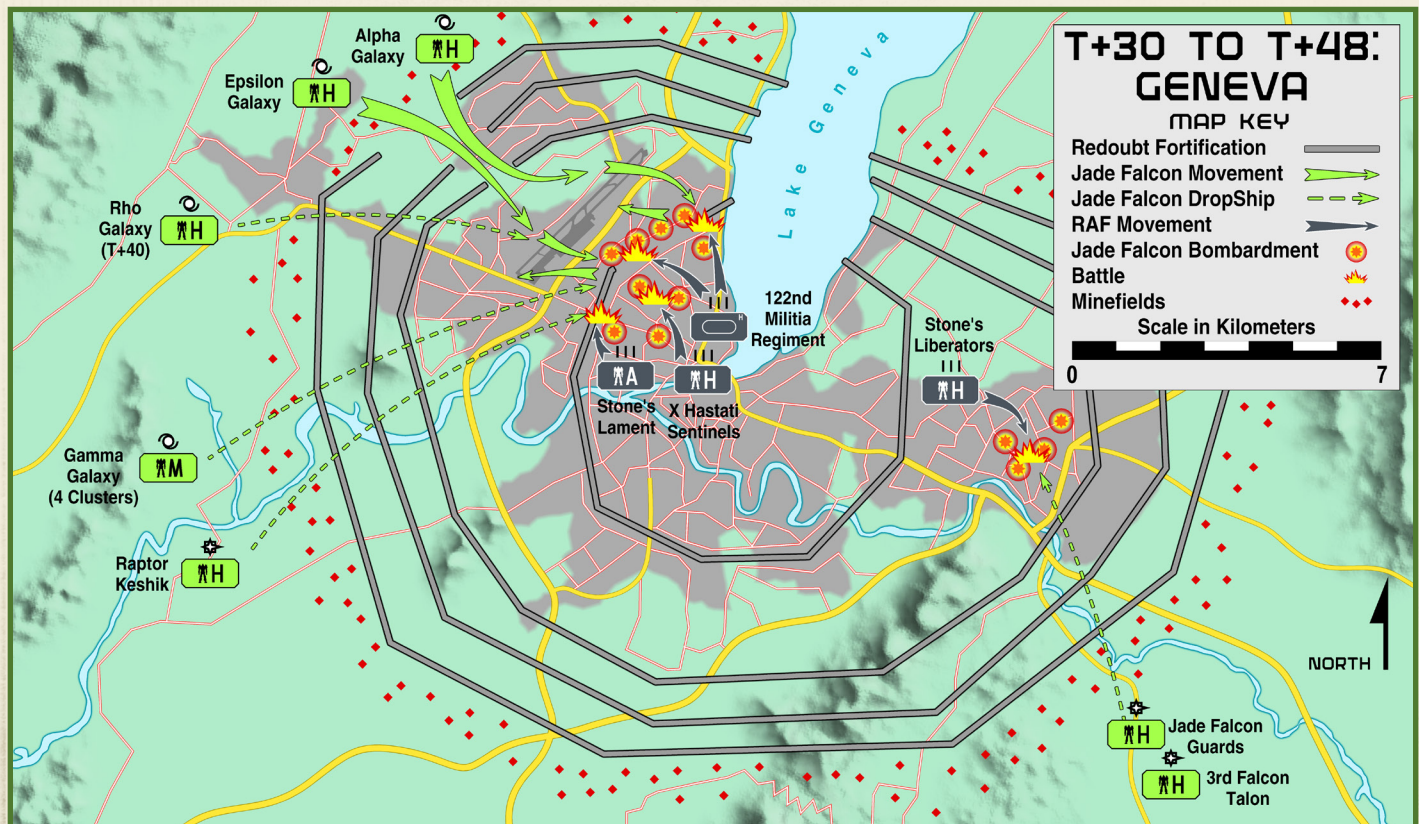
The Tenth harassed the Falcons by regularly striking hard and then either fading back into the rubble or openly provoking the Falcons to pursue them into areas defended by the 122nd Armored Division. Mined streets, prepared ambushes, concentrated inferno-missile barrages, and anti-Mech tactics plagued the Falcons' progress at every turn. For five straight days, Malvina and Ergen maneuvered throughout the city in a lethal dance where neither side could gain meaningful tactical advantage, despite the *Turkina's Pride* continuing orbital bombardment on any strong point in the city Malvina's ground forces could not neutralize. The Falcons had reinforcements en route to planetfall, but Rho Galaxy would not arrive until T+40, and Malvina hoped their strength would prove unnecessary for turning the tide.

To end their slow progression, Malvina tasked Gamma Galaxy's Falcon Guards, a newly re-formed incarnation of the storied Jade

Falcon Cluster, with locating entrances to the tunnel network while the remainder of Gamma shielded them from sniping attacks from the Tenth Hastati. Six suspected entrances were noted, but Malvina gave the Falcon Guards strict instructions to pull back and offer no further pursuit. On T+36, precise orbital fire from the *Turkina's Pride* obliterated three of the six locations, burying a full company of the Tenth Hastati and an entire battalion of the 122nd in collapsed tunnels.

Fighting around L'Astroport de Genève continued while Rho Galaxy's DropShips were attempting to ground and join the fray on T+40. What remained of the Tenth Hastati's aerospace support downed the Twelfth Falcons Regulars' *Overlord-C* DropShip before it could reach the tarmac, resulting in a crash that threw both forces into disarray; two *Union-Cs* from the Seventy-Eighth Provisional Garrison Cluster also joined the wreckage. Furious at their losses, Rho Galaxy's survivors combat-dropped from their DropShips and waded right into the thick of battle to bolster Epsilon's perimeter of the astroport. Together they repulsed the remainder of the Tenth's assault force. The loss of that flank forced the RAF Highlanders to regroup.

In the meantime, the orbital bombardment continued unabated. Any time Malvina received word of enemy troop concentrations holed up in a position her warriors could not breach without suffering acceptable losses, she ordered her warriors to withdraw, and pounded the site with orbital fire until no structures in the area remained standing.



THE EASTERN FRONT: WOLVES IN NORTH AMERICA

While Chance Vickers and Ramiel Bekker fought in Pakistan, Alaric entered eastern Siberia. Stone had expected the Wolves to cross the Sea of Japan to assault the RAF forces at the two partially operated Castles Brian on the main island of Honshu; however, Clan Wolf's Watch intel had confirmed that the peacekeeping troops stationed in Japan lacked sufficient means to relocate en masse and threaten the Wolves' lines. Though the Japanese RAF units did possess waterborne vessels for battalion- or company-sized units, this fleet was only permitted to transport units between Japan's four main islands, not to the mainland of Asia. Japan's only DropShip support consisted of craft capable of transporting only a single 'Mech lance or a platoon of armor or infantry to a trouble spot the within the archipelago. Rather than attempt to conquer isolated troops who had perfected the art of defense, Alaric opted to avoid Japan for the time being.

ACROSS THE BERING STRAIT

In eastern Russia, Alaric had anticipated heavy resistance from Republic troops specially outfitted for fighting in the subpolar climate, but his advance encountered only small pockets of infantry and armor units, which accomplished little more than harassment and the inconvenience of replacing damaged armor plating. Updated reconnaissance confirmed that the defenders formerly in this region had instead chased Garner's warriors, who continued their westward push.

Upon reaching the easternmost tip of Russia, Alaric called in DropShips, and the two Galaxies under his direct command shuttled across the Bering Strait and into Alaska.

The first real test of Alaric's resolve in North America came the moment his warriors entered Alaskan airspace on T+35. Brazen anti-aircraft fire and combat air patrols along the coastline were specifically aimed at the DropShips ferrying Beta and Theta Galaxies across the Bering Strait. The Republic's efforts downed two DropShips from the Twenty-Third Wolf Garrison Cluster, both of which crashed into the unforgiving waters of the strait. Continuous salvos and aerospace sorties shot several other DropShips out of the sky, forcing the Silver Keshik and the Eleventh Wolf Battle Cluster to abandon ship by performing emergency combat drops onto the Alaskan tundra, where belligerent mercenary forces awaited them in the environs of Anchorage. The remaining active Hansen's Roughriders on-planet tore into the scattered and disarrayed Wolves as they landed, inflicting a heavy toll on the Wolves' disorganized front line. The Roughriders, claiming vengeance for their losses to Clan Wolf in Australia, surged through the Wolves' faltering lines and fought on until their MechWarriors were killed, their 'Mechs' legs were shot off, their tanks' treads were broken, and their axles were shattered. The Roughriders neither gave nor asked for quarter, and the Wolves responded in kind.

As the battle on the uneven landscape evolved on T+36, the Roughriders used the terrain to their advantage at every turn, forcing the already defensive Wolves into a more conservative posture. To worsen matters, every Star Colonel in the strike force spent the better part of the first two hours of combat attempting to raise Alaric over comms and received no response, and there

had been zero positive sightings of his *Savage Wolf* on the battlefield. Many believed him dead, his DropShip shot down and lost somewhere in the cold, merciless depths of the Bering Strait. However, every remaining Wolf leader exhorted their warriors to fight as though Alaric were still alive and witnessing their feats from afar: no Khan's death could deter them from seeking the destiny Nicholas Kerensky had laid out for his children.

After an inspiring rallying cry from Star Colonel Omar Hawker, Alaric's aide, Beta Galaxy pushed the Roughriders hard and forced the mercenaries into a retrograde, until their backs were literally against the wall. In their apparent desperation, the Roughriders had positioned themselves against cliffs so that no Wolves could circle around and shoot their vulnerable rear flank. This meant the Roughriders had no avenue of escape, but their commander refused to surrender. Before Beta could pulverize the Roughriders against the cliffs, five reinforced companies of unknown irregulars tore into the Wolf flanks and leaped jump-capable 'Mechs and infantry down from the top of the cliff where the Roughriders were making their last stand.

These new arrivals, later identified as the Gray Gunny Lancers, dove into the fray with a seemingly reckless disregard for their own risk, and attacked Wolf 'Mechs at random, dealing crippling damage before dashing off to the next target, never staying put long enough to hold any position. Due to the Lancers' timely arrival defending their besieged mercenary brethren, the Roughriders, rallied, re-formed, and maneuvered from the trap the two merc outfits had orchestrated for Beta Galaxy. When the Wolves attempted to wipe out Lancers' infantry platoons, Lancers' 'Mechs charged in to shield them, allowing the anti-'Mech infantry to swarm and cripple the Wolf 'Mech that tried to destroy them.

Night quickly fell amid the battle, as the conflict's proximity to the Arctic Circle meant the daylight this time of year lasted less than seven hours. Under the cover of darkness, however, two Trinaries from the Second Wolf Assault Cluster broke out from the Wolves' defensive formation and cut across the Lancers' nose to bloody their front line and drop Headhunter Elementals within the enemy ranks, but no unit commanders could be identified. At the fore of the charge was a *Stormwolf* registered to an unblooded Star Commander. The *Stormwolf* pilot led the sally deep behind enemy lines, where it accosted an unmarked *Grand Summoner* in Gray Gunny Lancers colors that had singlehandedly killed a nearby Star Captain and her aide with stunning efficiency. The two Mechs fought in such savage fashion that nearby MechWarriors on both sides pulled away to watch the duel play out.

After trading several salvos of blistering and precise fire, the two combatants reduced each other to broken and limping machines barely holding themselves together. However, the *Stormwolf* pilot firmly held their ground when the *Grand Summoner* leaped skyward for a death from above maneuver; as the Lancer descended, a full dozen SRMs tore through their torso and cockpit.

When the *Grand Summoner* crashed to the ground, never to rise again, the Gray Gunny Lancers fell back en masse to safeguard the Roughriders boarding recently landed DropShips, disappearing into the arctic forest nearly as swiftly as they had appeared. The Wolf Watch later confirmed that though they had taken losses, both the Lancers and Roughriders had withdrawn due to receiving recall orders from Devlin Stone himself.

At 0230, the *Stormwolf* that had turned the tide of battle fell in alongside Star Colonel Hawker's *Timber Wolf*, and Alaric—wounded

TECHNICAL
READOUT

TOUCHPOINT
POINTS

AROUND THE
SPHERE

THE ACCESSION
OF THE 3LCLAN

THE TRIAL TO
END ALL TRIALS

DEATH OF THE
DREAM

ENTER
THE FALCON

THE COMING
OF THE WOLF

HOW WE
CLOT HERE

THE HEART
THAT BEATS

GRAY GUNNY LANCERS

CO: Lieutenant Commander Evan Blackford

Average Experience: Elite/Fanatical

Force Composition: 5 reinforced combined-arms BattleMech companies (with armor, infantry, and battle armor support)

Deployment Sites: Anchorage, Toledo, Louisville

Status: [REDACTED]

The unit that became the Gray Gunny Lancers had humble beginnings as a single lance of 'Mechs and half a platoon of tanks, all cobbled together from salvage just weeks before the Gray Monday collapse of the HPG network on 7 August 3132. The outfit's commander, industrial-equipment engineer Evan Blackford, took over the garrison contract for [REDACTED] after the original merc commander fled the system.

During the course of that first contract, the Lancers unintentionally discovered a top secret weapons research facility operated by Bannson Universal, which was researching a Jihad-era cache of highly volatile Word of Blake technology. Despite being inoperable, the potential force-multiplier could have birthed a gross imbalance to the battlefields of the post-Blackout Inner Sphere. The Lancers liberated the technology and the chief research scientist, and captured the Republic garrison forces sent to hunt them down. Knowing that wealthy businessman Jacob Bannson would stop at nothing to recover the volatile technology, it was only a matter of time before he sent an overwhelming stream of mercenaries to hunt the Gray Gunny Lancers down and continue the research. When Paladin Janella Lakewood learned of the Lancers' plight, she contracted them on behalf of the Republic of the Sphere, and gave them assignments that would always keep them on the move, far enough ahead of Bannson's bounty hunters. Even after Lakewood and the Lancers ensured the technology was buried, their modus operandi remained the same.

The Gray Gunny Lancers served as Lakewood's personal Black Ops unit, specializing in "hot-jumping": creating chaos in an in-progress battle. Never the primary force in any conflict, the Lancers instead combat-drop or leap into combat, in places where they can cause the most disruption, then they make swift strikes and withdraw from combat, seemingly unfazed by any losses incurred during the fighting. One of their more unusual rules of engagement is, despite the relative rarity of BattleMechs during their formation, the Lancers are unafraid to sacrifice a 'Mech in order to save infantry, because "Machines are expendable, Lancers are not." This mission statement has ensured that the Lancers attract and retain highly effective specialized infantry, including snipers, covert operatives, battle-armor troopers, and field-repair techs.

but very much alive—climbed down from the cockpit to congratulate Beta for their victory and discover the identity of the worthy *Grand Summoner* pilot he had only narrowly defeated. Alaric's *Savage Wolf* had suffered crippling damage during the initial combat drop and was not operational. [*His Savage Wolf would need an extensive overhaul, but it would eventually see combat again. —RJ*] Instead of sitting out of the fight, the Wolf Khan had claimed the 'Mech of a warrior whose neck had shattered during the botched landing, then went radio silent to let the enemy believe they had killed him, which let him move undetected throughout the Wolf ranks.

The few Roughriders prisoners claimed as bondsmen IDed the deceased *Grand Summoner* pilot as Commander Evan Blackford, CO of the Gray Gunny Lancers. According to their stories, Blackford, a hardened veteran, had orchestrated the engagement and withdrawal of both units but refused all calls to fall back himself. It was their impression that he'd sought death in combat from a worthy enemy, and Alaric had granted that wish.

Though the battle was won and the Wolves rejoiced that their Khan lived, the Clan's victory had come at a terrible price. Collectively the two mercenary units had ravaged the two best Clusters in Alaric's task force. Some of the Twenty-Third and the Nineteenth Wolf Striker Cluster's materiel could be repaired or replaced from the Wolves' reserves, but the loss of so many Wolf warriors resonated throughout the entire Clan.

THE GRAVEYARD OF THE STAR LEAGUE

Given that North America possessed a generally lower overall concentration of Republic troops when compared to Europe and Asia, RAF High Command was not initially certain of Alaric's military goals on the continent, given his approach via the Bering Strait. There were certainly regions of strategic significance in North America, but none that would have warranted an offensive force of two now-understrength Galaxies. Further confusing the RAF, the remains of Beta and Theta Galaxies left Anchorage and marched southeast along the coast instead of advancing to their intended target via DropShip. Stone moved forces to counter the Wolves in southern North America, but his troops maneuvered conservatively as the Republic leadership adopted a wait-and-see approach to the Wolves' easternmost front.

Alaric encountered little noteworthy resistance along the march through the subpolar climate. Local militias quickly routed upon witnessing the full scope of the Wolves' offensive line. As a result, the Wolves suffered only light casualties, most of which were attributed to heavy snows and the cold, not enemy fire.

In the late hours of T+40, Beta and Theta Galaxies reached Puget Sound and the remains of Unity City—the Court of the Star League. Unity City had been destroyed during Aleksandr's Liberation of Terra in 2779, and after the lords of the five Great Houses decided to dissolve the Star League and fight each other over the title of First Lord, the ruins were deliberately left to stand as both a graveyard for the Star League and as a monument to its failure. Over the centuries, the abandoned ruins had transformed into little more than a tourist trap protected by a token security force intended for dealing with vandals and looters, not nearly a dozen Clusters of Clan warriors. Instead of pressing on to significant military objectives, the Wolves remained outside the ruins and gave RAF scouts no indication of progressing deeper into North America.

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Alaric's war council had argued with him about the necessity of this move. Chance Vickers had counseled him against crossing the Bering Strait until combat in North America became unavoidable, going so far as to criticize how many good Clan Wolf warriors were lost during combat in Alaska, all to "take some undefended ruins." The capture of Unity City baffled most of the Republic's leadership as well, but Stone recognized the action for what it was: Alaric securing Unity City was not a military objective, but a political one. The Wolves had indeed come to conquer, be named ilClan, and fulfill Nicholas Kerensky's vision of reestablishing the Star League, yet Alaric believed controlling the Court of the Star League represented the best means of conveying his intentions to the people of Terra and gaining their support. The Star League had presided over more than two centuries of relative peace and prosperity throughout the Inner Sphere, and for any Clan-led Star League to prosper, it would need the support of the people.

Alaric waited at Unity City until Zeta Galaxy arrived via DropShip on T+41. Zeta established a defensible garrison outpost on the ruined city's outskirts and dug in for the long term. Shortly thereafter, Alaric received positive confirmation regarding Homecoming, the code name for the Wolves' third phase of the Battle of Terra. Then he headed west with Beta and Theta Galaxies to join Garner Kerensky's continuing efforts in Russia.

THE FALCON FRONT: AFRICA AND SOUTH AMERICA

As the main body of Malvina's Jade Falcons waded through the quagmire in Geneva, newly arrived Falcons sought to claim Africa. By first controlling the Sinai Peninsula, they could restrict land-based access to and from the continent, and with the Wolves at their backs in Eurasian part of the Middle East, the Falcons could deal with Africa's defenders at their leisure.

SINAI AND ALEXANDRIA

On T+36, eleven days after Malvina began her unrelenting assault on Geneva, the Falcons' Iota Galaxy made planetfall on the western edge of the Sinai Peninsula, east of Alexandria. The Alexandria Defense Force, led by Knight Raul Ortega, met the Falcons in battle at their LZ in an attempt to cripple Iota's DropShips and strand them in the desert. Two hours into the fight, Ortega received news that not all of the Falcon DropShips had yet landed: the Fifth Talon Cluster's DropShips had just landed to the west of Alexandria and quickly overwhelmed the small armor garrison left behind in the city. To avoid endangering the city's civilians and fearing that Iota would enact terror tactics in retaliation, Ortega withdrew to the east, into the Sinai Desert. Galaxy Commander Ernest Binetti saw the maneuver for what it was: a maneuver to goad his warriors into reckless pursuit and into the mouth of a trap. Since knowing a trap existed was the first step in avoiding it, Binetti ordered his Falcons into the desert with caution.

Expecting a trap could not entirely prepare Iota Galaxy for the full extent of what Ortega's regiment planned. The RAF regiment's bold advances funneled Binetti's warriors toward prepared ambush positions where fast-moving hovercraft and aerospace sorties harassed the invaders, and Falcon casualties quickly mounted despite Binetti's caution.

ALEXANDRIA DEFENSE FORCE

CO: Knight Raul Ortega

Average Experience: Regular/Fanatical

Force Composition: 1 heavy 'Mech regiment, 1 medium armor regiment

Deployment Sites: Alexandria, Sinai, Luba

Status: 100 percent losses. Unit disbanded.

The Alexandria Defense Force was one of first new volunteer units raised when the Fortress Republic protocols were activated in 3135. The formation began as a small militia unit consisting of a single 'Mech battalion with attached armor support stationed outside Alexandria. However, the strategic importance for the African continent and an influx of volunteer enlistments saw the original Alexandria Defense Force reorganized into a unit responsible for safeguarding the Sinai Peninsula and the Isthmus of Suez.

The most valuable aspect of the unit proved to be its hovercraft battalions, which were vital for desert mobility. Though nominally a defensive formation, the Alexandria Defense Force excelled at offensive exercises that utilized the hovercraft as harassers to goad opposing forces toward ambush sites or away from protected objectives or vulnerable friendlies.

Under Sir Raul's command, the formation extensively trained to keep any potential invaders out of Africa. Specific training programs involved countering tactics from the Ghost Bears, Hell's Horses, Jade Falcons, Wolves, Death Commandos and several Capellan Warrior Houses. Unfortunately the Jade Falcons proved more than the unit's match, and Raul Ortega's defeat during the battle of Juba and his subsequent disappearance sounded the death knell of the Alexandria Defense Force.

Refusing to endure further harassment, on T+40 Binetti led the Third Falcon Swoop Cluster's aerospace Trinary in a bombing run on the RAF's airbase at Khartoum while his armor and *solahma* infantry located Ortega's suspected ambush points. Though half of the Trinary, including Binetti's Pointmate, was shot down over Sudan, their effort succeeded in destroying hangars, runways, and fighters still on the ground, thus stripping northeast Africa of its RAF air cover. This freed Binetti to return to the Sinai Peninsula and flush the Alexandria Defense Force from their ambush zones.

Eliminating Ortega's capability to ambush the Falcons' ground forces turned the hunter into the hunted, but the prey was determined to survive, and Binetti's attempts to rout the Alexandria Defense Force failed. Ortega headed south, toward Eilat, then led Iota Galaxy on a chase around the southern slopes of Mount Catherine. Binetti, determined to eliminate all Republic units in the region, dogged Ortega's troops all the way back to the Suez Canal. A desperate holding action on T+42 drew enough of the Falcons' focus to let Ortega and his command company withdraw deeper

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into Egypt. Binetti refused to let Ortega escape: not only would he rally the defenses of wherever he fled, he was a source of vital intelligence that could help crack the nut of Geneva.

JUBA

Iota Galaxy tracked Ortega's company through Egypt, along the Nile, around Lake Nasser, and down the White Nile, which led into the southern Sudan region. Since the Third Swoop Cluster had destroyed the base at Khartoum, Ortega was forced to withdraw farther south to Juba. The city was lightly defended, but spoiling attacks from a disorganized militia delayed Iota's advance into the city until T+45. The fighting through the streets descended into vicious, close-range assaults, many of which ended badly for combatants on both sides. After a short but bloody street-to-street battle, the militia routed, leaving Ortega's last few 'Mechs exposed like a raw nerve.

On the eve of T+45, the battle-weary Fifth Talon Cluster surrounded Ortega's command company. The Knight challenged Star Colonel Douglas to a duel, which he accepted. Ortega's *Jupiter* landed a few decisive shots on Douglas's *Turkina* in the opening moments of the fight, but it quickly became clear that all of his ammo bins had been exhausted earlier in the fighting, forcing him to rely solely on a pair of PPCs. Though Ortega proved the better shot, the Star Colonel had him outgunned, and the duel devolved into a battle of attrition. The Knight fell soon thereafter, and Binetti took him prisoner with the intent of handing him over to Malvina as a valuable source of intel; the rest of Ortega's company was executed on the Khan's direct orders.

SOUTH AFRICA

Binetti kept Ortega under heavy guard at Juba until he could safely ship him to Abzug Helmer for interrogation; in the meantime, the balance of Iota Galaxy continued southward in search of troop concentrations reported in South Africa. With well-coordinated attacks, two local militia regiments, the Lions and the Pride of Zululand, ambushed Binetti's southeastern thrust in a pincer. The attack devastated Seventh Mixed Cluster at the Falcons' vanguard, forcing the rest of Iota to rally and reposition. However, the militias' remarkable mobility on the uneven terrain made Binetti feel like his Galaxy was trying to grasp smoke.

On T+48, Iota Galaxy arrayed itself in an arc formation southeast of Newcastle. When the Lions attacked, the Falcons' net closed and trapped them—but only briefly. The Pride of Zululand's charge broke through Iota's net, offering the Lions a path of escape from the killing zone. However, that assistance left the Zululand militia vulnerable. Iota lashed out in rage at the broken trap, and what remained of both militia regiments routed, fleeing toward Newcastle. Binetti's warriors spent a week hunting down the stragglers and were only satisfied once the last remnants of both regiments were defeated.

With Africa now under nominal Falcon control, Iota Galaxy returned to Juba to oversee the delivery of Raul Ortega to Malvina. Their celebration was short lived, however: on T+55, Ortega vanished from captivity overnight, seemingly without a trace. An investigation helmed by Watch commander Abzug Helmer concluded that he had been extracted by a Republic agent who had infiltrated the Falcons' temporary stockade without leaving any bodies in their wake. [Deeper investigations have confirmed that a Ghost Knight operative, code name Shimmer, was responsible for stealing Ortega from us. —RJ]

THE LIONS

CO: Colonel Themba Gabazi

Average Experience: Green/Reliable

Force Composition: 1 medium 'Mech battalion, 1 light armor battalion, 1 mechanized infantry battalion

Deployment Sites: Johannesburg, South Africa

Status: 96 percent losses. Unit disbanded.

The Lions were an all-volunteer militia staffed by soldiers drawn from all eleven formally recognized cultural groups in the region. Only nominally affiliated with the RAF, the regiment answered directly to the mayor of Johannesburg.

Due to the Lions' insufficient communications-encryption tech, the regiment's transmissions employed Xhosa lexicon to code their orders and movements. The Falcons' lack of Xhosa knowledge greatly contributed to the time it took to track and hunt the Lions after being routed near Newcastle.

PRIDE OF ZULULAND

CO: Colonel Yibanathi Masondo

Average Experience: Regular/Fanatical

Force Composition: 1 light 'Mech battalion, 1 medium armor battalion, 1 motorized infantry battalion

Deployment Sites: Newcastle, South Africa

Status: 90 percent losses. Unit disbanded.

The Pride of Zululand operated as a policing force in the Zululand District. Unlike other green militias, this conventional regiment possessed invaluable experience due to their continual struggles against the poachers, smugglers, and drug cartels endemic to the region.

The Pride of Zululand had a longstanding, bitter rivalry with the Lions, in a feud going back generations. Despite this grudge, the Zulu warriors inexplicably came to the Lions' rescue when the Falcons ensnared them and threatened them with wholesale slaughter. Why the Pride chose to rescue their enemies from the Falcons is a mystery that may never be solved.



REDOUBT SÃO PAULO

After Delta Galaxy secured Germany, Stephanie Chistu expected her success to prompt Malvina to rotate her victorious warriors back to the Geneva campaign as a reward for a successful conquest. Instead, Malvina sent her as far from the European conflict as possible, ordering her to secure Brazil in the name of Clan Jade Falcon.

Delta Galaxy landed deep in the Amazon jungles on T+52. Chistu's warriors marched on Redoubt São Paulo, the most populous city in Terra's Western Hemisphere, and attacked the metropolis's modest redoubt from three different directions at once. The city's defenders, elements of the Thirty-First Republic Infantry Division, known locally as the Amazonians, had entrenched around the city in preparation for heavy assault. No matter how hard the Falcons struck, more Republic troops filled in the gaps with seemingly endless waves of reinforcements. Falcon casualties remained low, but Chistu's warriors could not breach the city's many layers of defenses, even with the aid of aerospace attack runs. The few combat drops Delta attempted resulted in whole Stars being wiped out by concentrated fire before they could hold any ground within the redoubt's perimeter. Regardless, Chistu pounded the city, and her warriors advanced one slow meter at a time.

On T+55, just as Redoubt São Paulo's western defenses seemed about to falter, Primeiro Regimento, the Thirty-First's BattleMech regiment, assaulted the Falcons' rear with a brute-force charge meant to shatter the invaders. The RAF 'Mechs had been hiding outside of the city in anticipation of the Falcons' arrival and had waited for an opportune time to strike. The swift assault caught the Falcons partially off guard: based on intelligence reports from the Watch, Chistu had anticipated a counterattack but could not predict when it would occur.

Chistu withdrew from the redoubt's entrenchments and sent the Fifth Battle Cluster to combat-drop in the Primeiro's rear. The Fifth's counterattack and the rest of Delta Galaxy's Clusters trapped the Primeiro and pulverized them, and during the battle Chistu's *Jade Hawk* shot down the *Osprey* piloted by General Guerra, the Thirty-First Division's overall commander. Guerra requested surrender, but Chistu refused to grant it. *[This was likely due to her awareness that Malvina would order her to execute any and all RAF soldiers who surrendered to her, and Chistu did not believe in slaughtering warriors who had surrendered honorably. — RJ]* Instead, she made General Guerra her bondsman, and Guerra ordered Redoubt São Paulo's remaining defenders to stand down. Instead of executing the RAF soldiers, Chistu stripped them of all equipment and weaponry, and sent them back into the jungle unarmed. Her official report to Malvina claimed that the Thirty-First Republic Infantry Division had abandoned their equipment and fled into the jungle.

Though Malvina had sent Galaxy Commander Chistu to São Paulo to get her out of the way, Delta's performance in capturing one of the most populous cities on Terra proved to both Malvina and the rest of the Jade Falcons that Delta could still be victorious without resorting to Malvina's scorched-earth Mongol Doctrine.

THIRTY-FIRST REPUBLIC INFANTRY DIVISION

CO: Brigadier General Elisabete Guerra

Average Experience: Veteran/Fanatical

Force Composition: 1 light 'Mech regiment, 3 mechanized infantry regiments

Deployment Sites: São Paulo, Brazil

Status: 65 percent losses. Survivors disarmed. Unit disbanded.

The Thirty-First Republic Infantry Division, a.k.a. the Amazonians, began as a local militia unit serving the city of São Paulo by aiding law enforcement and assisting with disaster relief. When the Fortress Wall was erected and Jonah Levin put out calls for RAF volunteers to face potential outside threats, the most populous city in South America had no trouble filling out the Thirty-First's roster, which ballooned from a lone regiment into a fully equipped brigade. (Despite common misconceptions about a military unit nicknamed the Amazonians, the Thirty-First accepted soldiers of all genders and backgrounds. Enlistment was open to any resident of São Paulo who met qualifications.)

The Thirty-First focused on hard jungle training in the Brazilian rainforest, which forged the unit into a tough-as-nails fighting force capable of responding to any situation. Though many RAF units stationed on Terra silently dreaded the arrival of Clan troops, the Amazonians had longed to fight in such a conflict ever since their formation. When Clans Wolf and Jade Falcon made planetfall far from South America, General Guerra demanded a combat deployment in any of the Clans' theaters of operation. Stone rejected the request, claiming the Thirty-First would be needed to man Redoubt São Paulo.

As a testament to the Amazonians' resiliency, after the unit was stripped of their weapons and chased into the jungle, São Paulo's Jade Falcon garrison reported that on several occasions, whole Points of patrolling *solahma* infantry were killed by handmade spears.

THE WOLF FRONT: EUROPE

While the Jade Falcons prevailed in Africa and Western Europe, Clan Wolf's senior leadership remained separated along two different fronts, with the entirety of Asia between them. As Chance Vickers returned toward Europe, Garner Kerensky sought to reconnect the two fronts for the first time since they had diverged in Southeast Asia on T+6.

THE WESTERN FRONT

As Chance and Ramiel Bekker's defeat of Task Force Four Horsemen had cleared the Wolves' path through the Caucasus Mountains, her warriors skirted the Black Sea and marched on through the Ukraine to reunite with the isolated portion of her front in Greece on T+42, encountering only minor resistance en route. Militia groups pecked at the Wolves along the way, but no significant casualties occurred until the Wolves sought to claim Athens.

ENTER THE FALCON

ATHENS

Nearly half of Athens had been destroyed in 3078 during the Jihad, including several historical sites that had stood since antiquity. Although much of the city had been rebuilt in the intervening years and several damaged historic sites had been restored to their former glory, many of the most important destroyed sites, such as the Parthenon, had been replaced by painstakingly detailed facsimiles based on more than a millennium's worth of photographic records. Plaques at such simulated sites bore a reminder that the toll on Athens in the fight against the Word of Blake had been more than mere loss of life.

Before General Vickers's column could close range on the defending First Republican Phalanx, a combined-arms force arrayed in a deep battle line on the hills several kilometers east of Athens, and a detachment of the Grecian defenders utilized the hilly terrain to charge into the Wolves' flank before fading back into the countryside. Chance refused to fall prey to the First Phalanx's baiting tactics, and marched her warriors toward Athens.

After a short but bloody skirmish with the entrenched RAF forces on T+43, the First Phalanx broke and scattered into the countryside to regroup while the Wolves marched into Athens. To maintain her momentum, Chance tasked Lambda and Upsilon Galaxies with holding the city while Epsilon, Gamma, and Sigma Galaxies continued northwest toward Italy.

Within hours of Chance's departure, the remnant of the First Phalanx marched on the Wolf garrison in force but did not attack. Instead the Republic troops waited a comfortable distance outside Athens, and harangued the Wolves on all available frequencies, issuing challenges and threats to the occupying Wolves. Unable to rein in its impatience, Lambda Galaxy charged out of the city and into the First Phalanx out in the Greek countryside, only to lose one Trinary at a time to carefully planned ambushes that relied on intimate firsthand knowledge of the terrain. Upsilon Galaxy maneuvered in to offer assistance, but the garrisoning Clusters found themselves fighting with ghosts who could seemingly disappear at whim. Lambda Galaxy Commander Pamela Tutuola admitted her mistake to General Vickers, who dispatched Sigma Galaxy to aid in the defense. Sigma's timely arrival at the First Phalanx's rear on T+44 spelled defeat for the Republic troops, but at a cost of most of Lambda and a significant portion of Upsilon. Though the First suffered heavy losses, they surrendered to the Wolves rather than fight to the end.

Their commander, General Stefanidis, admitted to Chance that the First Phalanx's ultimate goal was to protect not only the people of Athens but to prevent the historic, ancient quarters of the city from having the wanton destruction of the Jihad revisited on them. Impressed by this dedication to history and tradition, Chance allowed Stefanidis and a battalion of the newly rechristened First Grecian Phalanx to hold position near the historic quarters of Athens and continue their mission, in the event the Jade Falcons in Africa chose to cross the Mediterranean Sea to contest the Wolves' control of Greece.

MILAN

From Athens, the Wolves' western front moved northwest along the Adriatic Sea and marched on Milan. The First Milanese Regiment barred the way, but Clan Watch intel reported that the infantry formation had been hastily raised, and thus suffered from poor

FIRST REPUBLICAN PHALANX

CO: General Mihail Stefanidis

Average Experience: Veteran/Fanatical

Force Composition: 1 heavy 'Mech regiment, 1 infantry regiment, 1 heavy armor regiment

Deployment Sites: Athens

Status: 70 percent losses. Surrendered to Clan Wolf.

Though nominally charged with the defense of the entire Grecian region, the First Phalanx was deeply committed to protecting the city of Athens and all architecture of historical significance. The unit trained specifically in city-fighting tactics designed to produce the most effective results while keeping municipal damage to an absolute minimum.

To avoid open conflict in the streets of Athens itself, the First Phalanx opted to surrender to Clan Wolf rather than risk seeing priceless pieces of history destroyed on their watch.

training, which presented no honorable challenge to the Wolves. Instead of engaging, Chance issued the First Milanese an ultimatum: stand down, and neither they nor the city would be touched.

Milan's defenders opted to lay down their arms, and allow Epsilon and Gamma the full run of the city. However, the Watch's intel was incorrect. After nightfall on T+45, explosives tore through the night, claiming several Wolf 'Mechs undergoing repairs on mobile gantries. The First Milanese then attacked with weapons strategically hidden in the city, including tanks and field guns. Epsilon and Gamma scrambled into action and rampaged through the streets of Milan to chase down the enemy one squad at a time.

Faced with such naked duplicity, the Wolves held nothing back. By dawn, the First Milanese had been routed, and a number of historic buildings, including the Duomo di Milano, were damaged during the fighting.

THE EASTERN FRONT

After parting with Alaric near Ulaanbaatar, saKhan Garner Kerensky's thrust west across Russia had largely consisted of shuttling via DropShip across the Siberian landscape followed by short patrols to hunt down any appreciable pockets of Republic forces. This part of the region, though populated, offered little in terms of open resistance against Clan Wolf forces, which prompted Garner to continue pressing west toward Europe. Local militias and small company-sized mercenary units hired by small hamlets put up fights, but none offered a serious challenge, and most units broke after suffering minimal casualties.

However, the closer to Europe Garner's warriors approached, the thicker the Russian resistance grew. Partisan attacks, the likes of those encountered in Australia, became commonplace. The attacks cost the Wolves negligible losses, but the casualties slowly mounted to a point that Garner could no longer ignore them. However, he was unable to fulfill Alaric's threat to raze any community that harbored or supported their attackers: in the wilds of Siberia, these

FIRST MILANESE REGIMENT

CO: Colonel Avra Alessi
Average Experience: Regular/Fanatical
Force Composition: 1 infantry regiment
Deployment Sites: Milan
Status: 75 percent losses. Surrendered to Clan Wolf.

One of the premier militia units in Italy, the First Milanese Regiment began stockpiling weapons the moment Fortress Republic was enacted, and their training focused extensively around tactics for fighting off an invasion force within city limits.

When faced with battle-hardened Clan warriors, the regiment feigned incompetence in hopes that Clan Wolf would bypass Milan in favor of harder, more militarily significant targets. When the ruse failed, the regiment fell back on its secondary plan, which involved sabotage, their hidden caches of weapons and materiel, and a complex strategy for luring enemy units into kill zones on the streets. The plan saw success, and only the First Milanese's relatively small size prevented them from driving the invaders out of the city.

partisans operated on their own, and had no villages or towns to go to ground in. Thus, the attacks continued unabated, with the Wolves forced to fight small engagements as they pressed farther west across Asia.

REDOUBT VOLGA

The largest engagement in Russia occurred in the heavy snows along the Volga River on T+42, where Garner's Wolves met the Thirty-Second Republic Militia, a combined-arms regiment equipped with several superheavy 'Mechs. The Thirty-Second, better known as the Iron Boots, surged across the Volga at Alpha Galaxy, near Nizhny Novgorod. The Golden Keshik took the brunt of the assault and suffered heavy losses in the initial charge. However, Garner's Cluster gave as good as it received, and within the first hour of battle, the Iron Boots began a fighting withdrawal back across the Volga, to the western bank, attempting to lure the Wolves deeper into the redoubt.

Instead of blindly pursuing, Garner held his forces on the eastern bank, quickly discovering the rationale for the Thirty-Second's maneuver: First Battalion of Hansen's Roughriders was reinforcing them. Rather than split his focus, Garner concentrated Alpha on the Iron Boots and sent Iota Galaxy to counteract the Roughriders' thrust.

In addition to the minefields and other obstacles that complicated the Wolves' maneuvers, the Thirty-Second's superheavy 'Mechs had learned of Ramiel Bekker's tactic for countering them in the defeat of Task Force Four Horsemen. To neutralize the tactic, the Republic's superheavy 'Mech pilots operated in a closer-knit formation, allowing overlapping fields of fire to cover each lance member from multiple directions.

THIRTY-SECOND REPUBLIC MILITIA

CO: Colonel Oleksandra Kushnir
Average Experience: Veteran/Fanatical
Force Composition: 1 heavy 'Mech battalion, 1 superheavy 'Mech company, 1 heavy armor battalion, 1 mechanized infantry battalion
Deployment Sites: Redoubt Volga
Status: 90 percent losses. Unit disbanded.

The Thirty-Second Republic Militia—a.k.a. the Iron Boots—had a much larger on-paper strength than was actually deployed during the Battle of Terra. The combined-arms unit was initially intended to be larger than average to provide ample coverage across northern Asia. Unfortunately for the RAF, the full roster was not completely filled out by the time Clan Wolf arrived on Terra. Due to this shortfall, which was largely caused by Terran-based manufacturing being unable to meet the RAF's full demand, the Iron Boots's commander was forced to go to war with the army she had, not the army she wanted.

This ultimately worked in the division's favor, especially during the opening engagements along the redoubt at the Volga River. General Kushnir's insistence on marking specific companies of 'Mechs, tanks, and VTOLs with official numbers and insignias of battalions that only existed on paper led the Wolves to believe that the Thirty-Second they faced was a much more formidable force than it was in reality.

The Iron Boots fully embraced combined-arms tactics, which led to great success in training exercises, especially when in tandem with sibling formations comprised of multiple different unit types.

While slower going, this forced Alpha Galaxy to divert even more firepower toward taking them down.

When the Iron Boots' superheavy company approached from the north on the eastern bank, the Fifth Wolf Battle Cluster folded under the charge, and the Republic's relentless pursuit claimed the life of Star Colonel Krystal Vickers, further throwing the Fifth into disarray. Garner quickly realized the Iron Boots' attack, along with the flanking maneuver by the Roughriders, was intended to split Alpha and Iota Galaxy apart and make each Galaxy easier to contain and destroy.

On Garner's orders, the Ninth Wolf Battle Cluster withdrew to skirt enemy lines and find and secure an alternative river crossing to the north, at the Republic forces' rear; destroying the bridge there would keep the Iron Boots on the east bank of the Volga. Alpha and Iota fought on as the Roughriders tore into them, but no positive word came from the Ninth.

An hour later, just as Garner was about to call for a strategic withdrawal, Beta Galaxy's DropShips from North America landed near the battlefield and offered reinforcement. Alaric's assistance was not necessary, however: the Wolf Khan's presence energized

ENTER THE FALCON

Garner's warriors, and they fought on until the Ninth secured and destroyed the bridge that was the Republic troops' last available withdrawal route.

Being trapped did not dampen the Republic troops' spirits, however: both the Iron Boots and Roughriders fought as though possessed, which cut deep into the Wolves' lines. At Garner's direction, Alpha and Iota Galaxies weathered the assault, re-formed, and executed flanking maneuvers on their trapped enemy. The Iron Boots collapsed under the pressure, and the Roughriders soon followed. Although only a combat-capable company of Roughriders surrendered, they had fought well enough to impress Iota Galaxy, who adopted them all as bondsmen.

THE COMBINED FRONT

General Vickers left Sigma Galaxy to garrison Milan while Delta Galaxy escorted her on a march northeast through Europe, encountering only minimal resistance along the way. Many attacks on Chance's path of advance consisted of easily repulsed mercenary 'Mech lances and armor platoons: all of them would-be heroes attempting to strike a moral blow against the Clan invaders even if it resulted in a quick death via Wolf guns.

On T+50, the situation changed dramatically: south of Kraków, the single-lance attacks mutated into full-company actions that behaved erratically and in seeming disarray. As Chance soon learned, Delta Galaxy had unwittingly located the rearguard of Kraków's defense, which was currently engaged in heavy combat with Beta Galaxy farther to the north. Chance's propitious arrival forced the RAF militia to split its focus, which ultimately foiled the city's defense and forced the survivors to surrender.

The meeting of Delta and Beta Galaxy signified the two Wolf fronts converging into a single, united front since their first split on T+6. Clan Wolf had claimed a large swath of territory stretching from Milan all the way to Puget Sound, but all of that meant nothing without control of the Republic's capital city.

THE FALCON'S FURY

By the fourth week of the Jade Falcons' ground campaign for Terra, Malvina was greatly satisfied with her warriors' progress in every operational theater save one: Geneva. Her overall frustration in the meat grinder of the Republic's capital bled out into everything else the Falcons touched, which led to harsh, scorched-earth reactions for even the smallest of infractions committed by either Republic troops or her own warriors. In one of the darkest times during the Battle of Terra, this path ultimately caused a series of actions that would irreversibly shift the course of Terra's fate.

NORTH AMERICA: REDOUBT AMARILLO

Under command of Galaxy Commander Tamara Fulk, the Falcons' Lambda Galaxy reached Terran orbit on T+45 with orders to land in central North America, near Amarillo, the most centrally located RAF installation on the continent. Trouble spots on either coast or in the Canadian or Mexican regions were at maximum a few hours' DropShip flight away, so in order to militarily control North and Central America, Malvina needed to remove Amarillo's quick-response capability from the table. Unfortunately, the city, its RAF base, and its multiple aerodromes and runways represented a

fortress fortified with deep layers of defenses, including extensive anti-aircraft and anti-infantry measures.

Galaxy Commander Fulk's tactical expertise showed her that the assignment was largely a suicide mission for her second-line Galaxy regardless of whether she employed Mongol Doctrine tactics or a more traditional Clan method of assault, but she ordered her warriors into the fray regardless: honor in winning the title of ilClan would still belong to the dead, and Malvina had promised support, should Fulk need it. With this in mind, Lambda Galaxy deployed to the west of Redoubt Amarillo.

The majority of the Second Falcon Swoop Cluster had the grave misfortune to combat-drop directly in the middle of a minefield to avoid incoming anti-aircraft fire; the mines damaged all but the Cluster's jump-capable 'Mechs and the heavy units able to withstand the explosions. Other Clusters fared better but were forced to reroute around the mined terrain, which shunted them toward the revetments of the defending Eighty-Second Republic Division.

The Republic troops, anticipating heavy assault from whichever Clan took the first bite of their base, had come prepared to fight. Field guns tore apart unwary Falcon 'Mechs, and jump infantry and battle armor swarmed the Falcons from every quarter. Fulk's warriors regrouped to approach the situation, and a renewed attack led by the Twenty-Fourth Falcon Regulars broke through the Republic's line while suffering heavy losses. [*The Regulars was formerly the Twenty-Fourth Provisional Garrison Cluster, rechristened on the eve of the Battle of Terra.* —RJ] However, this victory only represented the first layer of the city's onion-like defenses.

Fulk ordered aerospace bombing runs to assist her ground forces, knowing full well that few of them would accomplish their objective. Although anti-aircraft batteries shot more than eighty percent of the would-be bombers from the sky, the remainder survived long enough to deliver their payloads and bust through the walls encompassing Amarillo's second layer of defense. Only a scant few of Lambda's successful bombers managed to return to their LZs, which rendered the tactic unusable for the city's third defensive band, the hardest and most impenetrable layer.

Lambda Galaxy weathered artillery strikes and aerospace reprisals while attempting to break through the final blockade of Redoubt Amarillo, with little success. Falcon casualties continued to mount, and with very little progress to show for it. When Fulk formally requested reinforcements, Malvina was so infuriated by the setback and Lambda's alleged incompetence that she did not deign to respond via comms. Instead, her reply came on T+49, in the form of orbital fire from the *Turkina's Pride's* guns, which blasted the final holes in Amarillo's defenses. Unfortunately for Fulk, the absence of coordination with Star Admiral Binetti's gunnery teams resulted in several Stars from the Third Mixed Cluster being caught in the blast zones.

The bombardment paved the way deeper into the city, and Lambda stormed the base's hangars and airstrips, destroying what targets of opportunity they could. Fulk sought to capture as many of the grounded RAF DropShips and aerofighters as possible, but several attempted to take off. The combined firepower of the Twenty-Fourth Regulars shot down several, but two DropShips, each carrying a company of the Eighty-Second, escaped clean. While the Twenty-Second Provisional Garrison Cluster plugged the hole in the defenses to ensure no further RAF personnel could escape, the Second Swoop scoured the base for the remaining enemy troops, gunning down DropShip crews before they could reach their ships. Aside from

EIGHTY-SECOND REPUBLIC DIVISION

CO: Ghost Knight Shrike

Average Experience: Veteran/Fanatical

Force Composition: 1 medium 'Mech regiment, 1 heavy 'Mech battalion, 2 heavy armor regiments, 2 infantry regiments, DropShip and aerospace fighter support

Deployment Sites: Redoubt Amarillo, North America

Status: 65 percent losses

The Eighty-Second Republic Division sprang from the need to protect the Amarillo rapid-deployment complex from invaders seeking to eliminate this vital RAF hub. The unit's secondary duties involved acting as a backup for the base's primary rapid-deployment unit. This meant the Eighty-Second was trained to muster and deploy at a moment's notice to anywhere in North and Central America within range of a short DropShip flight. A portion of the Eighty-Second remained in constant rotation for garrison duty at the Bowie Industries factory, near the ruins of the Dallas/Fort Worth area.

Under strict RAF protocols, only the most fit and able troops were assigned to the unit, and due to the physical and psychological demands of maintaining an advanced state of alertness around the clock, enlistment periods in the Eighty-Second were capped at a maximum of eighteen months, upon which time a soldier would be reassigned to another Terran unit.

Under the command of a Ghost Knight known only as Shrike, the Eighty-Second elevated their mastery of siege warfare and held off determined Jade Falcon attackers with carefully planned defenses, expert field leadership, high morale, and a secret logistical train accessible via an underground tunnel leading to an ammunition depot at a classified location northeast of Amarillo.

several handfuls of downed 'Mechs and other RAF casualties, the base was completely deserted.

By the time Fulk's warriors discovered the secret egress tunnels beneath the redoubt on T+50, the Eighty-Second was already long gone. The attempt to follow the tunnels found them collapsed by demolition charges.

GENEVA: THE CURTAIN DESCENDS (T+49 TO T+53)

Fortunately for the RAF defenders in the Republic's capital, the Falcons redirecting their orbital fire to Amarillo on T+49 resulted in a temporary halt on the Falcons' bombardment of Geneva. This moment of peace afforded the Republic troops a chance to regroup and rearm, but more Jade Falcon reinforcements were landing at L'Astroport de Genève on an almost daily basis, one Tertiary or Cluster at a time.

During that lull, the 122nd Militia Regiment attempted to keep the Falcons hemmed in on the northern regions of

the city. The Tenth Hastati then maneuvered to counter the Falcons' movements, crippling Falcon 'Mechs and other targets of opportunity whenever possible. The 122nd then advanced alongside, bolstered by a push from an unexpected addition to Geneva's defense: Stone's Liberators, commanded in the field by former Exarch Jonah Levin.

Brigadier General Andrew Turner, CO of Stone's Brigade, had been waiting for the right time to deploy the Liberators, given that on any other day they would have faced annihilation under the Falcons' orbital fire. However, Levin had convinced Turner that "The right time to deploy Stone's Brigade is *now*." Stone agreed, authorizing Stone's Liberators to take full advantage of the lull in orbital bombardment for as long as it might last.

On T+50, the Liberators cut deep into the Falcons' eastern flank, where Clusters from Rho Galaxy absorbed the attack to shield vulnerable elements of the Raptor Keshik. When the dust settled, the Falcons had already begun falling back, which allowed the 122nd to advance into the no-man's-land of rubble from previous orbital strikes. During that advance, the bombardment resumed, inflicting severe casualties on the 122nd while the Liberators suffered light losses from the strike.

When the 122nd attempted to make a fighting withdrawal, the *Turkina's Pride* struck from orbit a second time, obliterating even more of the beleaguered unit. Elsewhere around the city, further strikes occurred, targeting hardened fortifications manned by the Tenth Hastati.

As the bodies and mangled hardware continued to pile up, RAF High Command knew Stone had made the right choice with the order issued to Admiral Labbé seven days before, on T+43. Stone's charge to the Republic navy was simple: "You must put an end to the Jade Falcons' orbital bombardments."

THE DEATH RIDE OF THE REPUBLIC

On T+50, the remnants of the Republic fleet reached Terra's orbit on a course to do as much damage to the Falcons' naval assets as possible. The Republic's remaining WarShips and assault DropShips came in at full burn, each vessel bearing hard on its preassigned target. Before the fighting began, the RAF fleet performed a hard braking maneuver to match velocities with the Falcons' naval assets so that Admiral Labbé's forces could inflict as much damage to the enemy as possible.

From the *Abundantia*, Labbé directed the vessels of Task Force Walküre, which consisted of the *Shield of the Republic* and the *Triumphus*, both of which had been hastily and crudely field-repaired but lacked replacement crew; the *Quixote*-class frigate *RSS Redemption*, which had fared well in strikes against the Falcons' incoming DropShip convoys but had not yet engaged in other WarShip action; and six damaged-but-operational assault DropShips. All other Republic navy vessels had either been lost in action against Falcon-convoys, or their understaffed and ill-equipped crews were unable to repair to battle-ready status in time to execute Stone's order.

At the outset of the attack, the assault DropShips rammed into the *Blue Talon* and the *Turkina's Pride* to inflict significant damage. Then the remaining WarShips unleashed hell on the Falcon fleet. The *Redemption* fired every available battery at the already damaged *Blue Talon* before ramming it. As a testament to the heroism and skill of the *Redemption's* crew, the Republic WarShip struck the *Blue Talon*

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amidships, precisely where two of the suicidal DropShips had struck, and both vessels were left powerless and adrift in decaying orbits.

Other Republic maneuvers proved only marginally successful. The *Shield of the Republic* rammed the *Jade Aerie*, but while the Republic WarShip suffered from a ruptured hull, the Falcon vessel remained operational, though with considerably fewer functioning capital weapons. The *Triumphus* also undertook an intercept course on the *White Aerie*, but when it became clear that the ramming attempt would miss, the destroyer's crew managed to jettison several lifeboats and fire a full naval-laser broadside before being destroyed by the Falcon battlecruiser. The *White Aerie's* crew reeled from the damage but kept the vessel operational.

The *Abundantia*, Stone's last hope of ending the Falcons' naval dominance, focused solely on the *Turkina's Pride*, the primary source of Malvina's orbital bombardment. Several capital missiles struck home on the starboard hull of Star Admiral Binetti's flagship, which destroyed half of the *Cameron-class* WarShip's remaining broadside weaponry. Though the *Turkina's Pride's* hull was compromised, its crew was not yet out of the fight. Binetti's return fire, a full broadside from the *Jade Tornado*, and capital missiles from the Falcons' few surviving assault DropShips tore into the *Abundantia* and broke its keel.

The entire Republic fleet was lost.

Of the Jade Falcon fleet, only the *Jade Tornado* came through the fight relatively unscathed. Five heavily damaged Falcon assault DropShips had survived, and although the *Turkina's Pride* and *White Aerie* remained barely spaceworthy, their remaining weaponry could still threaten ground targets. Malvina, upon learning of the naval battle's results, ordered punitive orbital strikes on Geneva for the insult and as a demonstration of her fury and her Clan's resolve.

Before the order could be executed, the *Turkina's Pride* reported an urgent message: the Clan Wolf Fleet was en route to orbit, with a course set to place itself between the Falcon fleet remnant and the planet's surface. Malvina told her navy to hold their fire, as the Falcons were not yet ready to break her mutual understanding with Alaric and declare open season on the Wolves, not with Republic troops still fighting planetside.

When the Wolf vessels arrived, the *McKenna's Pride*, helmed by Star Admiral Haake Sukhanov, and the rest of the flotilla maneuvered to hover on brute thrust over Geneva, obstructing clear lanes of fire to the city. The Falcon navy could not support their ground operations in Geneva without risking the destruction of Aleksandr Kerensky's tomb, and Haake had direct orders to return fire on the Falcon vessels if any of them opened fire first.

After a heated exchange between Alaric and Malvina was broadcast in the clear to the Falcons, Wolves, and to all on Terra, the Falcon fleet stood down. Honor for the Falcons' conquest of Terra would be found on the ground, not in indiscriminate fire from the skies. Though many Falcons saw Alaric's ploy as a cowardly maneuver by a desperate leader, many Republic troops agreed that by stopping the Falcons' bombardment, the Wolf Khan had ultimately saved the lives of countless civilians. For Clan Wolf, this represented a moral victory over the Falcons, but Malvina's warriors turned this slight into anger, which they exacted on Republic forces in the continuing campaign for Terra.

122ND MILITIA REGIMENT

CO: General Jean-Marc Herring

Average Experience: Veteran/Fanatical

Force Composition: 2 heavy armor battalions, 2 mechanized infantry battalions

Deployment Sites: Geneva

Status: 80 percent losses. Unit disbanded. Fate of survivors is unknown.

Among all of Geneva's defenders, no one fought harder or longer against Malvina's wrath than the 122nd Militia Regiment. The soldiers of the unit accosted the Jade Falcons on the day Malvina first attempted to enter the city, and they remained in the fight even to the day Geneva fell.

During the battle of Geneva, the 122nd fought as though surrender was not a viable option: the only time they fell back was in the form of strategic repositioning. This tenacity was due to the unit's motto: "*Non exibimus*" ("We do not surrender"). Even when faced with orbital bombardment, General Herring's division did not move from their positions unless ordered otherwise.

Although many other RAF units contributed to Geneva's defense, the 122nd was arguably the most important, for they represented the glue that held the Republic capital's defense together. Whenever a defensive maneuver required a high-risk action, members of the 122nd were always among the volunteers, and when critical, eyes-only communiqués needed to be delivered safely across the city, members of the 122nd were often entrusted with such tasks due to their reliability.

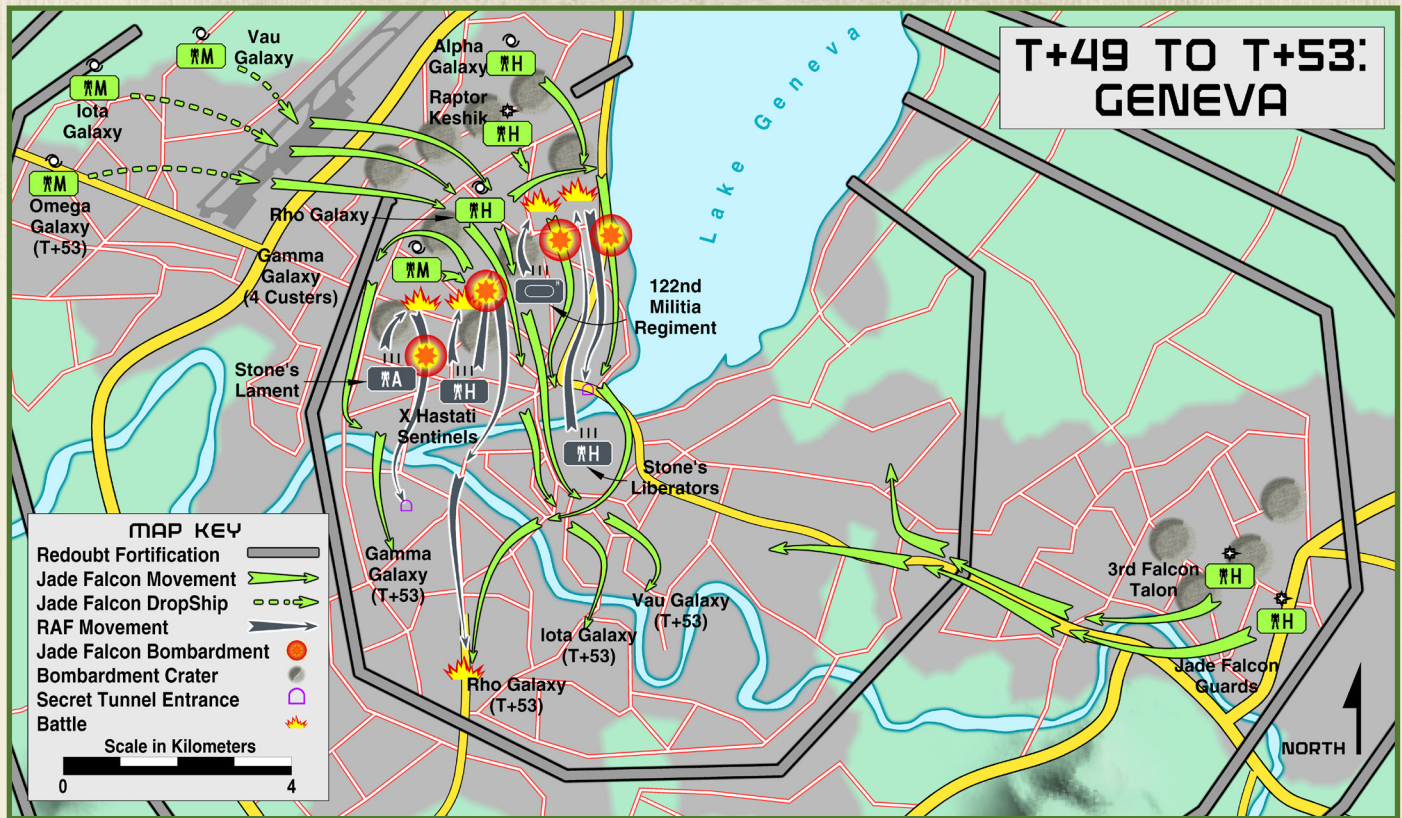
When the RAF abandoned Geneva's defense, many of the 122nd fought on to ensure that the senior RAF leadership survived to continue the fight outside the city. Others remained behind and formed resistance cells within the city ruins. Many of the 122nd who were captured managed to escape Falcon custody; their current whereabouts are unknown.

THE FALL OF SOLITUDE

Though Malvina agreed to cease orbital bombardment, this did not lessen the Falcons' effectiveness in the struggle for Geneva. If anything, the loss of naval support further galvanized the Falcons' drive to expunge the city's defenders. Alpha, Gamma, Epsilon, Iota, Vau, and Rho Galaxies pushed through the city block by block, putting neighborhoods to the torch and destroying any building even suspected of concealing tanks or infantry. The Falcons spread through Geneva like an emerald cancer until most of the city was under Malvina's thumb and countless civilians lay dead among the wreckage of the Republic's once-proud capital.

By T+53 the Falcons had occupied or destroyed most of the city, but the defenders doggedly fought on. Malvina organized a massive push south through the city, toward the last few regions not under her control, including the administrative district. Omega

ENTER THE FALCON



**T+49 TO T+53:
GENEVA**

Galaxy, having just grounded at the astroport, fought at the front alongside Alpha Galaxy, the Raptor Keshik, and elements of Zeta Galaxy that Malvina had pulled from the stalled campaign against Redoubt Normandy. Sustained Falcon artillery salvos and aerospace bombing runs flattened whole swaths of the city as Malvina led her warriors against weary Republic soldiers. Stone's Liberators performed fighting withdrawals along the Rhône and Lake Geneva as the Tenth Hastati moved in to give Jonah Levin time to reach safety. Using the tunnel entrances Malvina had not yet destroyed, the Liberators escorted Stone, Paladin Janella Lakewood, and the rest of the RAF High Command from Command Post Solitude and to a secret entrance more than 100 kilometers away from the city. From there, Stone and his entourage vanished to parts unknown.

With Stone gone, the defense of Geneva evaporated. The barely cohesive 122nd finally wilted under sustained Falcon fury, and the tattered remains of the Tenth Hastati dwindled as they attempted to withdraw from the city. However, Rho Galaxy had blockaded all avenues leading southeast outside of Geneva, and the fleeing Republic troops fell prey to Falcon wrath. Of note, Paladin Max Ergen's *Doloire* was not found among the survivors: it is believed he fled Solitude with Stone.

Upon claiming the Republic's capital, the Falcons rounded up the RAF soldiers taken prisoner after the final charge. Malvina then broadcast a holoivid message to the whole of Terra: "What you see here will be repeated on New Avalon, Luthien, Sian, and on any other world that stands against us." All prisoners were executed on camera, and the broadcast was terminated. Her vow of violence resonated darkly across the whole planet, among Wolf warriors, Republic citizens, and Falcons who had already begun questioning the value and honor of the Mongol Doctrine way.

OPERATION NIGHTHAWK: THE BEGINNING OF THE END

The fall of Geneva sent ripples of fear throughout the populace of Terra. Though the Wolves controlled a large swath of territory across the planet, the Falcons had conquered Terra's soul. Many important cities across the globe lay in Clan hands, and many of Terra's hardest defenders had been reduced to wreckage. To worsen matters for the Republic, the promise made by First Prince Julian Davion to bring aid to the Republic when Stone called for it had borne no real fruit: whether the requests never reached the First Prince's hands or whether he had reneged on his promise in favor of protecting his own realm against the ravenous Draconis Combine was immaterial. All that mattered was the RAF High Command knew no help would be forthcoming. The Republic was well and truly on its own as the Battle for Terra continued to rage.

THE WOLVES IN NORTHERN ITALY

After the Wolves' fronts connected on T+50, General Vickers headed south the next day with elements of Gamma Galaxy to personally oversee the fight against a local militia garrison in northern Italy.

TECHNICAL READOUT
TOUCHPOINT PEEKS
AROUND THE SPHERE
THE ACCESSION OF THE ILCLAN
THE TRIAL TO END ALL TRIALS
DEATH OF THE DREAM
ENTER THE FALCON
THE COMING OF THE WOLF
HOW WE GOT HERE
THE HEART THAT BEATS...



05

OSTENSTRASSE

FRANKFURT 1980

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VERONA

When Chance arrived in Verona, the situation intensified: the city's defenders employed hit-and-run attacks to deter the Wolves, and their intimate knowledge of the city gave them the upper hand. Chance's warriors were trying to stab smoke, as none of their efforts proved decisive.

On T+53, shortly after Malvina broadcast the wholesale slaughtering of every RAF soldier who had surrendered to her Falcons in Geneva, the 111th Wolf Battle Cluster executed a spoiling attack on the militia, inflicting only minor casualties. However, to Star Colonel Rodney Thastus's surprise, the surviving members of Verona's militia began surrendering to his Cluster in droves, despite remaining a combat-capable force.

When brought before Chance, the militia's highest ranking officer gave her a chilling explanation for the unit's premature surrender: "Better to surrender to you now than be murdered by the Jade Falcons later."

Chance took advantage of the militia's remaining ammunition and combat-capable tanks, as they made useful replacements for materiel already lost during the campaign. However, the Wolves were devoting too much manpower to guarding RAF prisoners: not only were the Clan's *solahma* units already tasked with guarding the Wolves' logistical chains, which stretched all the way to Australia, now they had to stand guard over prisoners of war. To lessen this burden, Chance suggested to Alaric that Clan Wolf adopt some of these prisoners as bondsmen. She argued that the Republic's troops might not want to see a Wolf ilClan, but they would be doubly afraid of seeing a Jade Falcon ilClan and would do everything in their power to prevent that, even if it meant fighting for Clan Wolf. Alaric agreed, but declared that not all of the RAF prisoners would be worthy to join his Clan.

TURIN

While General Vickers oversaw combat operations against militia groups near Turin on T+56, new combatants unexpectedly entered the fray. A Binary of Jade Falcon 'Mechs combat-dropped into the middle of the Wolves' rear lines inside the city, which indicated that Malvina had opted to expand farther south now that Geneva had fallen. Chance ordered her warriors to hold their fire, as the understanding between Alaric and Malvina remained in effect, and to break that truce now, over a misunderstanding involving territorial borders, would be tantamount to suicide for her Clan's campaign for Terra. As thinly stretched as the Wolves were across their wide front, Alaric could not afford to fight both the RAF and the Jade Falcons simultaneously, and Chance believed the combat drop was a product of a navigational miscalculation on the Falcons' part.

Rather than risk even an accidental fight, Chance moved her warriors out of the line of fire to give the determined Falcons deference and rethink her plan of attack. However, the Falcons muscled their way closer to Chance's command Star. The first Falcons Star fired on her *Savage Wolf* first, and the second focused on her Starmates.

By the time Chance's aide, Star Colonel Damon Ward, reached the battle, the Falcon 'Mechs had pushed her Star into Piazza Castello. The ensuing battle between Chance and the intruders was vicious—no quarter asked or given. Damon Ward attempted to bolster Chance's Star with his own, but he arrived too late, and

was forced to witness the surviving Falcon 'Mechs massing fire on Chance's *Savage Wolf*. Though she fought with the ferocity of a she-wolf protecting her cubs, the sheer weight of enemy firepower cut her 'Mech down.

Star Colonel Ward immediately took operational command of the Wolves and ordered them to destroy the intruding Falcons at all cost. What few Falcon 'Mechs remained were pounded into scrap metal. When the battlefield quieted, the battered and blasted *Savage Wolf*, nearly unrecognizable from the damage done to it, had gone still, and Wolf General Chance Vickers was not responding to comms.

THE FALCONS IN FRANCE

Though Malvina had claimed Geneva, many RAF troops outside of the city continued to put up a fight as the Falcons sought to expand their territory in Europe. Before long, Falcon-held land threatened to overlap with Wolf-held areas, which left Malvina less room to expand than she desired.

The Falcons moved south, toward northern Italy, and west, toward Paris, where they continued to clash with the Highlanders at the redoubts there. Tara Campbell's troops, now robbed of the logistical and materiel support they had relied on during the fight for Geneva, enacted hit-and-fade tactics and always remained on the move to keep the Falcons off guard.

On T+56, Malvina, her Galaxy Commanders, and saKhan Ryan Pryde assembled at Lac de Lamoura, just north of Geneva, to devise the best course of action for dealing with the Highlanders once and for all. Halfway through the planning session, proximity alarms were raised, and Malvina immediately took to the field in her *Shrike* to counter a new and unexpected threat: a Tertiary of recently repaired Clan Wolf 'Mechs combat-dropping within visual range.

The invaders landed and blazed a path directly toward Malvina's temporary command post. In her *Shrike*, the *Black Rose*, Malvina met them head-on alongside the Raptor Keshik's command Star: if the Wolves planned to renege on their agreement and take Geneva from her, then she resolved that they would pry it from her dead hands. A furious, pitched battle cost Malvina half of her *Shrike's* effective weaponry, but she fought on regardless, even after receiving word that one of the Wolf Stars had already cut down her saKhan, his cockpit riddled with fire before he'd been able to power up his 'Mech.

One by one, each 'Mech in her command Star was cut down by massed enemy fire, until only Malvina remained. With a loud falcon scream over the general frequency, she charged headlong into her attackers and tore through the first two with her heavily damaged *Shrike* before a Gauss-rifle slug nearly sheared off her 'Mech's birdlike head, leaving behind a smoking, 95-ton ruin next to the lake.

Though leaderless and in chaos, the remaining Falcons nearby lashed out against the enemy and hunted every surviving Wolf 'Mech down until not a single one remained functional on the battlefield.

THE WOLVES IN ITALY AND GERMANY

Later in the day on T+56, two separate groups of Jade Falcon 'Mechs assaulted Clan Wolf forces elsewhere in Europe. The fallout from both attacks would prove disastrous.

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BERGAMO

After Garner Kerensky received news that Chance was under attack by Jade Falcons in Turin, a spoiling attack originating from the Jade Falcon's borders bit deep into Garner's northern flank near Bergamo, roughly 200 kilometers northeast from the battle at Turin. The unanticipated maneuver penetrated deep into Garner's lines, reaching all the way to the Golden Keshik's flank. Having suffered significant casualties during the fight across the Volga River, Garner's command unit failed to cover sufficient ground to blunt the attack.

While the Wolves fought to push back the Falcon 'Mechs, a *Broadsword*-class DropShip combat-dropped five more attackers right in the center of the Golden Keshik's formation. These new arrivals unleashed havoc within Garner's ranks. A *Jupiter* in Raptor Keshik colors led the unit on a brazen charge toward Garner's *Blood Reaper*. The 'Mech's markings identified it as belonging to Falcon saKhan Ryan Pryde.

The *Jupiter's* companions attempted to mass their fire on the Wolf saKhan, but Garner's Starmates absorbed the first few salvos and massed their own fire until the leader of the Falcon 'Mechs was on its own—or so Garner believed. Alone and exposed, the *Jupiter* charged Garner at full throttle, firing all of its weapons at point-blank range. Garner returned fire until an attack to his rear damaged his gyro: other enemy 'Mechs had broken through the Golden Keshik's screen and attacked him from behind. While he could still fight, Garner met the *Jupiter* head-on and traded laser and missile strikes for PPC hits at close range, until the two combatants crashed to the ground nearly simultaneously. Both 'Mechs' cockpits had melted from the furious exchange of firepower.

REDOUBT STUTTGART

Alaric spent the days immediately following the fall of Geneva leading Beta Galaxy across the German region of Europe, where he encountered and repulsed local militias, with varying results. The First Bavarian Bravados in Rosenheim used their fast hover tanks to pierce Beta's lines, but they were swiftly routed despite their audacity. By contrast the tanks and artillery of the First Kriegsmaschine guarding Redoubt Stuttgart inflicted significant damage to Zeta Galaxy, prompting Alaric to call in Ramiel Bekker and the TRC to keep Zeta from being overrun. Ramiel's strategy to send battle armor operatives to the Kriegsmaschine's rear to eliminate the RAF troops' artillery allowed Zeta the opening it needed to flank the Kriegsmaschine, and after a short but brutal fight among the redoubt's bunkers, the few RAF soldiers who survived surrendered to Alaric's forces.

Shortly after the battle concluded, the Wolf Khan received word that Task Force Zebra, a covert mission sent to Antarctica to secure a hidden facility with suspected ties to the Fortress Republic protocols, had successfully completed its mission and also fended off an RAF counterattack intended to retake the installation.

Alaric was reveling in both of these victories at Stuttgart on T+56 when a Clan *Broadsword* DropShip with an improper transponder signal careened toward the Wolf lines on an intercept course. A Star of 'Mechs in Jade Falcon colors descended on Alaric's position as the DropShip opened fire at Alaric's *Savage Wolf*, scoring several hits on Alaric and other nearby Wolves. The nearby Zeta Galaxy 'Mechs immediately sprang into action.

While fighting for his life, Alaric sustained several critical strikes that damaged his cockpit and staggered his *Savage Wolf*, and Ramiel Bekker dove his *Stormwolf* in front of his Khan to shield him from

FIRST BAVARIAN BRAVADOS

CO: General Clemens Kühn

Average Experience: Veteran/Fanatical

Force Composition: 1 light armor regiment, 1 battle armor regiment

Deployment Sites: Rosenheim, Germany

Status: 80 percent losses. Surrendered to Clan Wolf.

Since the First Bavarian Bravados lacked BattleMech support and heavy units, their primary mission was to distract and confuse the enemy. To this end the Bravados eschewed camouflage and instead painted their hovercraft and battlesuits with a garish mishmash of colors—bright reds, yellows, and oranges. These easy-to-spot hues drew the enemy's eye and invited incoming fire in order to prod the enemy to pursue. Once spotted, the Bravados' fast-moving hovercraft and nimble battle armor would lead the enemy on a battlefield chase, in order to draw them to the kill zone of an ambush point.

FIRST KRIEGSMASCHINE DIVISION

CO: General Kerstin Derchdenwald

Average Experience: Regular/Reliable

Force Composition: 1 heavy armor regiment, 1 artillery battalion, 1 mechanized infantry regiment

Deployment Sites: Redoubt Stuttgart

Status: 95 percent losses. Surrendered to Clan Wolf.

The First Kriegsmaschine's motto, "*Langsam und Stetig*"—"Slow and Steady"—defined the success of their defense of Redoubt Stuttgart, as their slow but inexorable advance and continuous, punishing artillery strikes forced Clan Wolf to earn every meter of ground in the battle.

Due to the Kriegsmaschine's close proximity to the Bavarian region and their fighting style differing from the First Bavarian Bravados, the two units often conducted joint training exercises, which developed into a friendly rivalry. During the Battle of Terra, this synergy worked in both units' favor, as the First Kriegsmaschine offered the Bravados an effective anvil for their hammer.

a salvo that likely would have killed him. Instead the enemy fire killed Ramiel, buying Alaric precious time. The Wolf Khan mourned Ramiel's loss and fought on, dropping one false Falcon after another, until his 'Mech barely functioned and he had exhausted all of his ammunition reserves.

Before he could find an avenue to withdraw, the final two Republic headhunters attacked simultaneously. A *Jade Hawk*—piloted by Paladin Damien Redburn—jumped within arm's reach of

OPERATION NIGHTHAWK

Primary Mission: Eliminate senior Clan leadership

Secondary Mission: Sow dissension and mistrust

Mission Commander: Paladin Damien Redburn

Date Launched: T+56

Units Involved: Stone's Executioners

Although Operation Nighthawk, the systematic removal of Clan leadership during the Battle of Terra, was ultimately authorized by Devlin Stone after the fall of Geneva on T+53, the operation itself was the brainchild of former Exarch Damien Redburn. His time spent trapped outside of Fortress Republic and fighting without any direct RAF support after the Wall was raised gave him the uncompromising do-or-die attitude necessary to devise and command such a morally gray military operation.

Nighthawk required appropriating any 'Mech of Clan origin in the RAF's armories across Terra, including ones currently piloted by RAF MechWarriors or ones taken as salvage during the initial fighting against the Wolves and Falcons. In a few instances, even museum pieces were appropriated for the mission, in order to maintain believability. Using the most up-to-date intelligence on the Wolf and Falcon units in closest geographic proximity to the two Clans' leadership, Redburn split Nighthawk's materiel into four groups, each one painted in the colors of a nearby Wolf or Falcon unit that could ostensibly attack one of the five primary targets: Alaric Ward, Garner Kerensky, Chance Vickers, Malvina Hazen, and Ryan Pryde.

All of the combat operations against the five primary targets were launched simultaneously on T+56. Though the individual unit commanders attempted to engage their targets at roughly the same time to maximize the advantage of surprise, the continuous fluctuations of Clan positions and the vagaries of active combat operations saw the execution of each headhunting mission staggered out across the day. This led to certain targets being aware of an attack but not what these attacks represented or that they were false-flag operations.

STONE'S EXECUTIONERS

CO: Paladin Damien Redburn

Average Experience: Veteran/Fanatical

Force Composition: 5 mixed-weight 'Mech Binaries

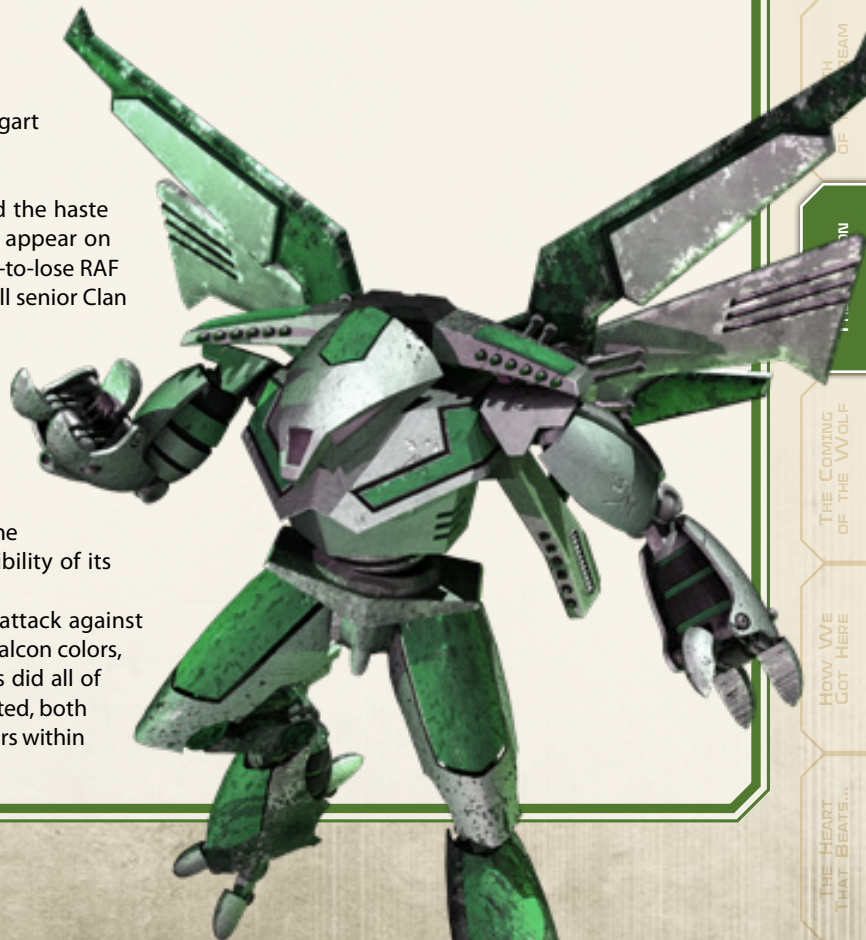
Deployment Sites: Turin, Lac de Lamoura, Bergamo, Stuttgart

Status: 100 percent losses

Given the dubious moral nature of their mission and the haste in which they were formed, Stone's Executioners do not appear on any official RAF documentation. This collection of nothing-to-lose RAF volunteers was assigned the mission to find and execute all senior Clan leadership on Terra with extreme prejudice and by any means necessary.

Though Stone's Executioners were not technically an authentic Stone's Brigade unit, Devlin Stone approved his name being attributed to the unit, because the launching of Operation Nighthawk was ultimately his choice to make, and the unit reported directly to him instead of through Stone's Brigade's CO, General Turner. Stone personally chose to bear the ultimate historical responsibility of its success or failure.

Former Exarch Damien Redburn personally led the attack against Wolf Khan Alaric Ward while piloting a *Jade Hawk* in Jade Falcon colors, but he ended up paying for the maneuver with his life, as did all of the operation's other pilots. Once the attacks were conducted, both the Wolf and Falcon forces exterminated Stone's Executioners within very short order, leaving no survivors.



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Alaric's backpedaling *Savage Wolf* and let loose an alpha strike at point-blank range.

Lasers and short-range missiles breached armor all across Alaric's 'Mech, and the left-hand side of his cockpit blew inward with a ragged hole from a missile impact. The sound the *Savage Wolf* made when it collapsed to the ground could be heard in every command center and field outpost across the entire planet.

The nearby Wolves were quick to exact their revenge, however. They concentrated their fire on Redburn's 'Mech and ripped it apart without mercy, ending the former Exarch's life. However, the damage was already done: the Republic's Operation Nighthawk had successfully struck all of its targets, crippling the leadership of both Clans.

TASK FORCE ZEBRA

Mission: Secure suspected Fortress Republic control installation

Secondary Mission: Maintain Fortress Republic protocols

Mission Commander: [REDACTED]

Date Launched: 3 March 3151 (T+52)

Deployment Site: [REDACTED], Antarctica

Units Involved: [REDACTED]

According to intelligence divulged by the Custos of the Fidelis, the Republic of the Sphere controlled the Wall system for Fortress Republic from a secret installation in Antarctica. This installation was in truth only a small portion of the system that maintained the barrier around Terra, but it ultimately acted as the key that enabled or disabled the system itself.

Due to the facility's top-secret nature—to the casual observer it appeared as a nonthreatening scientific research station—and the RAF's exigent need to deploy troops elsewhere on Terra, it was lightly defended when Clan Wolf's operatives descended on it, and the Wolves easily overwhelmed the defenders on 4 March. While Wolf Elementals stormed the facility interior, one of the station's technicians attempted to sabotage the controls in order to ensure that the Wall could not be deactivated using that station, which would have required the Wolves to [REDACTED] in order to deactivate the Wall. However, the attempt failed, and the technician was killed on the spot.

A subsequent attack by RAF troops to retake the station on 6 March ultimately failed, costing the Republic a battalion of troops, but the loss of the station did not have the adverse effect Stone and the RAF High Command had feared. Although they had believed Alaric would use the facility to deactivate the Wall, the Wolf Khan surprised them by opting to leave the Wall active, to prevent further parties from interfering with his conquest of Terra. Unbeknownst to Alaric, however, some of those other parties already had the knowledge needed to circumvent the Wall.

THE BATTLE OF TERRA, PHASE THREE: DEATH OF THE DREAM

At the end of T+56, Clans Wolf and Jade Falcon controlled a significant percentage of all territory on Terra. Discounting the small, isolated incidents of quickly silenced guerrilla cells, Clan Wolf had eliminated all significant Republic troop formations across Australia, most of Asia, and parts of Europe. Clan Jade Falcon not only owned the heart of the Republic of the Sphere and a large portion of central Europe, but they also held South America, the North American heartland, and Africa, with more military operations commencing. However, all Clan operations ground to a sudden halt at the news that the two Clans had allegedly attacked each other, and the fate of both Clans' senior leadership was unknown.

OPERATION NIGHTHAWK: THE AFTERMATH

After the flight from Geneva, most of the RAF High Command relocated to Command Post Steadfast, the code name for the administrative sections of the otherwise decommissioned Castle Brian at Sandhurst in Great Britain. From there, Stone and his war council took full advantage of the Clans' confusion and mounted a major offensive against both the Falcons and the Wolves to capitalize on the success of Operation Nighthawk, Damien Redburn's false-flag effort to eliminate the leadership of both invading Clans. Meanwhile, Stone awaited word from the allies he had contacted and invited to bring aid to the Republic in its darkest hour.

THE REPUBLIC STRIKES BACK

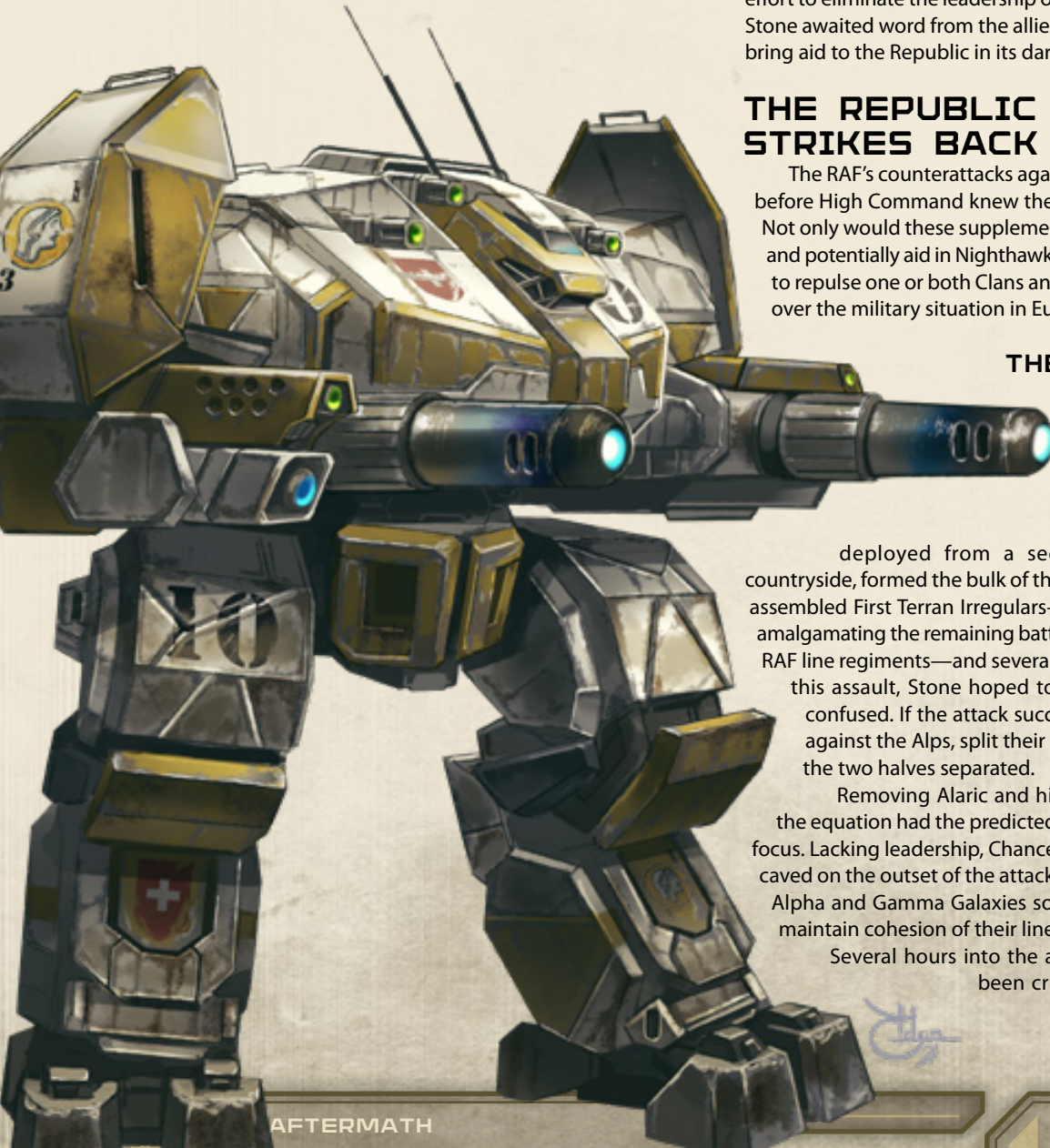
The RAF's counterattacks against both Clans on Terra launched before High Command knew the status of the Nighthawk attacks. Not only would these supplemental assaults add to the confusion and potentially aid in Nighthawk's success, but they were designed to repulse one or both Clans and regain some measure of control over the military situation in Europe.

THE WOLF FRONT

The Republic's assault against Clan Wolf forces near Milan came from the south on the evening of T+56, after all Nighthawk operations had completed. Stone's Revenants, deployed from a secret bunker in the European countryside, formed the bulk of the task force, along with the newly assembled First Terran Irregulars—an ad hoc regiment formed by amalgamating the remaining battalions from several understrength RAF line regiments—and several other scattered commands. With this assault, Stone hoped to catch Clan Wolf leaderless and confused. If the attack succeeded, it would dash the Wolves against the Alps, split their front in two once more, and keep the two halves separated.

Removing Alaric and his top two subcommanders from the equation had the predicted effect on the Wolves' morale and focus. Lacking leadership, Chance and Garner's commands initially caved on the outset of the attack and withdrew to the north while Alpha and Gamma Galaxies sought to pull closer together and maintain cohesion of their lines.

Several hours into the attack, General Vickers, who had been critically injured in the Nighthawk attacks, awoke in an aid station.



DEATH OF THE DREAM

Though in no immediate condition to fight, she contacted all of the Wolves' Galaxy Commanders and took command of the Wolf *touman* due to the absence of both Wolf Khans. None challenged her authority as she formed a battle strategy to repulse the Republic assault. When she learned that some of the Falcons and Wolves had exchanged fire elsewhere in Europe, for mutual retaliation for the headhunting attacks, Chance sent a message to Falcon Galaxy Commander Stephanie Chistu in São Paulo, to warn her of a potential RAF counterattack and to share her suspicions that the headhunting attacks on their respective leaders was a carefully orchestrated Republic deception, and she urged the Falcons to stand down and uphold the ceasefire Malvina and Alaric had maintained.

Under Chance's command, Alpha, Beta, Gamma, Delta, and Iota Galaxies rallied, but the initial efforts were not enough in the face of determined RAF troops. Rather than risk open defeat, the Wolves abandoned their bases in Turin, Milan, and Verona. Their line nearly split under the pressure, but it did hold, despite the Wolves relinquishing considerable ground to the relentless drive of Stone's Revenants. Chance, now singlehandedly responsible for the Wolves' conquest of Terra, directed her warriors northeast from the region, in hopes of linking up with the Wolf Galaxies in Stuttgart.

Republic forces struck hard in Bergamo on T+57, where Knight-Errant Crystal Livingston Synd cut down Chance Vickers, this time inflicting the Wolf General with severe, life-threatening injuries. [Vickers piloted a Blood Reaper in this fight due to her Savage Wolf's destruction in the Operation Nighthawk attack that targeted her. — RJ] In revenge, Star Colonel Kalidessa Kerensky, commander of the Second Wolf Assault Cluster destroyed Lady Synd's *Legionnaire* shortly thereafter and captured the Knight-Errant.

Although the Wolves' leader was gravely injured and medevaced to an aid station, they did not break. There, in the foothills of the Alps, the Wolves used their fury to push back Stone's Revenants, and the First Irregulars.

THE JADE FALCON FRONT

Though Stephanie Chistu received and acknowledged Chance Vickers's warning about Operation Nighthawk, her Delta Galaxy was still in South America, too distant to offer direct and timely assistance to the leaderless Falcons in Europe. However, the message she relayed likely prevented calamity for the Falcons, for none of the active Galaxy Commanders in Europe had known about the RAF's planned counterattack already en route to the Falcons' positions in France.

Against the Falcons, Stone had mobilized Stone's Fury and Stone's Lament, which formed the backbone of the strike force, whose secondary mission was to confirm the accounts of Malvina Hazen's demise. Paladin Janella Lakewood chose to lead the attack personally, along with the Second Terran Irregulars—a unit cobbled together from a mishmash of survivors from the fighting in Geneva, all of whom were determined to visit righteous vengeance on the Falcons for the destruction they had brought to the Republic's capital.

Both Jade Falcon Khans being out of the picture saw chaos reign in Europe, as each Galaxy Commander was forced to fend for themselves, without a larger tactical picture to rely on. However, the warning from Stephanie Chistu ensured that Lakewood's assault did not catch the Falcons completely flatfooted.

In Eastern France, Stone's Lament hunted the Raptor and Turkina Keshiks to finish what Nighthawk had started. Reports indicated the Falcon Khans were critically injured and the two *keshiks* were attempting to whisk them to safety. The Turkina Keshik formed a protective circle around the site where both injured Khans were behind held, and Lakewood's troops slashed through Falcon after Falcon in hopes of putting an end to one Clan's bid for Terra. Alpha and Vau Galaxies intercepted the maneuver, and as Vau fought a holding action to buy time to medevac Malvina and her saKhan to an aid station, Alpha cleared a route for withdrawal. However, Vau Galaxy's flank quickly crumpled beneath the combined pressure of Stone's Fury and the Second Irregulars, leaving little to stand in Lakewood's path as the Falcons continued to give ground, one kilometer of French countryside at a time.

Only the timely efforts of Epsilon Galaxy, a latecomer to the battle due to the lack of centralized leadership, could halt the RAF's determined advance. Star Colonel Harold Sender of the Fifth Falcon Talon Cluster seized an opportunity to penetrate enemy lines and strike at the RAF's logistics train. The Cluster dashed from depot to depot, destroying repair gantries, ammo and supply dumps, and even threatened aid stations to draw enemy fire. The Fifth lost 'Mechs left and right, but their effectiveness in stunting Lakewood's attack proved their bravado. However, combat losses, explosions from destroyed munitions depots, and the resulting forest fires whittled the Fifth Talon down to a single Star of warriors who escaped to safety in Falcon territory. The partial-wing assemblies of the *Eyries* and *Gyrfalcons* among the survivors of the Fifth had blackened and melted from the hell their MechWarriors had endured, which resulted in the Falcons calling them the Charred Wings Cluster as a sign of great respect.

FALLOUT: CLAN WOLF

Both the Wolves and Falcons suffered from the immediate effects of Operation Nighthawk, but one could argue that the losses affected Clan Wolf on a more profound level than the Falcons.

The most immediate and irreversible consequence of the Republic's headhunting missions was the combat death of saKhan Garner Kerensky. A survey of the battle site and recovered battleROM footage revealed that rather than attempt to defend himself, Garner had been killed while attempting to ensure his command Star reached safety first. As he withdrew from combat after them, he and the Nighthawk pilot fighting him were both killed by simultaneous strikes to the cockpit. For his bravery and sacrifice to the cause, a new passage of Clan Wolf's *Remembrance* was devoted to the saKhan's exploits.

Of lesser immediacy but of equal impact to overall Wolf morale was the fate of General Chance Vickers. BattleROM footage reclaimed from the Nighthawk 'Mechs at the scene revealed that the "Jade Falcon" pilots had explicitly attacked Chance's *Savage Wolf* on T+56, in case the 'Mech actually happened to be Alaric's; however, Lady Synd's attack on T+57 seemed to specifically target General Vickers in the battle, despite the Wolf General piloting a replacement 'Mech. Chance's wounds from the fight against Synd were far more critical than those she sustained in the Nighthawk raid, as the shrapnel that took her left eye had come within literal millimeters of ending her life, and several internal organs had also suffered damage. Medtechs stabilized her and treated her injuries, but they predicted she would require several weeks before she could return to combat status.

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Clan Wolf's most important, high-profile casualty, however, was Alaric himself, though he awoke from his injuries on T+58. The damage to his *Savage Wolf's* cockpit had given him severe burns on the left side of his body due to electrical discharge, and his left arm had fractured in multiple places. Wolf medtechs spent several hours in surgery to titanium-reinforce his fractures and dress his third-degree burns with synthskin.

However, one of the losses that deeply affected Alaric was the death of Ramiel Bekker, the WarBear, a warrior with whom Alaric had cultivated mutual respect and friendship. Though Ramiel's presence and tactical expertise could not be replaced, Alaric appointed command of the WarBear's TRC to Star Captain Agustin Tutuola of the 279th Wolf Battle Cluster.

Once Alaric was ambulatory again, he contacted Devlin Stone directly, to inform him that his ill-advised assassination attempt had failed. "You have sealed the fate of the Republic," the Wolf Khan vowed. "Prepare to reap what you have sown." Alaric then ordered his Wolves to gather up the broken 'Mechs of Damien Redburn's assassins into a pile, which he broadcast footage of to the people of Terra as a monument to Stone's failure and cowardice.

Despite Chance's injuries, Alaric named her as acting saKhan until a more suitable replacement could be officially elected, and he and his remaining war council reevaluated their campaign to complete the destruction of the Republic Armed Forces.

FALLOUT: CLAN JADE FALCON

Compared to the injuries and losses within Clan Wolf's leadership due to Nighthawk and its fallout—Alaric wounded, Garner and Ramiel dead, and Chance in a medical coma—the Jade Falcons got off lightly. Malvina suffered two broken ribs, a sprained knee, and her bionic arm had been damaged enough that it required an extensive overhaul to function properly. On T+58, Malvina awoke from surgery and concluded that the attempt on her life was not Alaric's doing, as he would never stoop to such dishonorable tactics, especially given the agreement both Clans had upheld. Upon learning the extent of the Republic's treachery, Malvina was so incensed by Stone's transparent ploy to kill her and get her Falcons to prematurely war against the Wolves that she sent another broadcast to the whole of Terra to make her intent clear.

During this broadcast, she railed openly against the hypocrisy and cravenness of Devlin Stone and his underlings. A prisoner was brought in: Knight-Errant Jodi Mazzanoble, the sole survivor of the Nighthawk attacks against the Falcons. Malvina killed him on camera and informed the people of Terra that anyone who espoused Stone's Republic of would share Sir Mazzanoble's fate.

SaKhan Ryan Pryde, however, had a far different prognosis than his Khan. Although the attack had not outright killed him,

MYSTERIES OF THE BATTLE OF TERRA: THE MISSING WOLF

When Malvina Hazen learned that Alaric Ward had invited her Clan to participate in the Battle of Terra, one of the many things she anticipated with great glee was the opportunity to face her hated enemy, Anastasia Kerensky, in battle and kill her once and for all. The hatchet Malvina bore for the Clan Wolf saKhan extended all the way back to the Battle of Skye during the Jade Falcons' *desant* into the Republic of the Sphere in 3134, when Anastasia and her Steel Wolves' involvement contributed to the death of Malvina's *sibmate*, Aleksandr Hazen.

In the few years leading up to the Battle of Terra, the leadership of Clan Wolf consisted of Alaric as Khan and Anastasia as saKhan: the previous saKhan, Garner Kerensky, was MIA: his whereabouts were unknown, and many believed him a casualty of the Wolves' efforts to create an invasion corridor to reach Terra. Anastasia's election to the second most powerful position in Clan Wolf made logical sense. However, when Alaric arrived at Terra at the head of his entire Clan, the Wolves' command structure had further muddled: Garner Kerensky was now saKhan, his trusted aide Chance Vickers had been named Wolf General, and Anastasia had utterly vanished.

Malvina refused to believe suggestions that her nemesis might have been killed in action at some point before the Wolves' arrival at Terra: Anastasia Kerensky was made of sterner stuff, and Malvina believed her destiny as Chingis Khan was to destroy her rival, with her bare hands if necessary. All throughout Operation Birthright, Malvina sought to discover Anastasia's whereabouts, as she remained convinced Alaric was hiding her somewhere on

Terra, but the head of her Clan Watch, Star Colonel Abzug Helmer, could find no evidence she was even in the Terran system. When Garner Kerensky was killed on T+56, Malvina assumed Anastasia would finally rear her head and reclaim the saKhan post, but Chance Vickers was named saKhan instead, despite being laid up in a field hospital. Vickers's appointment to the post meant either (1) Anastasia was truly dead, (2) Alaric and Anastasia had some major falling out and had parted ways, or (3) Alaric had done an expert job of obfuscating Anastasia's whereabouts. The first two possibilities would have made sense, as the Wolf Khan would not want to openly broadcast either the loss or permanent departure of a significant Clan warrior, but in the case of the third possibility, Malvina could not determine why Alaric would withhold one of his best combatants from the bitter fight against the Republic of the Sphere's armies, especially after the devastation of the Operation Nighthawk assassination attempts.

Malvina's obsession over the whereabouts of her nemesis nearly resulted in her undoing. However, the full explanation behind Anastasia's absence may never be solved without access to classified records. *[An account of Anastasia's absence has circulated on Terra in recent months, but it can largely be dismissed in public as a scurrilous document. The concerning aspect is how close the account hews to the truth, despite some minor internal inconsistencies. We are currently attempting to track the source to ensure we do not have a potentially serious intelligence leak on our hands. —RJ]*

—*Untold History: Mysteries of the Battle of Terra*, Dr. Sophie Bergmann, Tharkad University Press, 3153

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he had nearly bled to death from machine-gun wounds when he was recovered from his *Jupiter's* cockpit. His injuries proved severe enough that Malvina's medtechs insisted he remain in a medically induced coma, or otherwise he might never pilot a BattleMech ever again, let alone survive his injuries. Pryde ultimately stabilized, but his hospitalization left a hole in the Falcons' ranks. Many Falcons expected Malvina to name Stephanie Chistu, one of the Falcons' most effective Galaxy Commanders, as a pro tem saKhan while Pryde was unable to fill the post, but instead she tapped Galaxy Commander Jane Thastus, of Gamma Galaxy. Thastus was a staunch adherent to the Mongol Doctrine, and she vowed to help Malvina fulfill the vow she had made to the people of Terra.

RETRIBUTION

The Republic stooping to assassination tactics incensed both Alaric and Malvina. Devlin Stone was now attempting to defeat the invading Clans by any means necessary, even if it meant resorting to dishonorable headhunting missions. The Wolves had thus far fought honorably; Malvina, despite her propensity toward brutality and her disregard for prisoners and civilian casualties, had also waged clean fights that relied on tactics and maneuvering rather than "a cowardly campaign built on lies," as she characterized the Operation Nighthawk attacks. Although the leaders of both Clans were determined to conquer Terra, the Nighthawk attacks only galvanized the Wolves and Falcons against the RAF, further reinforcing their conviction that the Republic of the Sphere was a corrupt institution that deserved to be conquered and replaced. This resolve turned the Clans' pilot light of conquest into a raging bonfire that bled across Europe.

THE CITY OF LIGHTS

The first punitive counterattack against the Republic began on T+59, near Paris. Though Alaric was wounded and his *Savage Wolf* had been nearly destroyed, he piloted a *Tomahawk II* into battle regardless, pushing himself to lead Beta, Delta, Sigma, and Zeta Galaxies to break through the pickets of Stone's Revenants. The Wolves struck back with such righteous ferocity that the survivors fled northwest, toward Paris, to link up with Paladin Lakewood's troops, which were being harassed by angry Falcons.

Hunting parties of both Falcons and Wolves scoured areas south of Paris, both contingents in search of any RAF unit to engage. Engagements with Stone's Lament, Stone's Revenants, Stone's Fury, and the First and Second Terran Irregulars proved fierce and brutal. Gone were the clean attacks and one-on-one duels; wrath became the order of the day, opening the Pandora's box of massed fire, physical attacks, heavy artillery bombardments, and other unClan-like tactics. According to Alaric and Malvina, the Republic had forfeited its opportunity to claim the moral high ground in this conflict and thus deserved to be treated no differently than bandits. Freed from the constraints on honor, the warriors of both Clans scythed through Paris's defenders.

Without further reinforcements, the RAF could potentially have held the city's fortifications for at least a few more weeks, but the Falcons' aggressive posture and their refusal to avoid damaging civilian structures and historical parts of the city called for a marked shift in Lakewood's strategy. After witnessing what the Falcons had done to Geneva and its people, Lakewood refused to see Paris suffer the same fate. To save Paris she had to abandon it.

On T+60, thirty-six hours after the full-out assault from both Clans had begun, Paladin Lakewood declared a general retreat from the city's defensive perimeter and maneuvered south, away from the Falcons' push.

Although the two Clans had not coordinated their attacks, both found ways to capitalize on the retreat. While Lakewood's forces tried to escape the city, the Falcons broke through the city's abandoned redoubts and flooded through the streets of Paris in case the evacuation was a ruse, which forced the RAF troops to continue south—right into the opportunistic jaws of Clan Wolf.

Wolf artillery shelled the Forêt de Sénart to flush out Lakewood's troops from the forest, and Delta Galaxy engaged Stone's Fury and Stone's Revenants from the north along the Seine River, to halt their crossing. Unbeknownst to the Republic forces, a few Clusters of Falcons were stationed on the opposite bank of the river, waiting for the opportunity to pounce.

Many of the Wolves champed at the bit to engage the Falcons. They saw Paris as their battleground, not the Falcons', and the lack of cooperation between the two Clans meant that Malvina's forces were intruding on the Wolves' fight. The Falcons likewise saw the Wolves as encroaching on Falcon territory. Tempers flared on both sides. Alaric, knowing how infighting would doom the campaign for Europe, gave his warriors strict orders to not engage the Falcons: any Wolf fired on by Falcons, either deliberately or accidentally, was to immediately disengage and withdraw by any means possible. The Falcons, however, were under no such restrictions. Malvina did not order her warriors to refrain from attacking Wolves, but neither did she expressly forbid firing on their rival Clan: any Wolf who interfered in Falcon combat operations would become a legitimate target.

With Lakewood's troops pinned in place by the Wolves' Delta Galaxy artillery, Alpha and Zeta Galaxies struck from the north while Sigma Galaxy swung in from the south. However, during Lakewood's attempt to break through the Wolves' screen, a few 'Mechs from the Sixth Falcon Dragoons and the 328th Wolf Assault Cluster exchanged fire along the banks of the Seine, near the RAF troops' crossing attempt. BattleROMs and after action reports are unclear as to which Clan fired first. What is known, however, is that both sides suffered minor casualties before the Wolves withdrew under stern reprimand.

Stone's Fury and the Second Terran Irregulars ultimately fell prey to Alaric's trap and collapsed under the combined pressure, but it soon became clear that Lakewood was not among the Republic casualties. She and her staff had used to the scuffle between both Clans as a distraction to slip through the Wolves' pickets. This prompted a mad search for the missing Paladin.

Lakewood was not located until several hours later, when Beta and Delta Galaxies were mopping up the remaining Second Terran Irregulars. Warriors from the Seventeenth Wolf Guard Striker Cluster converged on a small pocket of Republic troops who refused to surrender, but it was a Carnivore tank crew from the Second Wolf Assault Cluster that ultimately downed a *Tundra Wolf* in Republic colors. The *Tundra Wolf's* pilot identified himself as Paladin Lakewood, and she surrendered, ordering all units under her command in the Parisian region to stand down.

Satisfied with their prize, Alaric withdrew the Wolves from Paris. The city would remain in Falcon control.

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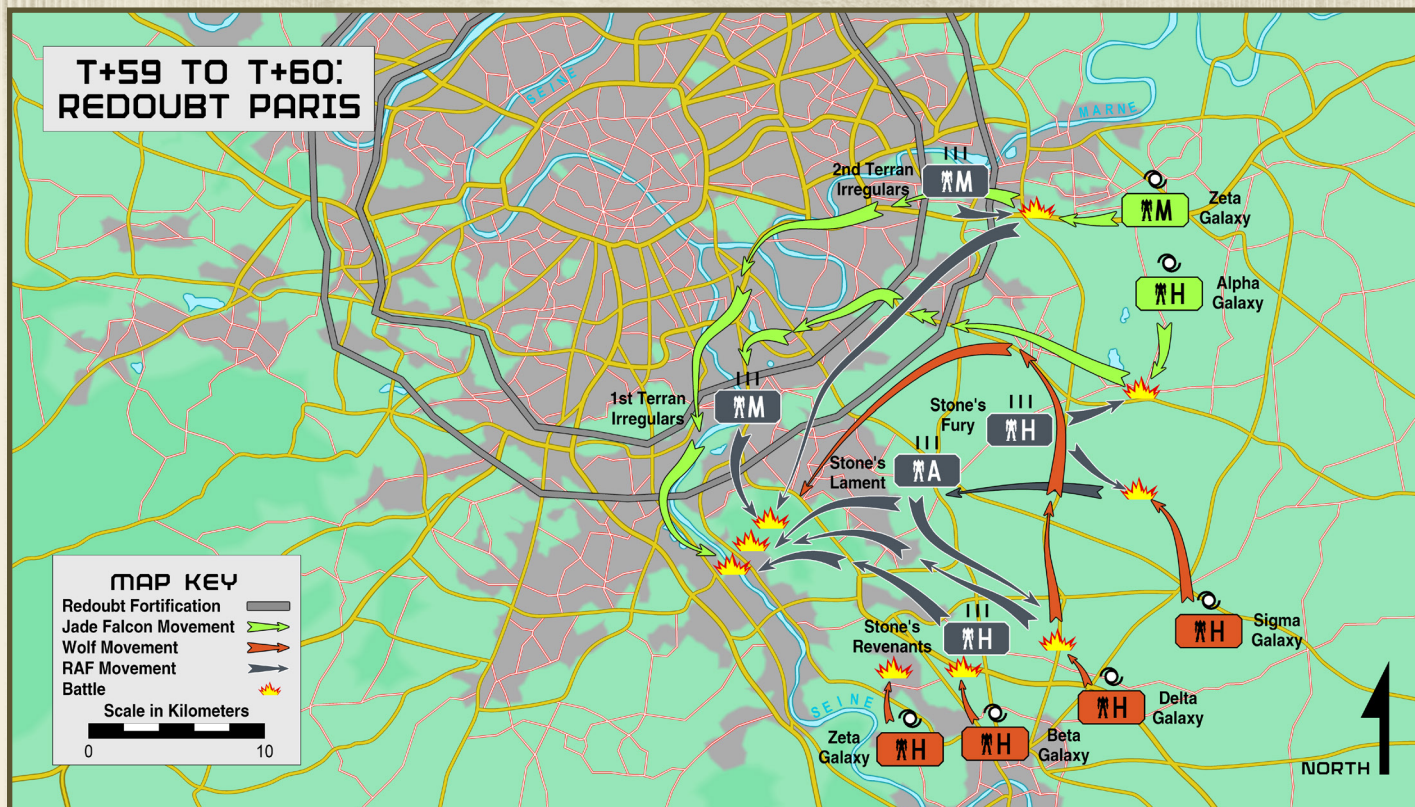
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THE MEETING OF GIANTS

Paris' fall to the Falcons and Paladin Lakewood's surrender to Clan Wolf meant most of the Republic's forces in the European theater were either in retreat or had already laid down their arms. Aside from a few difficult holdouts in Redoubt Normandy and Great Britain, all of Europe had fallen under Clan control.

As the fighting died down on T+62, Malvina invited Alaric to meet her at Versailles to discuss the disposition of their campaigns. This invitation to the palace was intended to remind Alaric that, although both Clans had fought the RAF in Paris, the Falcons had officially claimed the city, and thus Alaric was permitted here only at Malvina's leave.

At this meeting, the senior leadership of both Clans agreed to coordinate their activities going forward, despite the misunderstanding that had incited the Falcons and Wolves to temporarily trade fire along the Seine. Alaric informed Malvina of the areas his Clan had claimed, and she agreed to continue operating only in areas with no Wolf presence. She declared her next targets would be in North America, specifically Panama and Southern California, where the strongest remaining Republic troops remained stationed.

The main point of contention between the two Clans was how to approach Redoubt Normandy in northern France, where the Highlanders and a large concentration of surviving Republic units from Geneva, Paris, and other major European cities had congregated. The extensive defense works in the region, coupled with the defenders' seemingly preternatural effectiveness at ensuring the redoubt remained nearly impregnable, had already cost many lives from the Falcons' Vau Galaxy, with little progress to show for the effort. Piercing the redoubt enough to rout the firmly entrenched

defenders would require a costly, directed assault that neither Clan truly wished to commit to. After the relentless campaign for Geneva, Malvina had no desire to throw so many of her forces into yet another meat grinder, even one that would offer her a chance to strike at her old rival, Tara Campbell. Malvina ultimately withdrew her bid for completing the conquest of Europe and let Alaric claim that fight, despite Alaric knowing such a conquest would sap his Clan's strength.

It was during this meeting that Alaric revealed a key piece of intelligence that not even Malvina's Watch had learned of: a week prior, Clan Wolf's Task Force Zebra had secured a secret facility in Antarctica, which was a key part of the system controlling the Fortress Wall. Although Alaric could disable the Wall preventing standard interstellar JumpShip traffic from reaching Terra, he had chosen to leave it operational, to prevent any outside influences from affecting the outcome of the Battle of Terra. Not only did this prevent the Republic from jumping in reinforcements, it effectively sealed Terra off from any other contenders for control of Terra—at least for the time being. However, at the time, neither Khan knew that other nations possessed the secret to bypassing the Wall. Others would indeed come to call, once it became known that the Wolves and Falcons had breached Terra's Wall without any special technology, but for now, the contest for control of Terra would remain between the Falcons, the Wolves, and the Republic.

Before the Clan delegations parted ways, Malvina inquired about former Wolf saKhan Anastasia Kerensky's whereabouts. Alaric admitted he had sent her on an assignment, one for which she had openly voiced her disapproval, and he truthfully stated that he had not communicated with her in some time. The answer displeased and vexed Malvina: not only would she be denied the chance to

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destroy her rival, she could not fathom what kind of errand would demand Alaric sideline one of his Clan's best warriors during the most significant battle in Clan history.

REDOUBT NORMANDY AND THE BRITISH ISLES

The entrenched positions of RAF defenders in the redoubts of northern France presented the last major obstacle in the Clans claiming full dominance of Europe: if France fell, securing the British Isles, where Devlin Stone was directing the European campaign from the Castle Brian at Sandhurst, would ultimately be a foregone conclusion by comparison. However, the going would not be easy, as Redoubt Normandy featured the most extensive defenses seen to date in the campaign for Terra, defenses the Jade Falcons had experienced firsthand. Aerospace recon showed an expansive system of revetments, bunkers, and tunnels populating a wide band of countless kilometers across the region. Gun emplacements, anti-aircraft batteries, and artillery served to keep both air and ground forces distant, and for those foes fortunate enough to penetrate those deterrents, the defensive works themselves were manned by Northwind Highlanders—including Countess Tara Campbell's personal battalion and a battalion from the Grey Watch—and every other RAF straggler from other battles in the European theater. These were hardened survivors all, dedicated to retaining their final foothold on Europe no matter the cost.

Alaric knew that he could not destroy the redoubt with orbital bombardment, despite having the means: not only was orbit-to-surface fire lacking in honor, but his denying the Falcons' of its use during the fight for Geneva also meant he would be labeled a hypocrite and a coward, and be considered *dezgra* for resorting to such a tactic. On the other hand, approaching such a situation head-on would create a quagmire of untold proportions, just as the RAF High Command had intended. A traditional approach with ground troops and aerospace support would cost countless warriors and materiel to remove this massive roadblock on the path to being ilKhan, and Malvina had counted on this: the more warriors Clan Wolf lost now, the fewer Alaric would have to leverage against her Falcons in the contest to determine the ilClan. Playing by Malvina's rules could result in Clan Wolf's eventual destruction via attrition, and Alaric refused to buckle. He would not allow the Republic to defeat his Clan and let the Falcons claim the title of ilClan by being the sole Clan with battle-ready forces left on Terra.

As all remaining RAF units in Europe prepared for the Wolves to make their move, Alaric opted for an unconventional approach, one that took the Normandy defenders by surprise. Instead of marching on the Highlanders' defenses, the Silver Keshik and two Clusters from Beta Galaxy departed the mainland via DropShip and traveled a circuitous route with heavy aerospace escort to reach southern Scotland. On T+64, Alaric landed near Dumfries, the land to which many of the Highlanders could trace their ancestries, and broadcast a message directly to Tara Campbell's bunker in France. His Wolves had claimed Scotland, and she was more than welcome to fight him for control of it.

THE BATTLE OF DUMFRIES

The terms Alaric offered Campbell were simple. He bid a similarly sized Wolf force, which he would personally lead against hers in Scotland. If the Wolves won, then the Highlanders

would surrender and stand down, but if the Highlanders won, then the Wolves would withdraw from Scotland entirely and let the Highlanders retain control of the region. In the event of the Republic's fall, a Highlander-controlled Scotland could act as an embassy of Northwind under an ilClan's rule.

Given the rapidly unraveling state of RAF forces in Europe and elsewhere on Terra, Campbell and the Highlanders knew there were few avenues left to them if the Republic died around them and they rejected Alaric's challenge. They could abandon Redoubt Normandy and go into hiding; they could stay in place and eventually get slaughtered by gradual Clan encroachment; or they could charge into Scotland and fight without any agreement in place, which would ensure their own destruction. On the other hand, Alaric's challenge offered them a chance of survival even if the Wolves defeated them. However, Campbell knew that agreeing to the fight would play to Clan Wolf's favor: regardless of the outcome, the Wolves would suffer far fewer casualties fighting her troops in Scotland than they would assaulting the trenchworks of Redoubt Normandy.

Campbell and Colonel Michael Griffin, CO of the Grey Watch, called together a council of all of their officers to debate the merits of agreeing to Alaric's terms. Real-time reconnaissance footage seen during this meeting showed Clan Wolf 'Mechs patrolling and desecrating the Scottish countryside. For several hours the war council deliberated; unable to witness their ancestral lands desecrated any longer, Campbell and the Highlander officers made the hard decision to meet Alaric on the battlefield in Scotland. They could not abandon Scotland to the Wolves' mercy, and Campbell knew that with Alaric personally leading the attack, she and her troops would gain the opportunity to put the leader of Clan Wolf in their gunsights and eliminate him in an honorable contest—a chance she would never get if Alaric simply threw his warriors into the meat grinder of Redoubt Normandy.

Immediately after the unanimous decision was cast, Campbell left all non-Highlander units in France, and two battalions of Highlanders crossed the English Channel to land within striking distance of Dumfries. The simple act of seeing the Scottish countryside again reinvigorated Campbell's troops, boosting morale for the fight to come.

Alaric's bid for the fight included the Silver Keshik and the Second Wolf Assault Cluster, with elements of the Nineteenth Wolf Striker Cluster stationed away from the fight, as his reserve. Instead of going on the attack, the Wolves had arranged themselves into a southward-facing defensive perimeter on the hills. The oncoming Highlanders had formed a battle line at the outset of the attack, but the Second Wolf Assault Cluster skirted the mercenaries' western flank in an attempt to deny the Highlanders a path of retreat to their DropShips and surround them. However, the Highlanders did not fight in clean and easy-to-predict battle lines. Instead they came at the Wolf forces with 'Mechs and hovertanks blaring bagpipe music from every loudspeaker, which threw the entire battlefield into a whirlwind of chaos, a no-hold-barred assault that went straight for the Wolves' jugular at point-blank range.

But the Highlanders tactics were not nearly as unplanned as they seemed, for Campbell's troops were not green, unseasoned warriors. Her Highlanders had spent years fighting the Wolves in the Remnant, so they were wise to Wolf tactics and knew effective ways to counter them. Thus the Highlanders' organized chaos blunted the Second Wolf Assault Cluster's flanking attack, and the

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individual Trinaries' formations fragmented as Star Colonel Kalidessa Kerensky's warriors tried and failed to contain and control the chaos.

Colonel Griffin of the Grey Watch fell within the first hour of the fight, one of the first major casualties of the Battle of Dumfries. His XO, Cadha Jaffray picked up the standard and led the Greys against the Second in an effort to prevent the Cluster from surrounding and constricting them. The Second fought back hard but could not quite close the noose around Jaffray's elusive troops. Though such a valued commander had been lost, Campbell's forces refused to yield. Even units that the Wolves managed to surround and cut off from the Highlanders' main body continued to fight as though surrender was tantamount to death.

Throughout the battle, the Silver Keshik's primary mission was to search for Tara Campbell's 'Mech, but reports put her in many different places, making her hard to pin down. Due to the continuing chaos on the battlefield and the Highlanders' proficiency at isolating smaller enemy detachments from their main body, Alaric found his *Savage Wolf* alone and without support when the countess's damaged *BattleMaster* emerged from the smoke and attacked. Two other assault 'Mechs joined in, and although Alaric took down one of them, their combined fire destroyed one of his 'Mech's knees, and Campbell charged. The two 'Mechs struck in a thunder heard around the battlefield. Alaric went down, but the countess's *BattleMaster* remained standing, despite its injuries.

The defeated Wolf Khan immediately signaled to his reserve to call them into the battle. Campbell threatened to kill Alaric in his downed 'Mech and end the Wolves' quest for Terra if he did not order his Wolves to stand down, but Alaric offered her a choice: surrender and become his bondsman, and he would spare the Highlanders who remained, or make him a martyr, which would only assure her own swift destruction at Wolf hands. The deployed Nineteenth had already begun surrounding the Highlander forces. Though the Highlanders could fight on, the Wolves had blocked their path to their DropShips; the Nineteenth would constrict and crush the Highlanders, and they would do so with prejudice, should Tara kill Alaric. He urged her that the only way to ensure her people's survival was to surrender.

Tara Campbell agreed to his terms, and ordered her Highlanders to stand down. As Alaric fastened the bondcord around her wrist, she asked for only one concession: a promise that Alaric would defeat the Falcons once and for all.

COMMAND POST STEADFAST

The departure of the Highlanders from France and their subsequent defeat in Scotland left only a handful of Republic troops in Europe. The remnant of the Normandy defenses, the contingent of troops protecting Devlin Stone's Castle Brian near London, and the remainder of the Stone's Brigade regiments represented the sum total of RAF forces remaining on the continent. The French defenses had initially been a key piece of the RAF's European contingency, in the event Geneva fell. After Nighthawk proved ineffective, Stone had anticipated Alaric or Malvina to swing north and take on Redoubt Normandy in earnest, whereupon he had planned to march the remnants of Stone's Lament and Stone's Pride north, right into the enemy's rear and crush one Clan against the redoubt, in hopes of defeating one Khan through honorable means. When Malvina opted to ignore Redoubt Normandy, and Alaric took a different

approach altogether, the RAF High Command was forced to consider other options.

While Alaric fought the Highlanders in southern Scotland, a contingent of Wolves from Alpha Galaxy set up camp south of London on T+64 so Chance Vickers could assist the Clan Watch attempts to smoke out Stone's hiding place while she convalesced. Command Post Steadfast, was somewhere near the city, but the Watch could not pinpoint its location. Vicious firefights between the Wolves and the Fifth Fides Defenders in western London told Chance that they were on the right track. A combined push from the Fifth Wolf Battle Cluster and the 328th Wolf Assault Cluster drove the Fifth Fides west from the city, and the Golden Keshik delivered the coup de grace from the south; only a single battalion of the retreating Fides troops managed to escape the Wolves' assault.

On T+73, the Clan Watch concluded that Steadfast was Great Britain's allegedly disused Castle Brian, but the recently used parts of the Castle had been abandoned, its external defenses offline. The Fifth Fides had sacrificed most of their numbers to lead the Wolves to believe that Stone was still in Great Britain. In truth, the RAF High Command had departed Europe on T+65, shortly after Chance and Alaric's warriors first landed near London, and the Fifth Fides's ruse ensured that the High Command's trail was long cold when Chance learned of Stone's departure. But as the Clans claimed more territory on Terra, the Exarch and his advisors were quickly running out of viable places to hide.

SHADOWS OVER NORTH AMERICA

By T+64, the fate of Terra was up in the air. Antarctica, Asia, Australia, Europe, South America, and most of Africa had fallen under Clan control; only North America remained the center of major RAF troop concentrations. However, the fight had not yet gone out of the Republic, as North America boasted some of the fiercest and most experienced commands under the RAF banner, and the North American troops had spent the better part of eight weeks preparing to repulse an all-out assault by one or both Clans.

To further complicate matters for the aggressors, both Clans had suffered significant losses throughout the campaign. The Falcons and Wolves had arrived at Terra with considerable reserves of 'Mechs and other replacement materiel, but those supply lines were being stretched to their limits, and lost warriors could not be replaced. Many injured Falcon and Wolf warriors, rather than receiving ample time to convalesce, often took to the field at less than 100 percent capability solely to keep their numbers as high as possible. Also the Clans' garrison forces, though largely aging *solahma* Clusters or other disgraced warriors, prevented either Clan from fielding their maximum strength in what many anticipated would be the last gasp of the Republic.

Clan Wolf's approach to this warrior shortage prompted them to employ former-RAF bondsmen to guard prisoners and man garrisons, albeit with a few full *solahma* warriors to ensure the bondsmen performed their duties. Though this decision did free up several *solahma* Clusters from guard duty, the added numbers alone would not guarantee victory: Clan Wolf could ill afford to squander its finite materiel reserves. Due to this fact, many in the RAF predicted the Wolves' quest for Terra to devolve into a war of attrition, and not even Alaric knew how deep the RAF's own materiel reserves on planet stretched.

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The Falcons had no guard-duty problem because executing the vast majority of their prisoners instead of holding them captive for interrogation allowed Malvina to keep nearly all of her warrior caste in the field. Aside from the occasional high-value target that could provide intelligence, the Mongol Doctrine held no place for prisoners. Not only did the concept of execution fill Malvina's enemies with dread, she believed that any RAF prisoners made bondsmen would either prove traitorous or their inferior combat skills would rank even lower than *solahma* forces by virtue of her Falcons defeating them in battle. Her utter lack of respect for the Republic's military led her opponents to either fight harder than ever before or prematurely surrender to Clan Wolf forces instead. In Malvina's eyes, the result was the same: her goal in fighting the Republic was to remove RAF units from the field by any means necessary, and her approach was effective.

As the Falcons and Wolves geared up to conquer the last continent on Terra, the RAF High Command made preparations for a lengthy siege.

THE JADE FALCON FRONT: SOUTHERN CALIFORNIA AND COLORADO

For completing the next phase in conquering North America, Malvina landed the Raptor Keshik and Vau Galaxy south of Tijuana on T+64.

REDOUBT LOS ANGELES

The Falcons marched north along the coast, toward Redoubt Los Angeles, with Vau Galaxy elements in the vanguard, and the Fourteenth Triarii defending Los Angeles shifted their attention southward to counter the threat posed by the Fifteenth Falcon Jaegers and Second Mixed Cluster. However, the balance of Vau swung northeast, away from the redoubt and then assaulted Los Angeles from a westward thrust on T+66. The ploy worked at first, but the defenses rallied, shifted position, and ultimately held.

Malvina, having learned the lessons of Geneva's conquest, pulled most of Vau back and shelled the trenchworks, walls, and bunkers for four straight days. Then, using the airfields and aerodromes Lambda Galaxy had captured at Amarillo, Lambda launched around-the-clock aerospace sorties on Redoubt Los Angeles, showering the fortifications in a curtain of destruction. Such sustained, continuous punishment forced the Fourteenth to sally on T+71, and the strength of their breakout slashed straight through Vau Galaxy's lines, ultimately forcing parts of Vau to withdraw into the San Gabriel Mountains due to heavy losses.

As the Fourteenth Triarii consolidated their gains, the Raptor Keshik swooped in from the south and trapped them against the rallying elements of Vau. The fighting within Malvina's carefully laid trap was among the bitterest the Falcons had seen outside of Geneva, as the Republic troops knew that they would either die there in battle or by a Falcon pistol shot to the back of the head if they surrendered, and most chose the former. On T+73, after two brutal days of fighting, the last surviving platoons of the Fourteenth Triarii's 1470th Armor Brigade attempted to carve out an escape route, but the Eighth Falcon Hussars plugged the gap and destroyed them.

OPERATION PHORIDAE

Before Malvina could move in to claim Los Angeles, however, a fresh Republic force known as the Old Guard flooded her position in the Yucca Valley from the northeast. Devlin Stone had given

them very specific orders at their base in Indianapolis on T+65 to mobilize against the Falcons. Instead of jeopardizing their mission by risking their DropShips getting shot down by the constant Falcon aerospace patrols from the Amarillo airstrips, the Guard conducted a careful overland approach in small formations to avoid and confuse aerospace recon. Once within striking distance of Los Angeles, the smaller Old Guard formations reunited and attacked.

Their target was immediately evident: instead of fighting the more numerous but wounded forces of Vau Galaxy, the elite Republic troops charged into combat against the Raptor Keshik. Stone's orders, code named Operation Phoridae, demanded the Old Guard kill Malvina by any means and at any cost, even if it meant they had to carve a path through most of Malvina's personal unit to reach her. [According to the scientist caste, Phoridae is a family of Terran flies that includes coffin flies and the genus Pseudacteon, which decapitate ants and gestate their larvae in the severed heads.—RJ] For all practical purposes, Phoridae was Operation Nighthawk writ large, albeit minus the advantage of deception. Raptor Keshik strove to protect their Khan, but the Old Guard's initial charge broke the *keshik's* line and came within striking distance of Malvina. In response to the situation, acting saKhan Jane Thastus sent the Falcon Guards to Malvina's position.

Now under the command of Star Colonel Marv Roshak due to Star Colonel Rachel Loudon's death on T+53 in Geneva, the Falcon Guards combat dropped inside Malvina's innermost ring of defense and bolstered the Raptor Keshik's screens. However, the Old Guard's tenacity stripped away most of Malvina's *keshik*, until only the Falcon Guards fought in her immediate vicinity. The Republic headhunters struck in force, but the Falcon Guards held, knowing that their chance at being ilClan hung in the balance were they to fail. The Old Guard withdrew to regroup, then attacked again from a different angle, this time managing to slip a few 'Mechs through the Falcons' defenses. Once inside, the Republic MechWarriors ignored all other targets and cut down Malvina's *Shrike* with extreme prejudice before seeing annihilation at the hands of the Falcon Guards.

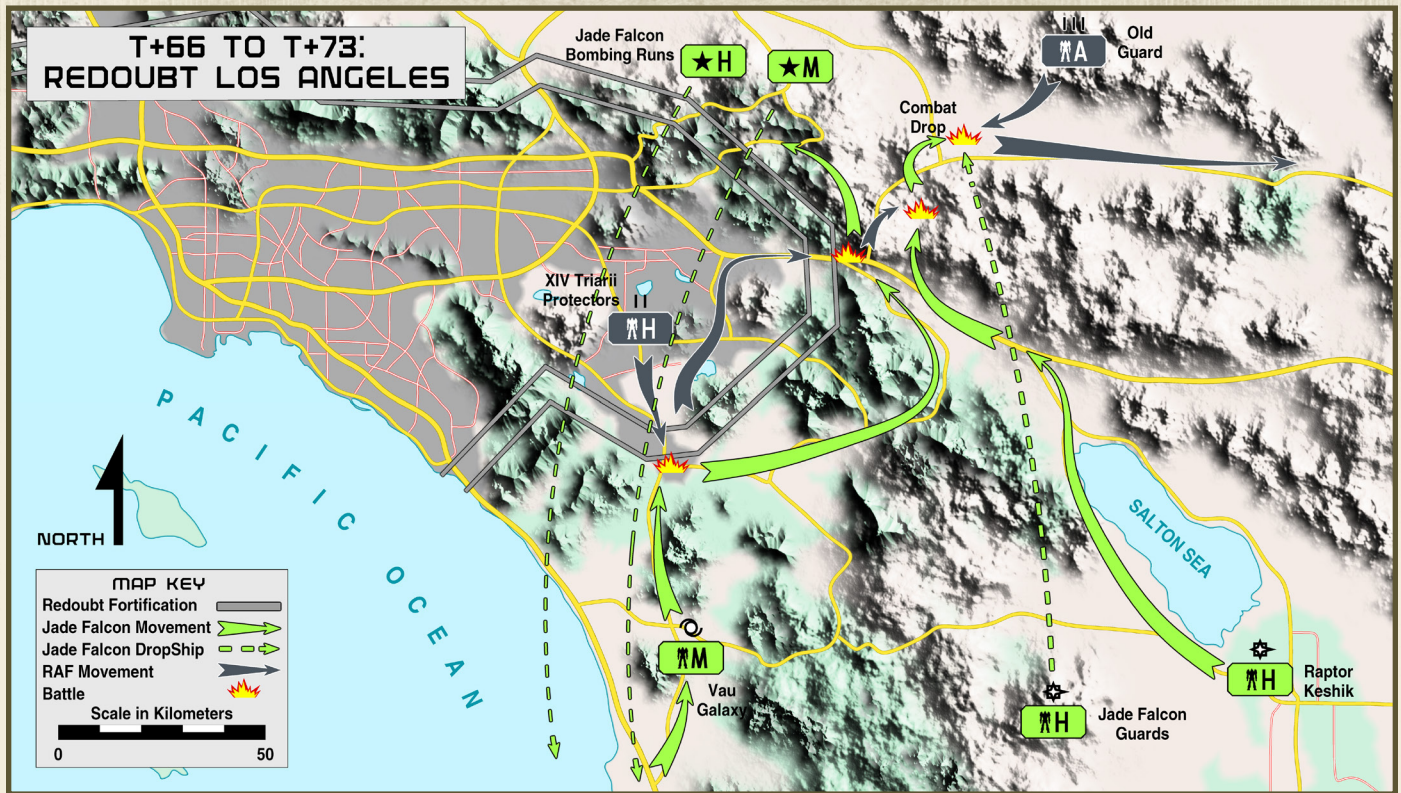
Not knowing whether their unresponsive Khan still lived, Roshak and the Falcon Guards encircled and shielded Malvina's fallen 'Mech with no regard to their own safety, firing full alpha strikes at all comers and risking overheating. The Old Guard, unsatisfied with merely defeating the Falcon Khan, pulled back only to return for a third strike, intent on slagging Malvina's 'Mech and ensuring the job Stone had given them was indeed complete. The Falcon Guards, emboldened by their own mission, swatted the Republic thrust away again as the corpses of downed RAF 'Mechs piled up like a metal berm around the Falcons' position. Again and again the Old Guard assaulted the Falcon Guards, and each time, the protective encirclement of Malvina constricted ever tighter.

After the sixth attempt, the Old Guard lacked enough force to press their assault. The remnant of the once proud RAF regiment withdrew eastward, fearing they had failed their mission.

COLORADO

When Malvina regained consciousness, she praised the Falcon Guards for having successfully driven the Old Guard from the field, comparing them to the Royal Black Watch, the unit from which Clade Jade Falcon founder Elizabeth Hazen had hailed. Though their duty to her had been discharged, she demanded revenge for the humiliation the Old Guard had handed her.

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Rather than risk her valiant Falcon Guards or the remnants of the Raptor Keshik, she named Star Colonel Khalus Pryde of the recently arrived First Falcon Jaegers as the instrument of her vengeance. On T+81 Pryde's command Tertiary caught up with the Old Guard to the wilds of Colorado, where they were attempting to reach the safety of Cheyenne Mountain, which had an escape route to the mothballed Castle Brian complex in Gunnison.

The Old Guard maintained a defensive position against the mountainside as the First Falcon Jaegers attacked. The battle quickly turned into a knife fight, and several 'Mechs tumbled down the mountainside, never to be seen again. The Old Guard sold themselves dearly, and their combat prowess impressed Khalus Pryde. Like Stephanie Chistu, Pryde refused the tenets of the Mongol Doctrine and thus sought to ignore Malvina's no-quarter edict. However, none of the Old Guard accepted his entreaty to surrender. Instead each remaining soldier of the Old Guard fought on to the very end, leaving their downed 'Mechs and shooting at the Falcons with ineffectual sidearms before being cut down.

THE OLD GUARD

CO: Brigadier General Graham Badinov

Average Experience: Elite/Fanatical

Force Composition: 1 heavy 'Mech regiment

Deployment Sites: Redoubt Los Angeles, Yucca Valley, Colorado

Status: 100 percent losses.

The Old Guard represented one of Devlin Stone's contingency plans against any significant threat to Terra. The regiment's personnel consisted solely of seasoned and highly decorated RAF veterans, the crème de la crème of the RAF: retirees from Stone's Brigade and the Hastati Sentinels, former Knights of the Republic, and other elite RAF soldiers. Many outsiders referred to the Old Guard as the "Undying Solahma," as the units members proved preternaturally difficult to kill. In fact, Guardsmen often joked that their regiment had more military-grade prosthetics in it than in the entirety of the RAF, an exaggerated but not wholly unfounded claim.

Befitting their station, reputation, and purpose, the Old Guard was outfitted with the best BattleMechs and weapons the Republic of the Sphere could afford, including RISC-based tech, and Stone granted them anything they asked for. Despite their reserve status, the regiment maintained the strictest standards of precision and professionalism and trained regularly in exercises tailored for fighting a specific House or Clan force.

Despite the age of their personnel, the Old Guard acquitted themselves well during the Battle of Terra. Though the Falcon assault ultimately forced their withdrawal, the regiment mauled most of a Clan Galaxy, defeated the Falcons' Khan, and successfully retreated from battle. However, not even the Undying Solahma could avoid the Falcons' wrath forever, and they fought to the last warrior in the mountains of Colorado.

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THE WOLF FRONT: ICELAND, QUEBEC, AND ONTARIO

After defeating the Highlanders in Scotland on T+64, Alaric maintained an aggressive posture in preparation for an eventual assault on North America, where both the Jade Falcon and Wolf Watches suspected Devlin Stone and what remained of the RAF High Command had relocated after abandoning the Sandhurst Castle Brian. Alaric's path to the continent of North America, however, took an unanticipated stop along the way.

ICELAND

In the grand scheme of things, Iceland was not a major strategic position for the RAF. The island's defenses consisted solely of a local militia and special forces, supplemented by a small wet navy and anti-aircraft batteries to discourage aerial raiders. At most, Iceland served as a refueling point for transatlantic travel and as a traditional access point to Greenland, which held no intrinsic military value to either invading Clan. For Alaric to risk precious warriors to take such a seemingly unimportant target baffled most of the RAF leadership.

On T+67, concentrated Wolf aerospace sorties neutralized Iceland's naval assets, and high-altitude combat drops right on top of the island's anti-air defenses at Keflavik cost Tau Galaxy only a few drop pods being shot out of the sky. The rest of Iceland's militia forces met the Silver Keshik in Reykjanesfólkvangur, south of Reykjavik. Before the fight began in earnest, Alaric proclaimed in the clear: "I defeated Countess Tara Campbell and her Highlanders in fair and open combat. If you wish to yield, no honor will be taken from you."

After that declaration, the battle that ensued lasted less than an hour before the militia surrendered wholesale, with both sides having suffered only negligible casualties, as though neither side had their heart committed to the fight. Within hours of accepting surrender, the Wolves departed Iceland, leaving only a small token garrison in Reykjavik. Due to its size, this force acted more as Alaric's liaison within the surrendered militia forces than a proper garrison force. This display of Clan Wolf's military might in Iceland, coupled with Alaric's offer and acceptance of surrender, was an act of goodwill to placate the conquered, and it proved effective. Though scattered anti-Wolf demonstrations occurred in Reykjavik, the Icelanders largely continued on with their lives.

MONTREAL AND TORONTO

From Iceland, Alaric's force crossed the Atlantic and made landfall in Nova Scotia on T+69, on the Gulf of St. Lawrence, and spent the next three days cautiously advancing through Quebec toward Montreal. Both Alaric and Spurlock Connors expected Republic troops to spring any manner of desperate traps or ambushes in an attempt to stop the Wolves' advance, but no such attack occurred.

When the Khan received confirmation from Chance on T+73 that the RAF High Command had already abandoned their command post in Great Britain, he set Connors on the task of sniffing out where Stone had gone. Given that the Falcons and Wolves controlled most of the landmasses on Terra, Connors concluded that Stone was too proud to simply hide for the sake of hiding. He would instead be personally directing the Republic's war effort somewhere close to the main remaining active front in North America. Both the Falcon and Wolf Watch leaders had good reason to suspect that Stone had bunkered down somewhere in the continent's Midwest region, but neither Connors nor Helmer could pinpoint an exact location.

CALLISON RANGERS

CO: Colonel Laura Sanson

Average Experience: Veteran/Fanatical

Force Composition: 1 light 'Mech regiment, 1 medium armor regiment

Deployment Sites: Toronto

Status: 75 percent losses. Surrendered to Clan Wolf on T+84.

When Damien Redburn led the defense of the Republic Remnant worlds from Clan Wolf, Callison's official planetary militia supplemented the RAF troops on that planet. Redburn in turn gave the militia his respect, and encouraged them to train alongside his own troops. These RAF-trained militia formed the core of what would become the Callison Rangers. Former-Exarch Jonah Levin's defeat of Redburn in 3149 forced the Callison militia to make a decision: join Levin on Terra and repel Wolf encroachment there or fight the Wolves on Callison with no official RAF support. Although a few of the militiamen chose the latter, most believed Levin's sales pitch that the best route for defending Callison on a long-term basis was to reinforce Terra first and address the Remnant worlds later, after any Clan invaders had been vanquished.

The Callison Rangers was a smaller unit at first, but its ranks soon swelled with various mercs who fought alongside Damien Redburn on Callison. On Terra, as more RAF units fell, survivors of former Remnant regiments such as the Seventh Hastati and Third Principes were folded into the Callison Rangers. When Redburn was killed in the Nighthawk attacks, the unit collectively mourned his passing, and their rage fueled their attacks on the Wolves.

As a light cavalry formation, the Rangers preferred hit-and-run attacks to stymie the Wolves' straightforward-assault tactics. However, their mass worked against them in the flames of combat near Toronto, where the unit's conventional assets met a fiery doom.

The Wolves' situation changed dramatically on T+74, when militia assaulted Alaric's vanguard just outside Montreal. The sudden fierceness of the Montrealers' attack bogged Iota Galaxy down in Longueuil and the bridges across the St. Lawrence River, but a westward push broke through the militia, allowing the Wolves full access to the Samuel-De Champlain bridge. The militia continued to harry the invading force, but the Wolves surprised the Montrealers by moving through the city and continuing on a southwesterly path out of the city instead of fanning out to control the city itself. The militia had been prepared for a full occupation, but Alaric stunned them by merely passing through the city on his way to Toronto in Ontario. The fight with the Montreal militia proved that his true target, Command Post Rouge, was not in the immediate vicinity.

Although Stone's hiding place remained unknown, the nearer the Wolf column came to Toronto, the harder various RAF commands attacked, proving that the Wolves were indeed heading the right direction. Alaric proceeded with caution, further wary of ambushes

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and traps the deeper westward his warriors advanced, as the Republic troops would undoubtedly protect Command Post Rouge, the RAF High Command's last available refuge on Terra, with some of the hardest fighting seen outside of Geneva.

The Wolves started their final approach to Toronto on T+82, after several days of increasingly heavy hit-and-run assaults from scattered RAF commands. Foremost among the city's defenses were the remnants of the Fifth Fides Defenders and the Callison Rangers, a cavalry unit formed by a mélange of veterans who fought for Damien Redburn in the Remnant. Lambda Galaxy took the brunt of the RAF charge in the forested regions north of Toronto, where stray fire set the forest ablaze and spring winds further spread the flames. The out-of-control fire took a toll on both sides, but wreaked havoc on the RAF defenders' infantry and armor. The Wolves used the fires to their advantage and trapped most of the Republic forces in a fiery vise between Lambda and Beta. Only a few of the RAF troops managed to weather the fire and the Wolves' guns, and those survivors who did surrendered to Alaric on T+84.

Though Spurlock Conners questioned the survivors, none of them betrayed the location of Command Post Rouge. Devlin Stone remained at large.

THE FALCON FRONT: CENTRAL AMERICA

With Europe firmly under Clan control, the Jade Falcons turned their attention to North America, particularly Central America, where one of the RAF's remaining redoubts defied Clan conquest.

REDOUBT PANAMA

On T+67, all three Clusters of the Falcons' Omega Galaxy on Terra swooped down onto Redoubt Panama, a modest-sized redoubt system the defenses around Panama City. By claiming military superiority of the Panama Canal, the Jade Falcons would curtail land travel between North and South America and maritime traffic between the Atlantic and Pacific Oceans, which would put a strain on the logistics chain of any Republic units still operating in the Western Hemisphere. To protect this important asset, the RAF had stationed the Eleventh Hastati Sentinels, and Knight Kristoff Erbe assumed operational command of the defenses.

The bulk of the Eleventh was arrayed within the prepared defenses at Parque Nacional Camino de Cruces along the Miraflores Lake when the Falcons arrived. The Second Falcon Dragoons and Ninth Falcon Velites approached Panama City from the north and waded into the Republic troops with the characteristic abandon and unbridled fury of the Mongol Doctrine. As with the other redoubts, the defenses withstood the Falcons' blitzkrieg and aerospace-bombing attempts, and the Eleventh held firm as the Falcons threw themselves at the system of bunkers and trenchworks.

The situation soon devolved into a stalemate, despite Erbe sending out regular sallies to slash at the Falcon lines, with both sides fighting attrition more than each other. This state continued until T+72, when Malvina issued Galaxy Commander Denise Mehta an ultimatum: "You will personally lead the next attack on Redoubt Panama, or I will have you and your whole command staff executed for treason." The next day, Mehta led her Fourth Falcon Striker Cluster into the teeth of the redoubt while her entire aerospace contingent simultaneously dropped bombs on the defenders and their defenses, seemingly without regard for whether the bombs

struck friend or foe. The combined chaos of a ground-combat blitzkrieg with so many bombs dropping amid the fray saw the Eleventh withdraw from the redoubt and pull deeper into Panama City. Once Mehta's assault ended, the Fourth Striker had shredded a path through Redoubt Panama, allowing the Ninth Falcon Velites to seize the Bridge of the Americas, allowing the Falcons easy access to both sides of the canal.

No matter how many casualties the Falcons suffered, Mehta's Galaxy pushed forward as though Malvina herself were whipping at their backs. Losses quickly mounted on both sides, but the Falcons continued to press the Eleventh closer toward Miraflores Lake. A daring flanking maneuver by the Ninth Falcon Velites scythed into the Eleventh's northernmost flank, which placed the Falcons within striking distance of the Pedro Miguel Locks. In response, Erbe ordered his troops to protect the canal itself, as that took first priority: destroying even one of the canal's southernmost locks would back up or delay Terra's maritime shipping lanes for countless months. Erbe's troops blunted the Fourth's strike at the Pedro Miguel Locks, but at a great cost of personnel: Colonel Sven Gustavsson and most of his 1040th Infantry Brigade was killed while holding the line, but the locks survived unscathed.

By evening of T+73, the Eleventh had held but was unable to affect a counterattack strong enough to completely repulse the Falcons. To trap the Falcon Clusters on opposite sides of the canal, Erbe conducted a covert attempt to destroy the Bridge of the Americas, which involved a truck laden with unused ordnance. The Falcons engaged Erbe's diversionary force, which caused the truck to detonate prematurely amid a knot of Falcon attackers; the blast damaged the bridge, and although it remained mostly passable, traversing the bridge took longer than normal.

The Eleventh dug in and braced for the Falcons' reprisal, but the counterattack came from the skies: Jade Falcons combat-dropped all over the Eleventh's positions and slashed up the Republic forces from within. The Seventy-Fifth Falcon Striker Cluster and the Sixth Mixed Cluster, the final pieces of Omega Galaxy, had just arrived from orbit and used their advent to breed chaos throughout the RAF lines. While the Sixth lashed out at any troops within range, the Seventy-Fifth set its sights on the Miraflores Locks farther to the south. Concentrated Falcon fire reduced the locks to slag, trapping several munitions-laden vessels in the canal.

Though the Eleventh lost many soldiers during the battle, Erbe refused to yield, for he knew the fate that awaited those who surrendered to followers of Malvina's Mongol Doctrine.

YUCATÁN

With the Panama Canal rendered unusable for the foreseeable future and the Falcons being reinforced with fresh warriors, Erbe called for the survivors of the Eleventh to withdraw from the Isthmus of Panama and marched north in hopes of linking up with other Republic units in North America. Omega Galaxy dogged their every move, and the Eleventh left a trail of casualties in their wake.

Erbe's ragged force reached as far north as the Yucatán Peninsula on T+81 before the bulk of Omega Galaxy caught up with them once more, this time trapping them in a pincer between the Fourth Falcon Striker Cluster and the Second Falcon Dragoons. More Republic troops fell in the ensuing battle. Though Erbe tried to break out to the west, the Falcons completely surrounded his outnumbered band.

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MYSTERIES OF THE BATTLE OF TERRA: WHAT HAPPENED TO TAU GALAXY?

In a long and complex conflict like the Battle of Terra, many stories can fall through the cracks and go untold. Usually this is a case of a small-unit action that had a microscopic effect on a macroscopic battle, or a covert operation whose records would remain classified until decades after the fact, or some similar circumstance. However, in one specific case during the Battle of Terra, the Jade Falcons deleted so many records pertaining to an operation that only RAF records and eyewitnesses vouch for the operation, leaving us with only one side of the story.

Tau Galaxy's ill-fated assault on Japan left such a stain on the Falcons' collective consciousness that the Galaxy's formation in 3147 was deleted from the Jade Falcon *Remembrance* for the tactical blunder—in effect, a de facto Ritual of Abjuration against the entirety of Tau Galaxy. Although we can only rely on Republic sources, the picture of what occurred to Tau Galaxy is clear enough to reconstruct.

Tau arrived on Terra on T+51. As a new Galaxy intent on proving to Malvina that it embraced her Mongol Doctrine wholesale, Tau performed combat drops all across the main island of Honshu instead of landing DropShips and establishing defensible LZs. These shock tactics were meant to demoralize the Japanese defenders enough for the Falcons to conquer Honshu then move out to occupy Hokkaido, Shikoku, Kyushu, and Okinawa. However, three major factors sealed Tau's fate before the first Falcon 'Mech even stepped off its DropShip.

First, the two Castles Brian on Honshu remained partially staffed, per Japanese defense protocols. Second, the RAF had

turned as much of Honshu as possible into a redoubt, including liberally seeding the countryside with vibramines. However, the third factor is likely the most important: the Japanese civilians included themselves in the bid, to use a Clan turn of phrase, meaning they refused to sit idly by and watch the Falcons conquer their home.

Although the RAF's revetments, bunkers, and minefields ensured that Tau's progress would be glacial, the countless millions of Japanese civilians further ruined any notion of Jade Falcon rule. No matter where the Falcons went across the whole of Honshu, the common people denied them at every turn. Policemen, firefighters, retired RAF troops, university students, corporate employees, food-service workers, and countless others performed every kind of resistance effort available to their vocations. They flooded streets to block non-'Mech traffic, harassed and overwhelmed Falcon infantry, firebombed known observations posts, destroyed food sources, stole ammunition loaders, and so forth, striking back against the Falcons in any way possible.

Between the minefields, the redoubts, the defenses and tunnel systems of two Castles Brian, and the collective spirit of the Japanese people, Tau Galaxy never stood a chance. The outcome of its first deployment met with abysmal failure, and it is little wonder why the Falcons tried to expunge Tau's mistake from their Clan's history.

—*Untold History: Mysteries of the Battle of Terra*,
Dr. Sophie Bergmann, Tharkad University Press, 3153

Rather than risk seeing his entire regiment slaughtered in an unwinnable fight, the Knight of the Sphere challenged Galaxy Commander Denise Mehta to single combat. If he won, he and his unit would go free. Mehta's *Shrike* visibly hesitated, and moments later, her entire command Star cut down Erbe's *Gallant* without agreeing to the terms. The remainder of the Eleventh was hunted down and executed.

It is believed that, despite Malvina's no-prisoners mandate, Erbe was retained for questioning, but his ultimate fate remains unknown.

WOLVES IN THE SAHARA

The defeat of the Highlanders on T+64 and the RAF High Command abandoning the Sandhurst Castle Brian a day afterward allowed General Vickers to resume her operations in Southern France once she voluntarily left hospital care on T+85. Though she had been fitted with a bionic eye and had not yet returned to her full combat capability, she was confident enough to lead her forces south through Europe, where they mopped up small pockets of militia that refused to surrender, despite the lack of direct RAF support. The defeat of Paladin Lakewood on T+60 had taken all the wind out of the resistance in Northern Italy, which allowed Chance to not only reclaim the cities she'd been forced to abandon during

the Republic pushbacks following Nighthawk, but also to subdue Florence, Rome, and Naples with minimal effort. Many Republic and militia troops surrendered as soon as they saw the Clan Wolf sigil on incoming BattleMechs. From city to city, the same refrain came from the defenders: better to surrender to the Wolves than be murdered by Jade Falcons.

From the southern tip of Italy, Chance crossed the Mediterranean via DropShip on T+87 and began her push to control the Sahara and the Strait of Gibraltar.

NORTHERN AFRICA

Chance's contingent landed near Tunis and claimed the city after a short fight with local militia, who surrendered after suffering very few casualties, much like in Europe. From there, Chance's warriors split up; Sigma Galaxy headed southeast, toward Tripoli, and Delta and Gamma Galaxies struck out westward, toward Algiers.

Sigma Galaxy Commander Dominic Shaw was surprised to discover that the Second Falcon Jaegers of the Falcons' Gamma Galaxy had already established a command post in the city. Further reconnaissance revealed that the Falcons' Iota Galaxy and elements of Gamma had already spread out across most of eastern Africa. No shots were exchanged, however; Galaxy Commander Shaw ordered Sigma back to Tunis to hold station and await further orders.

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Delta and Gamma were not so fortunate. Every step of the way between Tunis and Algiers was plagued by the Twenty-Fourth Republic Infantry Regiment, a mechanized-infantry unit outfitted and trained specifically for desert combat. Small hit-and-run attacks quickly turned into larger-scale assaults on Chance's line of advance, which slowed her pace. Elements of Sigma Galaxy mobilized to deal with the threat, but the Twenty-Fourth knew the terrain and the nearby region of desert well enough that nothing proved effective.

Galaxy Commander Shaw sent a message to the Falcons' acting saKhan Jane Thastus, informing her that Republic troops were active close to her warriors' area of operations. Thastus doubled Gamma Galaxy's patrols in the region, and during Sigma's next engagement with the Twenty-Fourth, Shaw's warriors goaded the enemy unit right into a Jade Falcon patrol lane. The Second Falcon Jaegers rent the first wave of Republic troops to ribbons and chased them deeper into the Sahara. Though a good portion of the Twenty-Fourth succumbed to Falcon guns, one Trinary of the Second Jaegers ended up stranded deep in the desert, and contact with them was soon lost after a sandstorm rolled in. Their fate is unknown, but the missing warriors likely perished due to mechanical failure and exposure.

While the Falcons repulsed the Twenty-Fourth, the Wolves' Delta and Gamma Galaxies continued west, toward Tangier. A swift but brutal battle with local militia on T+89 gave Chance control of the Strait of Gibraltar. To cement this hold, the Eighty-Third Wolf Striker Cluster and the Forty-First Wolf Guard Battle Cluster crossed the strait via DropShip to hold position at Gibraltar.

THE BATTLE OF MARRAKESH

As soon as the Gibraltar garrison departed from Africa, a recon force of RAF troops tested Delta Galaxy's pickets just south of Tangier. Delta pursued, only to run into the main body of the Fifteenth Hastati Sentinels near Casablanca. The Fifteenth attempted to surround Delta, but the remaining Clusters of Gamma Galaxy arrived to help Delta break out from the trap.

The Fifteenth fell back toward the outskirts of Marrakesh, their current base of operations, and Delta snapped at their heels. Before they could reach the city, a Republic armor regiment emerged from the Sahara and drove hard on Delta's eastern flank. The Fifty-Fifth Armored Regiment pummeled Delta until the Eighty-Third Wolf Striker Cluster and the 279th Wolf Battle Cluster were forced to withdraw to Tangier.

As Gamma Galaxy marched on Marrakesh, the ebb and flow of battle spilled into the Red City itself. Several prominent souks were abandoned; others were destroyed outright, victims of raging fires that the city's fire brigades struggled to contain. The fighting rampaged deep enough into the city that Marrakesh's governor called for a mass evacuation while the Wolf warriors and Republic troops slashed and bit at each other.

To worsen matters for the Fifteenth, elements of the Falcons' Gamma Galaxy entered the fray from the south. After saKhan Thastus had learned of Sigma Galaxy's aborted effort to claim Tripoli, she had ordered her Galaxy's warriors to shadow the Wolves across northern Africa, to ensure they did not directly interfere with her operations. With the rest of Africa under Falcon control, Marrakesh represented Thastus's next target, and she was incensed to learn that the Wolves had beaten her to the prize.

In her anger, she ordered Gamma to attack the Fifty-Fifth Armored Regiment, who fractured and scattered from the vicious, unanticipated assault. Thastus then marched her First Falcon Velites into the city to claim the governor's residence. Upon learning of the Falcons' successes in defeating the Fifty-Fifth, Brigadier General Eric Ayres approached the Wolves and surrendered the last of the Fifteenth's faltering forces to



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Chance. In his official remarks, he claimed that “surrender to the Falcons is akin to suicide, and I will not forfeit my troops’ lives like that.”

After the Fifteenth’s surrender on T+90, General Vickers requested permission to dispute Thastus’s claim to Marrakesh, as she had enough Wolves at her disposal to evict the Falcon saKhan in a short Trial of Possession over the Red City. Alaric denied her request, however, stating that “The time for engaging the Jade Falcons is not yet at hand.” Chance heeded her Khan’s request and returned to Tangier to await further orders.

THE VALLEY OF DEATH

With the airfields of Amarillo captured, Redoubt Los Angeles conquered, and the Old Guard shattered in Colorado, the Falcons had triumphed over most of the RAF troops remaining in North America. According to Abzug Helmer, the RAF High Command’s final bastion lay somewhere in the Midwest, and Malvina was determined to drag Stone from it like her progenitor Elizabeth Hazen had dragged the Brotherhood of Donegal’s leaders out of the Black Brian to bring an end to Operation Klondike in 2822. Only this time, Malvina sought to end a campaign far larger than the liberation of the Pentagon: were she to root out Devlin Stone, she would singlehandedly kill the Republic of the Sphere and be that much closer to declaring her Clan as ilClan.

Without waiting for Helmer to deduce Stone’s whereabouts, Malvina advanced most of her combat-ready Galaxies *touman* to the edge of the Ohio River Valley on T+76. As Alaric’s Wolves closed in on Stone’s suspected location from the northeast, Malvina approached from the south, with Alpha, Epsilon, Lambda, Vau, and Omega Galaxies arranged in a wide net to catch Stone and his compatriots should they attempt to flee the elusive Command Post Rouge. *[Most of the notable absences in this operation, specifically Delta, Epsilon, Zeta, and Rho Galaxies, were likely due to a perceived leaning toward anti-Mongol beliefs. Other absences are attributed to maintaining garrisons at the sites of major Falcon victories. —RJ]*

Unbeknownst to either the Falcons or the Wolves, the RAF had mustered several commands in Toledo, Ohio, most of them the remnants of units that had fought elsewhere on Terra: Stone’s Lament, Stone’s Liberators, Stone’s Pride; the remainder of the Hastati Sentinels and Fides Defenders, the last of the RAF’s standard line regiments; the Hansen’s Roughriders and Gray Gunny Lancers Stone had recalled from the fighting in Alaska; and several other small commands. However, at Command Post Rouge, Stone’s war council had shrunk dramatically, as Damien Redburn had been killed during Operation Nighthawk; Tyrina Drummond had been killed in Asia; Janella Lakewood had been captured in the Nighthawk aftermath; Jonah Levin was still unaccounted for, despite news that he had escaped the destruction in Geneva; and Tara Campbell was also in Wolf hands.

The Jade Falcons arrived in the rolling hills of Kentucky on T+83 and scoured the countryside for any sign of Stone’s hidden base. The front lines of the two forces met in a titanic clash on the hills near Scottsburg, Kentucky, where the Falcons and Republic engaged in one of the Battle of Terra’s largest ground-troop concentrations.

Vau Galaxy absorbed the first charge of the Fifteenth Hastati, and the remainder of the Falcons folded in around them as the rest of the RAF forces followed suit in a swirling dance of destruction. In the driving spring rains, Terra’s defenders bitterly fought as though

defeat here would not only result in their executions at Jade Falcon hands but would also mean the death knell of the Republic of the Sphere. The Gray Gunny Lancers, whom the Falcons had not previously fought, introduced further chaos into the battle by striking and fading, never attacking the same Cluster twice, and the Roughriders, who had worked closely with the Lancers, muscled in after them to capitalize on the confusion and pave the way for larger and heavier RAF units to hit the Falcons hard.

TWENTY-FOURTH REPUBLIC INFANTRY REGIMENT

CO: Colonel Kwasi Ayodele

Average Experience: Regular/Reliable

Force Composition: 1 medium ‘Mech battalion, 1 mechanized infantry regiment

Deployment Sites: Northern Africa

Status: 80 percent losses. Survivors executed by Clan Jade Falcon.

The Twenty-Fourth Republic Infantry Regiment bore responsibility for protecting several African cities along the Mediterranean Sea. Given their adjacent regions of jurisdiction, this mechanized infantry regiment often conducted training exercises alongside the Alexandria Defense Force, both for city defense and desert combat.

The Twenty-Fourth was put on high alert the moment Clan Jade Falcon made landfall in Africa on T+36. However, Colonel Ayodele was not authorized to join the fight until Clan Wolf crossed the Mediterranean on T+87.

FIFTY-FIFTH ARMORED REGIMENT

CO: Colonel Colette Bélanger

Average Experience: Veteran/Fanatical

Force Composition: 1 light ‘Mech battalion, 1 medium armor regiment

Deployment Sites: Casablanca, Marrakesh

Status: 75 percent losses. Surrendered to Clan Wolf.

Masters of hit-and-run desert warfare with hovertanks and medium tracked tanks, the Fifty-Fifth Armored Regiment, a.k.a. “Stone’s Outriders,” was tasked with cavalry duties in the defense of Casablanca and Marrakesh. Although the Fifty-Fifth was not truly an official member of Stone’s Brigade, “Stone’s Outriders” was an earned nickname: all of the armor battalions attached to Stone’s Brigade regiments trained for desert-fighting tactics under the Fifty-Fifth’s expert tutelage.

Only the unexpected addition of the Jade Falcons to the Battle of Marrakesh spelled the Fifty-Fifth’s downfall. Though many of Colonel Bélanger’s troops survived to be taken captive by Clan Wolf, their fate remains undecided.

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During the raging fight, Malvina's warriors remained on the lookout for a black *Atlas II* painted with a white skeleton pattern—*Phantom*, the legendary 'Mech of Devlin Stone. Considering how many of his troops still fought in the field, Malvina believed the Exarch, arrogant as he was, would still possess the hubris to pilot such a distinctive 'Mech in combat. She offered a ransom to any Falcon whose battleROM footage could prove they struck *Phantom* with one of their weapons, and she declared that whoever defeated Stone would be named her saKhan. Malvina wished to destroy him herself, but the challenge to her warriors spurred them onward, specifically those in Epsilon Galaxy, who clashed with the remains of Stone's Lament, a regiment whose colors matched *Phantom*'s.

As the rain continued, however, there was no positive confirmation of Stone's 'Mech anywhere on the battlefield. Though Malvina saw Stone's tactical hand in the direction of the battle itself, he was issuing commands from Command Post Rouge, not on the battlefield. Stone had indeed longed to lead his troops from his 'Mech, but the realities of his deteriorating physical condition—a status caused by imperfections in the cryogenic freezing process that had preserved him—made such a prospect impractical due to neurological dysfunction precluding neurohelmet usage.

Had Stone fought in the battle himself, the outcome of the Scottsburg battle may have gone differently: Malvina's wrath ratcheted up several notches upon learning of his absence, which she unknowingly blamed on cowardice. Her fury translated into action, and the Raptor Keshik charged into the teeth of Stone's Lament, rallying her faltering flanks. If she could not destroy Stone in battle, she vowed to destroy everything protecting him and strangle him to death herself.

When the rain let up and the skies cleared, the commander of Stone's Brigade, General Turner, had been defeated and executed, and the RAF troops had been routed, at the cost of heavy losses to Vau and Omega Galaxies. The Republic survivors withdrew in three different directions, making it difficult for the Falcons to give chase. *[It is worth noting that, according to reports, the Gray Gunny Lancers seemingly vanished during the conflict. The Falcons recovered none of the Lancers' casualties, and unless one consults battleROM footage, it is as though these lucrewarriors were not even present in such a tumultuous battle. Consider them to be still at large. —RJ]* Malvina tasked a single Galaxy to pursue each path of retreat, and marched the balance of her command northward.

For several days the Falcons stalked the RAF stragglers, and by T+90, most of them had been hunted down. The Falcons then declared victory and pushed farther northward, crossing the Ohio River in search of Command Post Rouge and toward the Toledo base that the RAF's last gasp had used as their staging area.

THE CANDLE FLICKERS

On T+92, the talons of the Jade Falcons and the jaws of the Wolves had ravaged the North American Midwest while searching for Stone's hiding place. That morning, Stone had received word from Julian Davion that no relief force from the Federated Suns was coming to the Republic's aid. Furthermore, there had been no movement from Clan Ghost Bear and the Rasalhague Dominion, despite solid intel that the Ghost Bears possessed the means to pierce the shroud of Fortress Republic. The RAF's premier fighting commands had been destroyed, shattered, or driven to ground; most of the RAF's senior leadership was killed, captured, or MIA; and the only viable troops that remained consisted of scattered battalions or local militias with conventional equipment rather than BattleMechs.

Stone had three primary options remaining. First, he could hunker down in Command Post Rouge, which neither Clan had success in locating, and sound a clarion to all RAF forces on Terra and on neighboring Republic planet. From there he could wage a guerrilla war until the remainder of the RAF arrived, and if he held out long enough, he could exert further pressure on prodding the Ghost Bears into the fight.

Second, he could unleash Terra's stores of nuclear weapons—most of them from Word of Blake stockpiles recovered during the liberation of Terra in 3078. Though many of them were low-yield tactical nukes, some were high-yield warheads or were laced with cobalt, which would salt whatever ground they destroyed.

The final option, however, involved surrender, and neither Clan would accept anything less than complete and total surrender. Surrendering to the Jade Falcons would doom Stone, the RAF High Command,



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and all active RAF personnel to summary executions; however, surrendering to Clan Wolf instead would likely incite Malvina to reject the RAF's defeat and continue on until all remaining RAF troops were killed regardless.

Stone, after consulting with what remained of his war council, knew the first option was infeasible. Few RAF formations remained off of Terra; those that did either would refuse the call, such as the troops on Northwind, or not be enough to stem the Clan tide. In addition, a guerrilla campaign would further incense the Clans, particularly the Jade Falcons, which would lead to even more civilian deaths from terror tactics. Thus persisting via normal means would only serve to kill more soldiers and civilians who would die for an unwinnable cause. The nuclear option, though attractive, was anathema to Stone: he refused to resort to Blakist tactics and poison the planet he had fought so hard to save, and he remained unconvinced that even nukes could fully eradicate the forces of both Clans.

By the end of T+92, Devlin Stone contacted the Khan of Clan Wolf from his bunker hidden beneath the Rouge River and stated his intent to surrender. Alaric refused Stone's offer, claiming that unless the Republic surrendered to both Clans Jade Falcon and Wolf, any concession would be meaningless. Stone then extended the offer to Malvina Hazen, and both Clans agreed to meet with the Republic's senior leadership in two days to formalize the terms of the Republic's surrender.

V-T DAY

On 14 April 3151, ninety-five days after Clan Wolf's *touman* first touched down on Terran soil, Devlin Stone and the rest of the RAF High Command met contingents from the Falcons and Wolves on Belle Isle in Detroit for this somber affair. In attendance for the Republic were Stone and his aide, Tucker Harwell, along with a security detail; for the Falcons, Chingis Khan Malvina Hazen, saKhan Jane Thastus, Galaxy Commander Stephanie Chistu, and Cynthia, Malvina's "pet"; and for the Wolves, Khan Alaric Ward, General Chance Vickers, and the bondsman Tara Wolf.

The two Clan leaders would accept no less than the full unconditional surrender of the Republic of the Sphere and all standing RAF troops. Stone's surrender meant more than simply a cessation of hostilities. Alaric and Malvina demanded that his concession dictate that he permanently dissolve the Republic.

Now a wheelchair-bound broken shell of a man, Devlin Stone officially agreed to both Clans' terms and transmitted a message to the people of Terra announcing his decision. The Republic of the Sphere, and the dream of peace it claimed to uphold, was no more.

The Clans declared 14 April as V-T Day to commemorate the victory on Terra, but neither Clan fully celebrated yet. The battle to determine the ilClan had not yet been won.

THE FLAME EXTINGUISHED

[A Breaking News screen blankets the holoivid broadcast. RBS news anchor Clancy Willemsen and his partner Amélie Robinson appear on screen, their usually calm demeanor appearing unsettled.]

Clancy Willemsen, news anchor: We interrupt your regular programming with an important announcement from Exarch Devlin Stone.

[The aging, haggard face of Devlin Stone appears in front of a backdrop with a Republic of the Sphere insignia. He seems to have aged a decade since he last made a public statement.]

Exarch Devlin Stone: People of Terra, and all remaining citizens of the Republic of the Sphere: this is my final message to you as Exarch. It is with a heavy heart that I surrender all Republic Armed Forces to Clans Jade Falcon and Wolf. Furthermore, I order all units, regardless of whether they are on Terra or elsewhere, to stand down immediately and disarm. Despite valiant and desperate actions, we have succumbed to the Clan invasion force. Both Clans have agreed to an immediate and indefinite ceasefire, and I have ordered the same. I issue these commands because it will save lives, and the welfare of the citizens of the now-former Republic has always been my chief concern. Further resistance to these invasion forces is pointless and will only lead to more bloodshed. The light of hope that had been the Republic of the Sphere has gone out. I am deeply sorry that I have failed you all, and the blame for this falls solely upon my shoulders.

[As the screen returns to the anchors, the caption at the bottom of the screen scrolls new text: EXARCH DEVLIN STONE SURRENDERS TO THE CLANS / THE REPUBLIC OF THE SPHERE HAS FALLEN.]

Willemsen: *[loosens tie]* Well, I, ah... It seems that the Exarch of the Republic of the Sphere has, uh, surrendered to the Clans. I, uh—I'm usually not at a loss for words, but—

Amélie Robinson, news anchor: *[laughs nervously]* I can sympathize, Clancy. I, uh, have to admit I have all kinds of thoughts running through my head right now. Like, what does this mean for Terra and the people of the Republic? Are we all to become Clan citizens now? And what happens to the troops on other Republic—er, former Republic—

[A door slams open off camera. Both Willemsen and Robinson looks toward the sound.]

Willemsen: What the devil...

[Armed foot infantry, wearing Jade Falcon colors and falcon-shaped combat helmets, flood into the studio. Two of them brandish rifles at Willemsen and Robinson and use their barrels to knock over their desk microphones. Audio from hereon is muffled.]

Willemsen: Hey, you can't be in here!

Jade Falcon infantryman: This is an unsanctioned broadcast, freebirth! Cut your feed, now!

Willemsen: Look, you can't just barge in here like this and demand—

[The rifle report deafens the audio as Willemsen falls backward with an entry wound in his forehead. Robinson screams in terror and backs up against the wall, her hands held up in surrender.]

Jade Falcon infantrywoman: Come with me or you will suffer the same fate, you miserable *surat!*

[The Falcon infantrywoman grabs Robinson by the arm and drags her off camera.]

MacKenzie Harper, Producer: *[off camera]* Are we still on the air? Are we still—

—Final transmission of the Republic Broadcasting System, 14 April 3151



BATTLE		CLAN WOLF LANDING		CLAN JADE FALCON LANDING		RAF LANDING	
CITY		CLAN WOLF GROUND MOVEMENT		CLAN JADE FALCON GROUND MOVEMENT		RAF GROUND MOVEMENT	
REDOUBT / CASTLE BRIAN		CLAN WOLF DROPSHIP MOVEMENT		CLAN JADE FALCON DROPSHIP MOVEMENT		RAF DROPSHIP MOVEMENT	



THE BATTLE OF TERRA: THE TRIAL TO END ALL TRIALS

Now that the Republic had surrendered, the nonaggression agreement between the Jade Falcons and the Wolves ceased. As the two Clans were the only contenders with a claim to Terra and the title of ilClan, the Khans of the Falcons and Wolves agreed to undertake a combat trial to determine which of them would win that permanent honor and end the Grand Crusade once and for all.

THE REDE OF THE ILCLAN

*For the day will come and our kin will stand
On Terra's firm soil, ready to rebuild
The Star League with their hearts and hands.
But who shall lead? Upon whose shoulders
Will the burden lie? The answer is the test;
The test is the journey. Whichever Clan
Carves its way through the barbarians
To reach that fabled cradle of us all
Shall be the vehicle of the League's rebirth. Upon
The Star League throne shall sit that Clan's
Wisest Khan. So should it be—So shall it be.*

—*The Remembrance, Passage 72,
Verse 22, Lines 14–24*

Given the potentially longstanding, permanent repercussions of the outcome of the trial for the ilClanship, Malvina Hazen suggested the two Clans fight a fair series of combat trials, with the majority winner being named ilClan. This type of challenge would put the two wounded Clans, both of which had suffered many losses at the hands of the Republic's determined troops, on a relatively equal footing, and the combatants' pure skill and determination would carry the fight. Alaric Ward had a different idea, however: one trial, one victor, winner takes all. He argued that a series of proxy battles, much like ilKhan Ulric Kerensky had agreed to for the pivotal Battle of Tukayyid in 3052, would dilute the meaning of Terra's conquest. Furthermore, any number of combat trials, regardless of how many Clan warriors fought in them, would by nature deprive many determined warriors of the honor of fighting for the Clans' greatest reward. If a Clan did not pour their whole soul into the conquest of Terra, then it stood to reason that they did not deserve to be named ilClan. The only true alternative was for each Clan to fight in their entirety. This approach meant that one or both Clans might see themselves beaten down to the verge of annihilation before winning the ilClanship, but such a risk was both necessary and fitting for such a momentous once-in-a-lifetime opportunity. Whichever Clan could weather this crucible, as outlined by the Founder, Nicholas Kerensky, in 2825, deserved to stand above all of the Clans, now and forever.

Malvina, knowing she had fresh forces about to make planetfall, agreed to Alaric's suggestion. Alaric then bid his entire Clan: all Clan Wolf forces currently on-planet, which disqualified WarShip bombardment, the deployment of assault DropShips, aerospace fighters, and Elemental marines attached to the Wolf fleet, and any *solahma* or garrison units the Wolves had left on the Wolf Empire worlds. Malvina likewise bid the Jade Falcons' entire *touman*, including the final elements of Kappa Galaxy that were to land presently. Both Khans then agreed to meet in two days' time, to publicly formalize the trial and its terms.

THE FINAL BATCHALL

The official *batchall* ceremony was held on 16 April, at an amphitheater in Michigan, about fifty kilometers from where Stone had surrendered. Every available warrior from both Clans attended the event in dress uniforms with full regalia; only those too physically injured to appear were absent. The Loremasters of both Clans presided over the ceremony, during which Alaric claimed his Wolves the Hunted, or defenders, of this trial, due to his Clan having landed warriors on Terra first, which meant Malvina and the Jade Falcons were the Hunter, the attackers. Alaric formally declared his bid of the entirety of Clan Wolf's ground forces, and Malvina followed suit, bidding all of Clan Jade Falcon. As the Hunted, the Wolves had the right to declare the venue for the duel, so Alaric chose the 2,000-kilometer stretch of forests in Canada between Ottawa and Winnipeg. That region not only contained few cities, and thus would endanger the smallest number of civilians, but it allowed both Clans a vast swath of countryside between both boundaries in which to maneuver. Thus, the trial for the ilClanship would rely on pure strategic and tactical maneuvering in addition to each warrior's individual combat skills, not on controlling cities, threatening civilians, or relying on other dishonest tactics. The ilClan would win a clean and honorable contest, fought by the standards laid out by Nicholas Kerensky.

Both Clans agreed to begin the trial the following day, at 0700 hours Eastern Standard Time. As the Hunted, the Wolves chose their staging ground first, opting to base in Ottawa, and Malvina selected Winnipeg for her Clan's command post. With the *rede* now sealed, the senior leadership of both Clans—including Chance Vickers, now acting saKhan of the Wolves, and Falcon saKhan Ryan Pryde, having recovered enough to reclaim his duties from Jane Thastus—greeted each other as equals then parted ways to make their final preparations.

ELEVENTH-HOUR PREPARATIONS

Defeating the Republic of the Sphere's military on Terra had been a mere stepping-stone to the fight that truly mattered to all of the Clans in the Inner Sphere. Though only two Clans would fight for

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the right to be named ilClan, the outcome would affect the whole Council of Six, including Clans Ghost Bear, Hell's Horses, Sea Fox, and Snow Raven. Thus both the Jade Falcons and the Wolves embraced their responsibility to the destiny of the Clans.

As the midnight oil burned, the two Khans assembled their respective Clan Councils for strategy sessions at their respective staging grounds. In Winnipeg, Malvina paid heed to all of her Galaxy Commanders and Star Colonels, specifically Jane Thastus and Abzug Helmer, while eschewing the input of anti-Mongol leaders like Galaxy Commanders Stephanie Chistu of Delta and Clarence Pryde of Rho. Together the Falcons' Bloodnamed warriors agreed on a strategy specifically intended to combat Clan Wolf tactics.

Matters in the Clan Wolf camp at Ottawa, however, held a different tenor. Although Alaric and Chance had developed some preliminary plans for the trial before the *batchall* ceremony was held, the absence of Garner Kerensky and Ramiel Bekker, the heart and the tactical mind of Clan Wolf, had left palpable voids in the Wolves' ranks, and Alaric lamented the lack of their guidance in the coming fight. Star Admiral Haake Sukhanov, who had come down from the *McKenna's Pride* in a show of solidarity, offered a different perspective on the war council's strategic plans, but Alaric feared that Haake's contributions might not be enough to ensure a Clan Wolf victory.

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Outside observers of the combat trial between Clans Jade Falcon and Wolf believed that the fight between these two bitter rivals would burn hot and end in very short order. While the Clans had fought the Republic, they had been forced to deal with the philosophies of Inner Sphere combat, which entailed deceitful and dishonorable methods of combat; thus, the effort to conquer the Republic's entire military on Terra had taken both Clans more than three months of continuous conflict. The trial between the Falcons and Wolves, by contrast, would have no need to cater to non-Clan strategies and would be fought far quicker. Many Terran citizens anticipated a winner-takes-all, no-holds-barred battle between two Clans determined to pound each other into extinction would last no more than a single day, but others worried the battle would rage on for weeks and spill out beyond the established Circle of Equals for the fight, threatening more innocent lives in the process. Another concern involved the possibility of Malvina violating the spirit of the trial by torching Ottawa, Winnipeg, or other cities near or within the battlefield, in order to goad Alaric into action.

As 17 April 3151 dawned, all eyes on Terra, both Clan and Spheroid, turned to Canada, where the warriors of both Clans were poised to begin the trial to determine the ilClan.

STRATEGIC CONCERNS

Both Alaric and Malvina were master strategists, and they showcased their talents in the conquest of Terra. However, these two Khans knew each other's strategies well, so that meant they needed to anticipate their opponent's moves, knowing full well that their counterpart would be doing the same. This led both Khans and their war councils to adopt strategies that, while true to their respective command styles, retained elements of surprise that their opponents would not predict.

Alaric believed that Malvina would launch her whole *touman* at him in a grand show of force and goad him into committing his whole Clan in a similar maneuver: a short and brutal fight that would be a destructive flash in the pan. Tempting as it was to wage such a fight, Clan Wolf's leadership held that the key to winning was to deny the Falcons the straight fight they craved. To this end, Alaric established Phase Line Charlie, a north-south line that no Wolf warrior was allowed to cross unless given explicit orders to do so. He sought to deny the Falcons a swift fight, and as long as his Wolves refused to take the Falcons' bait, they could control the battlefield and force the Falcons to play according to their rules.

Malvina anticipated that Alaric would seek to deny her control of the battle, so she planned to overwhelm the Wolves with a swift assault designed to crush the Wolf lines while protecting the flanks of her main thrust. Alaric was known for relying on flanking attacks to encircle his prey, so she sought to turn his own tactic against him. Her strategy for success involved staying one step ahead of the Wolves and ensuring her warriors' every movement capitalized on their gains.

To address the impact of the fight against the Republic on both the Falcons and the Wolves, both Clans had spent the intervening time since Stone's surrender to reinforce their *toumans* as much as possible. The Wolves, having brought a large supply of materiel reserves, had swapped many damaged and destroyed 'Mechs with fresh Wolf 'Mechs, including some new models designed in part by the late Ramiel Bekker specifically for countering Falcon tactics, and the Jade Falcons had supplemented their strength with salvaged and repaired Republic 'Mechs, many of which boasted experimental RISC technology. As for personnel, though both Clans had suffered many casualties during the conquest of Terra, every living Jade Falcon and Wolf was determined to fight in this trial. In both Clans, all warriors capable of manning a cockpit, fighting compartment, or battlesuit would take the field, regardless of broken limbs, head injuries, or other debilitating conditions. In some cases, injured-but-conscious MechWarriors who could still use their legs but were in no state to walk were helped into their cockpits. Such was the determination of every Falcon and Clan to earn this final, ultimate glory for their Clan.

With the overall plans in place, both Khans ordered their warriors into position and awaited the dawn.

OPENING SORTIES: 0700-0859 HOURS

Although the trial began promptly at 0700 hours EST, just minutes before sunrise, both Clans' ground forces were distant enough that the only plausible attacks so early in the fight were aerospace sorties. The Wolves' position as the Hunted, or defender, of the trial was solely ceremonial, but the Jade Falcons treated it by its literal meaning by initiating the first strike of the trial during the initial hour of the trial's commencement. Three Stars of Falcon OmniFighters flew over Ottawa in search of Alaric's field headquarters. Though a slim hope, Malvina knew that eliminating the Wolf Khan or any member of his war council so early in the fight would have a domino effect on Wolf morale.

The Wolves' CAP fighters maneuvered to intercept the Falcon strike force, but the Falcons muscled through the Wolf screen long enough to drop their bombs on all suspected locations of Alaric's mobile HQ. The Falcon pilots paid the price for their mission,

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however, as Wolf fighters pursued and shot down most of the Falcons attempting to return to base. Of the thirty OmniFighters sent on the sortie, less than ten damaged fighters returned to the Winnipeg airfields.

During the Falcon attack, the Wolves already had their own strike in progress. VTOLs from Theta Galaxy's Ninth Wolf Cavalry swooped in on one of the Falcons' forward supply caches, deep behind Falcon lines, and destroyed most of the temporary structures there before flying westward, even deeper into Falcon-held territory. At 0725 hours, the Ninth's VTOL contingent hit a command post just outside of Winnipeg, the suspected site of the Falcons' Watch commander Abzug Helmer, riddling the site with laser and tactical-missile fire. Several of the VTOLs fell victim to the Falcons' CAP fighters and anti-aircraft guns, but the damage had already been done. When the Falcons took a toll of their dead, Helmer was among them. The loss of both the Watch's commander and their HQ effectively blinded the Falcons, but only long enough for Watch functions to transfer to a new command post and Malvina to name Star Captain Jakapan, one of Helmer's top agents, as commander of the Watch.

While both airstrikes cost the target Clans in different ways, the true battle would be won or lost on the ground, and both sides continued to march inexorably toward each other as the sun climbed higher into the sky.

FRONTAL ASSAULT: 0900-1659 HOURS

Due to the distances involved and both sides' hesitance to rely on DropShips for moving ground forces long distances, the first clashes between the Falcons and Wolves did not occur until nearly three hours into the trial. The Falcon Guards led the vanguard of the Falcon push, which consisted of Alpha, Gamma, Epsilon, and Vau Galaxies. Malvina expected Alaric to attempt a flanking maneuver, so Delta Galaxy protected the northern flank of the eastward advance while Zeta, Rho, and Omega Galaxies guarded the southern flank. *[It is worth noting that all four of these Galaxies harbored known or suspected anti-Mongol sentiments, and thus Malvina relegating them to the flanks was an intentional slight to deny them the glory of fighting at the tip of the Falcons' spear. —RJ]* The Wolf forces, approaching westward from Ottawa, had marched along the northern edge of Lake Huron before splitting into two attack thrusts. Gamma Galaxy, the Wolf Hussars, led the southern thrust by continuing along the shore of Lake Superior while Delta Galaxy, the Snarling Wolves, moved far northward, opening the Wolf front like a pair of jaws.

The Falcon Guards did not encounter any resistance until 0925 hours, well after they had passed Phase Line Charlie, where they clashed with light Wolf skirmishers in a marshland. Star Colonel Marv Roshak attempted to draw the Wolves into the open for a direct confrontation, but instead they withdrew, and pelted the Falcons with artillery strikes. Roshak then pulled his forces westward, hoping to draw the Wolves into pursuit; however, once the Falcon Guards crossed back over Phase Line Charlie, the Wolf warriors moved southward, along the phase line rather than following the Falcons across it. The artillery strikes continued, and left with no one to fight. The Falcon thrust scoured the marsh in search of the Wolves' main force.

On three separate occasions throughout the day, the four Falcon Galaxies at the center of the battle line assaulted the Wolf lines, then performed a tactical retrograde to entice the Wolves to follow.

Malvina did not expect Alaric to take the bait, but each of the Falcons' attempts inflicted more casualties than they received. If the Wolves would not join battle out in the open, the Falcons were prepared to bleed them one drop of blood at a time, if necessary.

FEINTING MANEUVERS: 1700-1859 HOURS

Although the Falcons' Delta Galaxy had patrolled their northern flank since the start of the trial, Galaxy Commander Chistu's forces did not encounter the massive Wolf push she had expected early in the day. Given that Delta, the Gyrfalcon Galaxy, was the only Falcon Galaxy guarding the northern flank—compared to the three Galaxies supporting the southern flank—Chistu had expected the Wolves to exploit this weakness by hitting her hard to break her line and expose the attacking Falcon elements to a flanking maneuver or an assault to the rear. By late afternoon it became clear that Malvina had ordered the Gyrfalcon Galaxy to defend the north alone in order to bait the Wolves into attacking the weaker flank and falling into the trap Malvina had orchestrated. *[It is likely that, given Chistu's stance, Malvina's trap was intended to ensure that Chistu was killed in battle when the Wolves overran the Gyrfalcon Galaxy's position, thus killing two birds with one stone, so to speak. —RJ]*

Pickets from the Falcons' Fifth Battle Cluster in the Wabakimi Provincial Park encountered the first elements of the Wolves' Delta Galaxy, the Snarling Wolves, at 1705 hours, which allowed the remainder of the Gyrfalcon Galaxy to maneuver into position to blunt the massive, full-Galaxy push Chistu awaited. However, the Fifth only identified warriors from the Forty-First Wolf Guard Battle Cluster and the Eighty-Third Wolf Striker Cluster: the Howl Keshik and the Snarling Wolves' three other Clusters remained unaccounted for. Chistu moved more Clusters forward to support the Fifth, remaining wary of an attack from a different direction; however, no attack came, and the Gyrfalcon Galaxy easily repelled the Snarling Wolves' anemic stab at the Falcon flank. Chistu alerted Alpha and Epsilon Galaxy to be alert for possible Wolf flankers, but neither Galaxy suffered a flanking maneuver, only artillery and Wolf strikers swatting their beaks along the centerline of the battlefield.

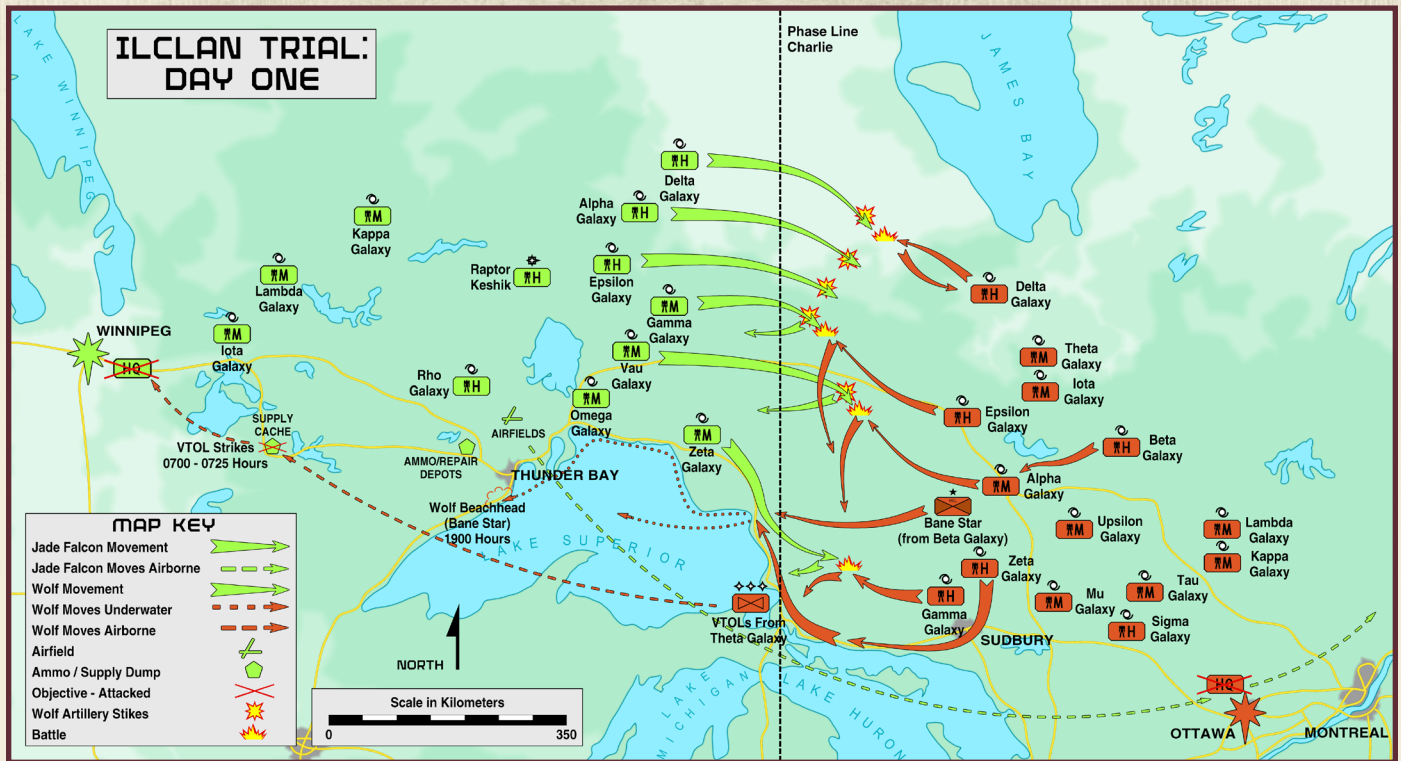
A SLIM FOOTHOLD: 1900-2359 HOURS

Approximately twelve hours after the trial commenced, a contingent of Wolf Elementals from Beta Galaxy arrived at their destination: the lakeside city of Thunder Bay, which lay behind the Falcons' lines. The strike force had spent long hours moving along the shore of Lake Superior, and their mission was to establish and hold a beachhead to support further operations in the area. When the Wolves reached their target, they unfortunately caught the attention of Falcon patrols from the Omega Galaxy's Seventy-Fifth Falcon Striker Cluster before they could reach and consolidate their position at the beachhead.

The Wolves fanned out to convince the Falcons that they faced a much larger force, harrying the Seventy-Fifth wherever possible. The strike team acquitted themselves well, but they fell back to the intended beachhead upon direct orders from Galaxy Commander Elise Ward. Once in position, the task force dug in and held position while awaiting further orders.

The commanders of the Falcons' three southern-flank Galaxies anticipated a strike from the region, but by the end of the first day of

THE TRIAL TO END ALL TRIALS



NEVER BET THE DEVIL YOUR HEAD: ODDSMAKING FOR THE ILCLAN TRIAL

Because of the many variables involved in the ilClan trial, bookmakers across Terra began taking bets on the trial's outcome, including the overall winner, the length of the trial, the death or survival of senior leaders in each Clan, and so forth; some oddsmakers even went so far as to set odds on how many civilians would be killed during the trial.

ILCLAN TRIAL ODDS, AS OF 17 APRIL 3151

ILCLAN

Clan Jade Falcon: 1/5
Clan Wolf: 5/1
Other (Write-in): 250/1

LEADERSHIP DEATHS

Khan Malvina Hazen (Jade Falcon): 10/1
SaKhan Ryan Pryde (Jade Falcon): 1/10
Loremaster Andwar Icaza (Jade Falcon): 25/1
Galaxy Commander Stephanie Chistu (Jade Falcon, Delta Galaxy): 1/25
Galaxy Commander Jane Thastus (Jade Falcon, Gamma Galaxy): 5/1
Khan Alaric Ward (Wolf): 3/1

Acting saKhan Chance Vickers (Wolf): 1/5
Loremaster Aberdeen Mehta (Wolf): 1/4
Star Admiral Haake Sukhanov (Wolf)*: 1/5
Galaxy Commander Billie Sender (Wolf, Delta Galaxy): 3/1
Galaxy Commander Niels Carns (Wolf, Epsilon Galaxy): 1/4

*Star Admiral Sukhanov's eligibility stems from being cross-trained in BattleMech piloting, allowing him to participate in the trial.

LENGTH OF TRIAL

0-12 Hours: 500/1
13-24 Hours: 25/1
1 Day: 10/1
2 Days: 1/5
3 Days: 3/1
4-6 Days: 5/1
7-10 Days: 10/1
11-14 Days: 25/1
2+ Weeks: 300/1

Note: For calculating payout rate, A/B is the winnings (A) vs. the stake (B). Examples: for 3/1 odds, you win 3 stones for every 1 stone bet, plus your initial bet, for a payout of 4; if you bet 5 stones, on the same odds, you will win 15 and your initial 3, for a total of 18. For 1/3 odds, you win 1 stone for every 3 you bet, so a bet of 12 stones will win 4, for a total payout of 16.

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combat, they encountered no Wolf resistance besides their effort to maintain the Thunder Bay beachhead. Meanwhile, the Falcons and Wolves at the center of the fight continued to poke and prod at each other as the Wolves refused to commit to full-scale frontal assault.

THE TRIAL OF THE ILCLAN, DAY TWO

During the first seventeen hours of combat, neither the Jade Falcons nor the Wolves had managed to gain a decisive upper hand. Although Clan Wolf maintained air superiority around their Ottawa base and had established a beachhead behind enemy lines, those advantages remained tenuous moving into the witching hour of 18 April, the second day of the trial for the Clans' ultimate prize. This left both combatants at a roughly equal footing; however, this status quo would very quickly swing in a destructive and disastrous direction.

BEHIND ENEMY LINES: 0000-0559 HOURS

The first major operation of the second day of the ilClan trial began with a surprise attack from Clan Wolf forces at the Thunder Bay beachhead. Zeta Galaxy's Ninth Wolf Assault Cluster and the Seventy-Ninth Wolf Battle Cluster had spent many long hours carefully maneuvering beneath the frigid waters of Lake Superior to avoid Falcon sensors and emerged from the lake at 0030 hours to reach their opponents' rear areas. The two Clusters linked up at the beachhead before parting ways and hitting their assigned targets within a kilometer north of the beachhead.

The Ninth's mission was to strike the Falcons' repair and munitions facilities, whereas the Seventy-Ninth targeted their primary supply depot. The goal of both Clusters was to push through the Falcons' pickets, strike their targets, destroy as many of the temporary structures as possible, then withdraw before the Falcons could overwhelm them. Unfortunately for both Clusters, their missions would not be easy, as they did not expect the entirety of Rho Galaxy to be guarding these important objectives. Malvina had anticipated that Alaric would hit her logistics hub, so she had prepared accordingly; she merely had not predicted the timing of the strike nor the lakeside approach.

The nighttime blitzkrieg took the Falcon armor and infantry pickets by surprise. The Zeta Galaxy detachment pushed through and eliminated the initial defenders, then hit their objectives. The Ninth's strike on the repair platforms generated little success; though some saw damage, most remained fully operational. The Ninth's greater success, however, came from assaulting the ammo dumps, as Star Colonel Henry Tutuola's warriors put a full two-thirds of them to the torch before two of Rho Galaxy's Clusters accosted them. The Twelfth Falcon Regulars and the Fifth Mixed Cluster tore into the Ninth's flanks before they could enact their intended withdrawal.

The Seventy-Ninth, once they circumvented the pickets, managed to destroy only a few of the supply depot's structures before the balance of Rho Galaxy swooped in and encircled them, cutting off their path of escape. Although Star Colonel Skinner's warriors fought valiantly, the Eighteenth Falcon Regulars and the Seventy-Eighth Provisional Garrison Cluster slashed at them without mercy, offering no quarter as their noose tightened.

For both Wolf Clusters, the sneak attack became a veritable suicide mission. Although nearly a Trinary of the Ninth escaped the

Falcons' talons, the Seventy-Ninth was not so fortunate. Less than a single Star of that Cluster's warriors eluded Rho Galaxy's net, and the rest were destroyed and killed without mercy.

The loss of so many munitions and supplies would cripple the Falcons in a long-term campaign unless they could procure stores from another source, even if they needed to steal them from the Wolves. However, Malvina and her top commanders had no intention of allowing this campaign to drag on long enough for this shortfall to become a concern.

THE EMERALD FLOOD: 0600-1159 HOURS

Not long before dawn, Falcon reconnaissance showed the Wolves' Beta Galaxy leaving its place on the line and moving south, with Tau Galaxy taking Beta's position. Beta did not seem to be maneuvering for an attack or an attempt to pursue the bait Malvina kept dangling, so she opted to take drastic measures. The Wolf commanders had refused to take her bait because they had seen through the ruse, so in order to inspire the Wolves to pursue, she needed to make the bait more convincing. To this end, she planned to send a flood of Falcon warriors in a suicidal frontal assault, straight into the Wolves' jaws. When the Falcon thrust would inevitably sustain heavy losses and fall back, the Wolves would perceive the retreat as a true rout and be forced to give chase, allowing the Falcons to encircle, isolate, and annihilate the main body of the Clan Wolf force. This gambit would require sacrificing many Jade Falcon warriors, but such was the ethos of the Mongol Doctrine, and the many Falcons who espoused her beliefs would follow her suicidal command without question.

To supplement this tactic, Malvina gathered as many of her *solahma* warriors as possible and tasked them with a mission that only the Watch and her senior commanders were privy to.

While the *solahma* task force put her plan into place, the Falcons' attack began at dawn. Four of the Falcons' frontline Galaxies at their central thrust broke through the Wolves' forward line with reckless abandon at 1130 hours, penetrating Sigma Galaxy's part of the line in several places. Epsilon and Vau Galaxies spilled through these breaches like an untamed fire hose, only to find a secondary battle line on the other side, reinforced by Beta Galaxy, where Alaric himself had committed to the fight. Falcons who recognized Alaric's recently refurbished *Savage Wolf* attacked him without explicit orders, some going so far as to enact suicidal charges that were easily repulsed. Though some of these challengers scored inconsequential hits on the Wolf Khan's 'Mech, none of them succeeded at seriously injuring his combat capability, specifically due to the Herculean efforts of the Silver Keshik and particularly Alaric's bondsman Tara Wolf, who had been permitted to pilot a *Sun Cobra* during this trial.

By noon Malvina's plan for the Wolves was in place, and all that remained was for her warriors to light the fuse.

TOIL AND TROUBLE: 1200-1359 HOURS

General Vickers's careful analysis of the Falcons' attack strategy on the Wolves' faltering battle line revealed that their seemingly random thrusts through the breaches were targeted and precise. Although some of the Falcons had pushed through the gaps and assaulted the secondary line of defense, most of the Falcon attackers

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had circled back to attack the front line again. This resulted in many of the Wolves inadvertently advancing after the repositioning Falcons in small increments rather than in the large, sweeping charges Malvina had previously been attempting to bait the Wolves into. This saw Theta, Iota, and Upsilon Galaxies, which formed the center of the Wolf lines, creeping farther westward as the Falcon assaults continued, until they had unintentionally broken Alaric's cardinal rule of engagement by crossing Phase Line Charlie.

At 1245, Chance's attempt to contact the commanders of these three Galaxies to order them westward revealed the first hint that something was wrong. The Falcons were jamming communications to all three Galaxies with ECM interference, preventing Chance's order from going through. A few minutes later, reports poured in about a change on the battlefield that would permanently reshape the face of the entire conflict.

The forest between the Wolves' front line and the secondary line in which Alaric fought had caught fire. Jade Falcon aerospace had firebombed this whole swath of the battlefield with incendiaries, and deployed inferno gel to encourage the flames to burn faster and hotter and promote the spread of the conflagration. In addition, barrels of nitroglycerine placed strategically around the battlefield by Falcon *solahma* warriors had ensured that specific and deliberate parts of the forest would ignite. Falcon aerofighters continued pelting the forest with precise firebombing runs until, within the space of fifteen minutes, the entirety of Theta, Iota, and Upsilon Galaxies were completely encircled by a wall of burning forest.

The fire itself stretched more than two kilometers deep on every side, and the spring winds only widened the flames as the fire raged unchecked across the Canadian forest. Wolf tanks and other conventional forces were trapped, as attempting to cross a wall of forest fire that deep was a suicidal prospect. Only MechWarriors and Elementals had any hope of surviving the flames, but even so, their 'Mechs and battle armor would not shield them from the worst ravages of heat for an extended period of time. MechWarriors not only risked engines shutting down and ammunition cooking off, but the fire wreaked havoc on their infrared sensors. Any attempts to pass through the blaze would render them blind to everything but magnetic resonance sensors, and the Falcons were poised to swoop down on every Wolf that would manage to weather the flames and stumble out of the trap. To pour further salt into the burns, Falcon artillery began shelling the three entrapped Galaxies, and aerospace strafing and bombing runs tore into them shortly afterward. This forced the Wolves to either remain in the trap and succumb to artillery or aerospace barrages, or brave the flames and risk either being assaulted by Falcons waiting to pick off anyone fortunate enough to survive the fire or simply not making it through to the other side of the continually deepening fire wall. Those who could not choose their fate would soon have it chosen for them, for the unburnt center in the trap slowly shrank as more of the forest caught fire.

Additionally, the sheer size of the area Malvina had set to the torch severely curtailed the space in which the Wolf Galaxies still outside of the burning region could maneuver. Aerospace fighters, VTOLs, and jump-capable 'Mechs could bypass the fire, but only the relatively narrow strips of forest at the northern and southern boundaries of the battlefield remained untouched, and even those avenues were swiftly diminishing as the fire continued to burn.

Alaric and Chance immediately mobilized to attempt to neutralize the blaze, but by this point it had already grown beyond

their own capability to contain. The Wolves called in IndustrialMechs and fire brigades from Ottawa, using DropShips to swiftly shuttle the firefighters and their hardware into place.

FIRE BURN AND CAULDRON BUBBLE: 1400-1559 HOURS

The Wolves aptly dubbed the hellish, fiery region of Malvina's trap as the Cauldron. As several detachments of trapped Wolves steeled their courage to drive through the Cauldron's flames, the fire brigade personnel combatted the blaze with minimal effectiveness. Not only did the sheer size of the conflagration complicate firefighting efforts, Falcon forces skirting the Cauldron specifically targeted the civilian IndustrialMech pilots, which were unaccustomed to being under fire while already working in strenuous conditions. Alaric's focus shifted to maneuvering his forces to protect the firefighters, for without them, there was no hope to contain the fire or to evacuate any remnants of Theta, Iota, or Upsilon Galaxies before Falcon bombardment or the flames claimed them.

The fire brigade quickly confirmed that the Cauldron was beyond even their own capabilities to contain. Were this a normal forest fire, they would bring in small craft to douse the flames with fire retardants from the sky, but the Falcons would assuredly shoot down any such attempts, thus invalidating that method until after the ilClan trial was over. Ultimately the firefighters determined the best approach was to clear a wide-enough path through the fire to give the trapped Wolves a safe exit point. ForestryMechs waded into their own battle with the flames to cut down wide avenues of trees while FireMechs sprayed the fires and ConstructionMechs bulldozed trees and ash into berms.

As the fire brigade worked, Wolf aerospace fighters bombed and strafed the Falcons skirting the Cauldron, to prevent them from attacking Wolves who made it through the ring of fire or charging jump-capable 'Mechs into the fire to attack the trapped Wolves directly. Unfortunately the Falcon artillery, located deep behind their lines, continued to punish the units in the Cauldron; Wolf aerospace sorties attempted to locate and destroy the artillery batteries, but the Falcons protected them with aggressive CAP patrols the Wolf pilots could not pierce. This meant the Wolves within the still-raging fire were forced to either take matters into their own hands or perish from fire or artillery shells.

Under the command of Star Captain Noran Kerensky, four scattered OmniMech Stars from Theta Galaxy's Twenty-Ninth Wolf Garrison Cluster and a detachment of Elementals orphaned from their original unit pushed westward through the ring of fire, heading in the direction of the Falcon artillery. Not all of them survived to the other side, but those that reached the other side of the fiery crucible at 1415 hours located Forward Fire Battery Alpha, one of the Falcons' two primary batteries. After a firefight with the defenders, Noran's force destroyed most of the launchers there before Falcon Elementals and *solahma* infantry threatened to overwhelm them. Noran surprised his opponents by withdrawing his force back into the flames, where the infantry could not pursue.

Back inside the Cauldron, Noran's surviving 'Mechs and Elementals cut northward and passed through the fire once more, picking up more orphaned 'Mechs and Elementals as they marched through the conflagration. The trip cost them even more of their number, but everyone who fell under his command pressed on with

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the knowledge that each artillery launcher they destroyed would save Wolf lives. Outside the Cauldron once more, Noran's ragtag contingent fell upon Forward Fire Battery Beta with a vengeance and tore it apart, eliminating every opponent in sight.

With the artillery neutralized, Noran led his Wolves to brave the fire one more time, to gather more survivors and find the means to lead them to safety. Wolf aerospace pilots also contributed to the rescue effort by guiding some of the trapped Wolves to the firebreak the fire brigade had cleared, but even after only two hours of the Cauldron being lit, there were precious few survivors left to lead.

The Falcons, now robbed of artillery support, charged their Iota Galaxy into the Cauldron from the north, and Lambda Galaxy entered from the southwest; both thrusts sought to destroy any Wolves attempting to flee the Cauldron. The Wolves' Iota Galaxy suffered the brunt of these charges, but their sacrifices prevented the complete destruction of Theta and Upsilon.

At 1442 hours, a gentle spring shower began falling on central Canada. Within minutes, the rain beat down the flames of the Cauldron until only scattered pockets of inferno gel still burned. As the last dregs of Theta, Iota, and Upsilon Galaxies abandoned the Cauldron at 1515 hours, the Falcons inside what remained of Malvina's trap withdrew rather than pursue. The damage had already been done: once Alaric and Chance reviewed the arsonist's bill, the three Galaxies that had been trapped in the Cauldron had suffered seventy-two percent losses.

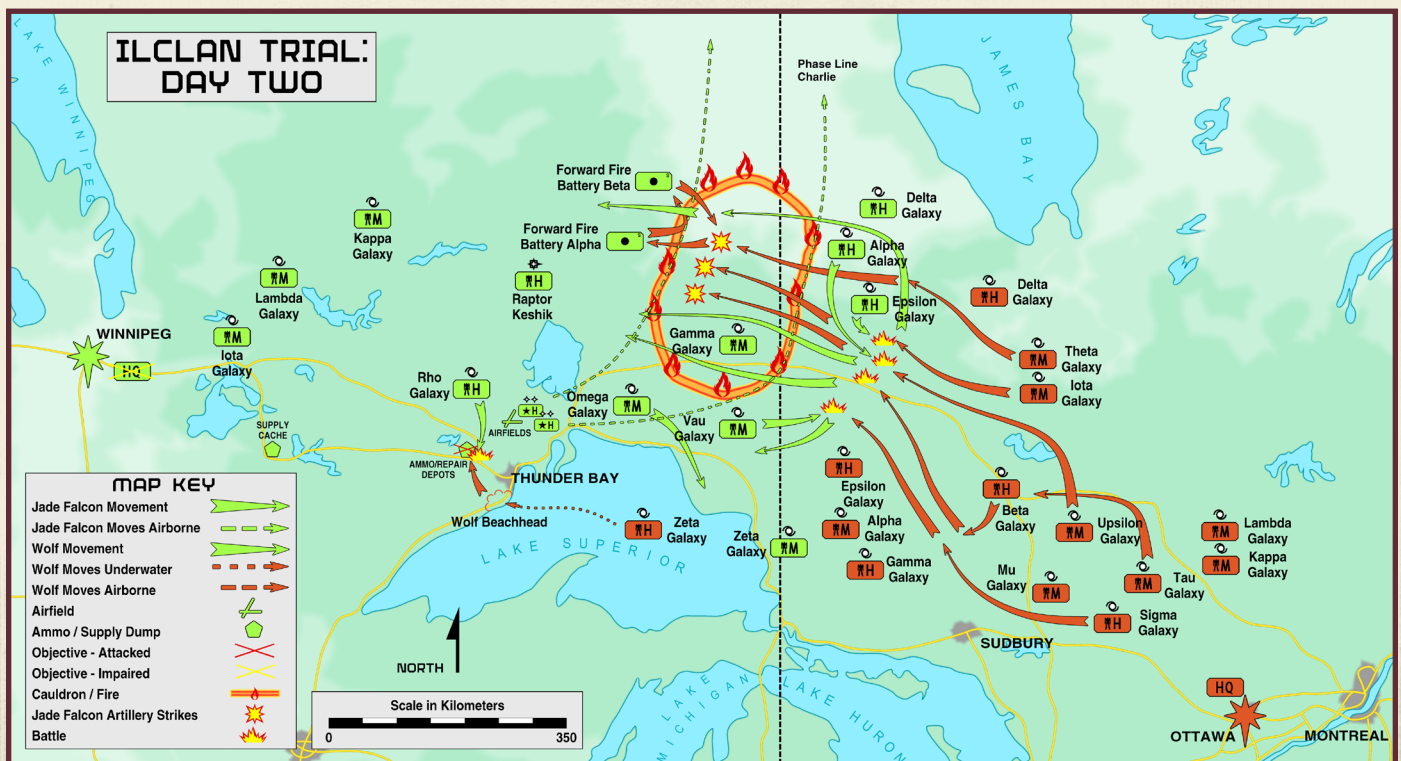
THE LONG NIGHT: 1600-2359 HOURS

After the casualties suffered in the fight against the Republic, at the Wolves' main front with the Falcons, and the catastrophic losses incurred within the Cauldron, Clan Wolf's *touman* was hurting,

and their morale plummeted to an all-time low, despite the Wolf warriors giving Alaric their full support. Star Admiral Sukhanov openly choosing to pilot a 'Mech in the fight did perk morale somewhat, but its effect meant little more than a single drop of rain trying to douse a wildfire.

Malvina, meanwhile, rejoiced in the rousing success of the Cauldron's execution, but by 1900 hours, it became clear that the Falcons' ammunition reserves were dwindling to dangerously low levels due to the Wolf strike on their supply dump. To combat this reality, she ordered as many OmniMechs outfitted with energy-weapon pods as possible; standard BattleMechs in the *touman* would have to husband their ammunition unless the Falcons could secure one of the Wolves' ammo stores. Regardless of the configuration, preference for reloads went to the units most loyal to Malvina and her Mongol Doctrine beliefs, so Galaxies such as Delta and Rho had to make do with partially filled magazines. The logistics necessary for refitting the Falcons' OmniMech required each eligible Falcon Star or Trinary to rotate out of combat for several hours throughout the night, which left many Clusters understrength while the refits progressed. The lack of ammunition did not ultimately concern Malvina, however, as she intended to end the trial for the iClanship long before every Falcon magazine ran dry.

To bolster his forces, Alaric made the decision to cut all bondcords for the prisoners his Wolves had claimed thus far on Terra, including Countess Tara Wolf. *[Though Alaric had accepted Paladin Janella Lakewood's surrender on T+60, he had chosen to make her a standard prisoner of war, not a bondsman; thus she was ineligible to be made abtakha from this pronouncement. —RJ]* Most of these bondsmen were former RAF soldiers, many of whom sought revenge on the Falcons for the travesties committed in Geneva and elsewhere on Terra, and though loath to fight as Wolves, they set aside their anti-Clan prejudices for the chance, however slim,



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to attack Malvina Hazen directly. These new Wolves were largely equipped with salvaged RAF hardware—including a small handful of partially repaired superheavy 'Mechs claimed during the rout of Task Force Four Horsemen on T+36—but there was insufficient time and technician-caste personnel to fully repair and refit all of the *abtakhas* 'Mechs and vehicles in such short order.

Combat between the two Clans continued throughout the evening and night, with the scattered pockets of still-burning Cauldron lighting the combatants' surroundings. No massive engagements occurred as the battle lulled in either memoriam or triumph for the warriors claimed by the Cauldron and as technician castes toiled to refit Falcon 'Mechs or repair equipment for the new Clan Wolf adoptees. This lull during the long night saw Jade Falcons and Wolves skirmish as Malvina and Alaric maneuvered Clusters around in anticipation for what both Clans expected to be a titanic assault.

THE TRIAL OF THE ILCLAN, DAY THREE

As the fight between the Jade Falcons and Wolves rolled into its third day, tensions on both sides ratcheted up to a fever pitch, despite most warriors only being able to snatch a single hour or two of meaningful rest over the past forty-eight hours of the trial. The predawn hours of 19 April saw flurries of activity in every command post, repair platform, munitions depot, forward observation base,

and aid station. Both Clans had spent the intervening time since the extinguishing of the Cauldron gearing up for what, by necessity, would be the final attempt to emerge victorious.

The Jade Falcons, by Malvina's mandate, would leave no Wolves alive should the Falcons carry the day; only Wolf warriors who managed to escape the carnage to come would have any chance at survival. This do-or-die mentality, of avoiding an ignoble death at the hands of Falcon executioners, inspired the Wolves to fight like they had never done before. The Falcons, likewise, knew that their own future hung in the balance: were the Wolves to prevail, the Jade Falcon way of life would be forever destroyed. Though Alaric had not similarly vowed to eradicate all traces of the Clan Jade Falcon in the event of a Wolf victory, the Falcons knew he would control the fate of any survivors, and it would be well within the right of an ilKhan to imprison or execute Clan warriors suspected of treason. Thus both Clans fought not only to win the coveted title of ilClan but to also guarantee their own survival.

BEFORE THE DAWN: 0000–0659 HOURS

As dawn approached, the Falcons and Wolves assembled all of their available warriors at their forward staging areas: Longlac and Opatatika, respectively, two small settlements whose inhabitants had evacuated in advance of the Clans' arrival. These two staging grounds lay only 270 kilometers apart on the Trans-Canada Highway, meaning the day's fighting would be close, thick, and decisive.

A FALCON IN WOLF'S CLOTHING

During the battle for the ilClanship, Clan Wolf's most underrepresented weapon against the Jade Falcons had not been *decanted* as a Wolf; he had instead been adopted into the Clan. Noritomo Helmer's rise to prominence began during the Falcons' *desant* into the Republic of the Sphere in 3134, when he commanded the 305th Assault Cluster of Delta Galaxy. Although he served under then-Galaxy Commander Malvina Hazen, he harbored a great admiration for her *sibkin* Aleksandr Hazen, commander of Zeta Galaxy during the campaign. Both Noritomo and Aleks rejected Malvina's vicious style of combat and believed that martial success lay purely in a warrior's skill. When Aleks was killed by Countess Tara Campbell during the initial campaign for Skye, Noritomo's beliefs were shaken, and Malvina's full embrace of Mongol Doctrine warfare led him to deeply question her methods.

Due to his refusal to employ Mongol Doctrine tactics, Malvina relegated him to command the garrison of Skye in the Falcon's Reach. The Wolves, on their drive toward Terra, assaulted Skye in March of 3150, and during the brutal fight, Noritomo's 'Mech was buried beneath a collapsed building. Upon extrication from the rubble, he was taken as a bondsman by the Thirteenth Wolf Guard Battle Cluster of Beta Galaxy, and his vow to ensure that Malvina never became ilKhan saw him quickly adopted into the Clan as an *abtakha* with full standing in the warrior caste.

Alaric was slow to trust Noritomo at first, especially due to his former rank as a Falcon Galaxy Commander. However, the former Falcon's firsthand experience serving under Malvina for more than sixteen years gave him far more unique insights into

the Falcon Khan's psyche than any of the information gathered by the Clan Watch could provide. To earn Alaric's trust, Noritomo was forthcoming with information, despite the perceived dishonor of him betraying his former Clan. Noritomo saw no dishonor in his disclosures, however, for he saw Malvina not as the leader of his former Clan but as an existential threat to *all* of the Clans, including the Homeworld Clans that the Council of Six had lost contact with in 3072.

Noritomo also offered to fight on the front line against the Falcons on Terra, in any position that would give him a chance to wound Malvina Hazen. During the battles against the Republic, he fought alongside his former bondholder, Star Colonel Don Cooper, but prior to the ilClan trial, Alaric reassigned him to the Silver Keshik to fill a vacancy due to a battlefield casualty. In the Khan's *keshik*, however, Noritomo's rank of MechWarrior greatly downplayed the value Alaric placed in his contributions to Operation Nostos.

Noritomo's greatest contribution to the Wolves during the ilClan trial was the certainty that Malvina, despite her general lack of guile in most engagements, had prepared some manner of large-scale trap for the Wolves. What he did not anticipate was the execution method of the trap and sheer breadth of destruction it could cause. Alaric being wary of such a trap ensured that far fewer Wolves were caught in the Cauldron; without Noritomo's insight, the Cauldron very well might have doomed more than half of the Wolf *touman* to annihilation.

—From *Fangs, Talons, and Stones: Understanding the Battle of Terra*, Oxford University Press, 3152

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At Longlac, Malvina Hazen broadcast simple orders to her Jade Falcon warriors: hold nothing back, suffer no Wolf to live, and any Falcon who gave ground during the day's fighting would be executed by her own hand. Alaric addressed his warriors at Opasatika in similar fashion, challenging them to fight for not only their survival but also because Clan Wolf represented the best means of preventing Malvina Hazen from realizing her nightmarish quest to burn down and reshape the entire Inner Sphere according to her own whims.

When dawn arrived, all Falcon and Wolf warriors capable of fighting mobilized with the intent of seeing an ilClan named before the day was done.

BENT BOW AND RIPPING BEAK: 0700–0959 HOURS

The Falcon Galaxies involved in the final major push arrayed themselves in an eastward-facing Ripping Beak formation: a narrow diamond-shaped arrowhead, the largest such formation ever assembled in Jade Falcon history. Malvina sought to use the sheer force of the Ripping Beak to spear the Wolf lines in two, then wheel northward, wipe out all Wolves in her path, and swing southward to visit further destruction on the enemy.

To meet the Ripping Beak, the Wolves had adopted a bent-bow formation with the bend of the bow facing west, toward the enemy. When the vanguard met the Falcons, the plan was to reverse the bow then flank and encircle the Falcons. To supplement this battle plan, Alaric had arranged for a special task force, code name Athena Rising, to attempt a strike at the Falcons' rear lines by using DropShips to shuttle into place, but the Falcons' temporary airfields north of Thunder Bay threatened the success of the maneuver.

Both Clans met just before dawn roughly halfway between both staging areas. The Second Wolf Assault Cluster of Beta Galaxy, at the forefront of the Wolf advance at the center of the Wolves' bent bow, met the Falcons' Ripping Beak formation in a logged-out clearing south of the town of Hearst. First blood went to the Seventh Falcon Striker Cluster of Alpha Galaxy, but the Second fought back with a vengeance. When Star Colonel Kalidessa Kerensky's Cluster inflicted enough losses on the Seventh that prudent warriors would have withdrawn, the Falcons refused to retreat, knowing that Malvina would have them executed upon reviewing reconnaissance and battleROM data. Seeing no other option, the Seventh fought down to the last warrior, costing the Second a full third of its total force. As Kerensky's Cluster mopped up, communications at 0820 hours indicated that the true tip of the Ripping Beak was spearing Kappa Galaxy to the north, meaning Beta Galaxy had encountered a flank of the Ripping Beak, not its tip.

Northeast of Hearst, the Falcons' Gamma Galaxy, the true tip of the Ripping Beak, impaled the Wolves' Kappa Galaxy in a lightning charge, and the two thrusts merged together, mutating the whole fight from honorable duels into a massive melee. Some of Beta Galaxy's Clusters attempted to offer Kappa support, but the Falcons' misdirection had placed Beta too far south to offer timely assistance. By the time Alaric's Galaxy arrived at 0845 hours, Kappa was in danger of collapsing, and the Falcons were on the verge of shattering the Wolf lines.

As the Silver Keshik waded into the melee, Jade Falcon warriors again targeted Alaric specifically in the melee. Tara Wolf and the Silver Keshik stepped in to protect him, but the Wolf Khan

ordered them and Tara Wolf to let him fight his own battles, without intervention.

Farther to the north, the Falcons' Delta Galaxy anchored the northernmost flank and slammed into and through the Wolves' Tau Galaxy. Galaxy Commander Chistu's Gyrfalcon Galaxy, as an anti-Mongol command, struggled to eliminate its opposition due to beginning the engagement with only partial ammunition loads. Many of Delta's warriors wasted ammunition to kill the pilots of Wolf 'Mechs they had defeated, to fulfill Malvina's mandate, but Chistu put a moratorium on this to preserve as much ammo as possible. By 0915 hours, Delta's ammunition reserves had run out, prompting Chistu to order technicians to salvage unfired missiles and autocannon rounds from downed Wolf 'Mechs. Even forced to rely on energy weapons and physical attacks, the Gyrfalcon Galaxy slashed through Tau Galaxy and pushed the Wolves' northern flank into full retreat.

As Tau and Kappa folded, the Wolves gave ground, executing a tactical retreat eastward to establish new defensive lines. At 0937 hours, Beta, Gamma, and Epsilon Galaxies re-formed along Phase Line Natasha, an east-west line north of the Trans-Canada Highway, and awaited the Falcons' continued push. During the fallback maneuver, more Falcons executed suicidal attacks against Alaric, but Tara Wolf defied her orders and protected her Khan from all quarters. *[Comms transcripts hint that the Countess violated her orders in order to protect Alaric for her own personal reasons, not due to any sense of true loyalty for him. Tara, having fought Malvina Hazen firsthand on Skye during the Falcons' descent, acted here to prevent Malvina from ascending to the ilKhanship by simply killing Alaric. —RJ]*

A RELENTLESS DRIVE: 1000–1359 HOURS

Under the incredible pressure of the Falcons' combined advance, the Wolves continued giving ground little by little. Though only Kappa and Tau had been driven into full retreat, none of the Wolves had routed; instead they had withdrawn in orderly fashion wherever possible, or fought on to the bitter end when trapped or encircled. Malvina's orders to advance or be executed had prodded her warriors like a riding crop, driving them onward even when imprudent. Though the Falcons suffered heavy losses in these pushes, the sheer weight and determination of the Falcon *touman*, coupled with Malvina's explicit threat, gained them ever more ground, pressing the Wolves farther east and south from the initial clashes.

At 1100 hours, the Falcon Guards were leading Gamma Galaxy deep into the Wolf lines. Galaxy Commander Thastus's warriors gouged deep wounds into the Wolves' Delta Galaxy, but the vanguard of her assault exhausted its expendables before it could drive the Snarling Wolves into retreat. Rather than waste the opportunity, Star Colonel Roshak of the Falcon Guards spurred his warriors farther eastward—not with threats, but with exhortations of glory in the battle ahead—and the balance of Gamma followed the Guards' lead.

For two more hours, the Wolves attempted to stall the inexorable emerald wave, with only limited success. By 1300 hours, the Jade Falcons had reached the Wolves' Gamma Galaxy, the westernmost Wolf formation along Phase Line Natasha. At Staunton Creek, southwest of Hearst, the Falcon front met the Wolf

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Hussars with such strength that the Hussars were crushed against Beta Galaxy before Alaric's Star Colonels could withdraw their forces to give Gamma enough room to fight.

Within forty-five minutes, the Wolf line had withdrawn across Staunton Creek, continuing eastward as the Falcons' Epsilon Galaxy rotated into the vanguard position. Now at the forefront of the attack, the First Falcon Jaegers hounded the Golden Keshik while other Epsilon Clusters pursued the rest of Alpha Galaxy. The Golden Keshik fell back slower than the Jaegers anticipated, which led the rest of Epsilon to pile up behind them as the attack's momentum slowed. Although most of Epsilon Galaxy openly supported the Mongol Doctrine, Star Colonel Khalus Pryde did not, and knew that continuing his Cluster's advance would see all of them destroyed for very little return. However, consolidating their gains and regrouping to better renew the attack would violate Malvina's express orders to refuse the Wolves even a single meter. While the remainder of Epsilon surged on into Alpha Galaxy's guns, Pryde eschewed his Khan's orders and re-formed his Cluster in a position closer to the rear, to await the right moment to strike. The balance of Epsilon then dashed itself into Alpha Galaxy's withdrawing wall. The clash ultimately proved more costly for the Falcons, but Alpha and the Golden Keshik could not hold against the combined force of Epsilon's suicidal charge and the Clusters from Omega Galaxy that spilled into Epsilon's rear.

At the bottom of the hour, the Wolf lines were fragmenting in the center and north of their formation. The Falcons' massive attack thrust had slowed, but their drive to finish off the Wolves had not diminished. Malvina Hazen and the Jade Falcons possessed both the advantage and the raw numbers on the battlefield. All that stood between them and the ilClanship were faltering Wolf Galaxies and a Khan whom the Falcons were determined to kill, at any cost.

ATHENA RISES: 1400-1644 HOURS

By 1400 hours, Alaric knew the time to unleash Task Force Athena Rising had arrived. He had reserved this task force for Clan Wolf's darkest moment, and although the Falcon aerospace forces still held command of the skies, he knew if he did not risk the maneuver then, his Clan would never have another opportunity.

At 1410 hours, he activated Athena Rising and ordered the easternmost half of his *touman* to swing westward, as though closing a door in the Falcons' faces. During the next fifteen minutes, the Athena Rising DropShips, which had been parked at La Verendrye Wildlife Reserve, launched and flew to a position far north of the Falcons' northernmost flank. When aerial reconnaissance spotted the DropShips, Malvina gave the patrols no order to engage. She claimed them to be empty: Alaric had already deployed his whole *touman* on the battlefield, thus this was a desperate distraction intended to draw her focus away from the most important region of the battle.

As Omega Galaxy began a thrust to the southeast, Task Force Athena Rising landed, and the DropShips disgorged two forces that surprised the Falcons and even many Wolves: codename Reunion, a fresh Galaxy from Clan Wolf-in-Exile; and codename Amalgamation, more than three regiments of Wolf's Dragoons, the legendary mercenaries whose original warriors largely hailed from Clan Wolf roots. Both the formerly Exiled Wolves and the Dragoons had made planetfall on Terra on T+40 and T+51; thus Alaric was within his rights

to bring them to battle, and them spending the intervening time holed up on their DropShips had robbed the Falcon Watch of any hint that these commands were on-planet.

The new Galaxy, dubbed Omega Provisional Galaxy, consisted of all surviving Clan Wolf-in-Exile warriors who had chosen to return to the Clan Wolf fold, despite rumors that the Exiles had refused the amnesty Alaric had offered them back in 3146, after the Jade Falcons conquered the Exiled Wolves' home of Arc-Royal. The true surprise to Malvina, however, was a mercenary outfit fighting alongside Clan Wolf, even one as famed as Wolf's Dragoons. Not only did Clans refuse to hire mercenaries on general principle, but during the Clan Invasion, Wolf's Dragoons had gone native, betraying their Clan masters by teaching the leaders of the Inner Sphere about the Clans and how to effectively fight them. Since then, the Clans had harbored a special hatred for these traitors, an antipathy above and beyond the normal loathing of honorless lucrewarriors. The truth of why the Dragoons had chosen to fight with Clan Wolf here on Terra, despite rumors that they were still contracted to the Draconis Combine at the time, was a story only a trusted few Wolves were privy to.

Each of Athena Rising's five discrete elements had specific objectives, and their success or failure would either defeat the Falcons or doom the Wolves. The three regiments of Wolf's Dragoons, led by General Thomas Brubaker, were tasked with being the tip of the spear, their favored position in an operation, while the Black Wolves Company, under Captain Deborah Sheridan, targeted Zeta Galaxy, one of the Falcons' most fervent Mongol Doctrine formations. Omega Provisional Galaxy, under command of former Wolves-in-Exile Khan Miriam Shaw, was to skirt south around the battle and attempt a flanking maneuver at the Falcons' rear. The Seventh Kommando, the Dragoons' special forces unit helmed by Colonel Aaron Krull, was dispatched on a covert operation, and the final element consisted of a lone MechWarrior: Anastasia Kerensky, the Wolves' former saKhan.

ON THE HUNT

Upon deploying, Omega Provisional Galaxy charged south while Wolf's Dragoons surged straight into the Falcons' northern flank with a ferocity and military precision that stunned Malvina's warriors. To counter this new threat, the Falcons' Alpha, Gamma, and Vau Galaxies formed a defensive arc spanning north and east while Delta Galaxy swung in to protect the northward flank. As Malvina further rearranged her lines, the voice of a familiar rival filled the airwaves: "Malvina Hazen, this is Anastasia Kerensky. I am coming for you."

Anastasia's sole assignment was to hunt down and eliminate Malvina Hazen by any means. While the battle raged around her, both Wolf aerospace and ground forces relayed possible sightings of the Raptor Keshik and assisted her in navigating her *Savage Wolf* around the thickest pockets of the fighting to ensure she could reach Malvina relatively unscathed. Malvina, however, had been hunting Anastasia in return, for she sought vengeance on the former Wolf saKhan for her role in Aleksandr Hazen's death on Skye.

The Dragoons' initial charge slammed through Delta Galaxy like a battering ram, breaking Galaxy Commander Chistu's command in two. Common tactical doctrine would have seen Alpha Regiment swing east and west to finish Delta off, but instead they continued southward, unfazed by their losses. Their mission was to break as deeply into the Falcon lines as possible.

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While the main body of the Dragoons waded through the northern part of the battle, the Seventh Kommando struck the Falcons' airfields north of Thunder Bay at 1515 hours. Colonel Krull's infantry and specialists had maneuvered through the southern forests, far from the active fighting and the eyes of aerial scouts, and emerged near Lappe, where all three companies set to work. Alpha Company moved in south to target the light tanks and vehicles guarding the airstrips while Bravo Company approached from the north to distract the *solahma* infantry patrolling the grounds. Once the Falcons were drawn away, Charlie Company moved in on the airbase to block the runways and plant charges on as many grounded fighters as they could reach. A Point of *solahma* troopers that did not take Beta's bait prevented Charlie from destroying all of the Falcons' air-support capabilities, but as the Seventh withdrew into the forest, the damage had already been done. The Wolves now controlled the skies over the battlefield.

BROKEN CHAINS OF COMMAND

Back in the north, as the Dragoons Alpha Regiment bore deeper into the Falcon lines, Gamma Regiment followed behind them, through the two halves of Delta Galaxy, taking on targets of opportunity while on the move. One such target was Galaxy Commander Chistu, who had fought to keep her Galaxy coherent in the face of the Dragoons' violent charge. At 1530 hours, Chistu hunted down Major Andrew Krull, a battalion commander in Gamma, to repay him for what his troops had done to her command, for removing him would break his troops' morale. Her *Jade Hawk* eliminated two of Krull's command lance before racing at his *Marauder IIC*, intending to tear into him with physical attacks enhanced by triple-strength myomer. Krull's shots tore off limb after limb, but Chistu continued her dogged pursuit and precision firing until her 'Mech fell and did not rise. Though she survived the fall, Delta scattered at the defeat of their commander, paving the way for Gamma Regiment to plow through what remained of Chistu's warriors.

After splitting Delta in two, Alpha Regiment continued onward into the Falcons' Alpha Galaxy, cleaving it in twain as well. As Gamma Regiment pushed through this widening gap, the regiment's commander, Colonel Nicholas Crews, squared off in his *Tundra Wolf* against Falcon saKhan Ryan Pryde's *Shrike*. The two fought bitterly, but at 1605 hours, Crews was critically injured just moments before he killed Pryde with a cockpit shot. With their Clan's saKhan lost and their formation shattered, Alpha Galaxy fell back from the Dragoons' unrelenting onslaught.

While the bulk of Task Force Athena Rising fought in the north, Clan Wolf warriors still struggled in the southern and eastern quadrants of the battle. Beta Galaxy saw the thickest of the fighting as the Falcons' no-retreat advance, coupled with Wolf's Dragoons at their heels, crushed the Falcons' Gamma Galaxy into the overwhelmed remains of Beta's front line. The Wolves' attempt to swing northward and close the door on the Falcons had proven only marginally successful, as the Falcons' Gamma Galaxy had stuck their foot in the door and refused to move, heedless of the Dragoons' advance. Both Beta and Alpha suffered heavy casualties



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as they continued to squeeze the Falcons caught in the vise of the Dragoons and the southern Wolf lines.

By 1630 hours, Omega Provisional Galaxy had moved into position and swept eastward to charge into the Falcons' rear areas. The former Exiled Wolves lanced deep into the Jade Falcons and chewed through them in revenge for conquering Arc-Royal. The assault took many Falcons by surprise, but the First Falcon Jaegers, who had been orphaned from the rest of Epsilon Galaxy amid the swirling chaos caused by the Dragoons, rose up to meet them. The tattered remains of the Jaegers defended themselves, but Omega's Wolf Spider Keshik destroyed them wholesale; only two Falcon MechWarriors from the Cluster survived to surrender.

At the northern front, the Dragoons had pushed twelve kilometers south from their DropShips, cutting deep into the Falcon lines. However, the Falcon Guards, whose single-minded defiance and dedication had defended their Khan in California, moved in to defend their Clan by blunting the Dragoons' advance as much as possible, even if it meant their own destruction. The Guards hit the Dragoons head on and waded through their ranks by operating as single Stars to separate unit commanders from their support and eliminate them. In addition to the loss of Colonel Crews, the Falcon Guards cut down Colonels Cameron and Lyons before turning their attention to General Brubaker. Major Krull, who had inherited command of Gamma Regiment, rushed to Brubaker's aid, but the combination of artillery and Falcon Guard tenacity downed the general's 'Mech. Brubaker's last act before being medevaced was to place Major Krull in command of the Dragoons and order him to advance south and pulverize the Falcons between them and the Wolves. Krull then reined his troops back into some semblance of order and marched south to seek revenge for his fallen general.

THE DUEL OF FATE: 1645-1650 HOURS

In the midst of the unyielding chaos at the center of the battle, Malvina hunted for Anastasia Kerensky with dogged persistence, determined to destroy the one claimed to be Clan Wolf's best MechWarrior. However, Anastasia found Malvina first. At 1645 hours, Anastasia's *Savage Wolf* and *Black Rose*, Malvina's *Shrike*, squared off in a muddy clearing where all of the trees had either been burned down or shouldered aside by 'Mech traffic. With no cover and equal amounts of preexisting battle damage, both combatants knew this would be a test of pure skill, a fight that would define the pinnacle of their own legend. The warrior who walked away from this fight would lay the first brick on the path toward the ilClan.

The pair exchanged taunts and preliminary fire while maneuvering for better position, with neither MechWarrior gaining the advantage. Malvina, after several feints and trading inconsequential hits with her opponent, used her targeting computer to score a deep hit on Anastasia's right leg. The *Savage Wolf* limped away from Malvina as her *Shrike* closed range. Once Malvina was within range of her short-range missiles, Anastasia increased her throttle to avoid Malvina's fire, revealing the limp to be a ruse. Her *Savage Wolf* launched an alpha strike on the Falcon Khan, which severed the *Shrike's* left arm, robbing Malvina of her primary weapons. The force of the blow knocked the *Shrike* down into the mud, but Malvina pushed her 'Mech upright and into a full sprint, hitting her opponent with long-range missiles and laser fire

OPERATION AMALGAMATION

Mission: Recruit Wolf's Dragoons for Clan Wolf
Commander: Star Captain Marotta Kerensky
Date Launched: 6 November 3150 (T Minus 65)
Date Completed: 2 March 3151 (T+51)
Deployment Sites: Parma, Draconis Combine; Puget Sound, Terra

To conquer Terra, Khan Alaric Ward wanted as many forces fighting on the Wolf Clan's side as possible, which led to his attempt to court the Wolf's Dragoons away from their contract with the Draconis Combine. For this monumental task, Alaric sent Marotta Kerensky, a *ristar* whose encyclopedic knowledge of the Dragoons made him the perfect candidate.

Marotta attempted to sway the Dragoons to fight for Clan Wolf by appealing to their roots, as the original roster of Wolf's Dragoons that appeared in the Inner Sphere in 3005 consisted largely of Clan Wolf freeborn warriors led by Natasha Kerensky, the legendary Black Widow. However, in the intervening 150 years, the makeup of the Dragoons had changed considerably from its Clan Wolf origins, and their loyalties lay elsewhere. Marotta then pointed out that the Draconis Combine were relegating this elite, professional mercenary unit to rear guard and garrison duties rather than the assault missions they demanded, and he appealed to the moral compulsion to ensure Malvina Hazen and her Mongol Doctrine-embracing Jade Falcons would not become ilClan and raze the Inner Sphere.

General Brubaker rejected all of Marotta's entreaties, even a final appeal that fighting on Terra would prove that Wolf's Dragoons were the best professional soldiers in the Inner Sphere. However, Marotta's passion struck a chord with Colonel Nicholas Crews, commander of Gamma Galaxy, who decided to accompany Marotta to Terra regardless of the general's decision. When Brubaker attempted to stop Gamma's defection, his force was defeated, and on 10 December 3150, he made the hard decision to exercise the escape clause in the Dragoons' contract with the Draconis Combine and make the journey toward Terra.

Marotta and the entire Wolf's Dragoons contingent arrived at Puget Sound on T+51 of the campaign for Terra, where they awaited Alaric's orders. Marotta's mission was held in the utmost of secrecy, ensuring that the Dragoons' deployment during the ilClan trial nearly seven weeks after planetfall surprised everyone but Alaric's war council.

before Anastasia could capitalize on the fall. The Wolf returned fire with short-range missiles as Malvina reached melee-combat range, and enough of the warheads detonated in the *Shrike's* torso to touch off the LRM ammunition stored there.

Fortunately, Malvina had nearly exhausted her missile magazine during the fight thus far, so the blast had little effect on her 'Mech's

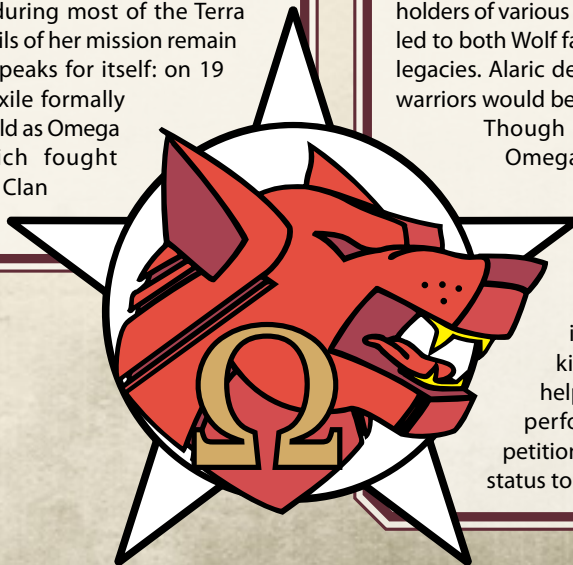
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OPERATION REUNION

Mission: Return Wolves-in-Exile to Clan Wolf
Commander: Former saKhan Anastasia Kerensky
Date Launched: 6 November 3150 (T Minus 65)
Date Completed: 19 February 3151 (T+40)
Deployment Sites: [REDACTED]; Puget Sound Terra

Very few details of Operation Reunion have been made public, but the root of this operation began with the fall of Arc-Royal to the Jade Falcons in 3146. Clan Wolf-in-Exile, formed by the Abjuration of Clan Wolf's initial incarnation in 3057, had called Arc-Royal home for nearly a century, and the now homeless Clan was left at the mercy of the Lyran Commonwealth. Alaric, in his long game for invading Terra, saw the orphaned Wolves-in-Exile as potential shock troops for the Terra campaign and extended them an olive branch despite their Abjured status. Publicly Khan Miriam Shaw rejected the offer, but the opportunity to safeguard Terra from Malvina Hazen prompted many Exiled Wolves to considering the deeper implications and rekindle lines of communication between both Wolf Clans. To Shaw and others, remaining in the Lyran Commonwealth while Malvina's Falcons became ilClan would embody the ultimate betrayal of their protective, Warden roots. On May 3148, the wounded remnant of Miriam Shaw's Exiles abandoned their garrisons in the Commonwealth and vanished from the Inner Sphere's stage.

On 6 November 3150, Alaric sent then-saKhan Anastasia Kerensky to the Wolves-in-Exile with the express goal of formally mending the rift between both halves of Clan Wolf and bringing Shaw's warriors to Terra. Anastasia, as a former Wolf-in-Exile, was the perfect choice for this mission, though she chafed that the assignment's timetable would rob her of the opportunity to fight during most of the Terra campaign. The salient details of her mission remain classified, but the result speaks for itself: on 19 April 3151, Clan Wolf-in-Exile formally returned to the Clan Wolf fold as Omega Provisional Galaxy, which fought alongside the rest of the Clan Wolf in the ilClan trial.



OMEGA PROVISIONAL GALAXY

CO: Galaxy Commander Miriam Shaw
Average Experience: Veteran/Reliable
Force Composition: 5 Clusters
Deployment Sites: Canada
Status: 40 percent losses

The warriors that comprise Clan Wolf's Omega Provisional Galaxy all hail from Clan Wolf-in-Exile, and the unit's formation and deployment is a direct result of saKhan Anastasia Kerensky's Operation Reunion. After the loss of Arc-Royal in 3146, the Exiled Wolf *touman* was a shadow of its former self, especially after having lost Khan Patrik Fetladral and a whole generation of sibkos to Malvina's malice. During the fighting on Arc-Royal and the neighboring worlds, of the nine operational Wolf-in-Exile Clusters, only six had survived to mysteriously vanish from their Lyran Commonwealth garrisons in 3148.

Little is known about Anastasia Kerensky's mission to convince the remains of Khan Miriam Shaw's *touman* to rejoin Clan Wolf, but an analysis of confirmable data reveals an educated guess as to what may have transpired. A Star of MechWarriors from the Golden Keshik accompanied Anastasia on her mission, and only two of them returned; additionally, the Exiles' Golden Keshik, upon arriving at Terra, had lost a significant amount of its strength between the Exiles' disappearance and their reappearance, far more than self-defense against pirates, maintenance problems, or other issues would account for. Based on these discrepancies and the nuances of how Clan law would treat an Abjured Clan, one can infer that Anastasia likely declared a Trial of Possession for the Wolf-in-Exile *touman*, in effect a series of harvest trials, one for each operational Cluster. By winning these trials, Anastasia would have taken each Cluster as bondsmen and made them full Wolves by immediately cutting their bondcords.

What is known, however, is Miriam Shaw either voluntarily forfeited or lost her status as Khan, and the repatriation of the Exiles meant that there were potentially more than twenty-five holders of various Bloodnames, as the Abjuration of the Exiles had led to both Wolf factions claiming full rights to the same genetic legacies. Alaric declared that the matter of excess Bloodnamed warriors would be resolved at Clan Wolf's next Great Reaving.

Though the five operational Clusters that became Omega Provisional Galaxy had made planetfall on Terra on T+40, they were not deployed until fifty-eight days later. Their arrival took the Jade Falcons by surprise, however, and the former Wolves-in-Exile exacted brutal revenge on their enemy for their complicity in the ravaging of Arc-Royal, the dishonorable killing of Patrik Fetladral, and the murder of a helpless generation of *sibkos*. Due to her Galaxy's performance during the trial, Miriam Shaw has petitioned for shifting Omega from provisional Galaxy status to full frontline duty.

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internal structure. The Falcon Khan fought on, determined to end her rival with a well-placed punch from her *Shrike's* taloned fist. Anastasia backpedaled away from Malvina's savagery and launched missiles in a last-ditch effort to fend her off. Two of the warheads found their mark on the *Shrike's* birdlike head, mangling it enough to prevent its pilot from ejecting from the stricken 'Mech. At 1650 hours, Anastasia struck Malvina Hazen's *Shrike* with a PPC shot, and the 'Mech fell a second time, which destroyed its reactor upon impact.

Black Rose did not rise again, and there was no word from its pilot.

THE FULFILLMENT OF DESTINY: 1651–1659 HOURS

As Anastasia and Malvina waged their fateful duel, Wolf's Dragoons had rallied under Major Krull's command, and funneled their wrath at the wounding of their leaders to push south through the now-retreating Falcons, preparing to rout them. However, Alaric ordered Krull to immediately break off his attack and withdraw, claiming that "The final destruction of the Jade Falcons falls to Trueborn warriors of Clan Wolf." Krull railed against the order, as following it would kill many Dragoons while they untangled from the desperate and still-dangerous Falcon Guards. Furious, Krull nevertheless complied, and as predicted, his command sustained many casualties during the maneuver.

Before mounting an attack, Alaric offered the Jade Falcons a chance to surrender, now that their Khan had been eliminated from the fight, but none did, for admitting defeat meant their chance at being the ilClan was finished.

Under Alaric and Chance's direct command on the battlefield, the Wolves' Alpha and Zeta Galaxies drove northwest while Omega Provisional Galaxy continued its eastward push. Together, the two Wolf thrusts converged, and Beta, Delta, and Gamma assembled at the flanks to prevent any of their prey from escaping the pincer. The trapped Falcons fought as though their very survival depended on the outcome, but it was not enough.

Galaxy Commander Stephanie Chistu regained consciousness in her cockpit long enough to hear both the Wolf Khan declare Malvina Hazen's defeat and extend his offer to surrender. For several long minutes she phased in and out of consciousness, waiting to hear orders from any senior Jade Falcon commander. But saKhan Pryde was dead, Jane Thastus and the other frontline Galaxy Commanders were either dead or defeated, and Chistu wrestled with what it would mean for Clan Jade Falcon to yield in the trial for the Clans' greatest achievement.

At 1657 hours, Galaxy Commander Chistu, as the seniormost officer of her Clan, conceded the ilClan trial to Clan Wolf.

MOPPING UP: 1700–1900 HOURS

Despite Chistu's surrender, several Falcons, mostly hard-line Mongol believers and *solahma* determined to die fighting on Terra, battled on past nightfall. Those that broke out to the west were accosted by Omega Provisional Galaxy, and Alaric tasked Anastasia with hunting down other Falcons that refused to stand down. In the case of the Third Falcon Velites of Zeta Galaxy, Star Colonel Sarah Hazen had ordered her warriors to fight on, but the broken remains of her Cluster refused, and when she threatened

THE HOWLING FURIES, 2ND WOLF ASSAULT CLUSTER

CO: Star Colonel Kalidessa Kerensky

Average Experience: Elite/Fanatical

Force Composition: 2 assault OmniMech Trinaries, 1 Elemental Trinary, 1 heavy OmniFighter Trinary, 1 mixed-composition Trinary

Deployment Sites: Nadir jump point; Australia; southern Asia, China, Ulaanbaatar, and Russia; Alaska; Kraków, Rosenheim, Stuttgart, Paris, Scotland, and Iceland; Montreal and Toronto, Canada

Status: 60 percent losses

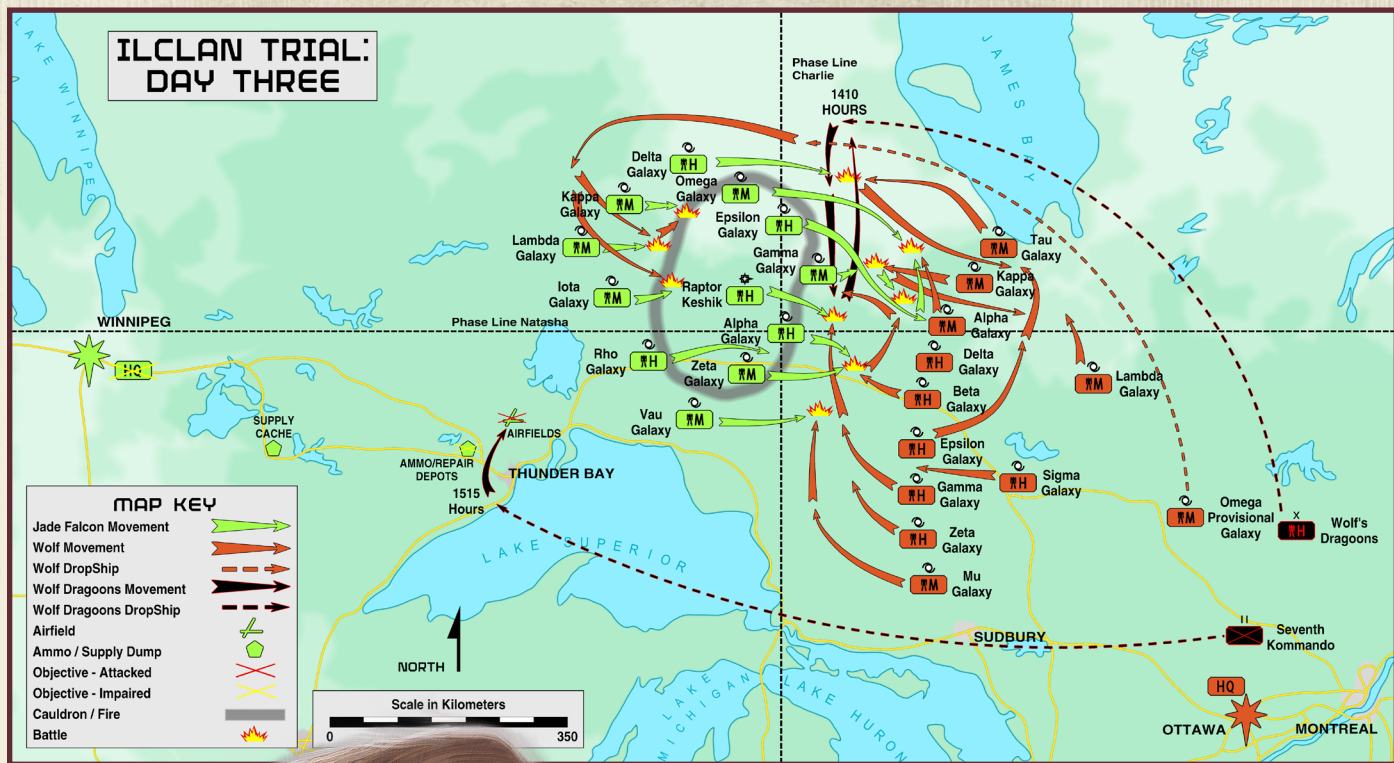
Kalidessa Kerensky assumed command of the Second Wolf Assault Cluster after then-Star Colonel Anastasia Kerensky transferred to command of the Golden Keshik upon being named saKhan in 3146. Alaric was impressed with Kalidessa's bravado and near-reckless daring during her Trial of Position over the rank, making her the perfect choice for leading the unit. Kalidessa revitalized the Cluster into a fearsome fighting force that whetted its edge on Republic of the Sphere troops during the drive toward Terra. Their frighteningly relentless performance on the road to Terra led Kalidessa to rechristen the Cluster as the Howling Furies, and they soon became Alaric's go-to Cluster for the toughest tasks confronting Beta Galaxy. The Furies' dedication to the vision of Clan Wolf as ilClan led them to being deployed in more locations during the campaign for Terra than any other Clan Wolf Cluster.

The Howling Furies' success stemmed from the Cluster's ability to tackle any battlefield situation, be it space combat and zero-G operations, defensive and offensive postures, direct assaults and covert strikes behind enemy lines, and so forth. Another aspect of their combat success was attributed to their combined-arms approach: Kalidessa demanded the entire Cluster drill and train as a unit, regardless of military specialty, which lent a synergy to the unit's battlefield performance. This allowed the Cluster's ground forces and air support to operate together with a preternatural effectiveness.

During the Terra campaign, the Howling Furies added several salvaged superheavy OmniMechs to their roster; these fearsome machines were piloted by Republic bondsmen who had been adopted into Clan Wolf's *touman* out of necessity. Although their pilots' lack of training with the rest of the Furies meant they could not coordinate well with the rest of the Cluster, these cobbled-together 'Mechs proved their worth in the ilClan trial, despite seeing heavy losses and post-trial fallout.

Under Kalidessa Kerensky's leadership, the Howling Furies collected a string of both losses and victories across Terra, but their biggest claim to fame lies with a single Carnivore tank, *Fratricide*, whose crew accounted for the defeat of two Paladins of the Republic.

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to execute them for treason, they shot down her 'Mech and then stood down themselves.

By 1800 hours, few traces of Clan Jade Falcon remained on the battlefield. Wolf aerospace recon found no active, functioning Falcon 'Mechs or armor in the operational area, the Falcons' aerofighters remained grounded due to the Dragoons' attack on the airstrips, and only scattered Falcon infantry remained. Malvina was found injured but alive in the remains of her 'Mech, and Alaric ordered her shipped to a field hospital. Though the rest of her Clan was either dead or surrendered, she refused to yield, vowing that he would never live long enough to be named ilKhan.

Alaric ignored her threats, for his Wolves' triumph over the Republic and the Jade Falcons meant that Terra now belonged to them, free and clear. The Great Crusade had come to an end, and none remained to challenge Clan Wolf for the right of the ilClan.



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THE ACCESSION OF THE ILCLAN

The end of the ilClan trial on 19 April 3151 meant that the challenge outlined by Nicholas Kerensky in 2825 had finally been claimed, that the purpose of the Clans' creation had reached its fulfillment. The ilClan would rule Terra as the Clan set above all other Clans, its Khan the ilKhan for life, with the authority to appoint their successor from the ilClan's ranks. However, none of the Clans possessed a roadmap from the Founder that led beyond the conquest of Terra; thus the Clans of the Inner Sphere knew that, from this moment forward, they must forge their own destiny and write their own path on the stars. For answers, some Clan warriors would look to the past, to the history in *The Remembrance*; others would seek answers from within their ranks, and the rest would seek guidance from without, either via diplomacy or combat.

For the ilClan to fully and legally take its place, member Clans of the Council of Six had to acknowledge the ilClan's conquest of Terra and their uncontested claim to the coveted and permanent title. However, some refused the reality of the ilClan trial's outcome and were prepared to do anything in their power to prevent the winner's accession to the highest and most powerful position in the whole of the Inner Sphere.

WOUNDED PRIDE

Though Malvina Hazen survived the injuries from her duel against Anastasia Kerensky, her pride did not. Having lost the ilClanship and more than ninety-eight percent of her warriors to the Falcons' greatest rivals rankled her, so she spent every waking moment raging about how she would find a way to circumvent Alaric's orders to submit her Clan's *touman* to his leadership. Anastasia had advocated for Malvina's execution following Stephanie Chistu surrendering on Malvina's behalf, but Alaric had forbidden it, for the outright execution of defeated foes was not the Way of the Clans. This allowed Malvina, though injured, to plot against the as-yet-uncrowned ilKhan.

On 23 April, Alaric visited Malvina personally in the luxury apartment in Winnipeg she had been assigned to for her convalescence, where he discovered she was still keeping Cynthy, the abused teenage girl Malvina kept as her "pet." He admonished the broken Khan for her refusal to formally concede the trial, and for not tending to her injured and demoralized warriors when so few of them remained. Despite their low numbers, Alaric had plans for the Jade Falcons, but he declared that Malvina's Mongol Doctrine had no place in the new era, in which his ilClan would rekindle the Star League with him as First Lord.

Rather than heed his words, Malvina threatened Alaric: until he was formally acknowledged as ilKhan and had appointed his successor, his death, either in a combat trial or by an assassin's blade, would throw everything into disarray as the Clans would fight over how to handle the succession. Malvina ultimately agreed to submit to his authority for as long as he held it, and before Alaric left he ordered her to free Cynthy immediately.

Later that evening, Stephanie Chistu, the sole surviving Jade Falcon Galaxy Commander, visited Malvina at Alaric's behest. She intended to discuss the welfare of the surviving Falcon warriors and strategies for rebuilding their *touman* in order to best serve the new Star League.

Those conversations never occurred, for she found Malvina dead in her apartment. The Falcon Khan, though seemingly on the mend, had suffered unforeseen complications from her still-healing injuries, and her pride would not allow her or Cynthy to call for emergency medical attention. Cynthy, however, was nowhere to be found on the premises; investigations into her disappearance concluded that the abused girl had taken Malvina's incapacitation as a chance to make good on her escape, for Malvina had shown no willingness to follow Alaric's order to free her. When the news of Malvina's passing was made public, Anastasia took full, albeit belated, credit for her death, since the coroner confirmed that the Falcon Khan had ultimately succumbed to injuries sustained during their duel.

[IlKhan, this report serves as a testament that even Rosetta Jennings believes the official record of what occurred in Malvina's apartment. The girl still remains at large, and the secret pact you made with Kerensky and Chistu following Malvina's death remains intact. I will be monitoring for any signs to the contrary, but for now, your secret remains safe. —Spurlock Conners]

NEW LEADERSHIP, FORGED IN BLOOD

The Battle for Terra, both the fight against the Republic and the trial to determine the ilClan, took a considerable toll on the command structures of Clans Jade Falcon and Wolf. Malvina's post-trial death and the combat death of saKhan Ryan Pryde left the Falcons leaderless and directionless, and Garner Kerensky's death due to Operation Nighthawk left Clan Wolf bereft of a saKhan. But before those posts could be officially filled, another player in need of new leadership took center stage.

FOREVER FAITHFUL

On 25 April, the ilKhan made a series of unexpected announcements regarding the Fidelis, the secretive, elite soldiers known as Stone's Shadows.

During the race to Terra, Alaric had discovered that the Fidelis traced their roots directly to Clan Smoke Jaguar, which had been thought annihilated by the Second Star League in 3060. The precious few Jaguar warriors who survived the purge of Huntress in the Clan Homeworlds had escaped to the Inner Sphere and made a home for themselves under the leadership of Paul Moon, who assumed the title of Custos. Though these refugees had outwardly shed their Clan affiliation and called themselves the Fidelis, they still maintained the Smoke Jaguar traditions in secret by following the teachings laid forth in the Unopened Book, a copy of *The Remembrance* recovered from the fall of Huntress. During the Jihad, the Fidelis joined Devlin Stone's fight against the Word of Blake, vowing to protect Stone and the Republic of the Sphere in exchange for a safe haven for their people on New Earth. That vow lasted until Jonah Levin, determined to return Damien Redburn to Terra, had ordered the Fidelis to attack Redburn's rebellious troops on Callison in 3149; and from that point forward, the Fidelis became free agents.



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When Alaric visited the Fidelis's home of New Earth on the way to Terra, the Custos shared their Clan past and offered intel on Terra's defenses in exchange for a boon for his people. Though Moon would retain his role as Custos over those Fidelis who wished to remain under his command, he asked that, should the Wolves become ilClan, the rest of his people be allowed to reclaim their Clan legacy. Alaric agreed and claimed as his bondsmen those Fidelis who wished to become Clan again.

Alaric remained true to his word and used his new authority as ilKhan to restore the Fidelis to their true heritage as Clan Smoke Jaguar. The reborn Jaguars would retain a non-voting seat on the new Star League Council, until such a day as they had sufficiently increased their numbers and proven themselves worthy to be granted full voting status. On the day of Alaric's pronouncements regarding the return of the Smoke Jaguars, Alaric allowed the Fidelis DropShips to land at the ruins of Unity City, where the newly christened Smoke Jaguars conducted Trials of Bloodright for any warrior with a legitimate claim to a Smoke Jaguar Bloodname. Due to the Jaguars' limited numbers, these trials were quick affairs of hand-to-hand combat, either armed or unarmed, rather than trials with 'Mechs or battlesuits. Per Smoke Jaguar tradition, blood was drawn in each round of the trials, but due to the needs of the Clan, very few of these fights resulted in lethal outcomes.

When the trials were completed, the newly Bloodnamed Jaguars convened their Clan Council, where they elected new leaders. In a unanimous decision, all votes for Khan were cast for Prohaska Moon, whose genefather was the Custos himself. For saKhan, the Clan Council voted for Richmond Howell, a noble warrior from the same lineage as the Fidelis's founder, who died in combat against Clan Goliath Scorpion in 3062.

With their Clan Council and leadership in place, Clan Smoke Jaguar waited for any opportunity to serve the ilKhan.

BLOOD THAT RUNS THE COLOR OF JADE

Malvina's death left a vacuum in what little remained of the Jade Falcon *touman*, and Alaric urged the Falcons to fill that void as soon as possible. He encouraged Stephanie Chistu to put forth her candidacy, as she was both the highest-ranking Jade Falcon still alive, and she vocally rejected Malvina's Mongol Doctrine. Furthermore, she was determined to preserve her Clan. Though Alaric supported her bid for Khan, only the Falcon warriors could elect her to the position.

A total of 128 Jade Falcons remained alive on Terra, and of those, only seventy-two were physically capable of attending the assembly at Unity City, where the Falcons were instructed to choose their path and elect a new Khan, saKhan, and Loremaster. Under normal circumstances, only the Clan Council would vote on such measures, but so few Bloodnamed Falcons had survived the fighting that a true quorum could not be reached. Thus Alaric decreed that all of the warriors present, regardless of Bloodname, could vote on these important matters.

The Falcons' first vote involved whether to dissolve the Clan entirely, given that so few of them remained. Alaric, when asked what the future for a post-ilClan Jade Falcon would resemble, shared his vision. The Falcons, should they choose to continue, would become his honor guard within the new Star League Defense Force. They would take up the role of the Royal Black Watch Regiment,

which had defended the First Lord of the Star League during both the First and Second Star Leagues. The Falcons also had a direct link to the Black Watch, as the first Falcon Khan, Elizabeth Hazen served in that regiment before the Exodus. Furthermore, as the Black Watch had been the elite of the elite within the SLDF's ranks, Alaric expected the Falcons to be the same, to act as the meterstick by which all other Clan forces are measured. Their tenacity and fighting prowess against the Republic and Clan Wolf on Terra had earned them that honor.

All but five of the seventy-two Falcons voted *aff* on the measure. Clan Jade Falcon would persist.

For the vote of Khan, only two warriors were nominated: Star Captain Tomaszewski Mattlov, a Mongol Doctrine hardliner, and Galaxy Commander Chistu. When the vote was called, more than half of the Falcons voted for Chistu. Infuriated at the outcome, Mattlov challenged Chistu over the Khanship, and she accepted, despite one of her arms being in a cast. Their fight with melee weapons was short and bloody, but Chistu defeated the Elemental with a thrown knife to the throat. Chistu killing Mattlov in the duel sent a clear message to the rest of the Falcons: Malvina's ways were no longer acceptable.

In recognition of Chistu's win, Alaric offered the new Khan an invaluable resource: Countess Tara Wolf. Not only would Tara's insight and honorable methods steer the Falcons further away from Malvina Hazen's ways, she was an exceptional warrior and a canny battlefield commander, and her Northwind Highlanders had ties to the original Royal Black Watch, meaning she and the Falcons sprang from the same historical DNA. Tara Wolf had served Alaric well during the ilClan trial, but as Tara *Jade Falcon*, she would be vital to the Falcon's future successes. In the end, Alaric left Tara to choose her own fate. Though she had loathed the Jade Falcons for many atrocities, she saw merit in Alaric's words and in Chistu's desire to restore the Falcons' tarnished honor. Tara could accomplish good within Clan Wolf, but Chistu and the Jade Falcons needed her far more. Ultimately, she opted for necessity, and Chistu formally adopted her as a Jade Falcon.

For saKhan, Star Captain Archer Pryde nominated his commander, Star Colonel Khalus Pryde of the First Falcon Jaegers, and Star Captain Karen Roshak nominated Marv Roshak, commander of the Falcons Guards. Khalus edged out Marv by a very narrow margin, but Star Colonel Roshak did not go empty-handed, as he was nominated as Loremaster and went unopposed.

With their new leadership in place, the Falcons finally began the long and difficult work of rebuilding their broken Clan.

REUNITING THE PACK

Two days after the Falcons and Jaguars chose new leaders, the Clan Council of Clan Wolf assembled a plenum of their members, including those who could only appear via teleconferencing from their field hospital beds, to vote on important matters facing the ilClan. The first of these was deciding the fate of Omega Provisional Galaxy—the former Wolves-in-Exile.

Some of the Wolves, most notably those from Bloodhouses with a history of bad blood with the Exiles, argued that they should repudiate and nullify the actions Anastasia Kerensky had taken to repatriate the Exiles into the Clan. Some argued that Miriam Shaw's Wolves should not share in the glory of the ilClan, as they had not shed blood on the drive to Terra, during the defeat of the Republic,

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or in the first two days of the ilClan trial; to be part of the ilClan meant the Exiles had ridden the coattails of Wolves who truly deserved the honor. Others argued that the return of the Exiles was long overdue, that their addition would bolster Wolf ranks and help replenish some of the many warriors lost since 1 January—warriors the Clan would sorely need for the future.

The vote was cast, with sixty percent of the Clan Council in favor of allowing the repatriation to stand. Many expected a Trial of Refusal to be declared over the decision, but none were, due to the knowledge that such a trial would further weaken Clan Wolf at a time when they would need all of their strength going forward.

The next vote called for the Council to elect a permanent saKhan to replace General Chance Vickers's temporary appointment to the role. Three warriors were nominated for the post: Anastasia Kerensky, due to her prior service as saKhan, her combat record, and for her defeat of Malvina Hazen; Miriam Shaw, for serving as Khan of Clan Wolf-in-Exile and for persisting against the Falcons in the Lyran Commonwealth despite losing Arc-Royal; and Chance Vickers, for her definitive role in planning and executing the invasion and conquest of Terra, and her success in helping orchestrate the defeat of the Jade Falcons in the ilClan trial.

Strong arguments were made for all three candidates, but Anastasia, who was favored to win before any votes were cast, withdrew her name from consideration for reasons she did not elucidate, and endorsed General Vickers for the position. When the votes were tallied, Chance Vickers came out on top, with more than ninety percent of the vote. Those few who voted against her reminded her that despite her election, she would not automatically assume the ilKhanship in the event of Alaric's death: according to Nicholas Kerensky's ilClan doctrine, the ilKhan chooses their successor from the ilClan, and rank alone does not factor into that decision.

HONOR WHERE HONOR IS DUE

Once all of the Clans on Terra had filled the holes in their seniormost leadership, the ilKhan held a ceremony to commemorate the momentous occasion of a Clan conquering Terra, to mark the end of the Grand Crusade, and to bestow on all participants, both past and current, all of the honors they were due. A later ceremony was planned for the Wolves' ascension—the Wolves officially being named ilClan and Alaric acceding to the ilKhanship—but that required the presence of leadership delegations from all members of the Council of Six. Via command circuits and Terra's still-functioning HPG, invitations had already been sent out to the Khans of Clans Ghost Bear, Hell's Horses, Snow Raven, and Sea Fox, and the Horses and Raven Khans were already en route via command circuits and commandeered JumpShips.

IN HONOR OF THE LOST AND THE LIVING

Under the watchful eyes of reporters and news cameras, the public ceremony to honor the participants took place on 28 April at Unity City, where a massive construction effort undertaken by Clan Wolf's labor caste had erected a striking, white-marble tomb to honor House Cameron, the founders of the First Star League. The tomb itself was built near the unmarked mass grave in which

the last members of House Cameron had been thrown after being murdered by the Usurper, Stephan Amaris, on 27 December 2766. After Alaric dedicated this tomb to their memory, the body of Aleksandr Kerensky—Commanding General of the SLDF, the Great Father of the Clans, the man who had triumphed over Stephan Amaris's treachery and led the SLDF on the Exodus—was publicly interred, with full honors.

Following the interment, Alaric awarded a new military decoration to those who had earned it: the BloodRibbon, a mark of a warrior who had fought in the three-day trial for the ilClanship. These honors were awarded at the ceremony to all living Jade Falcons, Wolves, and Wolf's Dragoons, and the codexes of all Falcons and Wolves slain on Terra were given the posthumous honor as well, which would affect the use of their *giftakes* in the Clans' eugenics programs. These honors were intended to be the first major step in ending the centuries-long rivalry between Clans Jade Falcon and Wolf, but they carried further-reaching implications, especially within the ravaged ranks of Wolf's Dragoons.

After the ceremony concluded, everyone present, regardless of Clan affiliation or warrior status stopped at the tomb where Kerensky lay in state, and paid their respects to one of the greatest generals in Inner Sphere history. The line wrapped around the tomb for several hours, and once all Falcons, Wolves, and Dragoons had progressed through the line, civilian spectators were permitted to stop by to pay their own respects at Kerensky's final resting place.



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BLOODRIBBONS

Conceived by the ilKhan and awarded at a ceremony on 28 April 3151, the BloodRibbon is a military decoration to commemorate the contributions and valor of all warriors who fought on 17–19 April 3151. The color of the ribbon itself denotes the recipient's origin: emerald green for Jade Falcon, crimson for Wolf (including the repatriated Wolves-in-Exile), and gray for Wolf's Dragoons. Recipients of the BloodRibbon are held in higher esteem among their Clan than those not given the award, and Bloodnamed recipients of the BloodRibbon are afforded the greatest respect.

The proper protocol for greeting a recipient of the BloodRibbon is to extend the index and forefinger of your right hand and touch the fingertips to your heart, approximately where the ribbon is displayed (assuming the greeter possesses one). The two extended fingers represent the two Clans who fought on Terra: Jade Falcon and Wolf. Wolf's Dragoons, however, greet

BloodRibbon recipients with the ring finger also extended, to represent their involvement in the conflict.

Since the award was publicly announced, the Master Technicians and Senior Laborers of both Clans petitioned to have the BloodRibbon honor extended to the civilian caste members, specifically the technicians who repaired and refitted the two Clans' materiel before and during the fight, and the laborers who loaded and ferried supplies, often while under fire. Additional candidates nominated for the BloodRibbon are the firefighters of Ottawa Fire Station Thirty-Three, who attacked the Cauldron on 18 April 3151, many of whom gave their lives to combat the blaze; several Wolves, namely the survivors of Iota, Theta, and Upsilon Galaxy, fully endorse this proposal. As of this writing, no additional awards of the BloodRibbon have been made beyond those initially awarded by the ilKhan.

THIRTY PIECES OF SILVER

On the evening of 28 April, after the unveiling of Kerensky's tomb and the awarding of the BloodRibbons, the senior leadership of Wolf's Dragoons, including General Brubaker, Colonel Crews, Major Krull, and Marotta Kerensky, requested an audience with Alaric in his temporary command post at Unity City. Brubaker, though injured during the trial, had recovered enough to attend the ceremony and demand a moment of Alaric's time to personally discuss the outcome of the ilClan trial.

Foremost on the general's mind was Alaric's decision to call off the Dragoons' attack at a critical juncture, right before they had the opportunity to deal the Falcons a decisive blow. The agreement to fight on Terra had dictated that Wolf's Dragoons would be the tip of the spear on Terra, which means they would fight at the forefront of the Wolves' attack, in the offensive capacity they favored. Alaric's order to withdraw the Dragoons while their lengthy attack maneuver was still

in progress had put them in a perilous spot, and extricating themselves from the melee with the Jade Falcons had cost them dearly. Once the butcher's bill was tallied, the most prestigious mercenary command in the Inner Sphere had sustained more than eighty percent losses across their three active regiments and special units. Their *sibko* programs and recruitment strategies would allow them to rebuild, but it would be a long time before Wolf's Dragoons would regain their former strength. Brubaker argued that, due to the language in their agreement, the Dragoons had earned the right to defeat the Falcons, and losses aside, Alaric had stolen that right from them.

When Alaric claimed the right to the Falcons' defeat belonged to Clan Wolf, Marotta Kerensky argued that the Dragoons were fighting as Clan Wolf, that the intent of Operation Amalgamation was to return Wolf's Dragoons to the Clan Wolf fold. Alaric clarified, saying that the Dragoons had fought *for* Clan Wolf, not *as* Clan Wolf, and thus the honor of the Falcons' defeat did not belong to them.

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Wolf's Dragoons would not become a part of Clan Wolf. This news personally devastated Colonel Crews: when Brubaker had first denied the offer to join the Wolves on Terra, Crews had tried to defect Gamma Regiment from the Dragoons on the idea that his regiment's performance on Terra would earn them a Trial of Position and a place in Clan Wolf.

Alaric thanked the Dragoons' leaders for their services, and as payment he offered them a bag that contained thirty pieces of silver, an acknowledgment of how the Dragoons had betrayed the Clans during the Clan invasion. This gesture infuriated Brubaker: "Alaric Ward, you have made an enemy of Wolf's Dragoons."

The Dragoons leaders tore off their BloodRibbons and stormed out, except Marotta Kerensky, who tried to convince Alaric to reconsider, as the Dragoons would be a terrible enemy to have. Alaric dismissed Kerensky's concerns, for he had done what only a few individuals throughout history could claim: he had hamstringed the Dragoons. It would take them a long time to rebuild, and when that time came, he hoped they would be a worthy enemy for his new Star League military.

For Marotta's faithful service and dedication to history, Alaric offered him the new position of Loremaster of the Star League. Though tempted, Marotta declined. The Dragoons had fought on Terra due to his own persistence, and by following Alaric's orders, Marotta had tainted his own honor. The only path to restoring his honor was to leave Terra with the Dragoons. Alaric allowed him to depart, with the understanding that there would always be a place for him in the ilClan, should he ever choose to return.

THE MEETING OF THE KHANS

Although the Jade Falcons had recognized Clan Wolf as the ilClan, the other Clans in the Inner Sphere needed to acknowledge the Wolves' victory to validate their rightful claim to the title of ilClan. Delegations from all of the Clans not already on Terra began making planetfall on 19 May 3151, with the arrival of Clan Sea Fox's leadership. The Hell's Horses delegation, the last to arrive, touched down at Unity City on 25 May.

Alaric met informally with each Clan's leaders as they arrived, and received largely favorable responses of support. Since the Sea Foxes had assisted Clan Wolf's conquest by providing supplies and manufacturing the 'Mechs Ramiel Bekker had designed, the two Clans maintained a good rapport, and Khan Mori Hawker pledged his full support behind the Wolves' claim for the ilClanship. Clan Snow Raven's Khans praised Star Admiral Haake Sukhanov, a former Raven, for his effective but unorthodox tactics in the naval engagements within the Terran system. Although the Raven Khans had dismissed Sukhanov's naval abilities while he was a member of their Clan, they were now honored to have a former Raven as a BloodRibbon recipient in the ilClan. *[From footage of the meeting with the Raven Khans, it is clear that their disrespect of Haake's naval genius before Alaric took him as a bondsman caused them to have egg on their faces. Not even politicians as adept as the Ravens can hide the kind of disappointed embarrassment they showed upon realizing what a critical error they had made with relinquishing Haake to Clan Wolf. —RJ]*

The Ghost Bear Khans, however, were the first to show skepticism over the trial's outcome. During their meeting, they said little and did not acknowledge Clan Wolf as the ilClan, even

after being shown battleROM footage of the fighting against the Republic and during the ilClan trial. Only Alaric's admission to how integral Ramiel Bekker, a former Ghost Bear, had been to Clan Wolf's success elicited any favorable response from the Ghost Bear leaders. The meeting ended with no commitment as to whether the Ghost Bears would uphold or contest the Wolves' claim. *[Dalia Bekker and Roy Jorgensson later claimed that their hesitation was due to ensuring that no foul play had occurred during the ilClan trial and its aftermath, especially with regard to Malvina Hazen's death. —RJ]*

[IlKhan, it is extremely unlikely that the Ghost Bears' independent investigation into Malvina's death discovered anything that conflicted with the public narrative. However, if they did in fact learn some facet of the truth, he and Dalia Bekker have cannily opted to keep that information to themselves. If this is indeed the case, then be aware that such knowledge could be used as a weapon against you. Personally, I believe the Ghost Bear Khans are more prudent than that. —Spurlock Conners]

The Hell's Horses Khans offered the coldest response to the Wolves claiming the title of ilClan. Their delegation openly voiced displeasure at being excluded from the Battle of Terra, and they railed against the notion that the Jade Falcons were invited to fight the Republic while the Horses received no such courtesy. Khan Gottfried Amirault accused Alaric of deliberately denying the Hell's Horses the right to fight on Terra. Alaric dismissed their accusations, claiming that true children of Kerensky would not sit around waiting to be invited, that they had not earned the right to fight on Terra. In response to these insults, Khan Amirault challenged Alaric to an immediate Circle of Equals, but Alaric disregarded it, claiming, "There will be no Circle of Equals because I have no equals, nor do my Wolves." The Horses stormed off, but their open dissent was one voice among a chorus of Clans who had already supported the Wolves' claim. Even open revolt by the Hell's Horses would not prevent Alaric from becoming the ilKhan and reestablishing the Star League according to his own vision.

THE PASSING OF A LEGEND

On the morning of 25 May, Devlin Stone was in critical condition at a hospital near Unity City. His health had deteriorated since his surrender on 14 April, and Alaric had not visited him since. The message that Stone had taken a turn for the worse prompted Alaric to visit him while he still had the opportunity, for due to the rapid degeneration caused by the cryogenic unfreezing process, medical professionals did not expect Stone to last more than two weeks.

For the visit, Alaric wore his BloodRibbon on a new Star League uniform, one specifically designed to match those from before the fall of the First Star League. On his lapels he wore the Clan Wolf insignia and the Cameron Star, the sigil of the Star League. Alaric wanted Stone, in his last days, to see a visual reminder that the Republic had failed, that Clan Wolf had become ilClan, and the Star League was reborn under Alaric's guidance.

In addition to Alaric and Stone, two other individuals were present for the meeting in the secure hospital room: Chance Vickers, as saKhan of the Wolves, and Tucker Harwell, Stone's aide. Harwell soon left the room at Stone's request, sealing the door behind him so the three could speak in private.

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Due to a lack of surveillance in the room, the details of the conversation between the former Exarch and the ilKhan are unknown. What is known, however, is that after several minutes, Stone coded, and nurses flooded the room to resuscitate him. Their attempt failed, and at 1138 hours, Devlin Stone—war hero of the Jihad, leader of the Allied Coalition, and former Exarch of the Republic of the Sphere—was officially pronounced dead.

Hospital staff attempted to locate Tucker Harwell to inform him of Stone's passing, but he had already left the premises. His whereabouts are unknown.

[ilKhan, as of this writing, Tucker Harwell remains at large. Either he is more astute than we ever gave him credit for, or he has powerful friends capable of hiding him from us. In either case, my agents are committed to finding him before he can do any further damage. — Spurlock Conners]

THE ILCLAN ASCENDS

On the evening of 25 May, Alaric presided over a ceremony in which the Clan delegations were to officially recognize Clan Wolf as the ilClan. The event had been planned since the end of the ilClan trial, and the arrival of the Hell's Horses Khans meant the ceremony could commence.

The event itself was held at Unity City, inside the recently rebuilt and restored Star League High Council chamber, the place where Stephan Amaris had murdered First Lord Richard Cameron in 2766. Devlin Stone and Tucker Harwell were invited to attend the event, as Stone's presence would show the people of Terra that he had indeed stepped down from the office of Exarch and dissolved his Republic of the Sphere; however, Stone's worsening condition, hospitalization, and eventual death earlier that day meant his reserved seat among

TILTING AT RUMOR MILLS

To: The ilKhan
From: Spurlock Conners
Date: 30 June 3151

ilKhan,

I am not certain if you have yet been briefed on some of the rumors circulating on Terra about yourself, saKhan Vickers, and Devlin Stone, but I want to make you aware of them before any of them can blindside you.

First, to address the issue of provenance: one reason I am not fully disregarding these rumors as mere gossip is that many of these outrageous claims are allegedly from Tucker Harwell, who has been missing since Stone's passing on 25 May. The sheer number of reports that Harwell is the source point to the credibility, but I cannot stress enough that repeating a falsehood numerous times does not make it true. On the other hand, Harwell was Stone's aide and knew him better than anyone else ever will, so perhaps it is best to consider whether any of these rumors are indeed true.

The claims circulating through the rumor mill are as follows:

1) Stone was the product of a Word of Blake experiment during the Jihad. According to this claim, "Devlin Stone" was a persona that the Blakists embedded in the brain of an unknown Federated Suns soldier, and they filled his memories with military and political theory in order to create an effective leader for their forces. But the process backfired, and Stone turned against his creators for stealing his original memories, which led to his prison break from RBMU 105. Theories about Stone's past have abounded since he first appeared on the Inner Sphere stage, and it is worth acknowledging that even more outlandish theories than this one exist.

2) Stone was directly responsible for the Blackout. It would be impossible for him to flip a switch that turned off all the HPGs, given that he was already in cryogenic stasis on Gray Monday, but this rumor purports that he at least set things in motion in order to deliberately sow chaos throughout the Inner Sphere. Given that

Stone defeated the Word of Blake and his Republic saw more than half a century of peace under his leadership, it makes very little sense for him to throw all of that away.

3) Clan Wolf made it to Terra because Stone allowed us to find a way through the Fortress Wall. This rumor states that a Republic Ghost Knight fed information about the Wall to Clan Wolf and Clan Ghost Bear. This rumor is patently untrue, however: our scientist caste discovered the Wall's weakness after several months of dedicated study, along with some trial and error, and there is currently no evidence that the Ghost Bears ever possessed the means to circumvent the Wall.

4) Stone engineered the Battle of Terra to ensure that Clan Wolf would defeat Clan Jade Falcon. The evidence cited for this rumor includes Stone throwing his best troops at the Falcons (e.g., Stone's Lament, the Old Guard) and/or withdrawing them from combat with the Wolves and redeploying them against the Falcons (e.g., Hansen's Roughriders, the Gray Gunny Lancers), in order to damage them enough for the Wolves to best them in the ilClan trial. Although the RAF troop deployments hold merit, Stone had not anticipated that the Falcons would also find a path to Terra.

5) Either Alaric Ward, Chance Vickers, or Tucker Harwell murdered Devlin Stone. The murder of another warrior, be they Clan or Inner Sphere, is a dishonorable path for a Clan warrior, and may be punishable by Abjuration or Annihilation, depending on the circumstances. However, it is possible that Harwell may have poisoned Stone before departing, so that you or saKhan Vickers could be framed for his death. Harwell vanishing just minutes before Stone died speaks to his potential culpability.

My agents are doing everything they can to quash these rumors, especially the ones most damaging to the reputation of you or Clan Wolf. As for finding the source of these rumors, we are still searching for Tucker Harwell. I will apprise you when his trail inevitably resurfaces.

—Spurlock Conners
ilClan Watch

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the spectators remained empty. Harwell was also a no-show, his whereabouts unknown.

Every major news outlet on Terra showed up to record the event. All Clan warriors present wore their ceremonial uniforms, and the Khans of each Clan, including Smoke Jaguar, were introduced and seated in pairs around the High Council table. As battleROM footage played on a massive backdrop, the Loremasters of Clans Jade Falcon and Wolf recounted for the audience the battles waged against the Republic, from the naval encounters, the initial landings in Australia and Europe, the siege and razing of Geneva, the defeat of Paladins and Knights of the Sphere, all the way to Devlin Stone's surrender to both Clans. Then they told of the three-day trial in which Clan Wolf defeated Clan Jade Falcon in combat.

After all of the presentations and speeches were complete, Loremaster of the Star League Noritomo Helmer read the passages from *The Remembrance* that defined the ilClan and its purpose. He

then called each Clan by name, and their Khans stood to voice their support for the ilClan. The Khans of Clan Jade Falcon, having been decisively defeated in the trial, were the first to pledge their support. Clans Ghost Bear, Sea Fox, and Snow Raven all likewise affirmed Clan Wolf as the ilClan. (Clan Smoke Jaguar, as a provisional Clan, had no vote.)

When the Hell's Horses leadership was called on, both Khans rose. Gottfried Amirault refused to acknowledge the Wolves' claim, instead offering a scathing rebuke of Alaric and the Wolves. The Horses Khans then left the stage amid an uproar from the crowd. Their support was unneeded, however, as all of the remaining Clans stood behind the ilClan and ilKhan Alaric Ward.

Three hundred and twenty-six years after Nicholas Kerensky revealed the destiny of his Clans, the title of ilClan had finally been claimed through the fires of conquest, and the long task of rebuilding Terra would soon begin.



PEOPLES OF THE INNER SPHERE, REJOICE!

At last, your centuries-long nightmare is over! The time when your destinies were ruled by the avarice of unearned nobility is coming now to its final end. By right of honor, by the blood of true heroes, and by the will of the Kerenskys, a new era of peace, unity, and strength—for all of humankind—is now at hand. No longer shall your families and loved ones be compelled to fight and die for the glory of greed-driven aristocracy. No longer will the fate of worlds and nations be made by the corrupt and the prideful. No longer will neighbor-states make war and chaos in the name of reclaiming power and grandeur that has never been theirs to take in the first place!

For today, once more, the Star League—a true Star League—has been reborn on the hallowed world of our collective birth! Today, the curses of Stefan Amaris, Jerome Blake, and Devlin Stone have been lifted from the precious jewel that is Terra. Today, the rightful heirs of the Cameron and Kerensky legacies have returned home to stay, and have firmly planted the flag of a Star League purified by the fires of war, sanctified by the blood of those who never gave up hope in the dream of a mankind united once more in peace and prosperity.

Under the protection of our Clans, brought together as one after generations of preparation for this very moment, the

peoples of the Inner Sphere and beyond will know a freedom from strife unsurpassed in the annals of all human history. Led by the ilClan Wolf, we shall be your shield against all enemies. No longer will you need fear the vile predations of the barbarian Houses, pirates, and money-soldiers who have shown you naught by contempt.

In the years yet to come, we will bring this new peace to those who have yet to yield before the inevitable might of our justice—the desperate, would-be lords who refuse to abandon their old, wretched ways. In so doing, we will eliminate all threats from those who would do you harm in the name of politics and profit. Their tools of war will be smashed. Their empires of lies will crumble. Their slaves will be freed. And their industries will be turned toward the greater good of all mankind, rather than a privileged few.

While there may be those who profess that we are but the third to claim the mantle of the Star League by name, let none dissuade you or deceive you: What has been forged today is the truest successor to the Great Unity of our forebears—a pure and perfect, living, breathing continuance of the glorious original. We are the legacy and the future of mankind. We are the Star League, and our destiny is eternal!

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AROUND THE SPHERE

ilKhan,

The following reports have been compiled from intel received during the Battle of Terra. Due to the persistent lag of interstellar communications during the Blackout, we have only been able to receive and process data dating up to 31 March 3151 (T+80), fourteen days before the end of the quest to destroy the forces of the Republic of the Sphere. It will take some time before the full knowledge of your victories reaches the leadership of the other Inner Sphere nations. We have ample time to use this delay to our advantage in determining our own responses, both military and political, to these developments.

ilClan Watch
17 June 3151



LYRAN COMMONWEALTH

In recent years, the Lyran Commonwealth under the leadership of Archon Trillian Steiner has been plagued with a number of issues both internal and external. The first few months of 3151 saw that trend of narrow fractures widen and multiply.

FURTHER ASSIMILATION

The first of those fractures came at the anti-spinward edge of the Commonwealth, along its border with the Timbuktu Collective. Formed in June 3148 as a protective alliance between the Rim Collection and five worlds that seceded from the Commonwealth, the Timbuktu Collective prided itself on protecting its member worlds from pirate predation, accomplishing what the Collective's members claimed the overtaxed Lyran military could not. Two more worlds joined this loose coalition in September 3150, further eroding support for House Steiner in the region.

However, the watershed moment arrived on 3 January 3151: a large and well-equipped band of pirates struck Sapienza, a Commonwealth system along the border of the Timbuktu Collective. Instead of following standard pirate behavior of looting rich targets and then leaving the system, this bandit force marauded across the planet, moving from settlement to settlement and putting whole towns and cities to the torch. The local militia quickly routed and went to ground in the face of such naked aggression and raw numbers, leaving de facto control of the planet in the hands of rampaging pirates.

Merchant JumpShips that departed the system brought news of the attack to neighboring worlds, but there was no Lyran military help available. The only response came on 28 January, in the form of a JumpShip bearing Collective Armed Guards DropShips. The CAG commander sent a simple message to Sapienza's government officials: "Agree to join the Timbuktu Collective, and we will extend our support." The surviving planetary council members spent less than an hour debating the decision before accepting the terms. Once the agreement was transmitted, a battalion of the First Timbuktu Guards performed combat drops on the largest concentration of pirates and destroyed most of them. Few of Sapienza's tormentors escaped the CAG's judgment.

Word of the pirate attack and its successful defeat soon reached the governments of the nearby Lyran systems Firenze and Kladnitsa. After three weeks of closed-door deliberation, both planets petitioned to join the Timbuktu Collective as well.

Rumors claim that the pirate attack prompting these three worlds to defect from the Commonwealth was in fact a move backed by the Timbuktu Collective's leadership, a deadly and destructive ploy to court more worlds to their banner by openly exploiting the dearth of Lyran troops in the Florida Theater. Regardless of whether the rumors are true, the Collective's gain of three additional worlds affords them greater political weight and more economic power in the region. Most notably, a local groundswell of recruitment for the CAG in the wake of their intervention on Sapienza has allowed the Collective to add the Second Timbuktu Guards to its roster. The Second is currently more paper and personnel than equipment, but the wealth and recruits from three additional worlds and salvage from the defeated pirates has already filled out the Second's first battalion.

PRIZE OR PUNISHMENT?

On 27 March 3151, Trillian announced a major shakeup in the leadership of the Florida Theater by naming her distant cousin Ludwig Steiner as margrave of the region. She charged him with bringing order to the theater via any means necessary.

This region's recent history of unrest prompted a drastic change in policies. In 3146, the secession of several Buena Province worlds left General Diego Widmer, margrave of the then-Timbuktu Theater, ruling his own personal fiefdom while Trillian and General of the Armies Roderick Steiner focused their attentions on Jade Falcon predation. Widmer formed his Buena Collective around the premise that the Archon was unable to protect her people from pirates or Free Worlds League incursions. The Buena Collective Military was soundly defeated in 3148, and Widmer was executed for treason. Unfortunately, the Buena affair proved Widmer's point that Trillian possessed the means to protect the region, but was blinded to domestic problems by her fixation on the Jade Falcon border. The secession of Timbuktu and the formation of the Timbuktu Collective a few months after Widmer's defeat revealed that the problems that had fomented Widmer's rebellion remained unaddressed. To prevent the rise of another traitor, Trillian left the local margrave position vacant while dealing with a renewed wave of Jade Falcon aggression on Coventry.

With a sudden quiet falling on the Jade Falcon border beginning in December 3150, Trillian addressed the secessionist attitudes

dominating the Florida Theater. The loss of three additional Florida Theater worlds to the Timbuktu Collective urged her to take decisive action and fill the vacant margrave position. Kommandant Ludwig Steiner was a natural choice to fill the role. As commander of the Lyran Irregulars, Ludwig was hailed as a national hero for leading decisive strikes against the Buena Collective during Widmer's rebellion, and the intervening years had further proven his loyalty to the Archon and his patriotism for the Lyran Commonwealth. Trillian's political rivals lauded the appointment, but they made no secret in accusing her of installing the new margrave in a position that might seem more like a punishment than a prize.

With the Archon's approval, Ludwig's first act as margrave was to redefine the theater's aegis to include Buena, Maisons, Ellijay, Loburg, Finsterwalde, and Gypsum, and he rechristened his jurisdiction as the Buena Theater. With the redistricting of Buena, Trillian named York as the capital of the York Province. This rezoning provided a greater military buffer along the Free Worlds League border, but the coreward portion of the Buena Theater remains orphaned due to the Firenze prominence of the Timbuktu Collective. Military intervention against the Collective seems unlikely at this time, as the lion's share of Ludwig's attention seems focused on the Free Worlds League.

THE ABSENT DUKE

In late 3150, as further secessions to the Timbuktu Collective and invasions from the Rim Territories plagued the Florida and Bucklands Theaters, Trillian swallowed her pride and contacted Vedet Brewer, the self-exiled Duke of Hesperus II, for assistance in the region. Brewer, who was residing on Alekseyevka due to his short-lived coup against Trillian's predecessor, was in prime position for his troops to take action. Instead of replying, Brewer and his First Hesperus Guards departed Alekseyevka and headed coreward to a then-unknown destination, leaving the people of the Florida and Bucklands Theaters to fend for themselves as dissatisfaction with Trillian's reign increased along the Commonwealth's Periphery borders.

On 29 December 3150, Brewer resurfaced on Adelaide—one jump from the border of the Jade Falcon Occupation Zone. Gareth Dinesen, the former Melissia Theater margrave who had been stripped of his title for supporting Brewer's coup in 3141, lent financial and political support to these troops despite Dinesen having helped oust Brewer from the Archonship in 3143. With this unexpected backing, Brewer sought to show the citizens of the Commonwealth that he was, without question, the Archon the nation deserved, and that he would do what Trillian could not. Instead of pirate hunting in the Commonwealth's backyard, he made a bold, unprovoked play directly into the Jade Falcon Occupation Zone.

Brewer's forces jumped to Melissia on 30 January 3151 and undertook a hard burn planetside to get as much of a jump on the Jade Falcon defenders as possible. Rather than facing the Fifth Falcon Talon Cluster as he expected, Brewer was instead greeted by the Prime Minister Nicholas Mendez of the Melissian Republic. Having destroyed the Falcon garrison and reclaimed their world themselves, Mendez explained that the free people of Melissia felt no loyalty to Archon Trillian, who allowed their world to fall and withdrew the Third Lyran from its defense. To his surprise, Brewer agreed. He proposed that his forces, coupled with the Republic's resources, could effectively defend Melissia and perhaps more—an alliance to which the Republic readily agreed.

The agreement was a gamble for Brewer, and a gamble paid off for Mendez. Brewer and his senior Guards' commanders believed that the Falcons would not have all but abandoned Melissia unless something truly significant had occurred, and bet that they could hold the world for the near-term. Meanwhile, in his discussions with Brewer, Mendez had over-represented the Republic's position. His government had claimed the thirty-first century fortress The Rock as its administrative center less for its protection against the Clans, who had proven its ineffectiveness a century earlier, and more for the security it offered from counterrevolutionaries. While Mendez's faction had succeeded in destroying the remaining Falcons, a pro-Lyran coalition of nobles seeking a return to the Commonwealth fold had driven him and his forces from the planetary capital of Europa and mounted a substantial challenge to his claim over the planet. Through his alliance with Brewer, Mendez expected to put him to the noble remnant.

Rather than crush the pro-Lyran faction in a military action, Brewer held his Guards back, and allowed the violence on-planet to increase and begin severely affecting the lives of its populace. Finally, as the outcry from the citizenry against both the Republic and the nobles reached a crescendo, Brewer deployed his forces as peacekeepers, and drew upon his own noble background to treat with the pro-Lyran faction. If the Republic could not accept a return to Lyran rule and the nobles could not conscience surrendering their privilege entirely, Brewer suggested, might they accept him as a compromise? And, if not, how did they feel about overcoming the might of his First Hesperus Guards?

In a speech directed to the Lyran Commonwealth in March 3151, Brewer declared Melissia the seat of a new power in Lyran space, the Vesper Marches, and he invited all Lyran citizens and soldiers who longed for true leadership to join his new nation and free themselves from the yoke of Steiner negligence.

Although Brewer has made no further military moves in his quest to carve out his own empire free from Trillian's influence, reports claim that the alarming lack of Jade Falcon defenders on Melissia has turned the duke's sights toward other potentially abandoned Falcon worlds nearby. The most likely target for future Marches annexation efforts is Chahar, the site of a Trelshire Heavy Industries manufacturing center.

LIGHTS ON, NO ONE HOME

A second instance of absent Jade Falcons reached Tharkad in mid-March, this one with eyewitness accounts. A band of Lyran soldiers and a handful of Exiled Wolf warriors on the Falcon-held world of Pobeda had been detained by the Fourth Falcon Dragoons Cluster since 3148. The planet remained quiet until November 3150, when the Fourth left Pobeda for an unknown destination. The manner in which the Fourth departed the system spoke to a great urgency, one that saw the Cluster gather all of its able-bodied warriors and support personnel, pack up all equipment and munitions, and launch into orbit within twenty-four hours. As with Melissia, only a Binary of *solahma* warriors remained to defend the lower caste members left behind.

Once it was clear the Fourth's DropShips would not soon be returning, the Lyran soldiers and Exiled Wolf warriors stole a pair of BattleMechs and fought their way to safety before hijacking a merchant caste DropShip to complete their escape. They expected to be accosted by Falcon aerofighters en route to orbit,

HOUNDS ON THE PROWL

Hood IV [DBC]—According to eyewitness accounts, a collection of DropShips bearing Kell Hounds insignias and transponders landed on Hood IV on 23 February 3151. The DropShips touched down in the wilds east of Gisbourne and deployed BattleMechs and support personnel around the landing zone. The debarked 'Mechs performed maneuvers within a five km radius from the DropShip but made no hostile movement toward the capital itself. Militia consultants have concluded the maneuvers are training exercises, but attempts to initiate contact with the newcomers have resulted in silent airwaves.

The Kell Hounds, last seen heading for the Lyran Periphery in 3146 after being mauled by the Jade Falcons on Arc-Royal, have been absent from the public eye, so initial reports assumed

this latest sighting to be a pirate band masquerading as the famed mercenary unit. Also, there have been no confirmed sightings of Colonel Callandre "Calamity" Kell or other senior Kell Hounds commanders, lending further speculation to the veracity of this unit's identity. What is known, however, is the deployed 'Mechs have thus far made no attacks on any of the planet's population centers and do not exhibit traditional pirate behavior.

Analysts speculate that if these are indeed the true Kell Hounds, the unit shows signs of preparing for a deep strike into the Jade Falcon Occupation Zone, to exact revenge for their losses on Arc-Royal. At this time, it is unknown whether this unit is following orders from Tharkad or is acting on its own.

LOWER CASTES SIGHTED

LIC Report 51-1503-FUR3761657823

Agent: Idun-3637

Date: 15 Mar 3151

Item: Exiled Wolf sighting

Data: Positive eyewitness confirmation sighting of elements of Wolf-in-Exile lower castes that disappeared from Donegal on 30 November 3150 in Furillo system at nadir jump point. Subjects are traveling in DropShips lacking Wolf insignias, many being carried by Lyran merchant JumpShips that likely have no knowledge of

what they are transporting due to incomplete and/or falsified manifests.

Analysis: Based on last known sighting, Wolf-in-Exile lower castes are heading toward the Wolf Empire for theorized repatriation. A lack of Wolf-in-Exile *touman* sightings indicate that lower-caste convoy is traveling without warrior-caste escort.

Recommendations: Treat lower caste convoy as potential hostile elements. Maintain close watch in hopes that they will lead us to their *touman's* current whereabouts. If convoy crosses the Wolf Empire border, do not pursue.

but no chase was given: no Falcon aerospace assets remained in the system.

When Roderick Steiner debriefed the returning soldiers upon their arrival at Tharkad, he had the DropShip's merchant-caste crew interrogated, but they knew no more than their hijackers. The Fourth Dragoons' destination and timetable were classified, and the merchant caste had no access to such intelligence. Roderick was tempted to immediately send troops to return Pobeda to House Steiner's fold, but the sudden, wholesale disappearance of a front-line Jade Falcon Cluster near the Commonwealth border hinted at a major strike in the near future. Instead of crossing the border, Roderick prepared for possible attacks on Tharkad and Donegal. By the end of March, no attacks had materialized, but the Lyran forces on both major worlds braced for the worst.

CLAN HELL'S HORSES

The Hell's Horses last major offensive, Operation Noyan, struck the Jade Falcon and Rasalhague Dominion borders in 3147. The success of that campaign proved three truths to Khans Gottfried Amirault and Fulk Lassenerra. First, the Horses' traditional exercise of the Mongol Doctrine—not the perverted, total-warfare style terror tactics that Malvina Hazen had "stolen" from the Horses—might

remain a viable path for Hell's Horses warriors. Second, it enlarged the Horses' occupation zone at the expense of their former Jade Falcon allies. Third, it demonstrated that the Hell's Horses remained a power to be reckoned with despite the Jade Falcons abandoning their Golden Ordun alliance. Amirault and Lassenerra used the momentum and morale boost of Operation Noyan to turn the pilot light of their Clan into a raging flamethrower. After the past few years of strategic planning and building their *touman* to even greater levels than before, the Hell's Horses began a new offensive against their erstwhile ally.



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Although the Lyran Commonwealth was beginning to see the signs of the state of the Jade Falcon Occupation Zone, the leadership of Clan Hell's Horses was the first nation to see firsthand the ghost town that parts of the Falcons' territory had become.

CARRYING THE FIRE

Gottfried Amirault's first major military foray against Falcon-held worlds commenced on 4 February 3151 with the arrival of the Second Horde Cluster at Shaula. Amirault's goal with declaring a Trial of Possession for Shaula was twofold: first, to test the waters in this region, and second, to push one step ever closer to Terra. The Horses Khans knew it would take time to push a corridor into the Falcon Occupation Zone to reach the Clans' ultimate prize, and Shaula was to be the first stepping-stone across the Jade Falcon pond. The Horses first needed to see whether that initial stone would hold their weight before continuing onward.

According to the Clan's Watch reports, the Fifth Mixed Cluster garrisoned Shaula, having relocated there after their defeat on Biota during Operation Noyan. During the *batchall*, the commander of Shaula's forces, Star Captain Bethany, bid her entire force in defense of the planet. It was not until Star Colonel Dean Lassenerra landed and engaged in battle at the Orcim salt flats that he learned Bethany's entire force comprised two Star League-era BattleMechs and a Trinary of tanks and conventional infantry—*solahma* warriors all. The defending Jade Falcons were soundly defeated by overwhelming force, and interrogation of the few Falcons that survived attested that the rest of their Cluster had packed up and gone to Terra.

Amirault did not believe the Falcon prisoners at first, but further reports from the Hell's Horses Watch found that Clan Wolf was also mobilizing their forces toward Terra as well. The reports could not confirm whether either the Falcons or Wolves had found a means of penetrating the Wall still erected around Terra, but neither Amirault nor Lassenerra wanted to take that chance. SaKhan Lassenerra suggested a two-phase adaptation of their current approach: first, using Shaula as the proof-of-concept for commencing Operation Stampede, and second, using the gains from Stampede for declaring a Trial of Possession against one or both Clans over the secret of penetrating the Wall. Amirault approved of the plan, and Operation Stampede went into effect immediately.

OPERATION STAMPEDE

In order to win access to Terra from the Falcons or Wolves, first the Horses needed to run down someone who possessed the Wall's secret. The plans for Operation Stampede, an offensive campaign designed to utilize Mongol Doctrine tactics to carve a path toward Terra, had been devised long before the Jade Falcons claimed the doctrine from the Horses, but Malvina Hazen's theft of this doctrine called the effectiveness of the plan into question. Without being able to rely on such a necessary facet of the plan, it was ultimately abandoned in favor of other non-Mongol variations of the campaign, none of which gelled with the Clan Council. Ultimately the operation was relegated to the scrapheap—until 3147, when Fulk Lassenerra decided to reclaim the Mongol Doctrine as a direct repudiation of Malvina warping the doctrine to her own twisted ends.

Armed with the results of Operation Noyan, Amirault and Lassenerra revisited the plans for Stampede and adapted them to fit current models. The Clan Council approved of the measure but ultimately lacked the impetus to enact the campaign until Shaula showed that the way through the Jade Falcons' territory was now laid bare. By avoiding Rasalhague Dominion systems and forging rimward, the Horses Khans anticipated being in a position to contend the Falcons or Wolves for the key to Terra and even the title of ilClan before the end of the year. To prepare for Stampede, orders were dispatched for elements of Alpha, Delta, and Epsilon Galaxies to mobilize for coreward operations while the Fire Horse Galaxy immediately progressed from the Shaula stepstone. To ensure that orders were followed in a timely manner, Khan Amirault addressed messages to the Star Captains of each Cluster: if their Star Colonel tarried and did not mobilize within forty-eight hours of receiving their marching orders, the Star Captains and Nova Captains within the Cluster were to challenge their commander for leadership of the Cluster and immediately enact the Stampede protocols.

During the first leg of Operation Stampede, the Third Horde Cluster jumped to Rastaban, and the Ninety-Seventh Mechanized Strike Cluster prepared to challenge Domain once they received the go-ahead.

From orbit on Rastaban on 19 March, Star Colonel David Fletcher issued a *batchall* that went unanswered. His warriors landed regardless, only to discover no sign of Jade Falcon forces on the planet, not even a token *solahma* garrison at the planetary capital

A NEW ASSEMBLY LINE

My fellow Horses, as of 0615 hours today, Industriplex Alpha is online and producing BattleMechs for the first time in nearly a decade.

This is a glorious moment of progress for our Clan. When we claimed this world after the Wolves abandoned it to form their so-called Empire, we discovered they had stripped this manufactory of vital parts and took with them everything they could carry. But today...today marks the day in which all of the Wolves' efforts to impede our progress are negated. Today, the first *Gargoyle* OmniMech ever manufactured by the Hell's Horses in the Inner Sphere will walk off of the assembly line. Soon, that same *Gargoyle* will face our opponents in battle and defeat them, and

that victory will be due to your collective efforts in restoring this complex to the prestige it held during the Wolves' stewardship of this planet.

It has been a long and tough road for us to reach this point, but we are Clan, and we shall crush our enemies beneath our hooves on our quest toward Terra, no matter what trials and tribulation the Ghost Bears, Jade Falcons, or Wolves may choose to throw at us. We shall prevail!

—Transcript of saKhan Fulk Lassenerra's speech to the technicians, merchants, and laborers at HH Industriplex Alpha, Tamar, 23 July 3150

GRIDLOCK

To: Khan Gottfried Amirault
Date: 7 March 3151

My Khan,

My humblest of apologies, but I must bring to your attention a matter that may have a direct effect on the warrior caste.

The merchant caste prides itself on maintaining an efficient and reliable network of courier JumpShips within our occupation zone. This network not only provides a smooth and timely delivery of military and civilian messages and goods between the planets we control, it also keeps the morale of our civilian castes and the enclaves of planetary natives at high levels, which lends to increased productivity that benefits the warrior caste during the continuing failure of the HPG network. That said, it is in the best interest of our Clan to maintain this system's efficiency at all costs.

Reports from recent days have pointed to an alarming decrease in our network's efficiency over the past fourteen days, from ninety-eight percent to sixty-three percent. This deficiency

seems to stem from several issues that have overlapped to cause gridlock and transit delays:

- Abnormally long jump-drive recharge times. (This issue also affects the JumpShip's lithium-fusion battery system, exacerbating delays.)

- Torn solar sails due to hurried sail deployment/recovery to make up for lost time due to charging issues.

- Other miscellaneous JumpShip technical failures.

Drive-charging problems affecting one or two JumpShips would be normal, but this has become a noticeable pattern, which inclines me to suspect sabotage. The most likely culprits are the black market elements we have thus far turned a blind eye to. But how would they benefit from this? Do our enemies seek to blind us?

I will continue to monitor the situation, and will gladly assist the *touman* in any way I can.

In Kerensky's name,
 Merchant Factor Celia

of Castle Hill. The only warrior-caste presence on-planet consisted of Castle Hill's law enforcement officers, consisting of test-downs and *dezgra* warriors; all of which were unequipped for fighting in combat trials. With no one else to fight, Fletcher challenged the Star Commander in charge of the city's police to a Trial of Possession for the system, and he defeated the police chief in a lopsided hand-to-hand fight on the steps of the city's administrative building. When Fletcher questioned the civilian-caste leaders about the missing garrison, they professed no knowledge of where their warriors had gone or how long they would be away, but the empty munitions depots and abandoned military bases near Castle Hill spoke of a long-term absence.

The successes at Shaula and Rastaban proved to the Horses Khans that their hypothesis was correct: this region of the Jade Falcon Occupation Zone was completely abandoned—and ripe for the taking. Armed with this new information, Khan Amirault authorized the strike on Domain and began planning the next phase of his Clan's attack.



FREE WORLDS LEAGUE

Since the assassination of Captain-General Jessica Marik in 3148, her successor, Nikol Marik, has overseen the return of the Regular Fiefs to the Free Worlds League fold, contested the Marian Hegemony invasions in the Duchy of Tamarind-Abbey, and maintained a fragile peace with the Capellan Confederation and the Wolf Empire. The Free Worlds remain in a position of overall strength, but internal and external pressures within this fractious nation remain high.

THE SHIFTING SAND OF GIBRALTAR

Although the Marian Hegemony Armed Forces incursions over the past five years have affected different regions of the Free Worlds League, the Duchy of Tamarind-Abbey suffered the worst of the Hegemony's aggression, specifically with the fall of Gibraltar, the then-capital of the Gibraltar Military District, in 3147. Fontaine's push to punish the Marians for their adventurism led to not only a censure from Parliament but saw the First Tamarind Regulars capturing of Illyria in November 3150. Fontaine's bold move halted the Marians' campaign of conquest in its tracks, but his tunnel vision regarding these punitive actions left the three worlds of the Gibraltar Island under Marian control. His detractors called out this choice to leave invaders within the duchy's borders, but Fontaine claimed he needed to seal the gate against future invaders before clearing out his backyard. Also, his censure from Parliament for acting against the Hegemony without authorization curtailed the funding he could throw at this campaign, and he could not afford to pull many troops from the still-restive Lyran border. This left the military district capital in enemy hands, leading to Tamarind once more being named the capital of the Tamarind Military District.

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By the time word of Illyria's capture reached Fontaine on Tamarind, Free Worlds League Military elements within Tamarind-Abbey itched to respond to the MHAF presence overstaying their welcome inside the League borders, but Fontaine's troops were forbidden to act without ducal authorization or federal intervention. Fontaine's advisors urged him to act, but his only response was that the situation was under control, and he declined to provide evidence for the statement.

On 12 January 3151, the Panther Assault Group made planetfall on Atzenbrugg. As the mercenary regiment debarked from its DropShips, Colonel Karin Armstrong sent one single transmission to the dug-in defenders before the comms fell silent: "Marian Hegemony forces: leave this planet or be destroyed." With that declaration, the Panthers coldly and methodically attacked the prepared defenses of the Secunda Auxilia Legio, of III Legio, just outside the capital city of Tulln. The regiment's tank battalion formed the steadily advancing core of the frontal assault as their 'Mech battalion performed flanking maneuvers against the Marian troops. The Secunda Auxilia, outnumbered and ill-equipped to fight a sustained campaign, gave ground until they were forced to withdraw into the city itself. Colonel Armstrong's forces invested the city but, due to their strict rules of engagement, did not enter the capital. This left the Marians nowhere to retreat. On 17 January, sallies from within the city broke through the Panther Assault Group's lines, allowing the Marian survivors to reach the spaceport and abandon the planet.

To sidestep the fiscal and legal restrictions Parliament's censure had placed on Fontaine and Tamarind-Abbey, the Panther Assault Group had been hired by Christopher Marik—Nikol's elder brother and Fontaine Marik's protégé. As a gesture of good faith to the people of the League, Christopher leveraged his own personal wealth to begin the liberation of the Gibraltar Island on his own, without unlawfully utilizing FWLM troops that were not his or Fontaine's to command. Nikol approved of her brother's gesture and agreed to let his liberation campaign run without interference.

ON CONTESTED GROUND

During Operation Shofar in 3149, then-unidentified Republic Armed Forces units made planetfall on three League systems that shared a border with the Republic of the Sphere: Talitha, Van Diemen

IV, and Wasat. These troops, later identified as elements of the Third Fides Defenders, made no hostile overtures against the FWLM garrisons while establishing temporary bases on each world. The official word from the League Central Coordination and Command was that Devlin Stone intended these troops to act as a buffer against possible Clan Wolf predation, and thus served as a foreign legion within the League's borders. The Captain-General agreed that as long as the RAF forces remained neutral to the on-planet FWLM garrisons, they would be allowed to remain, but any aggression would result in their expulsion, with prejudice.

These three worlds remained quiet throughout most of 3150, and the reliability of the RAF supplemental garrison allowed Nikol to temporarily relocate the Second Covenant Guards and the Fourteenth Atrean Dragoons to different fronts. However, the RAF troops, coupled with the lack of FWLM presence in these systems, led to many observers considering them repatriated Republic worlds. Outspoken groups among the populace, particularly on Talitha, railed against the RAF presence, openly protesting outside the Republic cantonments and decrying the RAF soldiers as an unlawful occupying force. The people of these worlds insisted they had chosen to join the Free Worlds League, and refused to stand under the Republic of the Sphere's banner once again. Public backlash led to accidental civilian deaths when RAF troops attempted to defend themselves, further reinforcing the populace's anti-Republic attitude.

By late 3150, the situation had devolved to the point that Nikol dispatched elements of the Sixth Free Worlds Guards to investigate. The expeditionary force arrived on Wasat in mid-February 3151 and found that the Republic garrison had departed in late December. A jump to Van Diemen IV two weeks later uncovered a similar situation: an abandoned RAF cantonment that had been occupied some months beforehand.

When the Sixth jumped to Talitha in mid-March, they arrived at a jump point teeming with an unexpected number of JumpShips. Though some merchant ships were present, most of these vessels broadcast RAF transponder codes. Colonel Gladys Townsend landed her troops for a further look, and reconnaissance learned that the ragged remnants of several defeated RAF commands fleeing from Wolf Empire forces had rendezvoused on Talitha. With the Fortress Republic protocols still up around Terra and no means to contact

ARTICLES OF ANNEXATION

(3 March 3151)

Andurien [ANC] – Two independent worlds along the Duchy of Andurien's anti-spinward border, Barlaston and Wisconsin, have opened talks with Andurien over the possibility of annexation.

In the case of Wisconsin, the planetary government has sought annexation due to the ever-present threat of pirate attacks. The Pandora's Box mercenary unit has garrisoned the planet since 3140, after they chased a large and deadly group of marauders off the planet, but the mercenaries departed for greener pastures in September 3150 when their ten-year contract ran out, offering no option to renew. An inability to court replacement protection in the interim has left Wisconsin guarded by a small conventional-militia

garrison, leading to Governor Chaudhary petitioning Andurien for annexation talks.

The leadership of Barlaston, on the other hand, has begun talks with the duchy for economic reasons. The planet's GDP has stagnated in the past five years, and the planetary council seeks a more stable trade partner. Analysts project that these talks are likely to lead to either a favorable-trade agreement or Barlaston signing full articles of annexation into the Duchy of Andurien.

Hipólito Leandros, the Earl of Xanthe III, said of these annexation proceedings: "Duke Ari Humphreys has shown he can win worlds to his banner without needing to resort to petty violence. This is an example the Mariks and Cameron-Joneses should learn from."

POKING AT THE MORTAR

To: Duke Fontaine Marik
CC: Christopher Halas-Hughes Marik
Date: 24 February 3151

On 4 January, the First Bolan Jaegers executed an intelligence-gathering raid on Kamenz. Combat with the local garrison was limited to a short exchange of fire and negligible casualties, upon which the First disengaged and returned to orbit. However, instead of returning to Commonwealth space, the First executed another raid on Zdice, on 26 January, with similar results: a short exchange of fire and minimal casualties before evacuating the planet.

This repeated pattern indicates that the Lyrans are trying to poke at the mortar of our defenses to find potential cracks. Although we had anticipated the Lyrans lacked the strength for a decisive strike, the data points toward a concentrated thrust at Bolan within the next six months. If such an attack is in the works, the LCAF may be attempting to isolate Bolan to facilitate its conquest.

Recommendations are to immediately bolster the Bolan garrison in any way possible and brace for a possible blitzkrieg campaign on neighboring systems.

Vendela Engman
 SAFE Subdirector, Tamarind Military District

RAF High Command for a safe route through the Wall, none of them were able to return to Terra in time to assist in the fight against the Jade Falcons and Wolves.

As a show of the Captain-General's support to the people of Talitha and to curb anti-Republic sentiment, Colonel Townsend's troops remained on-planet to observe and report on the broken and battered Republic commands. Though the Sixth remained outnumbered by the Republic forces on-planet, few of the commands were in any shape to challenge the FWLM's presence.



CAPELLAN CONFEDERATION

Benefiting from a relatively stable border with the Free Worlds League and a cold, quiet state of détente along the Federated Suns' Capellan March, Chancellor Daoshen Liao turned his full attention to his Confederation's perennial nemesis, the Republic of the Sphere. Daoshen's conquest of Republic worlds during Operation Tiamat in 3149 put his troops at Terra's front door, but the failed attempt to seize Northwind in late 3150 and the inability to pierce the Wall protecting Terra from invaders forced the Capellan Confederation

Armed Forces to pursue other avenues of striking at the Republic. In the meantime, Daoshen rotated more troops to the front and waited for the perfect moment to deliver the decapitation stroke to Devlin Stone's Republic. Unfortunately the Capellans would be denied the chance to make that stroke.

ONE STEP CLOSER TO GLORY

Although the Capellan intelligentsia poured countless resources into circumventing the Wall technology, the lack of progress and the hesitance to sacrifice precious JumpShips in the name of research led the CCAF to creep closer toward Terra instead of assaulting Terra directly. Rumors that one or more Clan forces had somehow reached Terra in January prompted Daoshen to act. If Republic troops were to flee Terra, there were few remaining Republic systems they could retreat to. The Chancellor reasoned that if he were to capture RAF troops fleeing Terra, he would be able to interrogate them for their knowledge of the Wall.

Three such targets presented good candidates for the operation: Alula Australis, Caph, and Sirius. Alula Australis was deemed impractical, as it lay too close to the Jade Falcon and Wolf fronts, so Daoshen authorized the invasion of Caph and Sirius—two systems that belonged to the Capellan Confederation more than a century ago.

The 17 February attack on Sirius went like a textbook exercise. The Second Liao Guards prepared for moderate resistance, and they were not disappointed: local militia and the mercenary battalion Dimitra's Gauntlet defended the domed city of Calgary on Sirius VI. The two forces met on the banks of the Sulfur Sea, where Major Dimitra Finn led the Capellan forces as far away from Calgary as possible. The defenders' focus on protecting the dome and preventing a catastrophic loss of life proved to be their undoing, as the Second flanked and surrounded the mercenary forces several kilometers away from the city. Major Finn surrendered her battered force, and the Second allowed them to leave without further casualties.

The CCAF expected Caph to be the harder nut to crack, due to the presence of important military-industry sites, most notably the Skobel MechWorks and a Martinson Armaments facility.

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Anticipating a potentially difficult fight, Daoshen sent the Fifth Sian Dragoons, a regiment that excelled at siege warfare. Such fears of an extended campaign proved unfounded, however: the Fifth's uncontested landing on 3 March encountered only a token militia resistance that surrendered within the first two hours of combat. Not until after the Fifth secured Caph did they discover why the planet's capture had been a relatively easy campaign: few of the factory production lines were operational. Some months before the Capellans arrived, the RAF garrison had left the planet in haste, and since they lacked sufficient time to dismantle Caph's industrial complexes, they took with them as many difficult-to-replace factory components as they could transport. The Capellans could get the manufactories up and running again, but the replacement and repair needed for resuming operation would require a few years minimum to complete.

With the conquest of these two worlds, Daoshen's path to Terra was exposed. Only the Wall stood in the way of his ambitions.

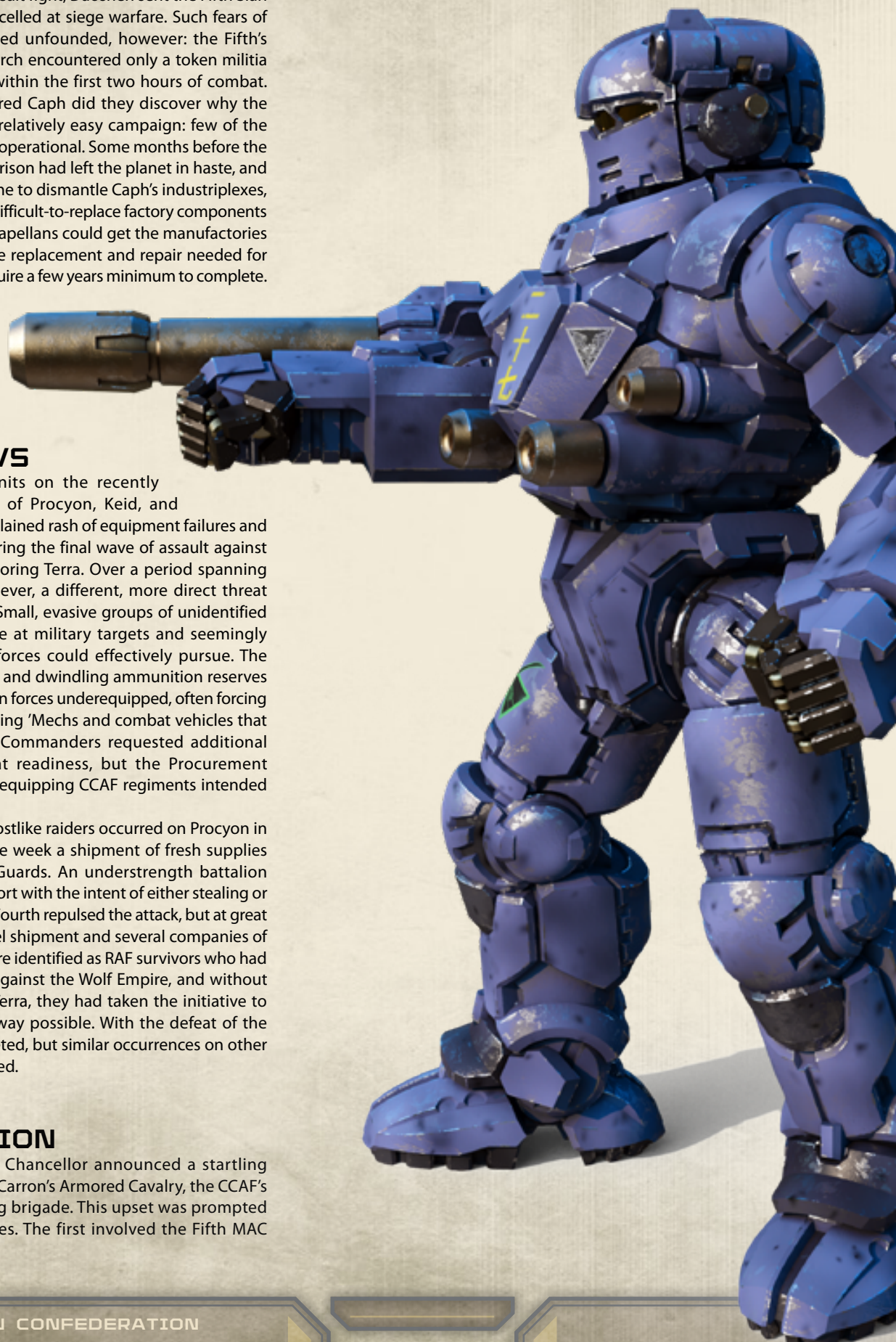
GHOSTS AND SHADOWS

In early 3150, CCAF units on the recently conquered Republic worlds of Procyon, Keid, and Epsilon Indi suffered an unexplained rash of equipment failures and sabotage as they were preparing the final wave of assault against the Republic systems neighboring Terra. Over a period spanning late 3150 to early 3151, however, a different, more direct threat plagued these three worlds. Small, evasive groups of unidentified 'Mechs would regularly strike at military targets and seemingly disappear before the CCAF forces could effectively pursue. The equipment failures, sabotage, and dwindling ammunition reserves had left the occupying Capellan forces under-equipped, often forcing commanders to give chase using 'Mechs and combat vehicles that were unsuited for the task. Commanders requested additional supplies to increase combat readiness, but the Procurement Division's priority focused on equipping CCAF regiments intended for future conquests.

A large push of these ghostlike raiders occurred on Procyon in early February 3151, the same week a shipment of fresh supplies arrived for the Fourth Liao Guards. An understrength battalion struck the Gilded Halls spaceport with the intent of either stealing or destroying the shipment. The Fourth repulsed the attack, but at great cost, losing half of the materiel shipment and several companies of BattleMechs. The attackers were identified as RAF survivors who had fled to Procyon after defeat against the Wolf Empire, and without further orders coming from Terra, they had taken the initiative to protect the Republic in any way possible. With the defeat of the Republic troops, Procyon quieted, but similar occurrences on other Capellan-held worlds continued.

PUNISHMENT AND PROMOTION

On 18 March 3151, the Chancellor announced a startling upset in the leadership of McCarron's Armored Cavalry, the CCAF's autonomous troubleshooting brigade. This upset was prompted by two recent military failures. The first involved the Fifth MAC



GUILTY BY ASSOCIATION

To: Chief of Police, Chang-an, Liao

Re: Ambassador Reina Uehara

Date: 27 February 3151

His Divine Eminence, the Chancellor, has commanded that the Draconis Combine's Unity Pact liaison on Liao, Ambassador Reina Uehara, and all of her attachés be forcibly removed from Chang-an and escorted to the next available JumpShip departing for Kurita space. If Uehara or any of her people resist

their expulsion, they are to be arrested and imprisoned until the Celestial Wisdom deigns to decide their fate.

Kurita duplicity led to our defeat on Northwind, and the Chancellor will no longer tolerate such opportunistic snakes in his presence.

Sang-shao Cao Culverton
CO, Red Lancers

yielding Liberty to RAF invaders on 3149, despite the Second MAC, under command of Daoshen's sister, *Sang-shao* Danai Liao-Centrella, having conquered it earlier that year. The Fifth's CO, *Sang-shao* Gwendolyn Vaughan, blamed the withdrawal on a rash of equipment failures and the RAF catching them while much of the regiment's equipment was undergoing repairs. The second failure involved Operation Clarity, the Fourth MAC's disastrous campaign to conquer Northwind and claim its working HPG in late 3150. *Sang-shao* Lindsey Baxter, CO of the Fourth and an integral part of the Clarity task force's leadership, placed the blame of her failure at the feet of Draconis Combine interference.

The Chancellor had no stomach for these excuses, and used them as leverage to remove *Sang-shao* Xavier McCarron as the senior commander of the brigade. Xavier openly protested his removal, arguing that these setbacks in the campaign to decapitate the Republic were not the fault of his leadership. In response to these accusations, Daoshen raged at Xavier for impugning his judgment and executed the MAC's commander for treason, along with *Sang-shao* Vaughan and all of the officers of the Fourth and Fifth who opposed Xavier's dismissal.

With this hole in the MAC's leadership, Xavier's eldest son Cyrus McCarron offered his candidacy for command of the brigade. Due to bearing the McCarron name and having been groomed for leadership by his father, Cyrus believed he was the natural choice for the role. Furthermore, his loyalty to the Chancellor was unquestioned, as he openly supported Daoshen over Xavier and made no petition to defer his father's execution once the order was signed.

Instead, Daoshen named his sister Danai as the senior commander of the McCarron's Armored Cavalry. Furthermore, instead of her retaining the regimental-command rank of *sang-shao*, he promoted her to *jiang-jun*, the first in the brigade's history. Not only had Danai proven her martial prowess in the arenas of Solaris VII and in several campaigns in recent years, she also demonstrated leadership and diplomatic capabilities by personally brokering the ceasefire agreements with House Davion on Marlette and New Syrtis.

When Cyrus cautiously expressed his disappointment, Daoshen said, "Consider yourself fortunate that I have not struck the name 'McCarron' from the brigade entirely." Cyrus was permitted to retain his position in the MAC under Danai's command.

THE PATH TO CITIZENSHIP

(20 January 3151)

Chesterton [CBS] – For the third consecutive day, groups of anti-Capellan traitors held illegal demonstrations in the town square of Chesterton, the planetary capital. City law enforcement officers rounded up and arrested most of the participants in this unlawful protest; the remainder will soon be tracked down and placed in custody.

These protestors inexplicably chafe against the Capellan Confederation's stewardship of the planet, despite the Chancellor's generous and even-handed treatment of the populace. The problems they decry are due to their open refusal to earn their citizenship the right way. The people of Chesterton entered the servitor caste when the planet returned to its rightful place in

the Capellan Confederation in 3144 (after nearly 800 years of House Davion misrule), so they will first be eligible for citizenship beginning in 3154, after a full ten years of devoted service to the Celestial Wisdom.

At his official ducal estate, Duke Basil Hargreaves, the first Capellan Duke of Chesterton to occupy the seat of his family's duchy, has said he will tolerate no more unpatriotic demonstrations and may resort to drastic measures should they continue. "Such ungratefulness is tantamount to treason," he said of today's lurid display of poisonous, Federated Suns indoctrination. "Their arrest and trial shall serve as an example of what good Capellan servitors should avoid."

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FEDERATED SUNS

Recent years have taken a great toll on the realm of House Davion, in terms of personnel, materiel, territory, and most importantly morale. While the retaking of New Syrtis in 3147–48 provided the Armed Forces of the Federated Suns a much-needed shot in the arm, the Draconis Combine still occupied the nation's capital. Although Devlin Stone requested First Prince Julian Davion

send troops to assist the Republic on Terra, Julian was forced to decline, knowing he would need every available AFFS soldier if he were to have any hope of recovering the soul of the Federated Suns.

Even before Julian Davion's coronation in 3147, his advisors demanded to know when and how he would address the occupations of New Avalon, New Syrtis, and Robinson—the Suns' lost march capitals. Subsequent years saw both New Syrtis and Robinson return to the Federated Suns, but these victories came at a detriment. The New Syrtis campaign took a physical toll on Julian in the form of a life-threatening injury, and the Republic conquering Robinson on House Davion's behalf in 3149 forced the AFFS to hurriedly reposition troops to hold the Draconis March capital when the Republic troops departed the system, which denuded nearby systems of their garrisons. The return of New Syrtis and Robinson left only New Avalon in enemy hands, but that enemy perched on House Davion's ancestral home like a greedy dragon defending its hoard of gold.

PATENTS OF NOBILITY

To reclaim New Avalon, House Davion needed more troops, ones whose loyalties were unquestioned. Many mercenary units within the Federated Suns borders were available for hire, but this presented a twofold problem. Not only were the Suns' coffers running low due to the economic impact of their lost capital, but the betrayal of the ad hoc mercenary regiment Fortune Charlie during the New Syrtis campaign also made Julian wary of trusting mercenaries for such an important task. Even if the Suns could afford enough mercenaries to fight in a feasible campaign, he believed a well-timed backstab by mercenary units could jeopardize a campaign on New Avalon.

Thus he would only entertain invasion plans that consisted predominantly of AFFS regiments.

To surmount this obstacle, the Prince's Champion, Erik Sandoval-Groell, proposed a novel means of gaining the needed troops while also ensuring the loyalty of any large mercenary commands that would join House Davion's employ. If the Federated Suns offered prospective mercenary commanders a landhold and a nonhereditary peerage instead of a direct transfer of currency as payment for services rendered, this would cement the unit's long-term fealty to the First Prince. A titled mercenary commander who betrayed House Davion would forfeit their landhold and the income it guaranteed—assets most commanders would not dare risk.

The first major command to accept this offer came from an unlikely direction. Even before the announcement of the mercenary-peerage program in late 3150, the Fourth Ceti Hussars RCT had considered leaving the AFFS to re-form the Lexington Combat Group, the mercenary unit that joined the Ceti Hussars brigade in 3076. The rationale for this decision was borne from two reasons. First, reverting to mercenary status afforded the freedom to expand and organize according to the unit's own tactical preferences rather than adhering to the structure and



STILL GOING STRONG

To: Marshal Rosemarie Clayton, Ulysses Command
From: Lt. Col. Gregory Munro, Fourth Davion Irregulars
Date: 5 January 3151
Re: Canary Phase One, Palmyra Raid

Marshal,

The full text of my after-action report on our intelligence-gathering raid on Palmyra is attached, but I wanted to point out an item that will undoubtedly have a positive effect on morale.

Before dawn on 25 December, First Battalion was reconning near Sawle when we encountered patrolling elements of the Second New Samarkand Regulars, which had assumed the garrison from McFadden's Sky Storm. The Regs caught Baker Company right in the teeth and forced them to fall back. Before Baker could disengage, a bunch of infantry hidden in the foothills of the Tower Mountains shot up the Dracs with SRMs and infernos, really lit up the day like—well, like Christmas morning. They wrecked the Dracs something fierce, and prompted them to fall back, saving Baker's bacon.

Baker regrouped with the guerrillas at their hidden base in the mountains and discovered that their mysterious saviors were hundreds of AFFS troops who somehow survived the Palmyra Disaster. We're talking First Royal Cavaliers, Second Crucis Lancers, Fifth Ceti Hussars—there's troops here from commands that have been erased from the rolls, but their personnel are still here, fighting and poking the Dragon for almost six years, and not a single 'Mech among them, yet they're still going strong. And even with a rescue party here, most of them still don't want to leave until they've repaid the Dracs for all the many 'Mech regiments they destroyed here.

If even half of our troops fight a quarter as well as these red-blooded Davions can, then I think we might actually have a chance at pulling Canary off.

—Lt. Col. Munro
 Encl: PAL122550-AAR

tactical doctrines of the Ceti Hussars brigade. Second, the senior commanders of the Fourth, all vocal patriots of the nation, knew that House Davion hiring them as a mercenary command and giving them favorable salvage rights would cost less than it would to maintain the Fourth as an AFFS line unit. Julian Davion could then theoretically use the cost savings to either bolster other AFFS units or hire more mercenaries, both of which would aid the New Avalon campaign. When Rear Admiral Zachariah Cassidy heard about the peerage program, this prompted him to counter with the offer to decommission the Fourth Ceti Hussars and request a viscounty on Tecumseh in exchange for mercenary employ. After consulting with his advisors, Julian accepted the counteroffer.

EXTENDED ABSENCE

Bob Coen, host: Welcome back to *Talk Suns*! Before the break our panel was discussing the disappearance of Field Marshal Alexander Hasek, who commanded the Capellan March until he mysteriously vanished in 3145, during the Capellan Confederation's conquest of New Syrtis. So far we've heard from Howard Kimura. Lonni, what do you think happened to the missing marshal?

Lonni Lund, FNS journalist: Well, if we look at it in terms of Occam's Razor, the simplest and most plausible explanation for his extended absence is he was killed during the Confederation's initial invasion.

Howard Kimura, pundit: But when? How? There's been no proof. No body. He was last seen at the Hasek palace with his mother on the night she was dragged from her bed, and from there he simply vanished. If Daoshen Liao killed him, he would have crowed about it from the rooftops!

Lund: Not if he ended up buried in rubble or tossed in an unmarked grave.

Kimura: [Holds up a finger to speak]

Lund: But hear me out. Hear me out. Let's say, for the sake of argument, that Alexander *did* manage to get away somehow. It's been *six years*, Howard. Six years. Where's he been this whole time? Why isn't he in charge of the Capellan March instead of Field Marshal Fenlon? The First Prince would love to have an extra hand...

Kimura: I'm sure he has his reasons for staying out of the public eye...

Coen: Okay, Fitzroy, do you have a different theory?

Fitzroy Jones, comedian: [smiles] Of course I do, Bob. The answer is easy: he's still on New Syrtis. He hid himself *so well* when the Capellans showed up that he still doesn't even know Julian reclaimed the planet. [Shouting] Alex, baby, if you can hear me wherever you are, it's safe to come out now, trust me!

—Excerpt from *Talk Suns with Bob Coen*,
 21 January 3151

REFUGEES OF THE REPUBLIC

At the same time Julian announced the mercenary-peerage program, he put forth an open call to any Republic of the Sphere troops in need of support. Many shattered RAF commands had either fled from Clan Wolf's push toward Terra or were trapped on worlds near Terra, unable to offer Stone help since they could not jump through Terra's still-active Fortress Wall. Julian offered any such retreating or orphaned Republic units a refuge within his realm. He permitted them to remain for as long as they needed to regroup, repair, and rebuild.

Unsurprisingly, few commands accepted his offer of sanctuary. Since the Federated Suns no longer shared a border with the Republic, any RAF troops seeking asylum under the aegis of House Davion would be forced to venture through Capellan Confederation

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or Draconis Combine space in order to reach one of the border marches. What few that did accept his offer consisted of a handful of broken companies from various Principes, Triarii, and Fides regiments. All such refugees rendezvoused on Marlette throughout early 3151 and awaited any word from Terra.

On 27 March, Julian Davion responded to Devlin Stone's request for troops to aid in fighting the Clans on Terra. Despite wanting to send military support, the First Prince declined to send aid. He could not spare any of his own troops, as all available AFFS regiments were mobilizing for strikes on the Dragon's Tongue worlds. Also, he could not in good conscience send all of the Republic refugees mustered on Marlette, for dispatching them in their damaged and wounded state would assure their wholesale destruction on Terra. Julian's refusal to send AFFS troops or the RAF refugees ultimately mattered little, however: Stone surrendered Terra to the Clans eighteen days later, long before aid from the Federated Suns would have arrived.



DRACONIS COMBINE

From an external perspective, House Kurita appears to be basking in its most successful era in history, highlighted by the Dragon's Tongue salient that captured the Federated Suns capital in late 3146. However, from an internal perspective, matters are less rosy. Pressures both internal and external, along with recent military setbacks, such as the Northwind debacle in December 3150 and the hemorrhaging of worlds to the Draconis March throughout 3150, threaten the Draconis Combine's supposed golden era. However, Coordinator Yori Kurita and *Gunji-No-Kanrei* Matsuhari Toranaga, despite their differences, are determined to see the Dragon remain supreme at any cost.

A TWISTED TONGUE

The greatest modern-day triumph of the Draconis Combine Mustered Soldiery, the capture of New Avalon and the Dragon's Tongue worlds, also remains the primary source of the Coordinator's most pressing problems. Despite efforts to maintain a firm hold on this region, three major issues plague DCMS operations in the area.

The first issue consisted of AFFS raids on Tongue worlds in late 3150 and early 3151, which raised concerns that full reprisal strikes by the Federated Suns lay on the horizon. AFFS intelligence-gathering

raids on Palmyra in December 3150 and Linneus and Protection in January 3151 indicate that the Federated Suns may be attempting to cut off the Tongue from the rest of the Combine and disrupt the DCMS's supply lines, which would force isolated Tongue troops to rely on locally sourced equipment and supplies. Although the DCMS remains confident that House Davion lacks the necessary troop strength to execute any meaningful attacks in the region, Kurita forces have shored up their defenses and rotated troops to obscure their numbers and render the data from Davion troop-finding raids obsolete as quickly as possible.

The second matter involved New Avalon itself. The Federated Suns capital had been no easy conquest, and forcing the planet to conform to Kurita rule proved a daunting and often violent task for the DCMS and the newly installed planetary governor. Early instances of uprisings on New Avalon required the on-planet DCMS and Civilian Guidance Corps officers to exercise an even hand, lest the populace accuse the Combine of perpetrating a repeat of the Kentares Massacre. Thus incidents of unrest lent more toward mass arrests and forced labor, with the outright execution of civilians being the exception rather than the rule. These punishments seemed to quell the worst of the former Davion population, but anti-Kurita resentment simmered just below the surface. A rash of incidents throughout 3150 brought the people of New Avalon to a boiling point. Despite Kurita propaganda efforts attempting the planet's populace from hearing news about the Federated Suns regaining New Syrtis, Robinson, and several Draconis March worlds, the New Avalon natives learned of House Davion's victories regardless. This led to an unprecedented number of protests, work stoppages, and other civil disobedience throughout most of 3150 and early 3151. Many of these incidents required the Friendly Persuaders to call in DCMS troops to reinforce order. The worst such incident occurred on 5 January, Julian Davion's birthday: a concerted worldwide effort saw work stoppages and protests shut down all but vital services across the planet, and the DCMS response arrested and killed thousands of civilians before order was ultimately restored. Though New Avalon remained squarely in the Dragon's talons, the so-called Prince's Protest proved that the planet was still fighting to wriggle free on its own.

The third problem in the region involved Wolf's Dragoons. The famed multi-regiment mercenary command was involved in the initial conquest of the Dragon's Tongue, but the closer Kurita forces came to New Avalon, the more often the Dragoons were employed in rearguard actions or garrison assignments, to reserve the honor of a Davion knockout blow for Kurita troops. The Dragoons chafed at their orders because they saw their offensive strengths being underutilized, but they remained true to their contract for a time. However, in early December 3150, all of the Dragoons elements stationed on Parma, including the unit's senior command elements, exercised the escape clause in their contract and abandoned their garrisons. Other Dragoons elements on neighboring systems also pulled up stakes over the next few weeks, leaving only a few of the Striker battalions in Combine space. Unknown to the DCMS leadership at the time, these units would arrive on Terra on 2 March 3151 (T+51). Though some Dragoons remained to fight for the Combine, the sudden departure of more than three regiments of elite mercenary troops left a considerable hole in the Tongue's defenses.



BATTENING THE HATCHES

The Combine's conquest of New Avalon and the Dragon's Tongue, coupled with recent losses in the Draconis March, has stretched the DCMS thin. Although *Kanrei* Toranaga possesses sufficient troops to defend the most contentious portions of the nation's borders, the Periphery border remains vulnerable to piracy and Clan Snow Raven, and the recent focus on shoring up the defenses has thus far prevented the DCMS from executing meaningful offensive actions against the Federated Suns. Throughout recent years, Toranaga repeatedly petitioned the Coordinator for more troops to address this deficiency, expecting her to rubber-stamp his request due to his role in placing her on the Combine's throne; however, Yori instead exercised her own power to deny due to political matters, until she saw fit to gift him his own personal regiment, the Hikage, in 3148. Toranaga made good use of his new troops, but in 3150, Yori's ultimatum to stem the losses in the Draconis March border left Toranaga to stabilize the border with only the forces he had on hand. Though he was ultimately successful in reaching an equilibrium with the Davion troops, the situation demonstrated that Yori was on the brink of becoming the lone power in the Combine.

The Coordinator further surprised Toranaga and the DCMS High Command in January 3150 when she announced temporary conscription orders for all of the worlds in the Dieron Military District. Word of the Jade Falcons and Wolves converging on Terra during the previous year raised concerns that, should Terra fall, forces from both Clans and the Rasalhague Dominion might spill beyond Terra and into the Dieron district. Since the bulk of the DCMS regiments in the region had been committed to offensive operations during Operation Tiamat, Yori wished to batten down the hatches as much as possible, even if defending her realm required throwing waves of hastily trained DCMS soldiers at would-be Clan conquerors.

The Ashigaru Initiatives immediately went into effect. The militia regiments that the edict created would be trained and equipped for defensive purposes, and thus free up DCMS line regiments for offensive or troubleshooting duties.

Yori intended the Ashigaru Initiatives as a last-ditch defensive contingency, but Toranaga saw them as a chance to further the Dragon's glory. He eyed the nearby worlds of the Rasalhague Dominion as ripe for conquest. Should Clan Ghost Bear make a move toward Terra to vie for the title of ilClan, he intended to reserve the Ashigaru for defense and employ DCMS regulars to attack and stop the Dominion in its tracks.

THE COMING ICE STORM

Date: 3 March 3151

To: Subdirector Elias Dyson, Internal Security Force

From: Agent Tetsubo, New Samarkand Military District

Subject: CSR Naval Activity

FOR IMMEDIATE RELAY

Positive confirmation of Clan Snow Raven's Ice Storm Naval Star at nadir jump point of Barlow's End system, Barlow's End Prefecture.

Targets IDed:

- CSR *Ice Storm* (Cameron-class battlecruiser)
- CSR *Ark Royal* (Conqueror-class carrier)
- CSR *Magpie* (Congress-class frigate)
- CSR *Drake* (Whirlwind-class destroyer)
- CSR *Muninn* (Vincent Mk 42-class corvette)

Jump sails are unfurled for recharging. No hostile actions have been made; CAP patrols only. Intercepted communications indicate Snow Raven Khans potentially aboard CSR *Ice Storm*.

This naval Star's presence several jumps away from the Raven Alliance border suggests a possible trajectory toward Terra. Further analysis is required.



THE ENEMIES OF ALL HUMANKIND

(6 January 3151)

Tancredi IV [VOTD] – The recharge station at the Tancredi system's zenith jump point exploded today at 0617 hours. The blast destroyed most of the station, rendering it inoperable, and it crippled one merchant JumpShip connected to the station via cable and two JumpShips recharging via microwave transmission. Debris from the explosion also damaged several nearby civilian DropShips and two DCA aerospace fighters assisting in customs operations.

The size and breadth of the station's explosion and the extent of collateral damage all point to sabotage; however no

one has yet taken responsibility for the incident. Investigation into the incident is ongoing, but District Governor Yuuki Hoshino has vowed that the perpetrators will be found and brought to justice.

"This is a reprehensible and unconscionable act," Hoshino said in a public address. "This attack threatens not only the sovereignty of the Draconis Combine but the future of humanity. JumpShips provide us our only means for interstellar travel, and those who would willfully destroy these vessels are the true enemies of all humankind."



RASALHAGUE DOMINION

Since the Second Combine-Dominion War ended in 3101, the Rasalhague Dominion has maintained isolationist policies, keeping the lines of communication between other nations to a bare minimum, and the past several years have only seen those policies continue. Recent events indicate potential future shifts in foreign dealings, but as with most things involving Clan Ghost Bear, only time will tell whether the Bears' moment to emerge from hibernation is at hand.

FOR YOUR OWN PROTECTION

In 3144, the Dominion assumed protection duties of several former Republic worlds, which were formally incorporated as the Vega Protectorate, a semi-autonomous Rasalhagian province. The Republic's Operation Shofar in 3149 saw two of the Vegan Protectorate worlds, Atria and Ko, defect peacefully to the Republic. Though the Dominion's intel reports pointed to these defections as resulting from the influence of Republic agents rather than a decision made by the leadership of these two worlds, surveillance in early 3150 showed that these systems were faring well under the Republic's aegis. Ghost Bear Khan Dalia Bekker opted to leave the worlds alone: forcibly returning them to the Dominion's fold would be taken as an act of war against the Republic, an enemy Bekker did not want.

However, Omega Galaxy, whose Clusters included Vegan natives and several Freeminders, Ghost Bears who supported their Clan fusing with the Dominion's Inner Sphere populace, had a front-row seat to what was truly occurring in the Protectorate worlds. Atria and Ko's defection to the Republic left them completely undefended and fully exposed to Jade Falcon predation. It became clear to Galaxy Commander Isis Bekker-Floral that the Republic was incapable of defending these worlds, and that Stone was effectively using them as a sacrificial buffer to buy the Republic more time to rally the defenses on Terra. Rather than see these worlds swallowed and pillaged by Malvina's Jade Falcons, Isis sent two Trinaries to each system in December 3150 to bolster their defense.

Although the populations of Atria and Ko welcomed the Dominion warriors' protection, the leadership of both planets openly protested the alleged occupation. On Atria, Planetary Governor Ester Jocasta declared the Dominion's presence unlawful

and mobilized militia and her personal bodyguard battalion against the Fifth Bear Guards' two Trinaries. The two forces clashed at the Fifth's LZ in the hills near Atria Prime. To even the odds and preserve warriors for fighting Jade Falcons, the Dominion forces had bid away all but a single Trinary to face the threat. Despite no DropShips being included in the bid, Governor Jocasta's troops deliberately targeted and destroyed one of the Fifth's *Union-C* DropShips. This enraged the Dominion warriors, and Jocasta's force was quickly defeated. Jocasta's replacement, Atria's lieutenant governor, embraced the Dominion's help and commandeered enough civilian DropShips to replace the Fifth's loss.

The atmosphere on Ko proved the complete opposite: due to the leadership changes since Ko's defection, the planetary government openly embraced the Second Vega Regulars' arrival, but the people did not. Shortly after elements of the Cluster landed far from major population centers, large swaths of the planet's important farmland regions caught fire. The public blamed the Dominion warriors for the destruction, but the Second deployed in force to combat the blaze with everything at their disposal, acting before local fire brigades could mobilize. They created fire breaks, employed their DropShips to disperse flame retardant, and assisted evacuation efforts when the fires raged out of control and threatened several small settlements. The Dominion warriors were lauded for their efforts, and the true culprits, anti-Clan dissidents, were imprisoned and tried for crimes against their own people.

BRACING FOR THE WINDS OF CHANGE

In light of Clans Jade Falcon and Wolf surging on a path toward Terra, the Ghost Bear Khans and Prince Hjalmer Miraborg took several steps to ensure that whatever became of a possible contest on Terra, Clan Ghost Bear and the people of the Dominion would be prepared for whatever social and military climate followed.

The first step of these preparations involved rotating troops to positions where they might prove effective, depending on how the winds of Terra blew. Most troop rotations during late 3150 and early 3151 moved defenses in the Rasalhague and Alshain provinces closer to Terra. The Draconis Combine border had quieted in recent years, especially due to House Kurita's focus on the Federated Suns, and Clan Hell's Horses seemed more intent on exercising their aggression against the Jade Falcon Occupation Zone than kicking the Ghost Bears' heavily defended flank. The Horses also reorganized their border defenses at roughly the same time, which left the bulk of the Horses' Clusters on the Dominion border to garrison Tamar. Khan Bekker ordered the most significant troop movement on 16 December 3150. After receiving intel that Clan Wolf was mobilizing its whole *touman*, she immediately ordered both Alpha and Beta Galaxies to the rimward edge of the Dominion.

The second step of the Ghost Bears' plan to prepare for Terra's outcome saw a surge in new admissions to the warrior caste. Policies enacted in 3132 enlarged the size of the Ghost Bears' *sibko* program, and the first batches of these larger *sibkos* were due to take their Trials of Position in 3152. Recent events, however, prompted both Ghost Bear Khans to consider letting these cadets graduate a year early: the Dominion might lose a significant percentage of cadets due to the accelerated training schedule, but the number of young, new warriors that would succeed in their trials would greatly offset those who failed. Khan Bekker stated that the Dominion would

INCREDIBLE RESTRAINT

Jeong-Hun Kwon, political commentator: According to the rumor mill, the Ghost Bear Khans had the key to bypass the Wall, but if they did have it, why on earth didn't they use it?

Dr. Wilhelmina Preston, poli-sci professor: A key is potential. It is power, it is control. It means that if you wish to open the lock, you can, but it doesn't mean you must. Possibility doesn't dictate obligation.

Zahid Nassar, retired legislator: Well, if the Ghost Bears had this key and they deliberately chose not to use it to claim the ilClanship—the end-all-be-all of Clan culture, no less—that demonstrates incredible restraint on their part.

Kwon: Hold on a moment. How can we say the Bears even had a *chance* to use their key? For all we know, they didn't throw their hat into the ring because they were late to the party.

Preston: Oh, I don't think it was restraint at all. I think the Bears realized something the Falcons and Wolves didn't.

Kwon: And what's that?

Preston: I think they knew the ilClanship was a poison pill, so they let someone else swallow it, to see what would happen.

—Excerpt from *Terra Now*, airdate 7 June 3151

need as many warriors for the near future as it could graduate, and the go-ahead was given.

The final leg of the Dominion's preparations for Terra led to conquest. In late March 3151, two Clusters from saKhan Roy Jorgensson's Rho Galaxy assaulted Yorii and Imbros III, the final two Republic worlds between the Dominion's border and Terra itself. On Imbros III, the 243rd Battle Cluster expected to face moderate resistance due to the planet's functioning HPG, which had come back online in 3133. However, no RAF troops defended the planet, only scattered militia that were easily cowed into surrender. A similar situation occurred on Yorii: the 300th Battle Cluster arrived to find a system denuded of heavy defenders. In both cases, interrogated militia survivors revealed that the RAF line regiments that once garrisoned these planets had been ordered to bolster the defenses on Terra.

These conquests put the Rasalhague Dominion within a single jump from Terra. As Alpha and Beta Galaxies made their steady march toward Terra, Rho Galaxy awaited orders to jump to the capital of the Republic. Those orders would never arrive, however: two months later, the Clans' conquest of Terra was complete, and an ilClan had finally been named.

THE KEY TO THE FUTURE

Our main story tonight involves the Rasalhague Dominion.

Now, let's start off by admitting that there's not a lot we here in the Free Worlds League truly know about them beyond the broad strokes. Because of how much the people of the Dominion keep to themselves, they might seem a little distant and alien to us outsiders, despite how much emphasis Clan Ghost Bear puts on family and brotherhood. But what we do know about them is this: there is good reason to believe that the Rasalhague Dominion and its people alone hold the key to the future of the Inner Sphere, and in more ways than one.

The first way involves the concept on which their nation is built: the union of Clan and Inner Sphere cultures has been the Dominion's way since the founding of the nation nearly a century ago. People tend to think of a national culture as being a monolithic binary of mutually exclusive concepts: either Clan or Inner Sphere, and neither the twain shall meet. However, the unity the Rasalhague Dominion has achieved showed a different, third way: a mesh of Clan and Inner Sphere cultures, one far superior to the hegemonic Raven Alliance model, the provincial model of the Clan Protectorate here in the Free Worlds League, or the reservation model that saw the destruction of Clan Nova Cat within the Draconis Combine. This third path, the path of fusion and egalitarianism, paves the way for a cultural renaissance that could lead to a new golden age of humankind.

However, the second—and arguably more important—way the Dominion might lead us to the future is in terms of their military. The Dominion possesses one of the largest Clan-led militaries in the entire Inner Sphere; only Clan Wolf definitively claims more military might. As we speak, Clans Jade Falcon and Wolf are charging headlong toward Terra, and it is only a matter of time before we might see the Republic fall and the ilClan, the Clan above all Clans, named. Now my question to you is this: What will the Rasalhague Dominion do if an ilClan is declared? Will they shun their Inner Sphere half and side with an ilClan, or will they shun their Clan half and stand with the rest of the Inner Sphere? Right now the militaries of most Inner Sphere powers are broken, distracted, or stretched dangerously thin, but the Dominion stands in a position of strength.

Should the Dominion side with the Inner Sphere, and stand as a bulwark against the aggression of an ilClan, as their long-time defensive, Warden ways would suggest, then we, the rest of the Inner Sphere, may manage to survive a coming storm—at least for a time. But if the Dominion sides with an ilClan, then heaven help us all.

—Excerpt from 18 March 3151 broadcast of *Future View with Jackie Twist*

TOUCHPOINT TRACKS

The scenarios in this section allow the recreation of battles from this tumultuous time in the Inner Sphere's history. These scenarios can be played as stand-alone games, or they can be incorporated into longer campaigns by using *Chaos Campaign* rules (see p. 161, *Campaign Operations*, or p. 4, *Chaos Campaign: Succession Wars*).

For ease of flexibility, these tracks contain options for both *Total Warfare* rules (which is compatible with *BattleMech Manual*) and *Alpha Strike*, allowing each battle to be played with either rule set.

RULES

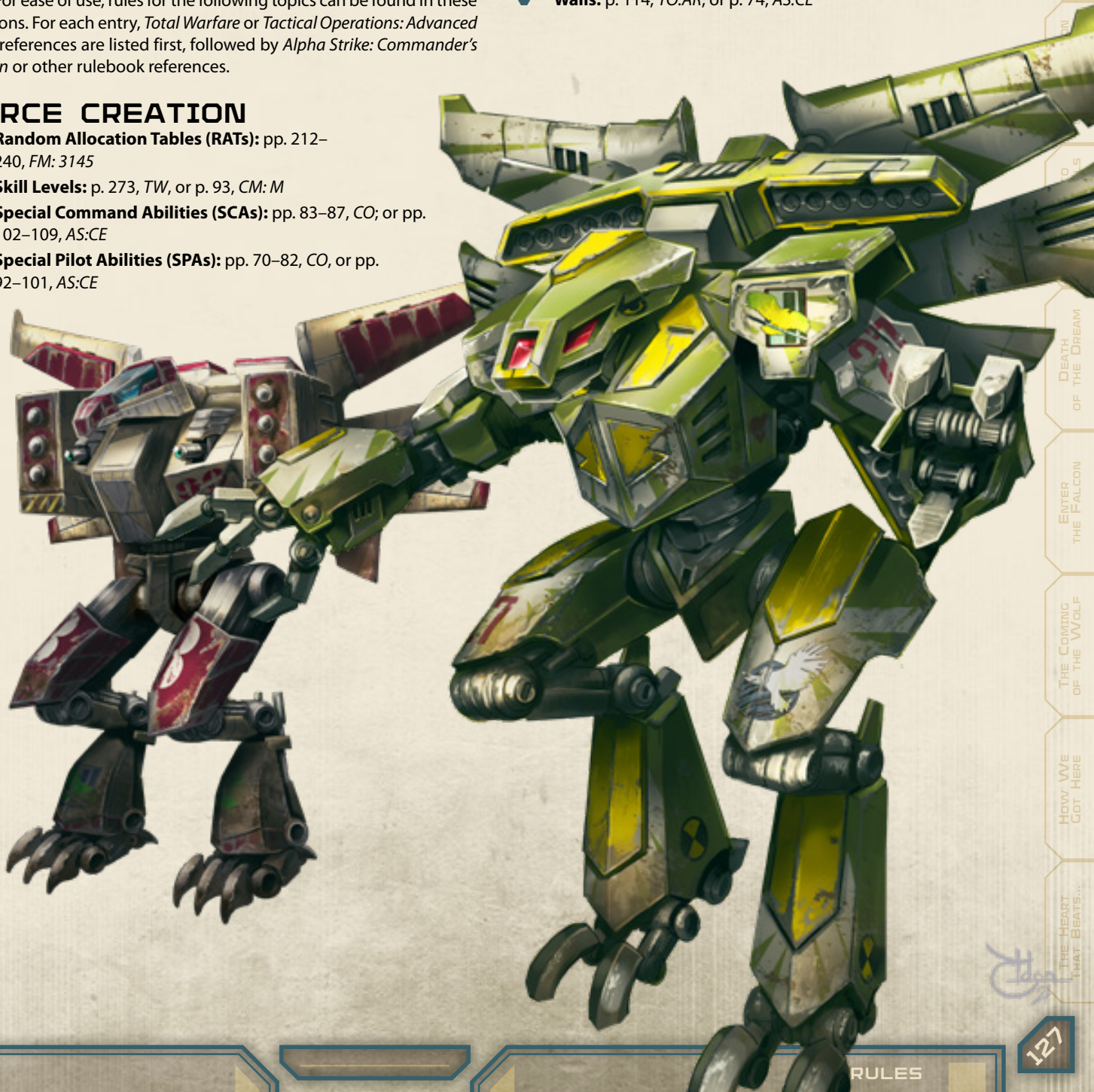
For ease of use, rules for the following topics can be found in these locations. For each entry, *Total Warfare* or *Tactical Operations: Advanced Rules* references are listed first, followed by *Alpha Strike: Commander's Edition* or other rulebook references.

FORCE CREATION

- **Random Allocation Tables (RATs):** pp. 212–240, *FM*: 3145
- **Skill Levels:** p. 273, *TW*, or p. 93, *CM*: *M*
- **Special Command Abilities (SCAs):** pp. 83–87, *CO*; or pp. 102–109, *AS:CE*
- **Special Pilot Abilities (SPAs):** pp. 70–82, *CO*, or pp. 92–101, *AS:CE*

GAMEPLAY

- **Artillery:** p. 147, *TO:AR*, or p. 151, *AS:CE*
- **Buildings:** p. 166, *TW*, or p. 72, *AS:CE*
- **Clan Honor:** p. 273, *TW*, or p. 24, *Clan Invasion Boxed Set* rulebook.
- **Fire/Smoke:** pp. 41–46, *TO:AR*, or pp. 166–167, *AS:CE*
- **Forced Withdrawal:** p. 258, *TW*, or p. 126, *AS:CE*
- **Hidden Units:** p. 259, *TW*, or p. 168, *AS:CE*
- **Minefields:** pp. 175–179, *TO:AR*, or p. 168–169, *AS:CE*
- **Walls:** p. 114, *TO:AR*, or p. 74, *AS:CE*



WE SHALL DRIVE THEM INTO THE SEA

SITUATION

Sydney Harbour
Sydney, Australia
Terra
 13 January 3151 (T+3)

Hail, rapture of living!
Hail, conquering light!

—Brünnhilde, *Götterdämmerung*, by Richard Wagner, Terra, 1876

The First New South Wales Militia expected a direct assault from Clan Wolf, but the Wolves bombarded Sydney instead. Then Clan BattleMechs began dropping into Sydney Olympic Park. The defenders turned to engage, only for the assault to begin from without.

GAME SETUP

Recommended Terrain: Urban, Coastal

The Defender arranges four mapsheets with a coastal area on one edge and urban terrain throughout. The Defender places 2d6+5 buildings of varying size and CF per mapsheet, and places Walls (CF 20 per hex, 1 level tall) where desired along the edge opposite the coast. The Attacker rolls 4d6 bombardment damage (AS: roll 1d6; on a result of 1-3, apply 1 damage, on a result of 4-6 apply 2 damage) to every wall and building; this may reduce walls/buildings to rubble. The Defender's home edge is the coastal edge; the Attacker's home edge is the opposite edge.

ATTACKER (CLAN WOLF)

Recommended Forces: Seventeenth Wolf Guard Striker Cluster, Delta Galaxy

The Attacker's force is 100 percent of the Defender's force. All Jump-capable units form a separate subcommand (Star, *e.g.*) for this battle, designated as the insertion force. These units perform a High Altitude Drop (see p. 20, *SO*, or p. 160, *AS:CE*) on Turn 1. Before any Landing Rolls are made, every unit chooses a landing hex within 4 hexes (AS: 8") of the coastal edge (any non-building hex). Units that fail their Landing Roll may cause accidental DFA attacks. The remainder of the Attacker's force enters via home edge on Turn 5.

The Seventeenth Wolf Guard Striker Cluster is a Veteran Cluster of Delta Galaxy. They possess the Enemy Specialization (Marik) and Overrun Combat SCAs. They are subject to Clan Honor Level 1.

DEFENDER (REPUBLIC OF THE SPHERE)

Recommended Forces: First New South Wales Militia

The Defender may choose any number of units for this battle, and may place units anywhere on the map prior to Turn 1 but must be at least 12 hexes (AS: 24") away from the edge of the coast.

The First New South Wales Militia are a Veteran, B-Rated mercenary regiment. They may roll one unit per lance on the Republic of the Sphere RAT with a PG-rating. They possess the Tactical Specialization (Defense) and Terrain Specialization (Urban) SCAs.

WARCHEST

Track Cost: 1000 WP

Optional Bonus:

+500 Groundpounders: Enemy force adds 1 point/squad of battlesuit Infantry per Star/lance. (For the Attacker, jump-capable battlesuits *must* be part of the insertion force as described above.)

+500 Inferno: Every building (hex) damaged during Game Setup is on fire and producing smoke. The wind direction is toward the coastal edge.

OBJECTIVES

Wipe Them Out. Destroy enemy units. [100/Unit]

Escape the Slaughter (Defender Only). The Defender must exit units off the battlefield by boarding freighters and moving them off the map (see *Freighters* below). Freighters themselves do not count toward this objective. [250/Unit]

A Hole in the Boat (Attacker Only). Destroy freighters that have been boarded by the Defender's units. [500/freighter]

SPECIAL RULES

The following rules are in effect for this track:

CERTAIN DEATH

At the beginning of Turn 5, the Defender receives orders from Sir Edwyn Tiew to fall back and board the cargo freighters docked at Sydney Harbour (see *Freighters* below).

FREIGHTERS

Before the game begins, the Defender and the Attacker alternate placing one cargo freighter on each mapsheet with Coastal terrain until two freighters are placed on each map; each freighter must be placed in Water hexes adjacent to non-Water hexes so that it is accessible to ground units (AS: within 2" of non-Water terrain). The freighters are controlled by the Defender, but cannot be moved unless a Defender unit has boarded it; for purposes of movement, a freighter is not counted as part of the Defender's force unless a Defender unit has boarded it.

Each freighter, represented by a Large Naval Template Type C (see p. 23, *TO:AUE*), has 3/5 Cruise/Flank MP, 120 armor and 40 internal structure in each hit location, and can transport a total of 500 tons of cargo (AS: TP: SV, Size: 4, MV: 6", Armor 24, Structure 10, Specials: CT500, VLG).

The Defender's units cannot board a freighter until Turn 5. Non-Mech ground units may board a freighter normally, using the *Carrying Units* rules (see p. 89, *TW*). However, since the freighters are not specifically designed to transport 'Mechs, a 'Mech takes longer to board. A 'Mech must end its movement in a hex adjacent (AS: within 2") to the freighter, then it must remain stationary until the End Phase of the following turn; it can still fire weapons and make physical attacks. During the next Movement Phase, the 'Mech may board the freighter as its movement for the turn. A 'Mech aboard a

TOUCHPOINT TRACKS

freighter may choose to remain on the ship's deck and may fire and move around the ship's hexes as normal. However, stacking rules still apply: if all hexes on a freighter's template are occupied by 'Mechs, additional 'Mechs can still board the ship, but they cannot stand on the ship's deck and thus cannot attack.

A freighter is considered a noncombatant until a Defender unit has boarded it; the Attacker may only shoot at a freighter if a Defender unit has boarded it.

AFTERMATH

In Sydney Harbour, many of the First New South Wales' warriors managed to board ships and flee into the South Pacific Ocean. The defenders who remained behind charged the Wolves, but this charge failed to break them. The victorious Wolves captured two of the First New South Wales Militia as bondsmen before cutting their bondcords and assigning them to garrison Redoubt Sydney. Australia had fallen.



TECHNICAL
READOUT

TOUCHPOINT
TRACKS

THE ACCESSION
OF THE 11CLAN

THE ACCESSION
OF THE 11CLAN

THE TRIAL TO
END ALL TRIALS

DEATH
OF THE DREAM

ENTER
THE FALCON

THE COMING
OF THE WOLF

HOW WE
GOT HERE

THE HEART
THAT BEATS...

THE HORNETS' NEST

SITUATION

Chempel Quartier
Geneva, Switzerland, Europe
Terra
4 March 3151 (T+53)

*Fight with every gasp of breath!
 Fight for victory or for death!*

—Paladin Max Ergen, 10 April 3151.

Geneva had to fall, Khan Malvina Hazen would accept nothing less. Jade Falcon WarShips had previously attacked from orbit when the Clan's ground campaign slowed down. But that wouldn't stop the Tenth Hastati Sentinels, who refused to allow the Republic's capital to fall—not while they could still fight.

GAME SETUP

Recommended Terrain: Urban

The Defender arranges four mapsheets in a two by two pattern. Buildings of varying size and CF are placed to produce a mix of ancient and modern construction with narrow streets (1 hex (AS: 2") maximum width). The Defender chooses a home edge; the Attacker's home edge is the opposite edge. All buildings within 4 hexes (AS: 8") of the Attacker's home edge are reduced to rubble. The Defender places the following on each mapsheet: 1d6 Walls, 1d6 vibrabomb minefields, and 1d6/2 command-detonated minefields.

ATTACKER (CLAN JADE FALCON)

Recommended Forces: Second Falcon Jaegers, Gamma Galaxy

The Attacker's force is 100 percent of the 'Mech and battlesuit portion of the Defender's force. The Attacker enters via their home edge during the Movement Phase of Turn 1. The Attacker must root out the hidden conventional infantry spotting for artillery, and eliminate the Defender's artillery units.

The Second Falcon Jaegers are a Regular command of Clan Jade Falcon's Gamma Galaxy. They possess the Enemy Specialization (Clan Wolf) and Hit and Run SCAs.

DEFENDER

(REPUBLIC OF THE SPHERE)

Recommended Forces: Tenth Hastati Sentinels

The Defender's force may be up to one company of 'Mechs and one company of battlesuit infantry. In addition, the Defender's force must include 1 platoon of conventional SRM infantry and 1 artillery unit per mapsheet. The Defender may choose any artillery units available to the Republic of the Sphere. The Defender may place all units except artillery as Hidden Units. Artillery units must fire every turn (see below). Conventional infantry must be placed one platoon per mapsheet. Artillery may be placed anywhere the Defender chooses. The Defender replaces all SRM munitions with Inferno SRMs on all units (including infantry).

The Tenth Hastati Sentinels, including the 100th Armor Brigade, is an Elite, SB-rated command of the Republic Armed Forces. They possess the Environmental Specialization (Urban), Esprit de Corps, and Tactical Specialization (Defense) SCAs.

WARCHEST

Track Cost: 1000 WP

Optional Bonus:

+500 In the Dark: The battle takes place at night (4 March 3151 is a waxing crescent moon, but dust and smoke from the attack leads to Moonless Night; see p. 56, *TO:AR*, or p. 62, *AS:CE*).

+250 Hotfoot: The Defender's minefields (all types) are also Inferno mines; after inflicting damage, they function as an Inferno missile for all units in the minefield hex and adjacent hexes (AS: 3" radius circle).

OBJECTIVES

The Guns of Geneva (Defender Only). The Defender fires their artillery off-map every turn. [50/turn]

Silence Those Guns (Attacker Only). Destroy the Defender's artillery units. [100/unit]

Protect the Spotters (Defender Only). The Defender's conventional infantry units must survive the track. [100/Unit]

Put Out Their Eyes (Attacker Only). The Attacker must destroy the Defender's conventional infantry units. [100/Unit]

Last Full Measure. Destroy all enemy 'Mechs and battlesuit units. [200/unit]

SPECIAL RULES

The following rules are in effect for this track:

ARTILLERY

The Defender's artillery is all that prevents a full assault by the Jade Falcon forces. At least one artillery unit must fire *every turn* at targets off the map. The Defender is free to assign fire missions to on-map targets, but failing to fire at least one round off the map in a given turn means the Defender will not earn WPs from The Guns of Geneva objective that turn.

AFTERMATH

The slaughter was horrific...to everyone save the Jade Falcons. Khan Hazen suffered terrible losses, but Geneva eventually fell all the same. She rewarded the steadfast courage of the surviving the Defenders by televising their executions. It only hardened the RAF against her and made Khan Ward and the Wolves seem preferable by comparison.

DESPERATE MEASURES

SITUATION

Yucca Valley, North America

Terra

24 March 3151 (T+73)

The Old Guard, a regiment of aging Republic veterans, was the ace up Devlin Stone's sleeve. Their mission: to intercept Khan Malvina Hazen in southwestern North America and eliminate her by any means necessary. But the Jade Falcon Guards, a storied unit, stood in the Old Guard's way.

GAME SETUP

Recommended Terrain: Desert

The Attacker arranges four maps in a row with their long edges touching. The Attacker chooses a home edge; the Defender's home edge is the opposite edge. The Defender places a number of Rubble hexes to denoted casualties from prior waves of combat; see *Wall of Death* under *Special Rules*.

ATTACKER (REPUBLIC OF THE SPHERE)

Recommended Forces: The Old Guard

The Attacker is 300 percent of the Defender. The Attacker enters the map via their home edge during the Movement Phase of Turn 1.

The Old Guard is an Elite, SB-rated command; the Old Guard may roll half its units on the Clan General RAT. They possess the Enemy Specialization (Clan), Esprit de Corps, and Sharpshooters SCAs.

DEFENDER (CLAN JADE FALCON)

Recommended Forces: Jade Falcon Guards, Gamma Galaxy

The Defender's units are placed along the midline of the map, halfway between the two home edges.

The Jade Falcon Guards are an Elite command of Clan Jade Falcon's Gamma Galaxy. They possess the Enemy Specialization (Clan Wolf) and Hit and Run SCAs. The Falcon Guards are protecting Malvina Hazen's fallen *Shrike* (see *Special Rules*), which does not count toward the Defender's total force.

WARCHEST

Track Cost: 1000 WP

Optional Bonus:

+300 Sandstorm: The wind has kicked up, leading to a sandstorm. Apply *Blowing Sand*; see p. 60, *TO:AR*, or p. 58, *AS:CE*.

OBJECTIVES

For the Republic! (Attacker Only) The Attacker must destroy Malvina Hazen's *Shrike*. [700]

Protect the Chingis Khan! (Defender Only) Malvina Hazen's *Shrike* must survive the track. [700]

The Fate of the Inner Sphere. Destroy enemy units. [100/Unit]

*Sound trumpets! let our bloody colours wave!
And either victory, or else a grave.*

—William Shakespeare, *Henry VI*, Act II, Scene 2

SPECIAL RULES

The following rules are in effect for this track:

WALL OF DEATH

The Old Guard is throwing so much hardware at the Jade Falcons that their casualties have literally started piling up. Before the game starts, the Defender chooses a number of hexes equal to the number of the Attacker's units and designates those hexes as rubble. (AS: The Defender places a number of 2"-diameter rubble circles equal to the Attacker's units). These rubble hexes must be placed within 6 hexes (AS: 12") of the Defender's starting positions.

During this track, whenever any non-infantry unit is destroyed, convert the hex it occupied into rubble terrain (AS: mark a 2" diameter rubble circle centered on the point where the unit was destroyed). If a unit is destroyed in Rubble terrain, add one level of elevation to that underlying terrain to represent the growing wall of destroyed units. If a unit is destroyed on a hex that has already been converted to rubble *and* has an added elevation level, the Defender chooses one adjacent hex and either converts that to rubble or increases the elevation level of that hex, if it is already rubble (AS: the Defender places a 2" rubble circle that touches the rubble terrain where the unit was destroyed, or increases the elevation level of a rubble circle).

THE CHINGIS KHAN

Before the game starts, the Defender places a *Shrike 3* in any hex between the Defender's other units and the Defender's home edge. This represents Khan Malvina Hazen, who has Heroic-level Skill Ratings and possesses the Lucky (1), Melee Master, and Tactical Genius SPAs. The *Shrike 3* begins the track prone; apply 8D6 damage in 5-point clusters; reroll any damage that would apply to internal structure (AS: Apply 4 armor damage). Malvina begins the track unconscious; she may attempt to regain consciousness as normal if the Defender rolls 11+ in the End Phase (AS: treat as Crew Stunned until the Defender rolls 11+ in the End Phase).

A Defender 'Mech adjacent to Malvina's 'Mech is considered to be shielding her (see *Shielding*, p. 17, *TO:AR*). If a shielding unit stands in the way of an incoming attack on Malvina while she is unconscious, the Attacker loses the bonus for firing on an immobile target.

As long as Malvina is alive, the Defender gains a +1 modifier to their Initiative roll.

AFTERMATH

Stone's desperate ploy nearly worked. So many Old Guard and Falcon Guards 'Mechs were destroyed that they created a veritable wall around Malvina's fallen *Shrike*. However, the Falcon Guards held on long enough for Khan Hazen to be medevaced to an aid station, where she was treated for her injuries.

HAVE WE NOT RUN FAR ENOUGH?

SITUATION

Algonquin Provincial Park
North of Toronto, North America
Terra
2 April 3151 (T+82)

A company of the Fifth Fides Defenders was cut off and separated during the retreat from Montreal. While the rest headed for Toronto, the cut-off company sought to lead off some of the pursuers, so they headed west rather than southwest. The Fifth concealed themselves in the forests north of Toronto, waiting for the Wolves to appear. If the Fifth attempted to penetrate Clan Wolf's lines to rejoin their comrades, they faced certain destruction. Retreat was still an option, but killing was preferable.

GAME SETUP

Recommended Terrain: Urban Ruins, Scattered Lakes

The Defender places four mapsheets in any legal configuration, and places scattered bodies of water. There must be more potential locations for Hidden Units than the Defender's total force size. The water is foul and opaque and each body has at least one Depth 3 hex. The Defender chooses a home edge; the Attacker's home edge is the opposite edge.

ATTACKER (CLAN WOLF)

Recommended Forces: Brown Keshik, Lambda Galaxy

The Attacker enters via their home edge during the Movement Phase of Turn 1. The Attacker is 50 percent of the Defender's force.

The Brown Keshik is the Veteran command Trinary of Lambda Galaxy. They possess the Banking Initiative, Enemy Specialization (Republic of the Sphere), Off-Map Movement, and Overrun Combat SCAs. They are subject to Clan Honor Level 1.

DEFENDER (REPUBLIC OF THE SPHERE)

Recommended Forces: Fifth Fides Defenders

The Defender places all units as Hidden Units before Turn 1. Units may be placed in sufficiently deep bodies of water as Hidden Units due to the poor condition of the water. Reduce armor on all locations (AS: total armor) by half (rounding down), excluding the head.

The Fifth Fides Defenders is a Regular, HS-rated command of the Republic Armed Forces. They possess the Brawlers and Tactical Specialization (Defense) SCAs.

WARCHEST

Track Cost: 500 WP

Optional Bonus:

+500 Overwhelmed: Double the size of the enemy force.

+250 Reinforcements: Enemy reinforcements from multiple commands stumble onto the battle, equal in number to one-half (round up) of the enemy's starting force. These units reduce all armor by half (rounding down), have Regular skill ratings, and lack SCAs or SPAs.

*Everything has a season
 And everything has a reason
 A time to sow and a time to reap
 A time to laugh and a time to weep
 A time to build and a time to raze
 A time to shun and a time to embrace
 A time to rend and a time to bind
 A time to lose and a time to find
 A time to mourn and a time to celebrate
 A time to love and a time to hate
 A time to be born and a time to heal
 A time to be stone and a time to roar
 A time to be silent and a time to roar
 A time for peace and a time for war
 Times of warmth and times of chill
 A time to die, and a time to kill.*

— *The Book of Ecclesiastes,*
The Unfinished Book, Volume III, 3122 Edition

OBJECTIVES

A Time to Kill. Destroy at least half of the enemy units. [500]

The Chase Ends Here. The Defender's retreating units must exit via their home edge; the Attacker must destroy or cripple Defender units. [100/Unit]

SPECIAL RULES

The following rules are in effect for this track:

FORCED WITHDRAWAL

The Defender is operating under Forced Withdrawal. If half of the Defender's starting units are crippled or destroyed, the Defender's surviving units will begin to retreat with intention of exiting via their home edge.

AFTERMATH

Many small groups of RAF troops were split off the main force by the pursuing Wolves. Few survived to link up with the parent group. Even fewer lived to see the Republic surrender, rendering pointless the staggering losses suffered by the RAF.

INSIDE THE CAULDRON

SITUATION

West of Ottawa

North America

Terra

18 April 3151, T+98 (Day Two of the ilClan Trial)

The Falcons set the forest around the Wolves' front line on fire, an area that Wolf units came to call "the Cauldron." After the Wolves destroyed the Falcons' artillery, the Falcons charged into the Cauldron to kill fleeing Wolves. One Wolf Nova, refusing to flee, braced against a Falcon Supernova Trinary charging along a fiery road.

*We cherish, too, the poppy red
That grows on fields where valor led;
It seems to signal to the skies
That blood of heroes never dies*

—Moina Michael,
from "We Shall Keep the Faith", 1918

GAME SETUP

Recommended Terrain: Heavy Forest

The Defender arranges at least three maps in a row with their long edges touching. Every hex should be wooded, save for a single road (1-hex (AS: 2") wide) running through the forest, crossing each mapsheet's long edge. The Defender's home edge is the western edge; the Attacker's home edge is the eastern edge. Fire counters should be placed in every wooded hex.

ATTACKER (CLAN JADE FALCON)

Recommended Forces: Sixth Falcon Dragoons, Alpha Galaxy

The Attacker's force is 200 percent of the Defender's force, amounting to a Supernova Trinary. Nova 1 enters via the Attacker's home edge during the Movement Phase of Turn 1, Nova 2 on Turn 3, and Nova 3 on Turn 5. All Elementals are mounted when they enter the map.

The Sixth Falcon Dragoons is a Veteran Clan command. They are not bound by Clan Honor, and they possess the Berserkers, Brawlers, and Rapid Strike SCAs. They may only leave the map via the Defender's home edge.

DEFENDER (CLAN WOLF)

Recommended Forces: Nova, Sixth Wolf Regulars Cluster, Iota Galaxy

The Defender's force is a Nova. The Defender places their units on the road at least twelve hexes (AS: 24") from the Attacker's home edge. All Elementals are mounted at the start of Turn 1.

The Sixth Wolf Regulars Cluster is a Veteran Clan command. They are bound by Clan Honor Level 1. They possess the Hit and Run, Tactical Adjustments, and Zone of Control SCAs. They are immune to Forced Withdrawal.

WARCHEST

Track Cost: 500 WP

Optional Bonus:

+500 Inferno: See below.

OBJECTIVES

Lightning Strike. The Attacker exits units via the Defender's home edge before Turn 5. **[300/Unit]**

Thunderclap. The Attacker exits units via the Defender's home edge from Turns 5 to 8. **[200/Unit]**

Wall of Iron. The Attacker exits units via the Defender's home edge after Turn 8. **[100/Unit]**

Last Stand. The Defender cripples or destroys at least as many of the Attacker's units as the Defender loses. **[200/Unit equal to and greater than the Defender's losses]**

SPECIAL RULES

The following rules are in effect for this track:

TRACKLESS FOREST

Use the Ultra-Heavy Woods rules for all wooded hexes (see p. 38, *TO:AR*, or p. 137, *AS:CE*).

INFERNO

All 'Mechs add +6 heat (AS: +2 heat) during the Heat Phase (AS: End Phase) even when on the road. Swirling, powerful winds reduce jump movement by half (rounding down). Any 'Mech attempting to jump must first make a Piloting Skill Roll (AS: Skill Roll) with a +6 modifier. Failure results in the 'Mech scattering from its starting point as for a missed artillery attack (the distance is the 'Mech's full remaining Jump MP). The 'Mech automatically falls in the resulting hex as though from a missed Death From Above attack. This may result in an accidental DFA attack against any unit that has already moved.

LAST STAND

The Defender's MechWarriors may enter a special state. Any Defender OmniMech which loses half its armor (rounding down) in any torso location (AS: one-third of total armor, rounding down), gains the following SPAs: Blood Stalker (*must* be used against the nearest enemy unit), Combat Intuition, Hot Dog, and Lucky (4). Lucky may be used to force the opposing player to re-roll any To-Hit or Hit Location roll. This unit will fire every functional weapon every turn until it is crippled or destroyed. The player controlling the unit rolls 1d6 when entering this state. On a result of 5 or 6, the unit uses physical attacks whenever possible.

AFTERMATH

The Wolves held as long as they could. The last stand was reported by their foes, who remained awed by the courage and tenacity displayed for the rest of their days. The Wolves' sacrifice was not in vain, as their delaying actions—and those of like-minded Wolf units—saved many of their comrades.

THE PRODIGAL WOLVES RETURN

SITUATION

East of Staunton Creek

North America

Terra

19 April 3151, T+99 (Day Three of the ilClan Trial)

Khan Malvina Hazen's Jade Falcons were pushing Khan Alaric Ward's Wolves east toward Ottawa when a line of DropShips appeared to the north. Khan Hazen dismissed them as a diversionary ploy and ordered her forces to continue pressing Alaric. The DropShips landed a few kilometers to her north. Then they burst open and two forces burst forth: a Clan Wolf-in-Exile Galaxy and at least three Wolf's Dragoons regiments. She hastily ordered a defensive formation, but the Wolves-in-Exile were no longer wayward Wolves: they had returned to the pack.

*Celebrate and be glad,
for your brother was lost, but now is found!*

—Parable of the Prodigal Son,
The Unfinished Book, Volume VI, 3122 Edition

GAME SETUP

Recommended Terrain: Grassland, Rolling Hills

The Attacker arranges the mapsheets as desired, assigning one map edge as north. The North edge is the Attacker's home edge. The south edge is the Defender's home edge.

ATTACKER (CLAN WOLF)

Recommended Forces: Second Wolf Legion Cluster, Omega Provisional Galaxy

The Attacker enters the map via their home edge during the Movement Phase of Turn 1. The Attacker's force is 100 percent of the Defender's force.

The Second Wolf Legion Cluster is an Elite command. The Second may use the Overrun Combat SCA, and they are immune to Forced Withdrawal.

DEFENDER (CLAN JADE FALCON)

Recommended Forces: First Falcon Jaegers, Epsilon Galaxy

The Defender may choose any portion of the First Falcon Jaegers Cluster for this battle, which amounts to three Binaries and a command Star at this point in the ilClan Trial. The Defender deploys all units within four hexes (AS: 8") of the southern edge before Turn 1. The Defender applies 4d6 damage in five-point groups to the Front of every BattleMech and OmniMech (AS: reduce all armor by one-third, rounding up); re-roll any damage that would be applied to the internal structure. Reduce by half (rounding down) the armor (in all locations, as applicable) to all non-Mech units.

The First Falcon Jaegers are an Elite Clan Cluster. Their opponents must make a Morale Check (see p. 179, *TO:AR*, or p. 169, *AS:CE*) with a +2 modifier at the start of the battle or suffer a -2 Initiative penalty for the entire battle.

WARCHEST

Track Cost: 600 WP

Optional Bonus:

+300 Slogging It Out: Opponent designates one-half of the map as Swamp (see p. 49, *TO:AR*, or p. 60, *AS:CE*).

+100 Stump Grinding: The battlefield includes a logged-out forest. Place 4d6 rough hexes throughout the map (players alternate placing them); these stumps force a Piloting Skill Roll with a +1 modifier for every hex that a unit uses Run movement to move into

or through, or Jump movement to move into. Any other Piloting Skill Roll made while in such a hex is also made with a +1 modified due to the terrain. Kicks are made with an additional +1 To-Hit modifier, and force a Piloting Skill Roll with a +1 modifier even for a unit that successfully kicks an enemy.

+300 Piecemeal: The opponent receives reinforcements equal to one-half of their starting force, which enters via their home edge during the Movement Phase of Turn d6+4. (If the Defender receives these units, they are given the same starting damage as noted above.)

OBJECTIVES

Link-Up (Attacker Only). Exit units via the Defender's home edge. [200/Unit]

Litter the Field (Defender Only). Destroy/Cripple the Attacker's units. [200/Unit]

Parting Shots (Attacker Only). Destroy the Defender's units. [100/Unit]

Shove It (Defender Only). Push the Attacker's units off any edge save the Defender's home edge. [100/Unit]

SPECIAL RULES

The following rules are in effect for this track:

NO RETREAT, NO SURRENDER

Neither side is subject to Forced Withdrawal or Clan Honor. The Defender's units will not leave the map willingly for any reason; any unit of the Defender's forced off the map is considered destroyed. Similarly, the Attacker may only exit units via the Defender's home edge; any unit forced off any other edge is considered destroyed.

AFTERMATH

The sudden onslaught of fresh Wolf forces was too much for the Jade Falcons. While the Falcons rearranged their lines admirably and staged a ferocious defense against the incoming Wolf's Dragoons and former Wolves-in-Exile, their pre-existing damage resulted in cascading waves of combat-loss grouping, and the Falcons' defenses shattered beneath the strain.



TECHNICAL READOUT

ION SPARROW

Mass: 20 tons
Chassis: JF 3B Light Endo Steel
Power Plant: JF 160 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Clan Standard Type A2 with Partial Wing
Jump Capacity: 300 meters
Armor: Compound JF Ferro-Fibrous
Armament:
 4 tons of pod space available
Manufacturer: CJF Factory Zone 4
Primary Factory: Alyina
Communications System: JF Integrated
Targeting & Tracking System: Series JFVIII KITT

One of the most highly mobile OmniMechs ever created, the *Ion Sparrow* serves as a training unit to familiarize pilots with partial wing technology before trusting them with a *Hierofalcon* or *Jade Phoenix*. Lightly armed and armored, its combat role is limited to hunting scouts or discouraging infantry from coming too close.

After their initial landings in France, Clan Jade Falcon's march to Geneva was fraught with ambushes and light raiding intended to draw out the Falcon lines. *Ion Sparrows* from Gamma Galaxy ranged ahead of the main body, not only to scout for safe routes, but to leave behind battle armor Points as watchmen on key routes. Common practice was for *Ion Sparrows* to race several kilometers ahead, deposit their battle armor on a ridge or major crossroads where they would conceal themselves, then return and pick up a second team. This second Point was placed even further out than the first, and when the Falcon vanguard reached the first team's location, the *Ion Sparrow* returned to leapfrog them over the second team to a new location. This method of transport proved more effective than APCs in the mountainous terrain of the French Alps, and far safer than VTOLs. The last reports of many Republic scouts were about being engaged by hidden Elementals in unexpected places.

When battle was joined, *Ion Sparrow* pilots were instructed not to engage enemy 'Mechs directly. Some MechWarriors attacked the legions of infantry and light armor deployed in the city, while others paired themselves with a heavier 'Mech as a hunting partner. MechWarrior Cole matched up with MechWarrior Desda, his sibmate, in her *Gyrfalcon*. At first Desda was not happy with Cole muscling in on her kills, but as the Republic defenders became more numerous and her range advantage evaporated inside the city, she began to appreciate his help. They employed a distracting tactic, wherein Desda's *Gyrfalcon* would engage an enemy 'Mech, then backpedal down a street as if trying to keep the distance open. The hapless Republic 'Mech would inevitably charge down the avenue toward her, allowing Cole to sweep in from the flank for a shot at its weak rear armor.

The pair also used a form of bait and switch, where Cole's *Ion Sparrow* would lure a fast light 'Mech into pursuing it, then lead it into the guns of Desda's waiting 'Mech. This approach backfired when a Republic *Spider* took up the chase. One of the few 'Mechs capable of keeping pace with the *Ion Sparrow*, the *Spider* hounded Cole

until its lasers blew out half of his jump jets and sent him careening through the roof of a home. Cole severed the *Spider's* arm with his remaining heavy laser, but the Republic 'Mech hardly noticed as it savaged his downed 'Mech. Desda came to her sibkin's aid too late, but by then the pair had advanced so far into the city and wreaked enough havoc that the death of one warrior made little difference to the Jade Falcon cause.

Type: **Ion Sparrow Prime**
 Inner Sphere Designation: **Butcherbird**
 Technology Base: Clan (Advanced)
 Tonnage: 20
 Role: Scout
 Battle Value: 802

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	160 XL	3
Walking MP:	8	
Running MP:	12	
Jumping MP:	8*	
Heat Sinks:	10 [20]*	0
Gyro:		2
Cockpit (Small):		2
Armor Factor (Ferro):	57	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	5
Center Torso	6	10
Center Torso (rear)		2
R/L Torso	5	7
R/L Torso (rear)		1
R/L Arm	3	5
R/L Leg	4	7

Space Allocation	Fixed	Spaces Remaining
Location		
Head	2 Double Heat Sink	0
Center Torso	2 Double Heat Sink	0
Right Torso	2 XL Engine 3 Partial Wing 2 Double Heat Sink 4 Jump Jet	1
Left Torso	2 XL Engine 3 Partial Wing 2 Double Heat Sink 4 Jump Jet	1
Right Arm	5 Ferro-Fibrous	3
Left Arm	5 Endo Steel	3
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Fixed Equipment	Location	Critical	Tonnage
Partial Wing	RT/LT	3/3	2.5
4 Jump Jets	RT	4	2
4 Jump Jets	LT	4	2

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
2 Anti-Personnel Gauss Rifles	RA	2	1
Ammo (AP Gauss) 40	RT	1	1
2 Imp. Heavy Medium Lasers	LA	4	2

Notes: *Partial Wing adds +2 Jump MP, -3 heat in Standard Atmosphere (see pp. 105 and 107, *TO:AUE* for additional rules). Features the following Design Quirks: Easy to Pilot.

TECHNICAL READOUT

TECHNICAL
READOUT

TOUCHPOINT
TRACKS

AROUND THE
SPHERE

THE ACCESSION
OF THE ILCLAN

THE TRIAL TO
END ALL TRIALS

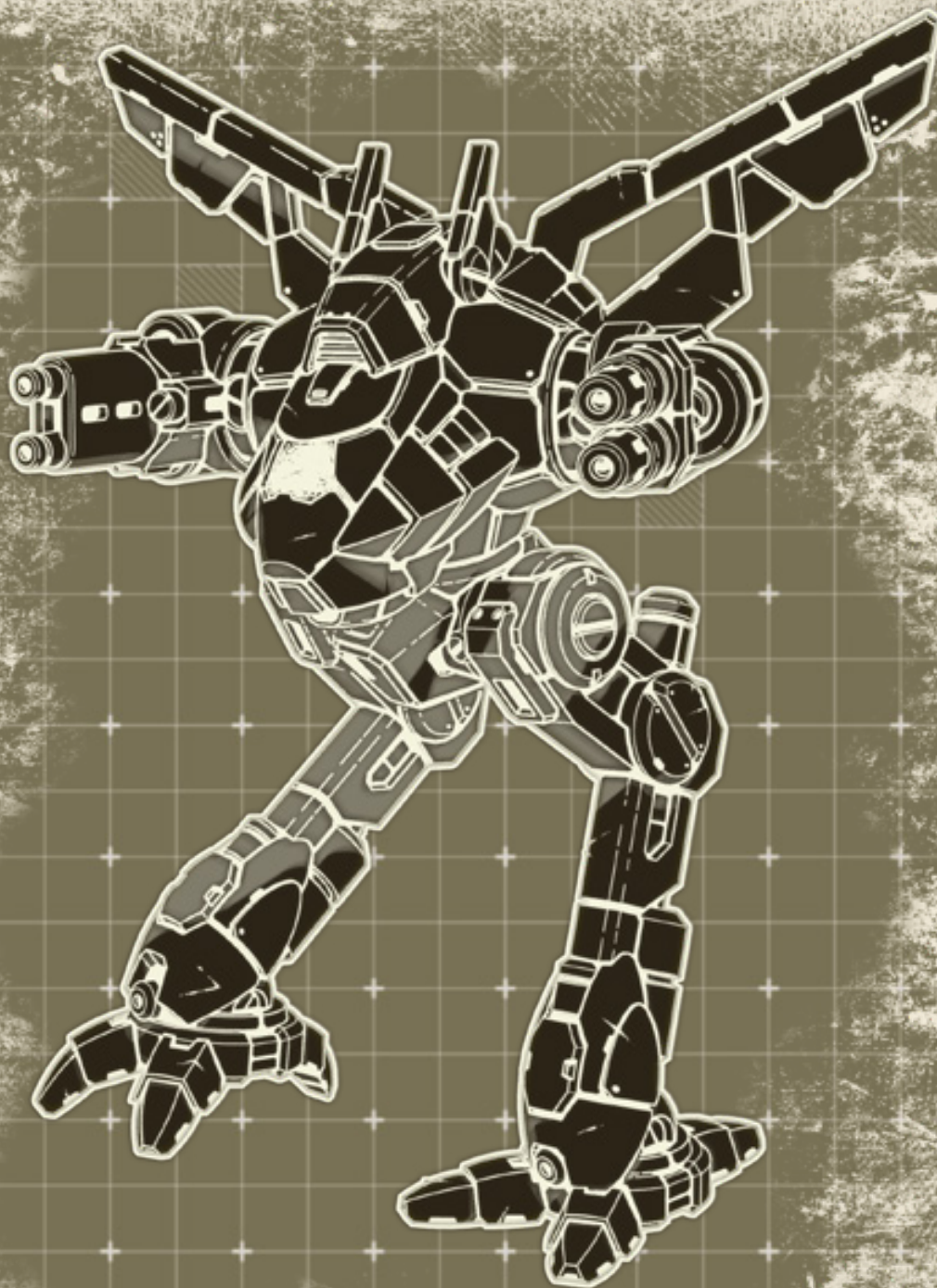
DEATH
OF THE DREAM

ENTER
THE FALCON

THE COMING
OF THE WOLF

HOW WE
COT HERE

THE HEART
THAT BEATS...



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Ion Sparrow	Prime	Scout	BM	1	16"/20"j	3	3/3/0	0	2/1	28

Special: CASE, JMPS1, OMNI

TECHNICAL READOUT

HIEROFALCON

Mass: 45 tons

Chassis: JF 4 Light Endo Steel

Power Plant: Light Force 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound JF Ferro-Fibrous

Armament:

19 tons of pod space available

Manufacturer: CJF Factory Zone 4

Primary Factory: Alyina

Communications System: JF Integrated

Targeting & Tracking System: Series JFVII Integrated

A 'Mech born for maneuverability and swift strikes, the *Hierofalcon* is unsuited for defensive actions. Yet on the defense is where MechWarrior Crasson found himself when the Falcon Guards were called to aid a fallen Malvina Hazen. The members of the Republic's Old Guard were tasked to kill the Chingis Khan at all costs, a duty they executed with rabid fervor. Malvina sneered at these warriors, believing them to be *solahma*. When the rush of power came, it smashed the Raptor Keshik and crippled Malvina's *Shrike*, leaving her helplessly fading in and out of consciousness in a broken 'Mech. Into the fight came Star Colonel Marv Roshak, interposing his Falcon Guards between his khan and the obsidian wall of BattleMechs intent on grinding her into paste.

The Falcon Guards were ordered to hold fast and shield the khan with their bodies, but Crasson's *Hierofalcon* lacked the size and armor to long stand. Instead of a futile death, Crasson abandoned his place in line to rocket over the Old Guard's heads and strike at their exposed rear. Few Republic 'Mechs opposed him; they pursued their goal with zombie-like single-mindedness, shooting past the line of defenders to target Malvina's fallen *Shrike*. While enduring curses from his peers for leaving his position, Crasson opened the backs of half a dozen BattleMechs, destroying machines twice his size in a desperate bid to take pressure off the Falcon Guard.

Finally an Old Guard *Gallant* grew tired of the winged menace coring its friends and began to hunt Crasson with its pulse lasers. The heavy 'Mech blew off Crasson's partial wing, robbing the *Hierofalcon* of much of its maneuverability. Now closely matched, the two dueled amid the sea of Old Guards, still breaking like a wave against the desperate Falcon Guard. As his HAG fired its last round, Crasson cracked the MRM housing sitting atop the *Gallant's* shoulder. The Republic pilot backpedaled and began to dump his now useless ammunition, and Crasson saw his chance. Triggering his jump jets, Crasson landed his *Hierofalcon* behind the *Gallant*, and fired on the missiles falling from its back. The resulting explosion destroyed the Republic 'Mech, but the collateral damage also claimed Crasson's life. His *Hierofalcon* became a headless statue, but even in death it served the Jade Falcons. As it toppled, a running Republic *Stormcrow* became entangled with the dead 'Mech's legs and plunged forward, smashing its jutting cockpit and killing its pilot.

The Falcon Guards barely survived the battle, but survive they did, as did the Chingis Khan. MechWarrior Crasson, first cursed for breaking formation, was given full honors, though nothing

remained of him to collect a giftake. His *Hierofalcon* was quickly repaired, and sent to serve the Falcon Guard for the remainder of the Terran campaign.

Type: **Hierofalcon Prime**

Technology Base: Clan (Advanced)

Tonnage: 45

Role: Striker

Battle Value: 1,878

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0*	
Heat Sinks:	10 [20]*	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	14	21
Center Torso (rear)		7
R/L Torso	11	15
R/L Torso (rear)		7
R/L Arm	7	14
R/L Leg	11	18

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Ferro-Fibrous	1
Right Torso	2 XL Engine 3 Partial Wing 1 Ferro-Fibrous	6
Left Torso	2 XL Engine 3 Partial Wing 1 Endo Steel	6
Right Arm	4 Ferro-Fibrous	4
Left Arm	6 Endo Steel	2
Right Leg	None	2
Left Leg	None	2

Fixed Equipment

	Location	Critical	Tonnage
Partial Wing	RT/LT	3/3	2.5

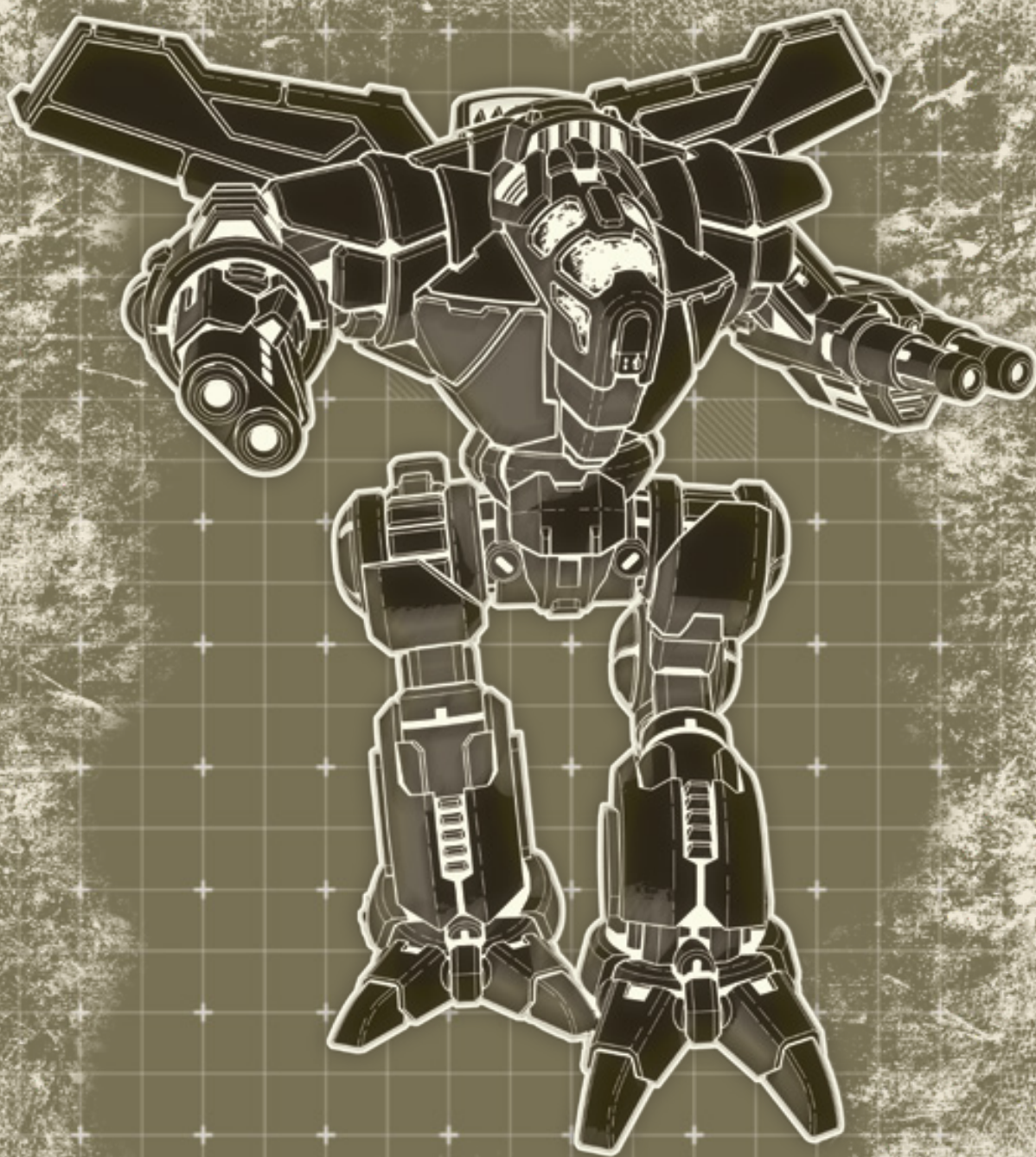
Weapons and Ammo

	Location	Critical	Tonnage
HAG 20	RA	6	10
Ammo (HAG) 12	RT	2	2
TAG	CT	1	1
ECM Suite	LT	1	1
2 Imp. Heavy Medium Lasers	LA	4	2
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1

Notes: *Partial Wing adds +2 Jump MP, -3 heat in Standard Atmosphere (see pp. 105 and 107, *TO-AUE*, for additional rules).

TECHNICAL READOUT

TECHNICAL
READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Hierofalcon	Prime	Striker	BM	2	12"/16"j	2	4/4/2	0	5/2	39

Special: CASE, ECM, FLK1/1/1, JMPS1, OMNI, TAG

TOUCHPOINT
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THAT BEATS...

TECHNICAL READOUT

FIRESTORM

Mass: 50 tons

Chassis: Type 79-50 Endo Steel

Power Plant: 250 Consolidated XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 108 kph with MASC

Jump Jets: Model KZ Boosters

Jump Capacity: 210 meters

Armor: Compound H17 Ferro-Fibrous

Armament:

1 FlameTech Inferno Plasma Rifle

1 Zeta-series X Plasma Cannon

2 Series 2NC Extended Range Medium Lasers

1 Series 3c Micro Pulse Laser

1 DuPont Ultra PM Flamer

Manufacturer: Clan Protectorate Arms

Primary Factory: Asellus Australis

Communications System: JNE Integrated

Targeting and Tracking System: Build 4 CAT TTS

The aptly named *Firestorm* is a feared sight on any battlefield where conventional troops fight. Though only a minor nuisance to BattleMechs its size or larger, those were never its intended targets. Fire, and the fear it brings, are the tools of the *Firestorm*, and it is those unfortunate souls left exposed to the elements who must fear it most. MechWarriors in their hermetically sealed cockpits can only look on with pity and horror as a *Firestorm* turns their companions into charred meat and ash.

The battle along the Volga River in Russia pit Alpha and Iota Galaxies against the Republic's Thirty-Second Militia, the Iron Boots, backed up by a battalion of Hansen's Roughriders. The Iron Boots gave Clan Wolf a firsthand explanation of why Russia is not to be invaded in the deep of winter. SaKhan Garner Kerensky commanded the Clan's advance through a land of deep snow seeded with mines, facing ambushes, and hidden redoubts every step of the way. Particularly useful against the combined arms forces of the Iron Boots were the handful of *Firestorms* in Alpha's ranks, though most warriors found the duty distasteful.

One warrior had no issues with the orders to burn men alive. MechWarrior Larson, as depraved a soul as ever wore Wolf colors, used his *Firestorm* as a weapon of terror, igniting anything that would burn. He claimed that he just wanted to keep warm in the cold Russian winter, but several MechWarriors reported Larson laughing derisively at soldiers fleeing their wrecked and burning tanks, before cutting them down with his pulse laser. On his own, Larson accounted for a company's worth of Republic tanks, and twice that number of unarmored infantry.

The Republic commander took note of his wanton slaughter, and detached a unit specifically to deal with the fiery devil. Two Scapha hovertanks, a Warrior VTOL, and a *Centurion* came to kill Larson, and the Point of Clan medium "Volk" battle armor riding with him. The Volks sheltered in the wreckage of a Behemoth tank, where they used their SRMs to down the VTOL while Larson dueled the *Centurion*. Though the 'Mechs were evenly matched, the Scapha hovertanks continued to circle and take potshots at both Larson and the hunkering Volks. A lucky shot from Larson's plasma cannon enveloped one tank in flames, while the Volks scored a crippling hit on the second Scapha's air skirt. Larson was then able to lure

the enraged *Centurion* pilot to where the remaining four Volks lay in ambush, and as the Wolf battle armor swarmed the hapless 'Mech, Larson lit up the whole pile, ally and enemy, with all of his incendiary weapons. When the *Centurion's* reactor shut down, Larson stomped in its cockpit.

As is the nature of life, those who are cruel survive long after a fair and deserved death should have come for them. Larson came through the fighting with only minor injuries, and will bring suffering to future battlefields in his *Firestorm*.

Type: **Firestorm**

Technology Base: Clan

Tonnage: 50

Role: Skirmisher

Battle Value: 2,330

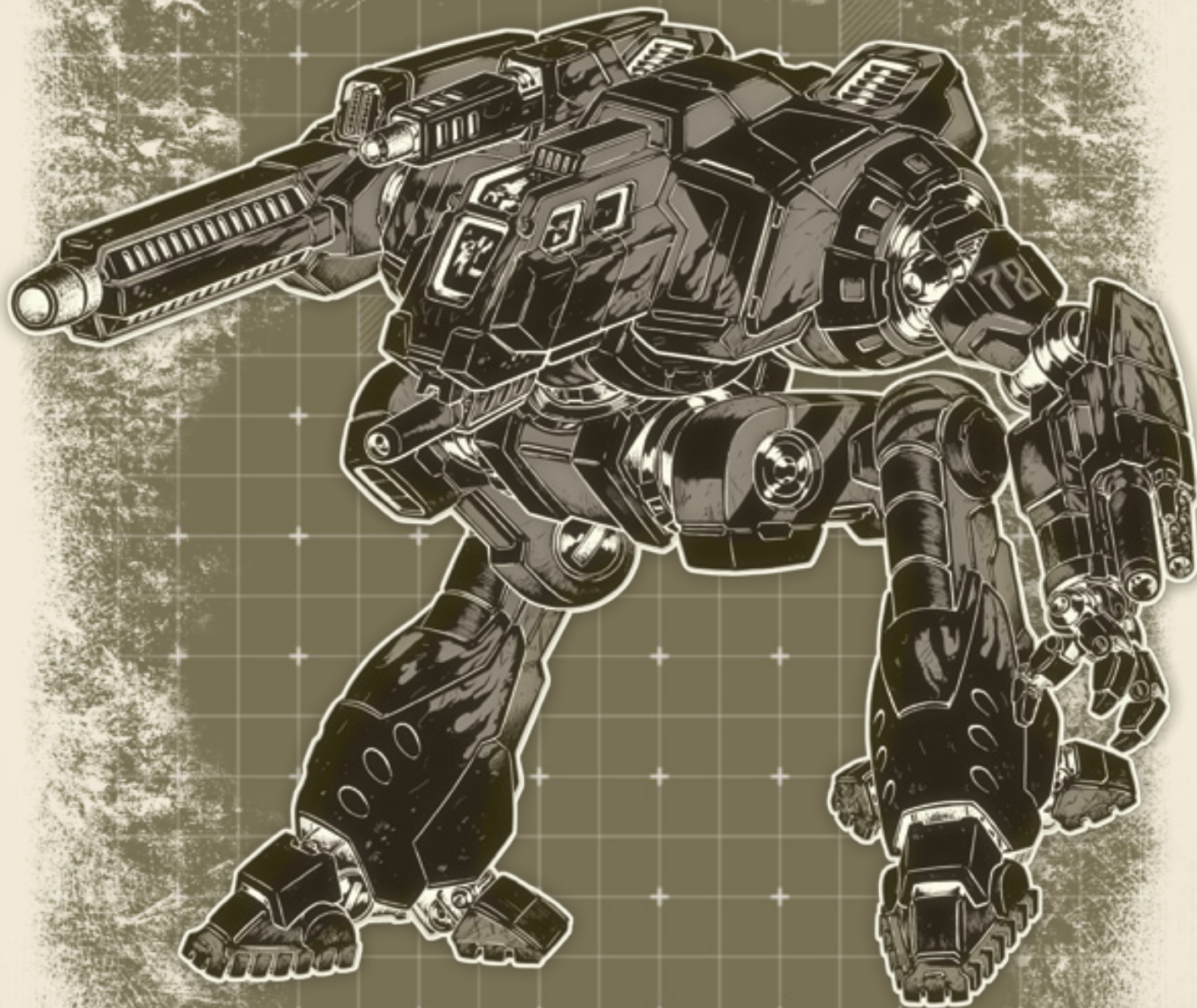
Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	7	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		8
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo

	Location	Critical	Tonnage
Plasma Rifle (IS)	RA	2	6
Ammo (Plasma Rifle) 20 (IS)	RA	2	2
Plasma Cannon	RT	1	3
Ammo (Plasma Cannon) 10	RT	1	1
ER Medium Laser	H	1	1
MASC	LT	2	2
ER Medium Laser	LA	1	1
Micro Pulse Laser	LA	1	.5
Flamer	LA	1	.5
3 Improved Jump Jets	RT	6	3
Improved Jump Jet	CT	2	1
3 Improved Jump Jets	LT	6	3

Notes: Features the following Design Quirk: Narrow/Low Profile.



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Firestorm	—	Skirmisher	BM	2	12"/14"	2	3/2/0	1	6/3	34

Special: ENE, HT2/1/1, JMPS1

TECHNICAL READOUT

STORMWOLF

Mass: 50 tons

Chassis: Mynx Type Medium Endo Steel

Power Plant: 300 Extralight

Cruising Speed: 64 kph

Maximum Speed: 97 kph, 162 kph with MASC and Supercharger

Jump Jets: Grandthrust Mk 3

Jump Capacity: 180 meters

Armor: Gamma Special Reflective

Armament:

15 tons of pod space available

1 Beamsplitter Laser Anti-Missile System

Manufacturer: Manufacturing Plant SFF-IT5, Kallon Weapon Industries

Primary Factory: CSF *Kraken* Mobile Production Facility, Thermopolis

Communications System: Garret T11-A

Targeting and Tracking System: Spar 3C Tight Band

Designed by former Ghost Bear Ramiel Bekker, Clan Wolf's totemic new OmniMech strikes a difficult balance between speed and bringing enough firepower to a battle to justify its cost. Warriors who specialize in a single weapons system excel when piloting the *Stormwolf*, using its maneuverability to place themselves where their big gun can do the most good.

Bekker used several of his custom BattleMechs in his Tactical Response Cluster, with the WarBear himself piloting a *Stormwolf*. Another warrior with such an honor is Star Captain Tylene Radick, herself nicknamed Stormwolf. Holder of a Bloodright that has produced many Khans, Tylene feels that destiny has great things planned for her, and the *Stormwolf* is yet another step along that path. She occasionally insinuated that the 'Mech is named for her, though never in front of Ramiel Bekker.

The Republic's counterattack against the Wolves in the Middle East ended in Pakistan's Kirthar National Park. As the WarBear lured the enemy into his trap from the fore, Tylene Radick commanded one of the flanks of the TRC. The Republic army moved in a deliberate, slow assault that allowed her *Stormwolf* and the swift forces assigned to her to strike with impunity. When the Republic column adapted to her attacks by peppering her path with Thunder minefields, Tylene circled her command Star far out to reach the enemy's rear.

A few kilometers from the main force, Tylene's force encountered a mobile Arrow IV battery, protected by a lance of medium BattleMechs. As Arrow IV missiles rained down among her Star, Tylene engaged the lead *Phoenix Hawk*, allowing her *Stormwolf's* anti-missile system to deal with the Arrows. The two 'Mechs were evenly matched, as were their pilots. Republic Lieutenant Gerard Quayle used his *Phoenix Hawk's* slight mobility edge to land an uncomfortable number of shots on the *Stormwolf's* rear. Though her reflective armor repulsed most of the damage, Tylene had to husband her nearly exhausted autocannon ammo, and took only prime shots. Their duel lasted so long that the rest of the fight resolved, with Tylene's Star victorious after losing three 'Mechs. At this point, Quayle officially requested *hegira* for himself and his surviving lancemates. Tylene assented, having just spent her last autocannon shell.

Though victorious, Tylene was later reprimanded by Ramiel Bekker for leaving her position, putting a black mark on her precious

Radick Bloodname. Frustration overtook her when Augustin Tutuola was selected to lead the TRC after the WarBear's death, causing Tylene to recklessly attempt to prove her worth to the Khan. In the subsequent battles against Clan Jade Falcon, Tylene lost both of her legs returning a death from above maneuver to a Falcon *Shrike* that had just attempted one on her. Though her *Stormwolf* crushed the Falcon's cockpit, its frame simply couldn't handle the stress and collapsed inward. She faces a long recovery, without the certainty of a new *Stormwolf* waiting once she returns to duty.

Type: **Stormwolf Prime**

Technology Base: Clan

Tonnage: 50

Role: Striker

Battle Value: 2,788

Equipment

Equipment	Mass	
Internal Structure:	Endo Steel 2.5	
Engine:	300 XL 9.5	
Walking MP:	6	
Running MP:	9 (15)	
Jumping MP:	6	
Heat Sinks:	10 [20] 0	
Gyro:	3	
Cockpit:	3	
Armor Factor (Reflective):	160 10	
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Laser Anti-Missile System	0
Center Torso	1 Supercharger 1 Reflective	0
Right Torso	2 XL Engine 2 Jump Jet	8
Left Torso	2 XL Engine 2 Jump Jet 2 MASC	6
Right Arm	1 Ferro-Fibrous 3 Endo Steel 1 Reflective	4
Left Arm	4 Endo Steel 1 Reflective	3
Right Leg	1 Jump Jet 1 Reflective	0
Left Leg	1 Jump Jet 1 Reflective	0

Fixed Equipment

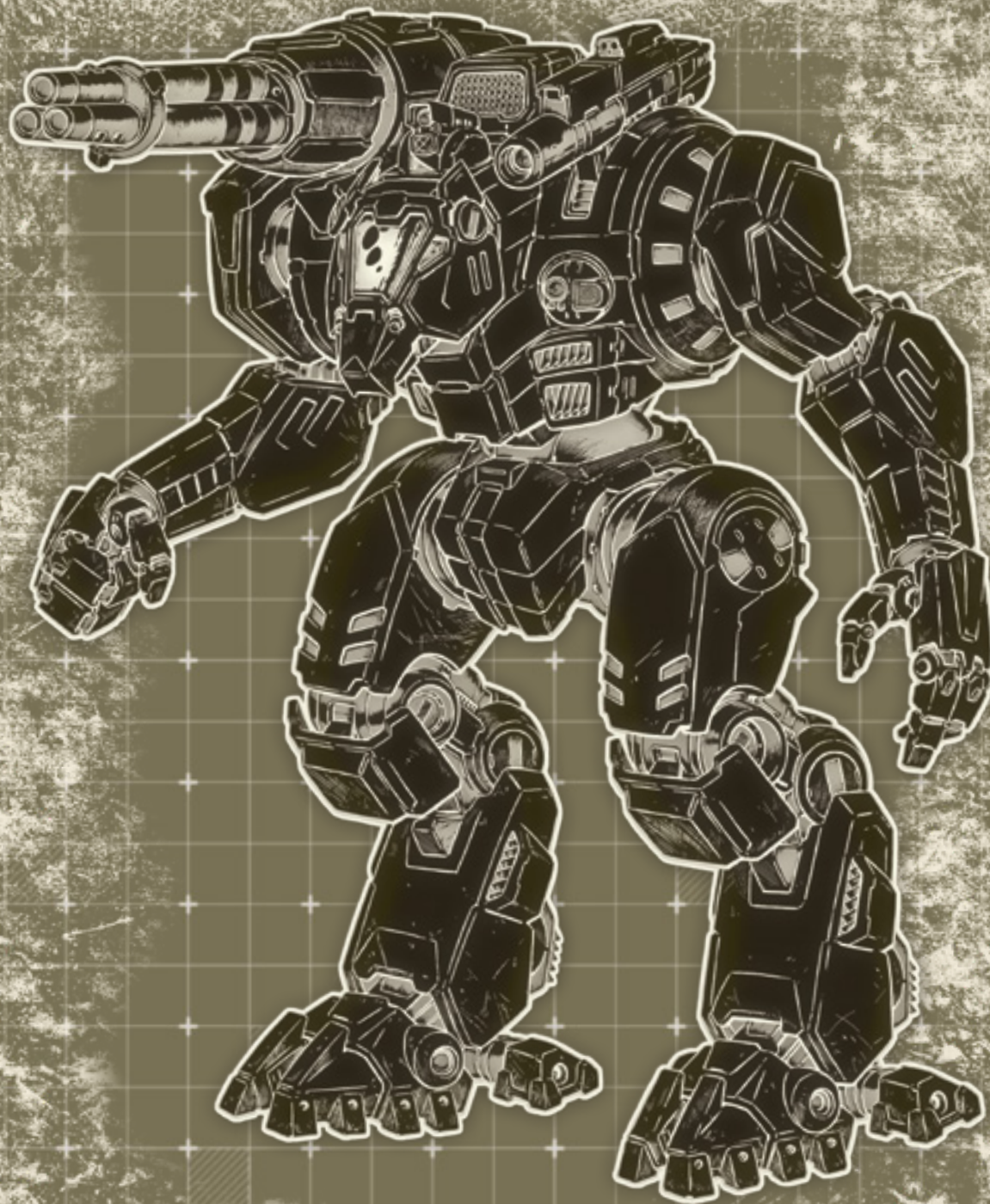
Fixed Equipment	Location	Critical	Tonnage
Laser Anti-Missile System	H	1	1
Supercharger	CT	1	1
MASC	LT	2	2
Jump Jet	RL	1	.5
2 Jump Jets	RT	2	1
2 Jump Jets	LT	2	1
Jump Jet	LL	1	.5

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/5	RT	8	10
Ammo (RAC) 60	LT	3	3
CASE II	LT	1	.5
ER Medium Laser	LT	1	1
Light TAG	LT	1	.5

TECHNICAL READOUT

TECHNICAL
READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Stormwolf	Prime	Striker	BM	2	18"/12"	3	3/3/2	0	5/3	45

Special: AMS, CASE, JMPW1, LTAG, RFA

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THRESHER MK II

Mass: 60 tons

Chassis: DSHM Endo 2.4

Power Plant: 300 Extralight

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 140 kph with MASC and Supercharger

Jump Jets: Grandthrust Mk. 3

Jump Capacity: 150 meters

Armor: Gamma Special Reflective with CASE II

Armament:

1 Type 22 Extended Range PPC

1 Series 44h Large Pulse Laser

1 Type XV "Crossbow" LRM 15 Launcher

1 Mk. 22 Type II SRM 4 Launcher

1 DuPont Ultra PM Flamer

Manufacturer: Trelshire Heavy Industries

Primary Factory: Twycross

Communications System: Crossband System 20

Targeting and Tracking System: Dtrac Suite 1

In their rush to acquire as much military hardware as possible before the assault on Terra, the Wolves made a number of questionable decisions, including the purchase of the *Thresher Mk II* from Clan Sea Fox. In addition to its myriad technical glitches, the 'Mech seems to fill the exact same niche as the home-grown *Dominator*, though on a slightly less capable and far uglier chassis. This redundancy will almost certainly lead to it being phased out once the Terran operation concludes.

Kappa Galaxy, the Werewolves, received a large shipment of *Thresher Mk IIs* shortly before the Terran campaign launched. With all the jumbling of equipment and personnel, a Star of these 'Mechs ended up in the hands of a group of warriors whose pedigree was unknown—four gruff men and one woman, all of whom, when asked, simply replied "We are Wolves". Warm bodies and BattleMechs were needed, so no one bothered to verify the codices of warriors willing to fight.

The fighting outside of Hearst cleared up any reservations about these mysterious warriors, as Star Commander Hauser led his Star without hesitation into the fray. The Jade Falcons blindsided Kappa Galaxy northeast of the city, a green amoeba intent on swallowing these pups on its way to their Khan. Hauser's unit maintained cohesion when the rest of their Trinary broke, their five *Threshers* standing back to back against the swarming Falcons. When a Falcon *Flamberge* went down under combined fire and a hole opened in their ranks, Hauser ordered his people to engage their speed enhancements and crash through. They soon found themselves in a calm island, surrounded by smoke and burning trees, but safe from their enemies.

With a quick scan, Hauser located a Trinary of Wolves as isolated as he had just been, and under heavy fire. Though the mission statement of the *Thresher Mk II* was countering combined arms forces, it also excelled in a cavalry role. Hauser ordered his unit to charge, sending three hundred tons of BattleMechs into the Falcon's flank, scattering enemy 'Mechs and stomping Elementals underfoot. One of Hauser's 'Mechs experienced a malfunction in its targeting system, leaving the warrior weaponless and forced to rely on kicks and charges, but nothing stopped the *Threshers* from behaving like their namesake sharks in a frenzy.

The cornered Trinary of Wolves led by Star Captain Marcel Vickers surged from their positions, but could not aid their rescuers. The Falcons were too many. Vickers watched as one by one the *Threshers* went down, each taking an inordinate amount of Jade Falcons with it to the afterlife. Last to fall was Hauser's 'Mech. As Vickers withdrew his unit to Kappa Galaxy's lines, he raised his *Warwolf's* arm in salute. Hauser returned the gesture, before being overwhelmed.

Hauser's relatively intact *Thresher* was recovered after the battle, but neither he nor any of his warriors were ever seen again. Their origins remain just one of the enduring enigmas surrounding the Terran conquest.

Type: **Thresher Mk II**

Technology Base: Clan

Tonnage: 60

Role: Skirmisher

Battle Value: 3,364

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
	Walking MP:	5
	Running MP:	8 (13)
	Jumping MP:	5
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor (Reflective):	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
	Head	3
	Center Torso	20
	Center Torso (rear)	7
	R/L Torso	14
	R/L Torso (rear)	5
	R/L Arm	10
	R/L Leg	14

Weapons and Ammo

	Location	Critical	Tonnage
Flamer	RA	1	.5
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
CASE II	RT	1	.5
Supercharger	RT	1	1
Large Pulse Laser	LT	2	6
MASC	LT	2	2
ER PPC	LA	2	6
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
CASE II	LA	1	.5
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Improved Targeting (Medium), Ramshackle.

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ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Thresher Mk II	—	Skirmisher	BM	3	16"/10"j	?	4/3/3	2	5/3	49

Special: CASEII, IF1, JMPW1, OVL, RFA

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TECHNICAL READOUT

SOJOURNER

Mass: 60 tons

Chassis: Type W4 Endo Steel

Power Plant: Pitban 240

Cruising Speed: 43 kph

Maximum Speed: 64 kph, 86 kph with Supercharger

Jump Jets: None

Jump Capacity: None

Armor: Compound RSH5 Ferro-Fibrous

Armament:

25.5 tons of pod space available

Manufacturer: Assault Tech Industries

Primary Factory: Donegal

Communications System: Neil 6000-g

Targeting and Tracking System: RCA Instatrac Mark XXII

Many warriors derided the *Sojourner* as a low-tech sad sack of a 'Mech. Then they had to try to kill it. Designed for survivability, it became not only infamous for absorbing incredible amounts of damage, but for walking back onto the field after only a short time in the repair bay. It has become a 'Mech that, much like the Exiled Wolves themselves, refuses to die, and will not go away.

On day three of the ilClan Trial, Khan Alaric unleashed upon the Jade Falcons a secret ace. Wolf's Dragoons and the Exiled Wolves—exiles no longer—had come to exact crushing revenge upon Malvina Hazen. Star Commander Elyse, herself a former Jade Falcon, led her Star in Alpha Galaxy's blitz against her old Clan's Omega Galaxy. Her *Sojourner*, outfitted in the Charlie configuration, seeded Thunder munitions across the Falcons' path as they closed, enraging the Mongols and drawing huge amounts of fire.

Separated from her star, fate brought her before the guns of Star Captain Ione Anu, an old adversary. As far back as their sibko days, Ione had belittled Elyse, branding her an inferior version of herself. When Ione earned her Bloodname and Elyse was made bondsman to the Wolves, Ione's derision only grew. The two had clashed on Arc-Royal, and on half a dozen worlds since, each taking injuries and losing 'Mechs but never resolving their quarrel.

Anu's *Hel* showed damage from three days of fighting, but she charged head on at Elyse's fresh *Sojourner*, ignoring calls from her Star. This reckoning transcended the larger battle. Missiles and Gauss slugs crossed a field on which the two were effectively alone, surrounded by comrades who were too busy with their own fight, or who refused to intervene in a sibko rivalry gone insane. At first neither woman could gain the advantage. Anu kept the range open, favoring her Gauss rifles and remaining out of reach of Elyse's deadly heavy laser, but the never-ending barrage of missiles from the *Sojourner's* bottomless ammo bins began to tell. First she lost a leg actuator, crippling her speed, then a lucky shot blew off the *Hel's* left arm, taking away half of Ione's firepower.

The *Sojourner* had not fared much better. Penetrating hits had destroyed Elyse's supercharger and one LRM launcher, but her 'Mech plodded on, as invincible in spirit as its pilot. Her heavy laser began searing bits off of Ione's 'Mech at range. She took the *Hel's* other arm, then a foot, leaving it a hobbling mess that could only answer her with SRM fire. At last Elyse came too close, and a desperate Ione charged, taking both 'Mechs to the ground. Only the *Sojourner* rose, armless and staggering, but with its micro pulse laser intact. Elyse bisected the *Hel* with her tiny gun, claiming

victory, and wrapping a bondcord on her "superior" sibmate's wrist. Only time will tell if this rivalry has reached its end, or simply entered a new phase.

Type: **Sojourner Prime**

Technology Base: Clan

Tonnage: 60

Role: Sniper

Battle Value: 2,491

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	201	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Supercharger	1
Right Torso	3 Ferro-Fibrous	9
Left Torso	2 Double Heat Sink 3 Endo Steel	7
Right Arm	3 Actuator Enhancement System	5
Left Arm	2 Endo Steel 2 Ferro-Fibrous	4
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Fixed Equipment

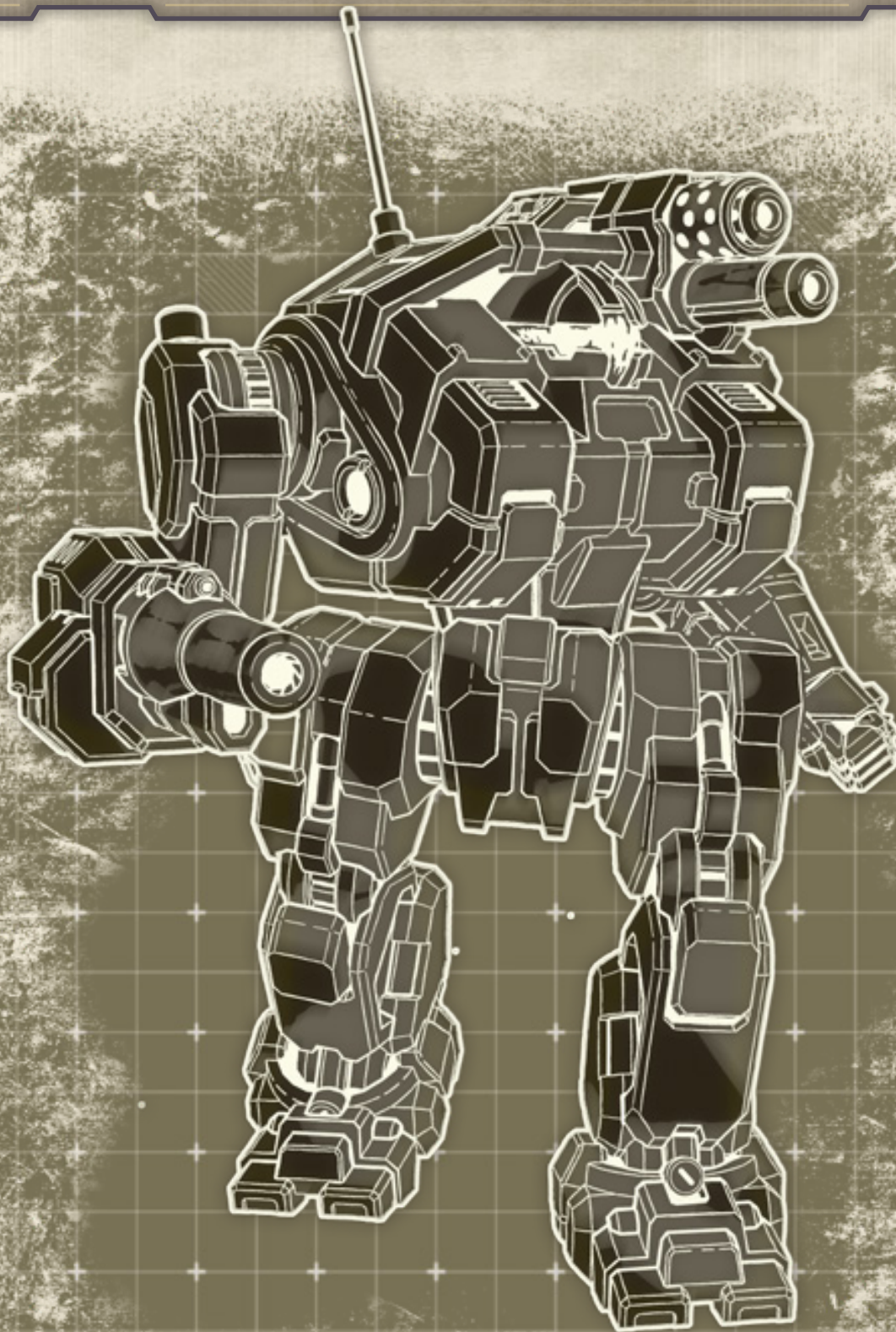
Fixed Equipment	Location	Critical	Tonnage
Actuator Enhancement System	RA	3	2
Supercharger	CT	1	1.5

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Gauss Rifle	RA	6	12
CASE II	RA	1	.5
Ammo (Gauss) 16	RT	2	2
ER Large Laser	LT	1	4
Plasma Cannon	LT	1	3
Ammo (Plasma) 10	LT	1	1
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

Notes: Features the following Design Quirks: Easy to Maintain, Easy to Pilot, Rugged (1).

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Sojourner	Prime	Sniper	BM	3	10"/6"j	?	3/3/3	0	7/5	43

Special: CASEII, HT1/1/1, JMPW1, OMNI

TECHNICAL READOUT

DOMINATOR

Mass: 65 tons

Chassis: Type W4 Endo Steel

Power Plant: VOX 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 108 kph with Supercharger

Jump Jets: BMP Series XV

Jump Capacity: 150 meters

Armor: Forging FF01 Ferro-Fibrous

Armament:

1 Type 22 extended Range PPC

1 Series 7K Extended Range Series Large Laser

1 Series 3K Extended Range Small Laser

1 Smartshot Mk. VI Streak SRM 6

Manufacturer: W-12 Facilities

Primary Factory: Zosma

Communications System: WC-020

Targeting and Tracking System: WC-TT-008B

with Targeting Computer

Khan Ward ordered the *Dominator* built as a flagship 'Mech, a shining symbol of Clan Wolf's power and dominance. A capable and aesthetically pleasing design, it served as the face of the Clan's drive on Terra, and will likely feature in Clan Wolf propaganda for years to come.

Like most of Tau Galaxy, Star Captain Giles, the Wellington Wolf, is a native of the Marik-Stewart Commonwealth who gladly renounced loyalty to his old realm in favor of serving a stable nation under a dynamic leader. His devotion to Clan Wolf earned him the right to pilot a new *Dominator*, one of the few allocated to Tau Galaxy. In charge of a group of his fellow graduates from the Allison MechWarrior Academy, sprinkled with a few Wolf freeborns, he has proven himself a competent young *ristar* in the Clan.

Tau and Beta Galaxies fell under the vengeful guns of the Fourteenth Hastati Sentinels while moving through Luoyang, China. Led by Paladin Tyrina Drummond, these elite troops had blood on their minds, and only Khan Ward's blood would slake them. Their attempts to draw Beta Galaxy into a trap were spotted by the WarBear, who designed a counterattack. Two Clusters would stay to distract the Hastati Sentinels, while the bulk of the Wolves moved stealthily along the bottom of the Yellow River to flank them.

Star Captain Giles and his unit remained behind, under the command of Star Colonel Kalidessa Kerensky and her Second Wolf Assault Cluster. Over the next several days, Giles ate little and slept in the cockpit of his *Dominator*, always ready to rush to the next strike zone. The *Dominator's* high mobility let him hit the Sentinels from many angles, usually with paint still wet on its frame as he impersonated several different Clusters. The ruse kept the Hastati pinned, and allowed Giles to rack up kill after kill.

Giles was finally cornered by a Republic *Jinggau*, a brutal 'Mech of Capellan origin. The *Jinggau* began by snapping off the barrel of Giles' large laser with a Gauss round, depriving him of nearly half of his firepower. Giles tried to keep mobile, firing his ER PPC at an enemy who could match his every move, while the *Jinggau* relentlessly savaged his *Dominator* with laser and Gauss fire. The *Dominator's* advanced targeting system allowed Giles to punch several holes in his opponent's shell, which he was able to exploit with his last few Streak SRM rounds. One more volley might have

ended Giles, but his missiles scored a hit that blew the *Jinggau's* gyro out its back, toppling it and ending the fight. Giles claimed his first bondsman that day, and has announced his intention to undergo a Trial of Founding, to add his family name of Wellington to the rolls of honored Wolf Bloodnames. Whatever odds he faces, in his *Dominator* he may be up to the task.

Type: **Dominator**

Technology Base: Clan

Tonnage: 65

Role: Skirmisher

Battle Value: 3,018

Equipment

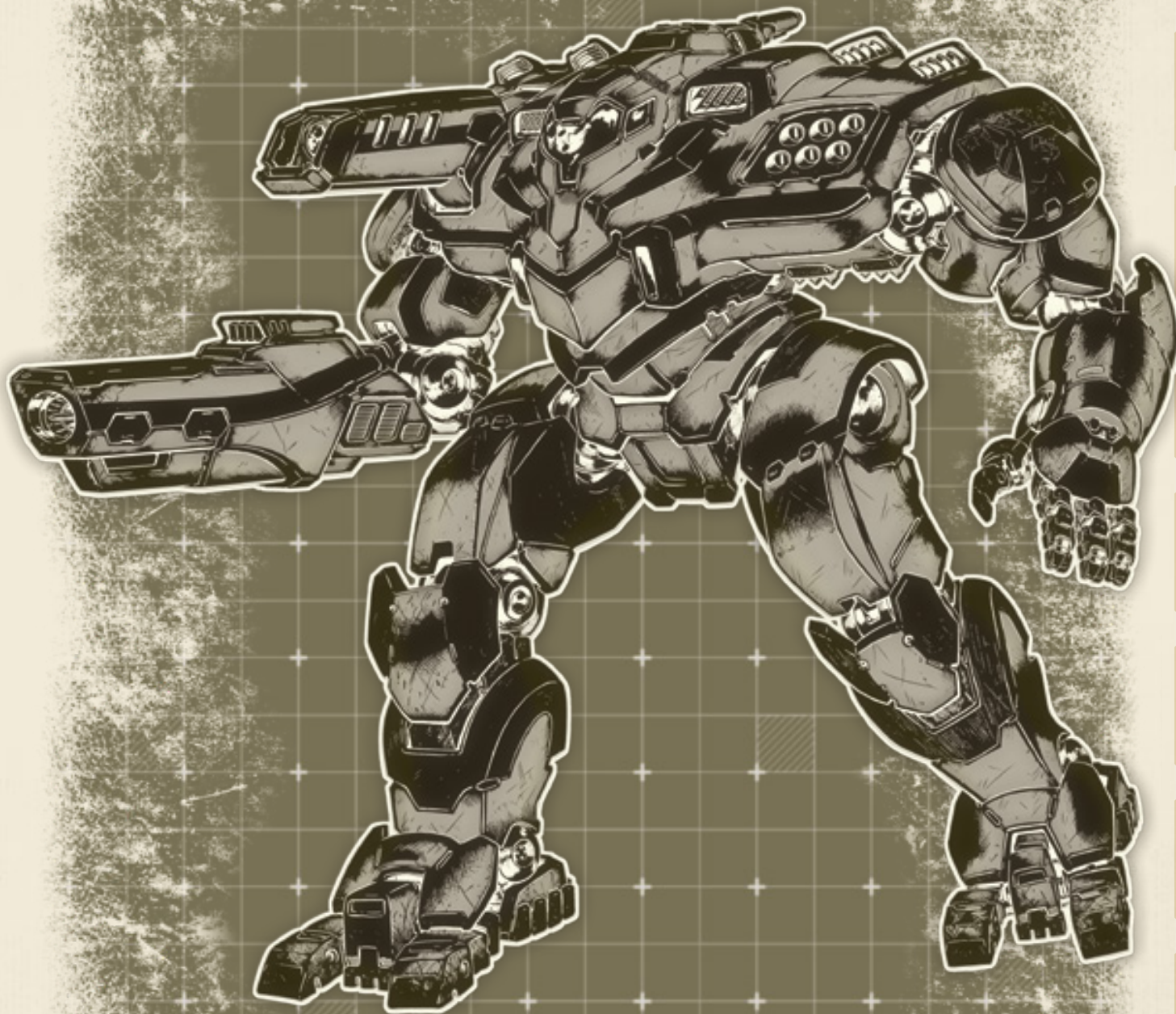
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	5	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	201	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	10	20/15
R/L Leg	15	28

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	2	6
ER Large Laser	RT	1	4
Targeting Computer	RT	3	3
ER Small Laser	H (R)	1	.5
Supercharger	CT	1	1.5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Battlefists, Reinforced Legs, Exposed Weapon Linkage (ER Large Laser).

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Dominator	—	Skirmisher	BM	3	12"/10"j	2	4/4/3	0	7/4	44

Special: CASE, REAR1/1/-

TECHNICAL READOUT

JADE PHOENIX

Mass: 85 tons

Chassis: JF 8 Light Endo-Composite

Power Plant: General Systems 340 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound JF Ferro-Fibrous

Armament:

37 tons of pod space available

Manufacturer: CJF Factory Zone 4

Primary Factory: Alyina

Communications System: JF Integrated

Targeting & Tracking System: Goshawk E-Series

The newest generation of Falcon OmniMechs represents a rift in design philosophy that mirrors the rift inside the Clan. The savage adherents of Malvina Hazen pilot more stylized 'Mechs like the *Gyrfalcon* and *Shrike*, whereas more moderate warriors prefer the toned-down aesthetics of newer machines like the *Jade Phoenix*, just as they prefer a toned down version of combat. The *Jade Phoenix* embodies what it means to be a true Jade Falcon, as did its namesake, the legendary Aidan Pryde.

Star Captain Thoden Sender, a warrior renowned for his legendary luck, earned his *Jade Phoenix* via a unique Trial—betting on the hertz frequency of his DropShip's engine. Used to piloting much smaller 'Mechs, Thoden adapted easily to the mobility of the *Jade Phoenix*, though after a while he settled on the D configuration, for no other reason than his assignment to Delta Galaxy. Never a proponent of Malvina Hazen's twisted philosophy, Thoden's sense of honor aligned more with that of Galaxy Commander Stephanie Chistu, and he felt more comfortable fighting beside the moderate warriors of her unit.

Germany presented quite a challenge for Delta Galaxy to conquer. Among the defenders in Frankfurt was the Republic's 110th Assault Regiment, command by Sir Ludvig Yabar. Thoden Sender's Star took heavy fire on a failed flanking maneuver. Artillery shells destroyed the 'Mechs on either side of him, but left Thoden's *Jade Phoenix* unscathed, but aching for revenge. Ordering his light elements to observe, he taunted the artillery battery for having missed him, then held position as another round of shells came in. As this barrage subsequently missed, a light Star of *Cougars* and *Hierofalcons* triangulated and honed in on the battery, leaving Thoden to deal with the *Doloire* of Captain Genevieve Dutoit, who thought herself his equal.

Dutoit's opening salvo slagged three tons of armor from the *Jade Phoenix*, but Thoden countered by removing the *Doloire*'s right arm with targeted shots from his PPCs. The two warriors circled, trading Gauss rounds as their respective units gathered around in a wide Circle of Equals, refusing to interfere. Dutoit took advantage of the lack of jump jets on Thoden's D configuration by continually rushing into her pulse laser's optimal range, managing to cripple the *Jade Phoenix*'s Gauss rifle. Through it all, Thoden never lost his cool, bathing the *Doloire* in PPC fire until the edges of its pockmarked armor glowed white. Dutoit gave him the opening he was waiting for after a failed charge left her back exposed, giving Thoden's PPCs the opportunity to carve through her rear armor and collapse her

'Mech's gyro. Thoden called the duel a good scuffle as battle resumed around him.

Thoden's luck ran out (or possibly just changed) when he encountered Star Colonel Kalidessa Kerensky during the Staunton Creek battles. Having once again lost his Gauss rifle and a large amount of armor, Thoden found Kerensky's *Amarok* more than a match, and his *Jade Phoenix* crumbled under her assault. As a surviving Falcon, Thoden was both humbled and honored by Khan Alaric's appointment of the Falcons as the ilKhan's bodyguard, and he wears his BloodRibbon proudly.

Type: **Jade Phoenix Prime**

Technology Base: Clan (Advanced)

Tonnage: 85

Role: Sniper

Battle Value: 3,277

Equipment

Equipment	Endo-Composite	Mass
Internal Structure:		6.5
Engine:	340 XL	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0*	
Heat Sinks:	13 [26]*	3
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	259	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	44
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	26
R/L Leg	18	36

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	None	2
Right Torso	2 XL Engine 3 Partial Wing 2 Ferro-Fibrous	5
Left Torso	2 XL Engine 3 Partial Wing 2 Ferro-Fibrous	5
Right Arm	2 Ferro-Fibrous	6
Left Arm	4 Endo-Composite	4
Right Leg	None	2
Left Leg	None	2

Fixed Equipment

Fixed Equipment	Location	Critical	Tonnage
Partial Wing	RT/LT	3/3	4.5

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
HAG 30	RA	8	13
Ammo (HAG) 12	RT	3	3
Double Heat Sink	RL	2	1
Double Heat Sink	CT	2	1
Double Heat Sink	LL	2	1
Double Heat Sink	LT	2	1
2 ER PPC	LA	4	12
Double Heat Sink	LA	2	1
2 Jump Jets	RT	2	2
2 Jump Jets	LT	2	2

Notes: *Partial Wing adds +1 Jump MP, -3 heat in Standard Atmosphere (see pp. 105 and 107, *TO:AUE*, for additional rules).

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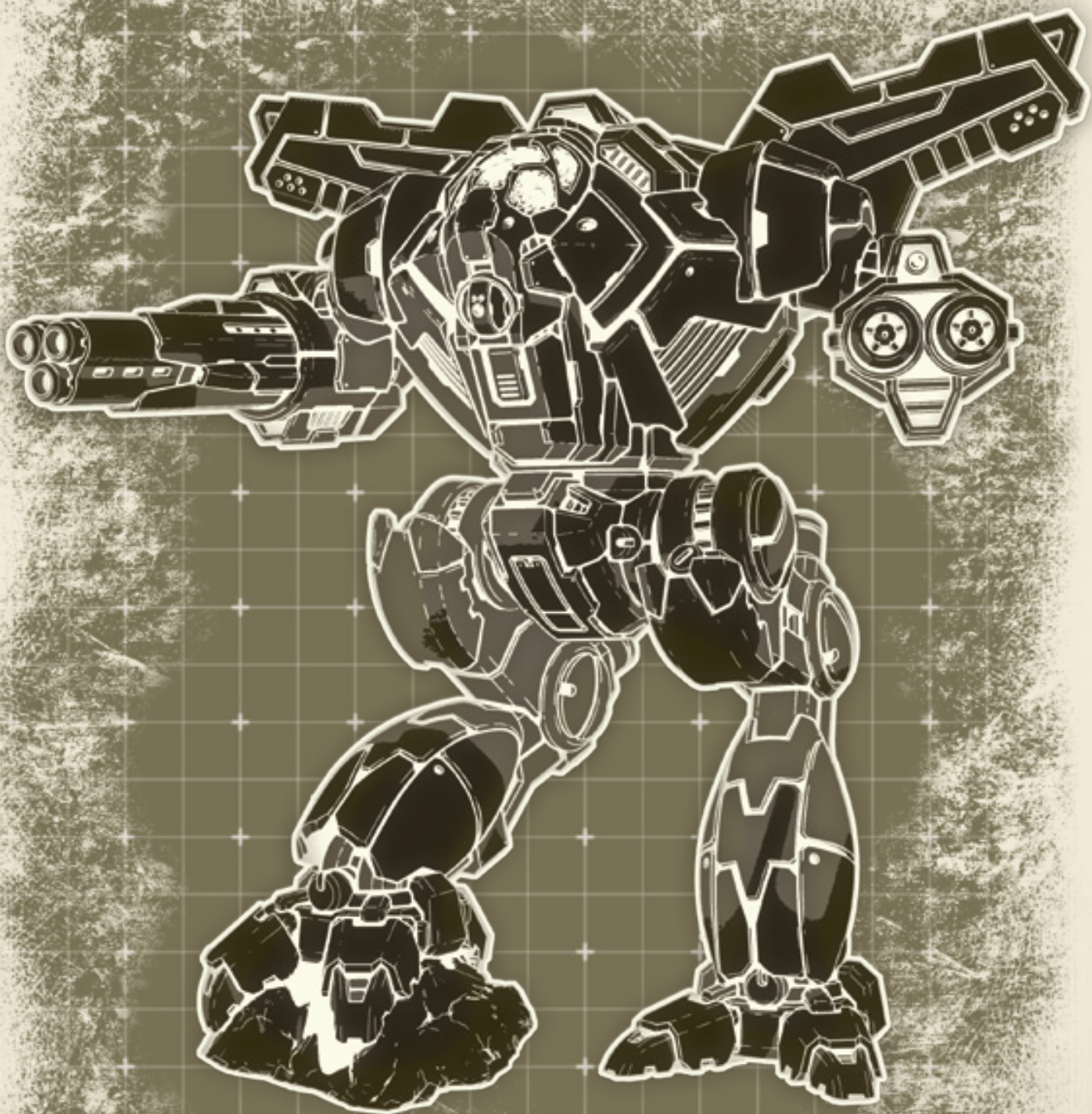
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ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Jade Phoenix	Prime	Sniper	BM	4	8"/10"j	1	5/5/5	0	9/5	49

Special: CASE, FLK2/2/2, JMPS1

TECHNICAL READOUT

AMAROK

Mass: 100 tons

Chassis: SFAM Endo 4

Power Plant: Type 79 400 XL Fusion

Cruising Speed: 43 kph

Maximum Speed: 54 kph, 75 kph with Supercharger

Jump Jets: None

Jump Capacity: None

Armor: Double-Forged ZX20 Hardened

Armament:

1 Type SF5 Rotary-5 Autocannon

1 Type 22 Extended Range PPC with Capacitor

1 Series 44h Large Pulse Laser

2 Type VI SRM 6 Streak Launchers

Manufacturer: Manufacturing Plant SFF-TU1

Primary Factory: Tukayyid

Communications System: Khan Series (Type 6c)

Targeting and Tracking System: Series XIV OPT

Some operations require the finesse of a scalpel. Others require a cudgel, whose sole purpose is beating an enemy into a bloody mass of irreparable wreckage. The *Amarok* is such a 'Mech, a hulking brute with a purpose blatantly obvious to any who behold it. With all of its weapons in torso mounts, the *Amarok's* arms are free to engage in that most distasteful of Inner Sphere pastimes, physical combat. Though nowhere near as averse to these barbaric displays as their Invasion-era progenitors, today's Clan warriors still hold themselves to a higher standard, and will punch back if engaged. Clan Jade Falcon, having fully embraced barbarism, has no compunction about ramming their expensive war machines into an enemy. The *Amarok* is not designed to discourage this, but to say "bring it on."

Theta Galaxy received a shipment of *Amaroks* in December of 3150, a prize Trialed for by Galaxy Commander Lois Fetladral and awarded to warriors she believed held great potential. MechWarrior Gianna earned such an honor through her skills outside the cockpit. Though barely passing the standards of fitness for a Clan warrior, Gianna routinely won brawls with her plodding tenacity and wrestling skills, honed while growing up with four brothers. Even Elementals commented on her techniques and impressive grip. The *Amarok* seemed a natural fit. Several envious Trueborns commented that she got the 'Mech because she was built like it, but Gianna is not easily ruffled and shrugged off their criticism.

The fighting outside of Ottawa, Canada, gave many Wolf warriors an opportunity to shine. Khan Malvina sent four Galaxies into the Wolf lines on day two of the ilClan Trial. With such large forces at play, engagements devolved into confusing melees where a quick-thinking warrior was of more value than a tactician. MechWarrior Gianna's *Amarok* weathered massive amounts of fire with its hardened armor, allowing her to rush to the aid of any Starmate in need, often body tackling Falcon assault 'Mechs that had come to brawl.

Gianna placed herself at the front of a formation, hoping to lure some Falcons into a death from above maneuver that she could counter, but was instead met by a trio of *Pinions*, older second-line 'Mechs piloted by *solahma* unafraid to die. Even with her ammo exhausted, Gianna deemed her *Amarok* a match and engaged all three. The *Pinions* tried to keep their distance, but Gianna's supercharged PPC and sudden bursts of speed threw them off, and

she was able to destroy one and kick the leg off another. The third *Pinion* at last attempted a DFA attack. Gianna raised her 'Mech's arms, but the *Pinion's* foot got through and connected with her cockpit. The Falcon 'Mech landed on its back in front of her, and before passing out, Gianna simply toppled her *Amarok* onto it. Gianna's injuries kept her out of the rest of the Trial, but she expects to return to duty soon, at the controls of her repaired *Amarok*.

Type: **Amarok**

Technology Base: Clan

Tonnage: 100

Role: Juggernaut

Battle Value: 3,185

Equipment

		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	5 (7)	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor (Hardened):	164	20.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	25
Center Torso (rear)		8
R/L Torso	21	18
R/L Torso (rear)		5
R/L Arm	17	18
R/L Leg	21	20

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RT	2	6
PPC Capacitor	RT	1	1
2 Streak SRM 6	RT	4	6
Ammo (Streak) 15	RT	1	1
Supercharger	RT	1	3
Large Pulse Laser	CT	2	6
Rotary AC/5	LT	8	10
Ammo (RAC) 40	LT	2	2

Notes: Hardened Armor reduces Running MP by 1. Features the following Design Quirks: Battlefists, Stable.

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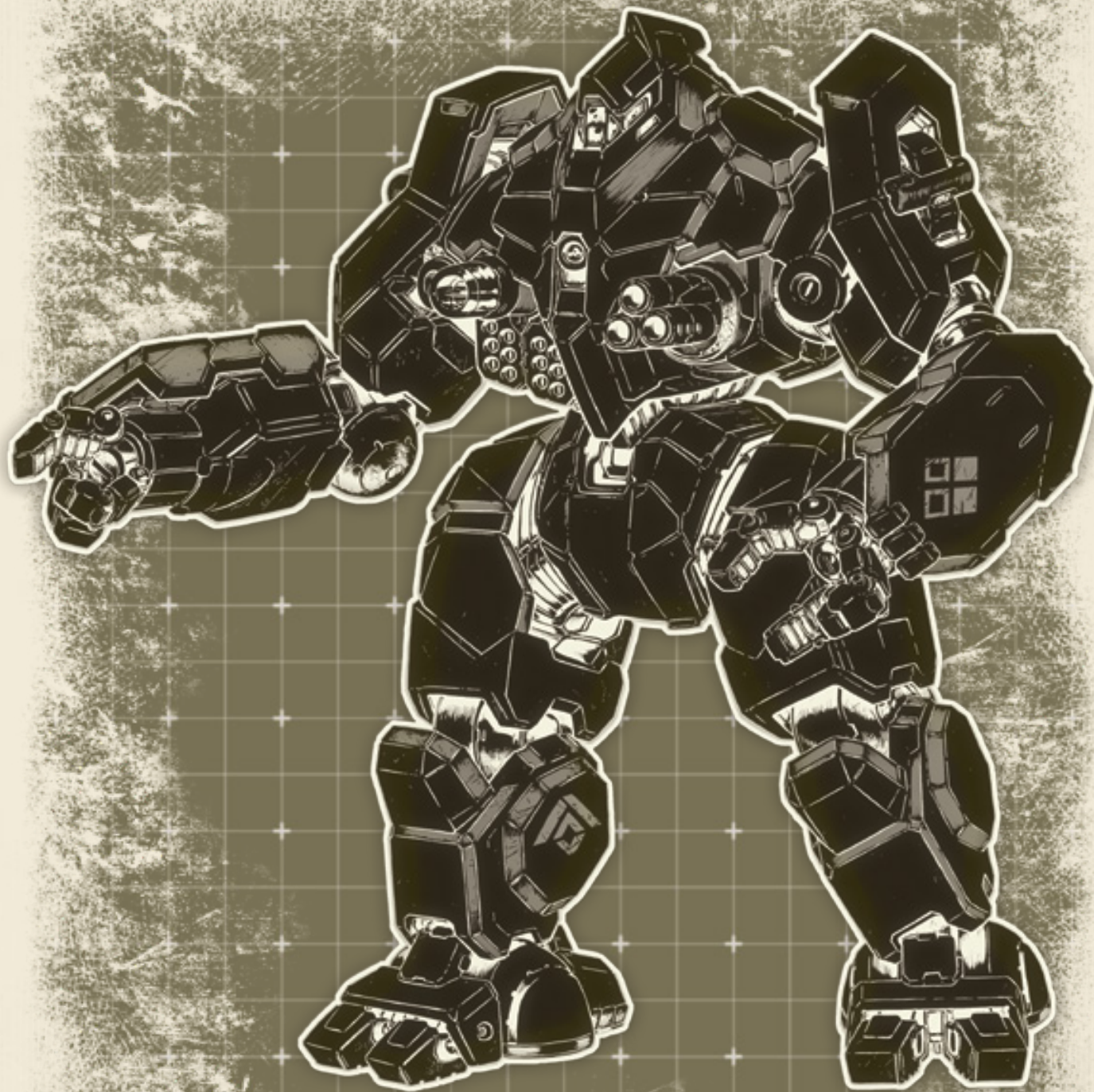
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COT HERE

THE HEART
THAT BEATS...



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Amarok	—	Juggernaut	BM	4	8"	1	5/5/4	1	11/5	53

Special: CASE, CR

TECHNICAL READOUT

CRUCIBLE

Mass: 100 tons
Chassis: Star League Mk. 4 Endo Steel
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust Mk. 5
Jump Capacity: 90 meters
Armor: Compound 12B2 Standard
Armament:
 4 Series II Gauss Rifles
 1 Raid Micro Pulse Laser
Manufacturer: Earthwerks-FWL, Inc.
Primary Factory: Keystone
Communications System: Garret T-11b
Targeting and Tracking System: RCA Instatrac Mark XI

Conceived as a guardian for Clan Wolf's assets, the *Crucible* served a secret secondary purpose: that of the hammer which would smash the Clan's enemies. Relentless, devastating firepower is its hallmark, a penetrating barrage which few 'Mechs can match and fewer still can withstand.

SaKhan Garner Kerensky formed a specialist Binary of *Crucibles* supported by *Hunchback* IICs, reminiscent of the dreaded Alacorn/Demolisher formations in Lyran heavy armor units, to use against Hansen's Roughriders' fortified positions in Sydney, Australia. Epsilon Galaxy had bogged down in the layers of minefields and redoubts the Roughriders erected around the city, paying a liter of Wolf blood for every meter of ground gained. When a hidden redoubt was uncovered, the *Crucibles* could focus fire on it faster than an artillery strike could be called in, and woe to any defending 'Mech or tank that stepped into their sights, but their progress was abysmally slow. Dissatisfied with Epsilon's performance, Khan Ward sent Ramil Bekker, the WarBear, to aid SaKhan Kerensky. Bekker's simple solution involved carpet bombing a path through the minefields, creating an avenue of cratered earth directly into the city. Kerensky's *Crucibles* led the vanguard, annihilating everything in their path. Any Roughriders that closed in faced withering autocannon barrages from the *Hunchbacks*, malformed shadows paired to each *Crucible*. The Binary only stopped advancing when an aerospace strike destroyed their accompanying ammo trucks, but by then they had blazed a trail into the city, and led the ultimate routing of Hansen's Roughriders.

Delta Galaxy deployed several *Crucibles* in the final strike against Clan Jade Falcon near Staunton Creek. MechWarrior Dardanus, a former *ristar* whose flame had burned out years ago, earned the right to pilot a *Crucible* as he had earned his right to stay in Delta Galaxy—by killing anyone who opposed him. Seeing his dreams slip away as he grew grayer and grayer, Dardanus exchanged the fire of his youth for a cold, disconnected method of destroying everything around him. In a *Crucible*, he could reach out and smash something without ever getting warm.

Dardanus took command of his Star and a few other stray MechWarriors when their Star Commander fell. By aping a tactic of the Hell's Horses, where lighter units will constantly circle a heavy fire-support 'Mech like a *Stone Rhino*, Dardanus was able to both return his formation to Delta's lines, and obliterate at least a Star of Falcon 'Mechs and tanks. His impromptu unit was ordered to escort a vulnerable ammo train as it snaked to its staging area. One

brave loader stuck close to Dardanus' *Crucible*, replenishing its Gauss rounds almost as fast as Dardanus fired them. Though every other member of his band fell, and Dardanus himself suffered major trauma when two of his Gauss rifles exploded, he saw the ammo train safely to its destination. After the battle, he was granted the rank of Star Captain, which seems to have both humbled and reinvigorated him.

Type: **Crucible**
 Technology Base: Clan
 Tonnage: 100
 Role: Sniper
 Battle Value: 3,108

Equipment	Endo Steel	Mass
Internal Structure:	Endo Steel	5
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	37
Center Torso (rear)		10
R/L Torso	21	32
R/L Torso (rear)		8
R/L Arm	17	23
R/L Leg	21	29

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
Micro Pulse Laser	H	1	.5
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Jump Jet	RT	1	2
Jump Jet	CT	1	2
Jump Jet	LT	1	2

Notes: Features the following Design Quirks: Protected Actuators, Oversized.

TECHNICAL READOUT

TECHNICAL
READOUT

TOUCHPOINT
TRACKS

AROUND THE
SPHERE

THE ACCESSION
OF THE ILCLAN

THE TRIAL TO
END ALL TRIALS

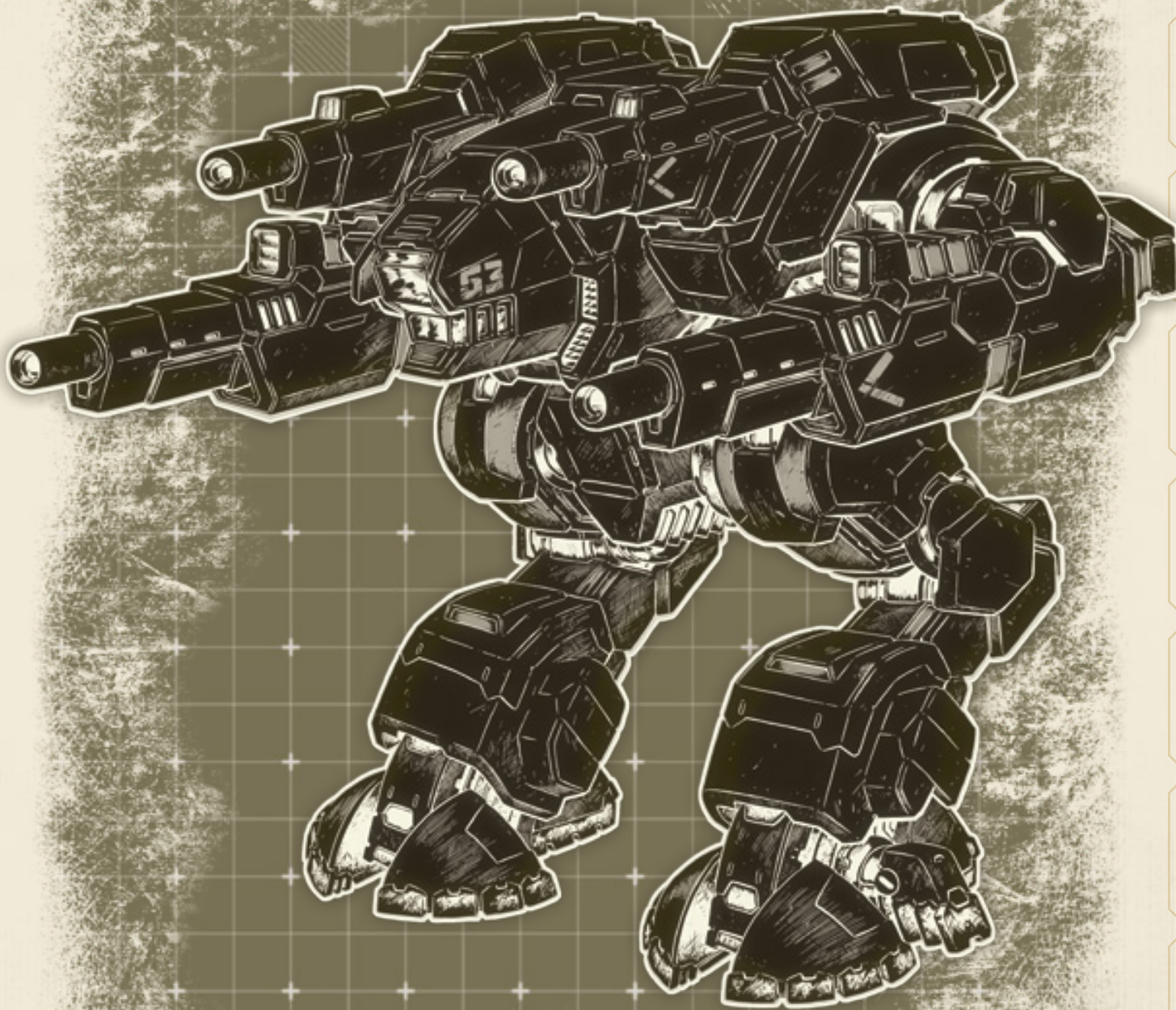
DEATH
OF THE DREAM

ENTER
THE FALCON

THE COMING
OF THE WOLF

HOW WE
GOT HERE

THE HEART
THAT BEATS...



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Crucible	—	Sniper	BM	4	6"j	1	5/5/5	0	8/5	46

Special: CASE

SPECIAL THANKS

This event for which this book tells the story of has been a long time coming. A long, long time coming. The first, tiniest of kernels of this story go as far back as the *BattleTech 2nd Edition Box Set*, and as such the list of people that led us here—and thus I am grateful for—is far too great to accurately enumerate. As such, please allow me to express my appreciation as broadly as possible:

To the businesses that have acted as stewards for the *BattleTech Universe*, from Fasa to WizKids, FanPro, Piranha Games and Harebrained Schemes, Ral Partha and Iron Wind Metals, to Topps and Catalyst Game Labs, I thank you.

To the developers who have helmed the ship through calm or turbulent seas, from Jordan Weisman and Sam Lewis all the way down the line, thank you for all the world building and game systems that created the sandbox we all love to explore and play in. I want to note the developers who specifically touched this book in particular, Herbert Beas, Ben Rome, Randall Bills, Brent Evans, Aaron Cahall, and especially Phil A. Lee, who did the lion's share of the work on this book as developers came and went.

I wish to thank the writers who have breathed life into the *BattleTech Universe*, From Robert Charette, Michael Stackpole and all the way to Blaine Lee Pardoe, whose work was instrumental in lowering the curtain on the tumultuous Dark Age era and sowing the seeds of what is to come. And I wish to thank and congratulate John Helfers for relaunching the *BattleTech* line of fiction—also a long time coming.

To all the editors, proofreaders, and fact-checkers who have kept clarity and continuity in such a vast, living universe—I thank you.

I know personally what it is like to be one of the unsung heroes behind design and production of *BattleTech's* books and products, without which we would only have word processor printouts and text on the internet. I see you, I always have, and I thank you for showing me the way. And I wish to praise David Kerber in particular for the massive heavy lifting he's done with the line over the past several years.

Thank you to *all* the artists, graphic designers, sculptors, and CamoSpecs painters who over the years have delighted our senses and made this shared vision a reality. And thank you Anthony Scroggins and your crew for breathing new life into the well-loved icons of the *BattleTech Universe*.

To all those that help promote the love for *BattleTech*, from the Fasa Marauders and FanPro Commandos to the Catalyst Demo Team—and to the retailers who keep us all supplied—thank you. And to Brian Dalrymple, *BattleTech* will miss you deeply.

Last but never least, to the all the fans and friends we've made along the way, thank you all for all of it, and thank you all for allowing me to be a part of it.

—Ray D. Arrastia
BattleTech Line Developer

Brent: In any epic scifi game there are defining moments that break both man & machine, change the universe, and ultimately forge the creators and characters alike. This product has spanned four Line Developers and included nearly every member of the creative team for more years than any project I can think of. I can't thank the fans enough for their patience while we spun the ilClan series of events into an in-universe flashpoint truly worthy of them. I would also like to thank the creative team members who carried it across the finish line. Special thanks go to Phil Lee, Blaine Pardoe, Jason Schmetzer, Anthony Scroggins, Ken Coleman, and Eldon Cowgur who all pulled off amazing feats of awesomeness along the way. You all deserve a Cameron Star for your efforts.

Aaron: Special thanks to Phil Lee, whose endless patience, attention to detail, and endurance for rewrites made this book, at long last, a reality.

Phil: It's hard to believe that, after many long hours of discussion, many drafts, and lot of blood, sweat, and tears later, this book, the final chapter in the Dark Age era that first began back in 2003, is finally here. Working on this book has been an utter dream, but I certainly couldn't have done this alone! The following people have helped shape this book in some way or another and deserve my gratitude:

Ray and Aaron, for their guidance and direction throughout the whole process. Parts of this book evolved many times since its initial inception, but they've been there the whole way, shepherding it toward completion.

Our fact-check team, whose tireless dedication and encyclopedic knowledge of this game continuously amazes me.

Craig A. Reed, for the usual "You've got this!" whenever I needed it.

Brent Evans, for encouragement, filling in the background on the Gray Gunny Lancers mercenary unit, and art-directing some awesome new images.

Daniel Thomson, for his patience and the yeoman's work he did on the beautiful madness of the tactical maps in this book.

And finally, my wife, Carrie Landers, whose constant love and support helped this book stay on track even amid difficult times.

FIND US ONLINE

precentor_martial@catalystgamelabs.com
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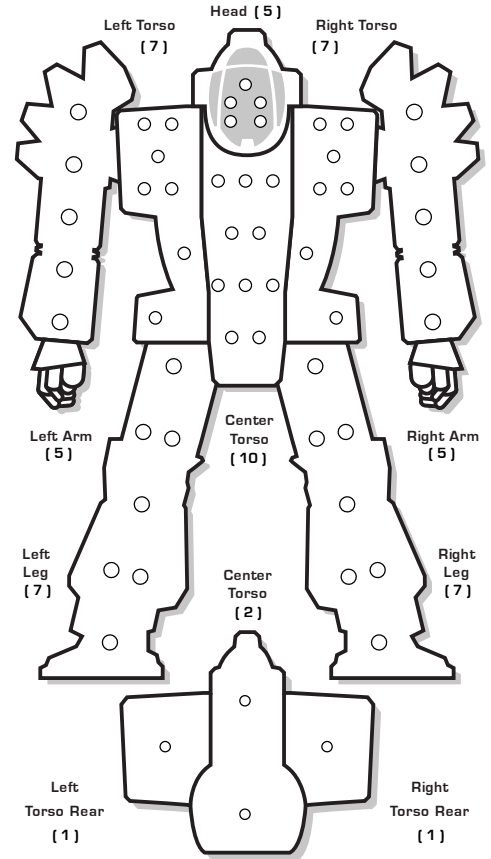
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BATTLETECH™

OMNIMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Ion Sparrow (Butcherbird) Prime

Movement Points: Tonnage: 20
 Walking: 8 Tech Base: Clan
 Running: 12 Rules Level: Advanced
 Jumping: 10

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	-	3	6	9
1	Partial Wing	LT	-	[E]	-	-	-	-

Ammo: [AP Gauss] 40

BV: 885



WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

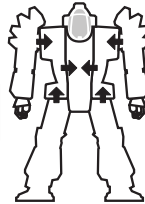
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



CRITICAL TABLE

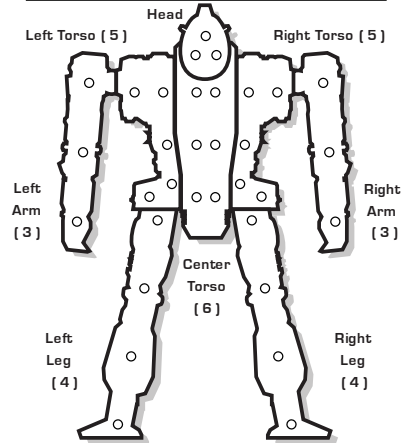
Location	Component	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6								
1-3	Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Imp. Heavy Medium Laser	4. Imp. Heavy Medium Laser	5. Imp. Heavy Medium Laser	6. Imp. Heavy Medium Laser								
		4-6	Center Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again						
				1-3	Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. AP Gauss Rifle	4. AP Gauss Rifle	5. Ferro-Fibrous	6. Ferro-Fibrous				
						4-6	Right Torso	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again		
								1-3	Left Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing	5. Partial Wing	6. Double Heat Sink
										4-6	Right Leg	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine
1-3	Left Leg											1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
		4-6	Right Arm									1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
				1-3	Left Torso							1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
						4-6	Right Torso					1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
								1-3	Left Arm			1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
										4-6	Right Leg	1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
1-3	Left Torso											1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
		4-6	Right Torso									1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
				1-3	Left Leg							1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
						4-6	Right Arm					1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
								1-3	Left Torso			1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
										4-6	Right Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
1-3	Left Leg											1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
		4-6	Right Arm									1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
				1-3	Left Torso							1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
						4-6	Right Torso					1. XL Fusion Engine	2. XL Fusion Engine	3. Partial Wing	4. Partial Wing
								1-3	Left Leg			1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet
										4-6	Right Arm	1. Double Heat Sink	2. Jump Jet	3. Jump Jet	4. Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

30*	29	28*	27	26*	25*	24*	23*	22*	21	20*	19*	18*	17*	16	15*	14*	13*	12	11	10*	9	8*	7	6	5*	4	3	2	1	0
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HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ion Sparrow (Butcherbird) A
 Movement Points: Tonnage: 20
 Walking: 8 Tech Base: Clan
 Running: 12 Rules Level: Advanced
 Jumping: 10

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
4	Machine Gun	LA	-	2 [DBA]	-	1	2	3
1	Machine Gun Array	LA	-	[T]	-	1	2	3
4	Machine Gun	RA	-	2 [DBA]	-	1	2	3
1	Machine Gun Array	RA	-	[T]	-	1	2	3
1	Partial Wing	LT	-	[E]	-	-	-	-
1	Active Probe	LT	-	[E]	-	-	-	5

Ammo: [Machine Gun] 100

BV: 501



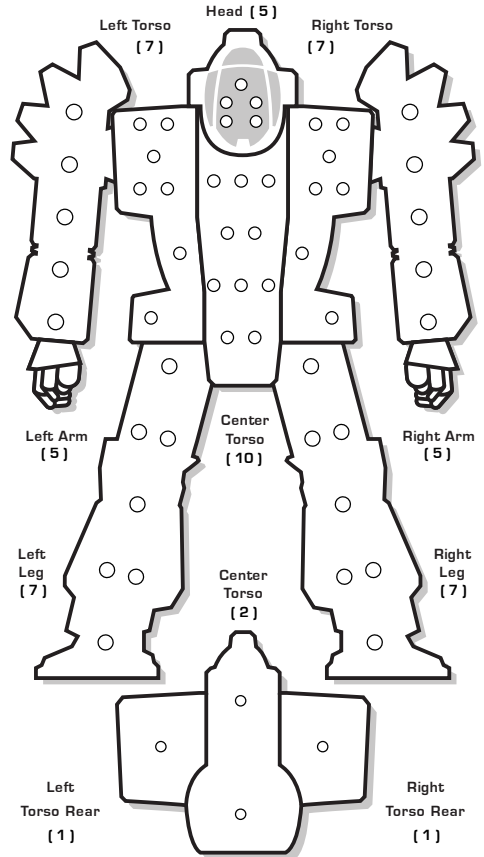
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



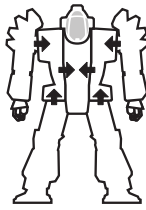
ARMOR DIAGRAM



CRITICAL TABLE

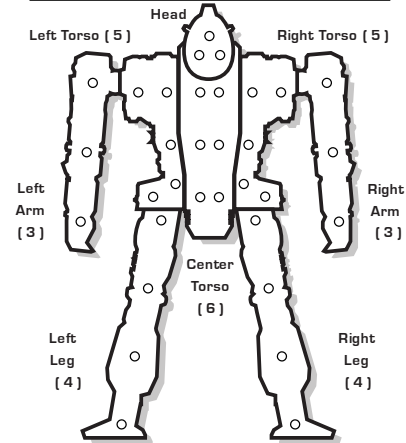
Location	Damage	Effects
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Machine Gun	
	4. Machine Gun	
	5. Machine Gun	
	6. Machine Gun	
Center Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Gyro	
	5. Gyro	
	6. Gyro	
Right Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Machine Gun	
	4. Machine Gun	
	5. Machine Gun	
	6. Machine Gun	
Left Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Partial Wing	
	4. Partial Wing	
	5. Partial Wing	
	6. Double Heat Sink	
Right Torso (CASE)	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Partial Wing	
	4. Partial Wing	
	5. Partial Wing	
	6. Double Heat Sink	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Endo Steel	
	6. Endo Steel	
Right Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Ferro-Fibrous	
	6. Ferro-Fibrous	

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

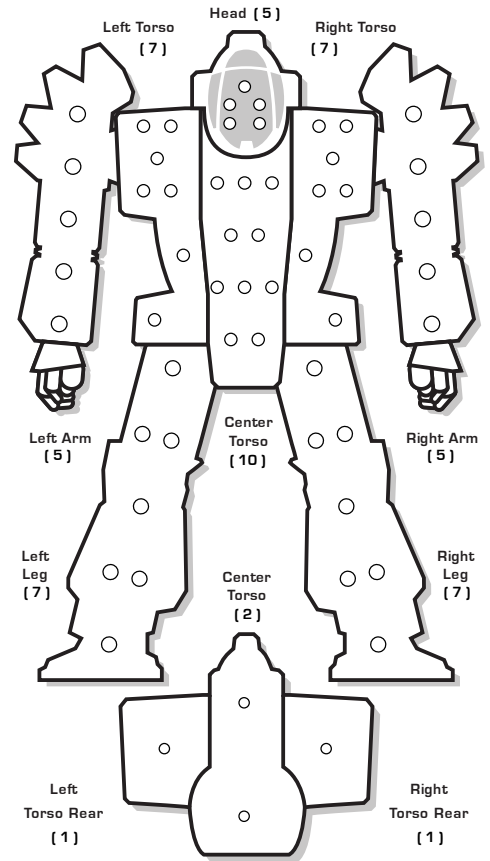
HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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™

OMNIMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Ion Sparrow (Butcherbird) B

Movement Points: Tonnage: 20
 Walking: 8 Tech Base: Clan
 Running: 12 Rules Level: Advanced
 Jumping: 10 Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	-	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	-	3	6	9
1	Partial Wing	LT	-	[E]	-	-	-	-

Ammo: (SRM 6) 15

BV: 626

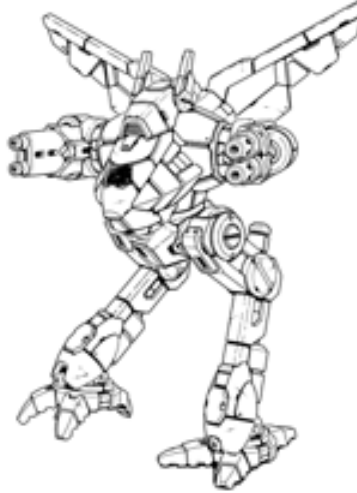


WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Double Heat Sink

1-3

- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Double Heat Sink
- Double Heat Sink

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Double Heat Sink

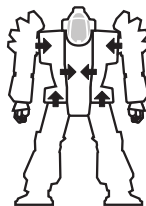
1-3

- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Ammo (SRM 6) 15

4-6

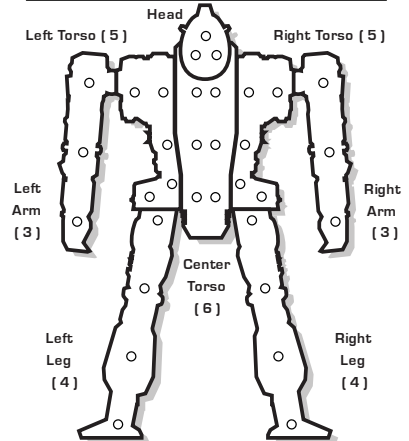
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
10 (20)		10 (20)
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [D.E.X]	-	3	6	9
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	Partial Wing	LT	-	[E]	-	-	-	-
1	ECM Suite	LT	-	[E]	-	-	-	6
1	TAG	CT	-	[E]	-	5	9	15

Ammo: [HAG 20] 12

BV: 1,878



WARRIOR DATA

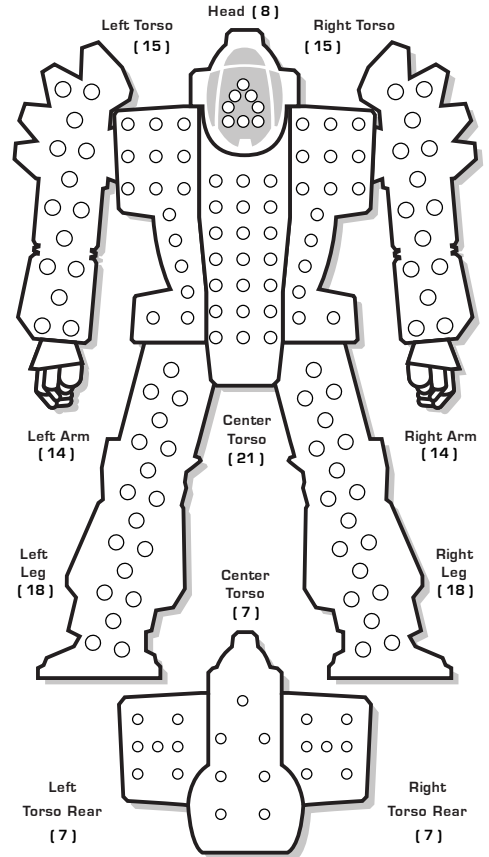
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser

- Endo Steel**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Partial Wing
 - Partial Wing
 - Partial Wing
 - Jump Jet

- ECM Suite**
- ECM Suite
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

Head

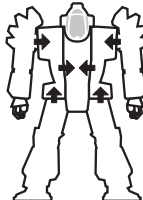
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- TAG
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

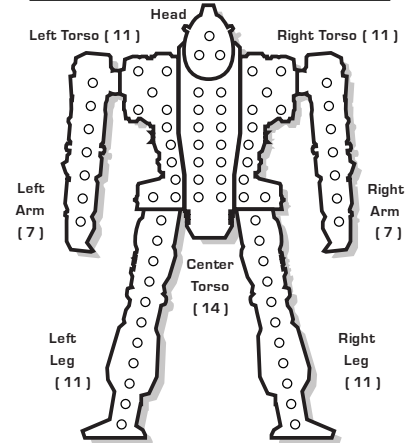
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

- Ammo [HAG 20] 6
- Ammo [HAG 20] 6
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○

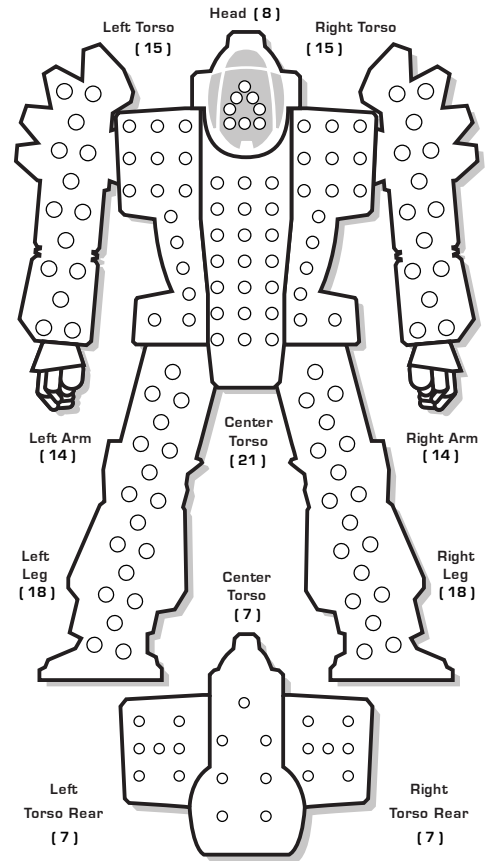
Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH™

OMNIMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Hierofalcon A

Movement Points:

Walking: 6

Running: 9

Jumping: 10

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	AP Gauss Rifle	LA	1	3 [DB,AI,X]	-	3	6	9
1	Flamer	LA	3	2 [DE,H,AI]	-	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	AP Gauss Rifle	RA	1	3 [DB,AI,X]	-	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Partial Wing	LT	-	[E]	-	-	-	-

Ammo: [AP Gauss] 40

BV: 1,953



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- AP Gauss Rifle
- Flamer

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

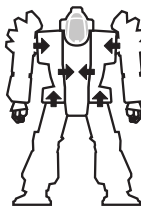
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [AP Gauss] 40
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- AP Gauss Rifle
- Flamer

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

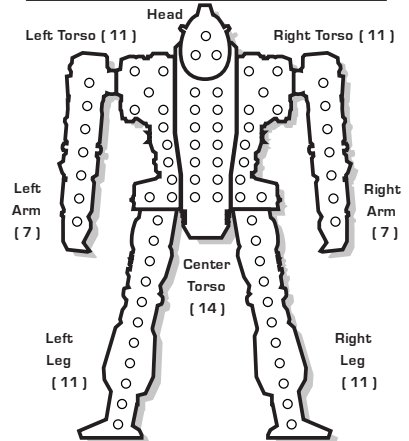
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon B

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Partial Wing	LT	—	[E]	—	—	—	—
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (SRM 6) 60

BV: 1,737



WARRIOR DATA

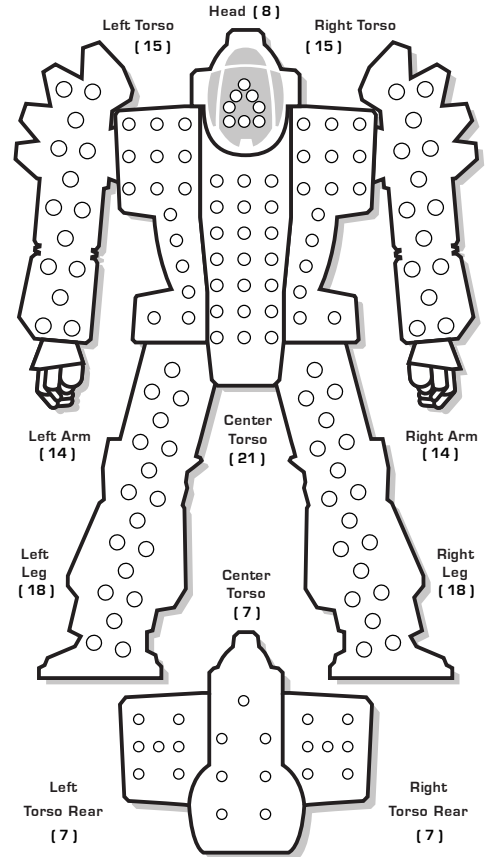
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

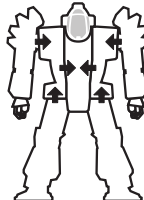


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - ER Small Laser
 - Endo Steel
 - Endo Steel
- 1-3**
- Center Torso**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Partial Wing
 - Partial Wing
 - Partial Wing
 - Jump Jet
- 1-3**
- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - CASE II
 - Endo Steel
- 4-6**

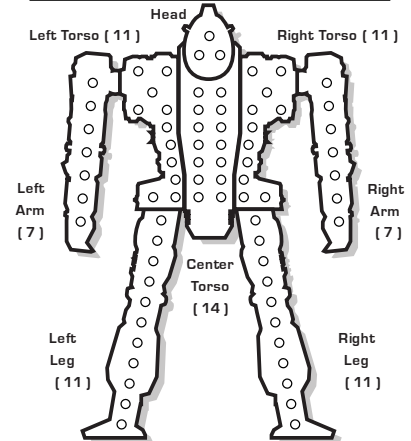
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - ER Small Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Right Torso**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Partial Wing
 - Partial Wing
 - Partial Wing
 - Jump Jet
- 1-3**
- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - CASE II
 - Ferro-Fibrous
- 4-6**

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormwolf Prime

Movement Points:

Walking: 6

Running: 9 [15]

Jumping: 6

Tonnage: 50

Tech Base: Clan

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]		
					Min	Sht	Med Lng
1	ER Medium Laser	LT	5	7 [DE]	-	5	10 15
1	Light TAG	LT	-	[E]	-	3	6 9
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	-	7	14 21
1	Laser AMS	HD	5	[PD]	-	1	- -

Ammo: [RAC/5] 60

BV: 2,788



WARRIOR DATA

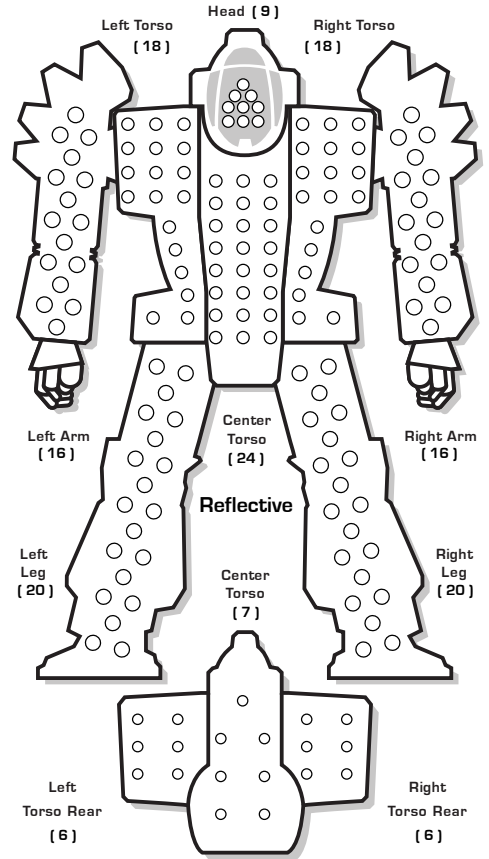
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- Hand Actuator
 - Endo Steel
 - Endo Steel

- Endo Steel
 - Endo Steel
 - Reflective
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - ER Medium Laser
 - Ammo [RAC/5] 20
- 1-3**

- Ammo [RAC/5] 20
 - Ammo [RAC/5] 20
 - MASC
 - MASC
 - Light TAG
 - CASE II
- 4-6**

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Reflective

Head

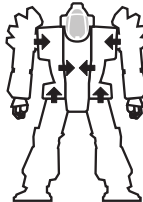
- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Supercharger
 - Reflective
- 4-6**

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3**

- Endo Steel
 - Reflective
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

Right Torso

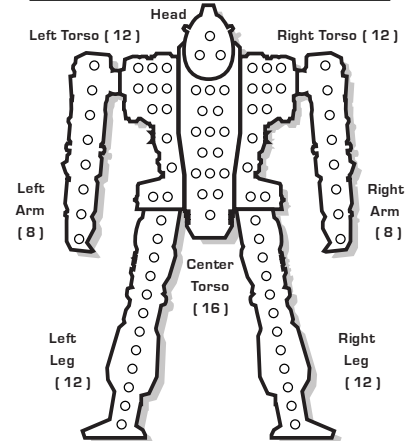
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Rotary AC/5
 - Rotary AC/5
- 1-3**

- Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 4-6**

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Reflective

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○

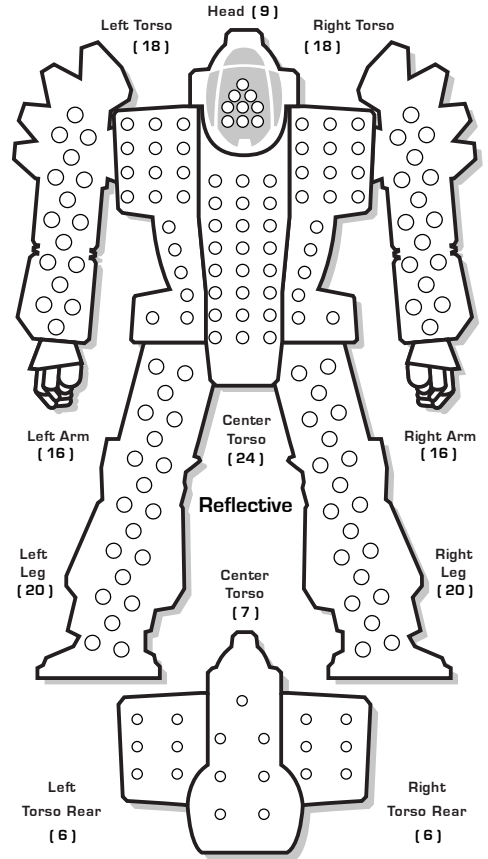
Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Stormwolf A

Movement Points:

Walking: 6

Running: 9 [15]

Jumping: 6

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LT	10	10 [P]	-	6	14	20
[Clan]								
1	Active Probe [Clan]	LT	-	[E]	-	-	-	5
1	Plasma Rifle [IS]	RT	10	10 [DE,H]	-	5	10	15
1	Laser AMS [Clan]	HD	5	[PD]	-	1	-	-

Ammo: (Plasma Rifle) 20

BV: 2,655

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Reflective
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- [Large Pulse Laser
- [Large Pulse Laser

- Active Probe [Clan]
- [MASC
- [MASC
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Reflective

Head

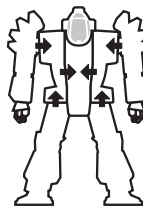
- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Supercharger [Clan]
- Reflective

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

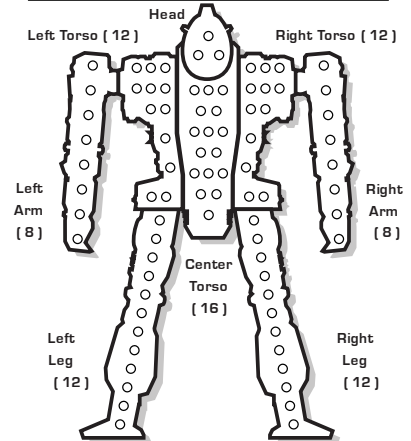
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- [Plasma Rifle [IS]
- [Plasma Rifle [IS]

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Reflective

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormwolf B

Movement Points:

Walking: 6

Running: 9 [15]

Jumping: 6

Tonnage: 50

Tech Base: Clan

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	Plasma Cannon	LT	7	[DE,H,AI]	-	6	12	18
1	ER PPC	RT	15	15 [DE]	-	7	14	23
1	Laser AMS	HD	5	[PD]	-	1	-	-

Ammo: [Plasma Cannon] 10

BV: 3,286



WARRIOR DATA

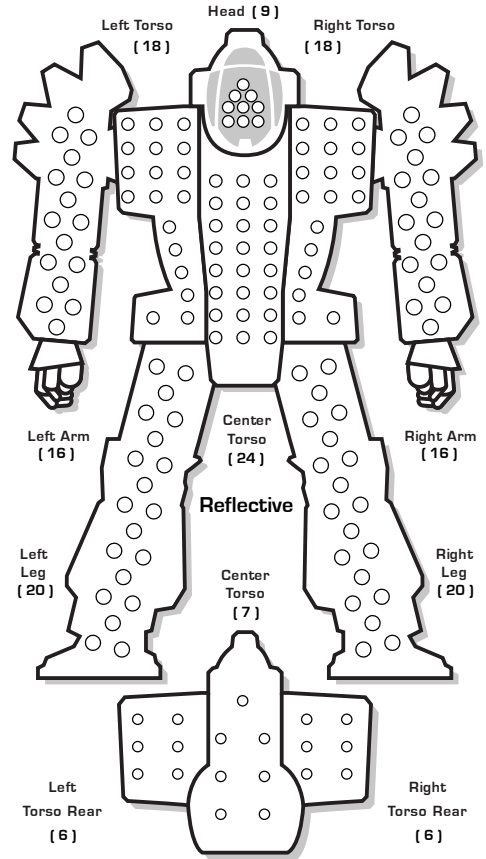
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



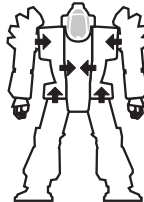
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Endo Steel
- 1-3**
-
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Reflective
 - Roll Again
 - Roll Again
- 4-6**
-
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3**
-
- Plasma Cannon
 - Ammo [Plasma Cannon] 10
 - MASC
 - MASC
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Laser AMS
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
-
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Supercharger
 - Reflective
- 4-6**

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



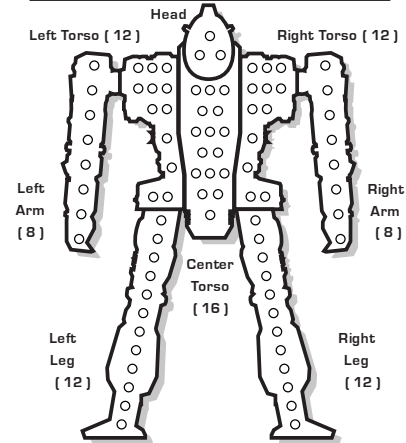
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Endo Steel
- 1-3**
-
- Endo Steel
 - Endo Steel
 - Reflective
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
-
- Jump Jet
 - Jump Jet
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6**

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Reflective

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○

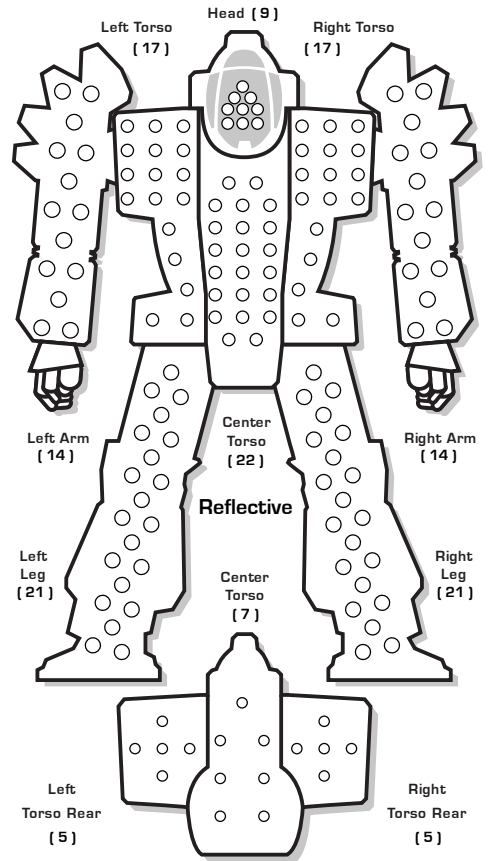
Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Thresher II

Movement Points:

Walking: 5

Running: 8 [13]

Jumping: 5

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21



Ammo: [LRM 15] 16, [SRM 4] 25

BV: 3,364



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [ER PPC
- ER PPC
- SRM 4

1-3

- Ammo [SRM 4] 25
- CASE II
- Endo Steel
- Reflective
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- [Large Pulse Laser
- Large Pulse Laser
- [MASC
- MASC
- Reflective
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Endo Steel

1-3

- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- [LRM 15
- [LRM 15

1-3

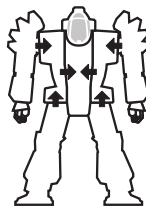
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Supercharger
- CASE II
- Reflective
- Roll Again

4-6

Right Leg

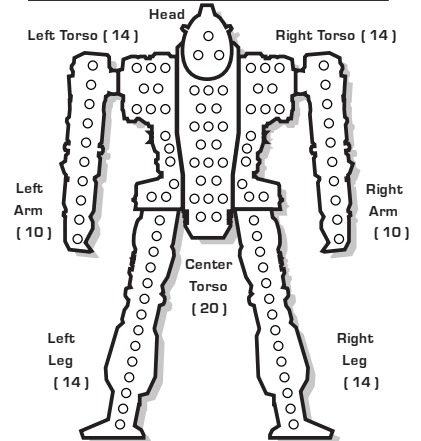
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 [26]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner Prime

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 3

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	AES	RA	-	[E]	-	-	-	-
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	Plasma Cannon	LT	7	[DE,H,AI]	-	6	12	18

Ammo: [Gauss] 16, [Plasma Cannon] 10

BV: 2,491



WARRIOR DATA

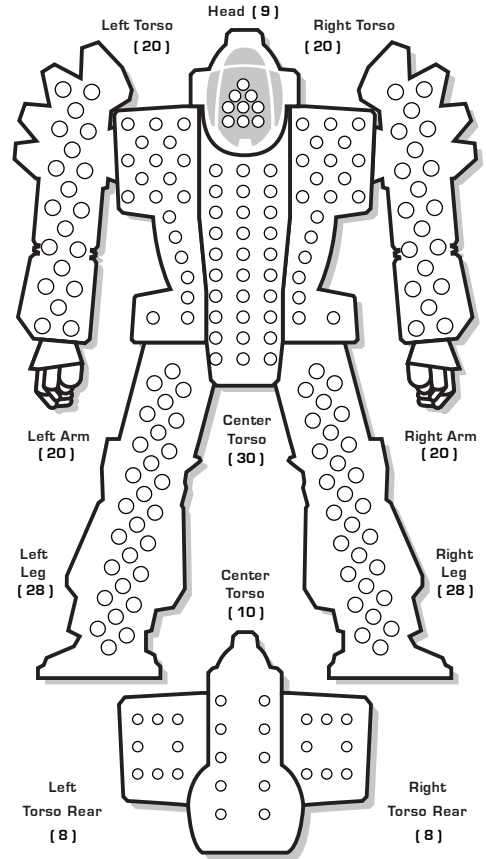
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3

- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - ER Large Laser
 - Plasma Cannon
 - Ammo [Plasma Cannon] 10
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

Head

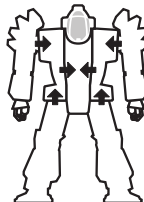
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Supercharger
- 4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3

- Gauss Rifle
 - Gauss Rifle
 - AES
 - AES
 - AES
 - CASE II
- 4-6

Right Torso

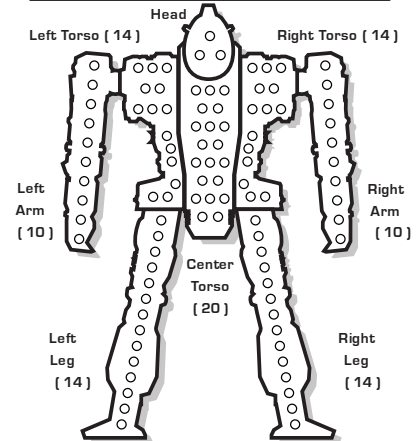
- Jump Jet
 - Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
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	○

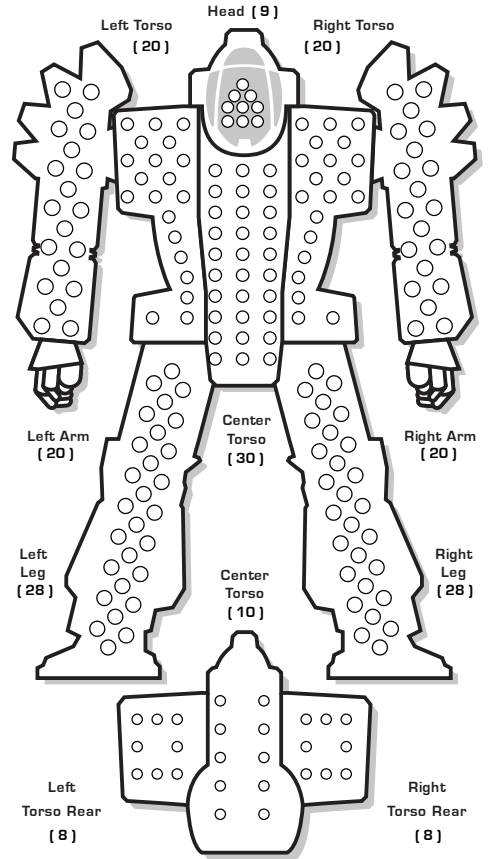
Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH™

OMNIMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Sojourner A

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	LA	1	2 [DE]	-	1	2	4
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	Rotary AC/2	RA	1	2/Sht	-	8	17	25
				[DB,R/C]				
1	AES	RA	-	[E]	-	-	-	-
1	ProtoMech AC/8	LT	2	8 [DB,S]	-	3	7	10

Ammo: [Proto AC/8] 20, [RAC/2] 90

BV: 1,911



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Micro Laser
- ER Micro Laser

1-3

- ER Micro Laser
- ER Micro Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

- Ammo [Proto AC/8] 10
- Ammo [Proto AC/8] 10
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- Roll Again

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Rotary AC/2
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2
- AES
- AES
- LAES
- Roll Again

4-6

Right Torso

- Ammo [RAC/2] 45
- Ammo [RAC/2] 45
- CASE II
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

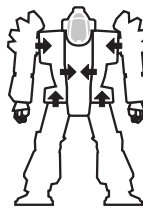
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

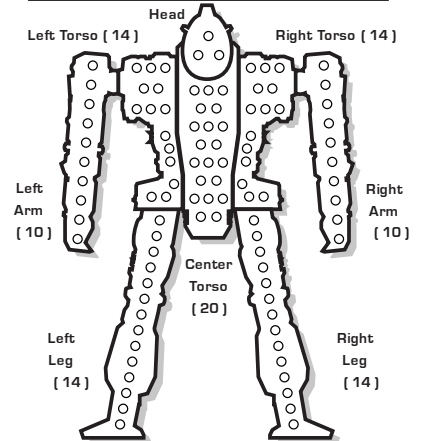
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner B

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	-	4	8	12
2	ER Large Pulse Laser	RA	13	10 [P]	-	7	15	23
1	AES	RA	-	[E]	-	-	-	-
1	ECM Suite	CT	-	[E]	-	-	-	6

Ammo: [Streak SRM 6] 15

BV: 2,397



WARRIOR DATA

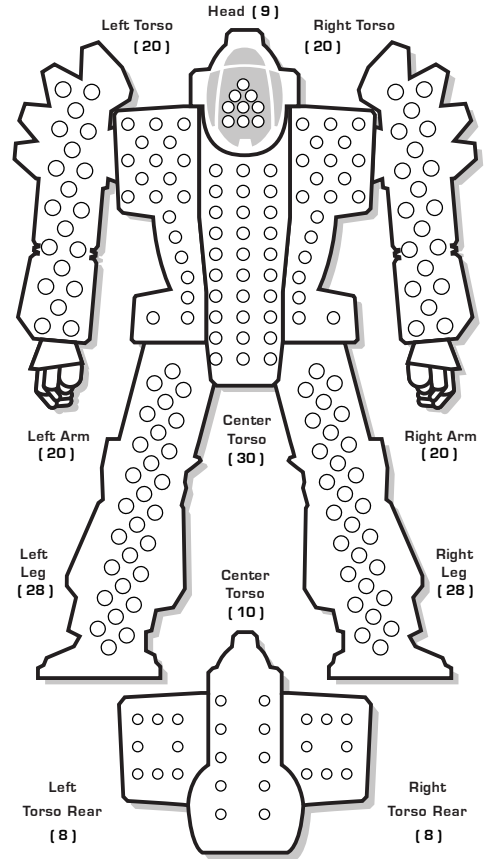
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo [Streak SRM 6] 15
- CASE II
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser

1-3

4-6

Right Torso

- ER Large Pulse Laser
- ER Large Pulse Laser
- AES
- AES
- AES
- Roll Again

4-6

Right Leg

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

Right Torso

- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

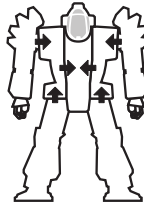
4-6

Right Leg

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

4-6

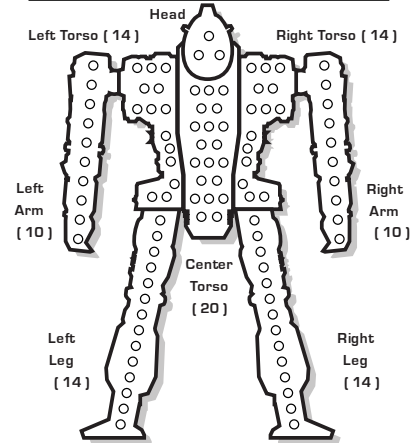
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

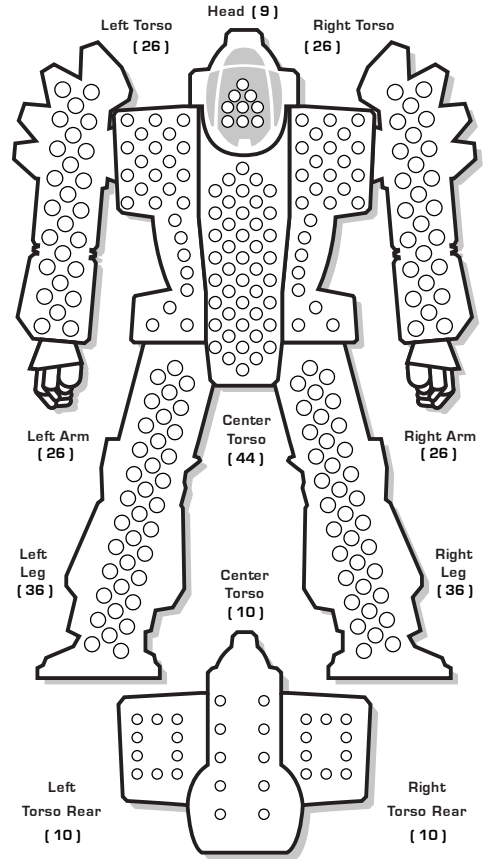
HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 [28]
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™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Jade Phoenix A

Movement Points:

Walking: 4

Running: 6

Jumping: 7

Tonnage: 85

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	Small Pulse Laser	LA	2	3 [P, AI]	-	2	4	6
1	Ultra AC/20	RA	7	20/Sht	-	4	8	12
1	Partial Wing	LT	-	[E]	-	-	-	-

Ammo: (Ultra AC/20) 20

BV: 2,739



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Medium Pulse Laser
- Small Pulse Laser

- Endo-Composite
- Endo-Composite
- Endo-Composite
- 4-6 Endo-Composite
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Partial Wing
- 1-3 Partial Wing
- 1-3 Partial Wing
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 4-6 Ammo (Ultra AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso (CASE)

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 Ammo (Ultra AC/20) 5
- 4-6 Ammo (Ultra AC/20) 5

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20

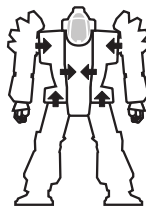
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 4-6 Ultra AC/20
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Partial Wing
- 1-3 Partial Wing
- 1-3 Partial Wing
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 4-6 Ammo (Ultra AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous

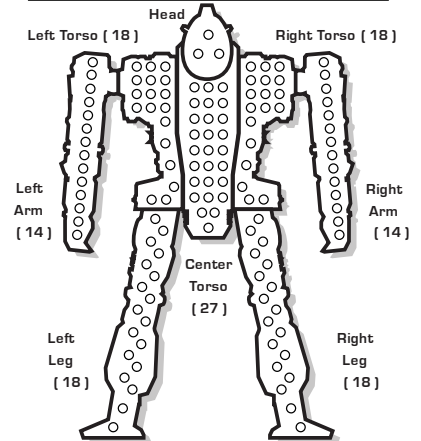
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
13		13 [26]
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	○○○

Heat Scale

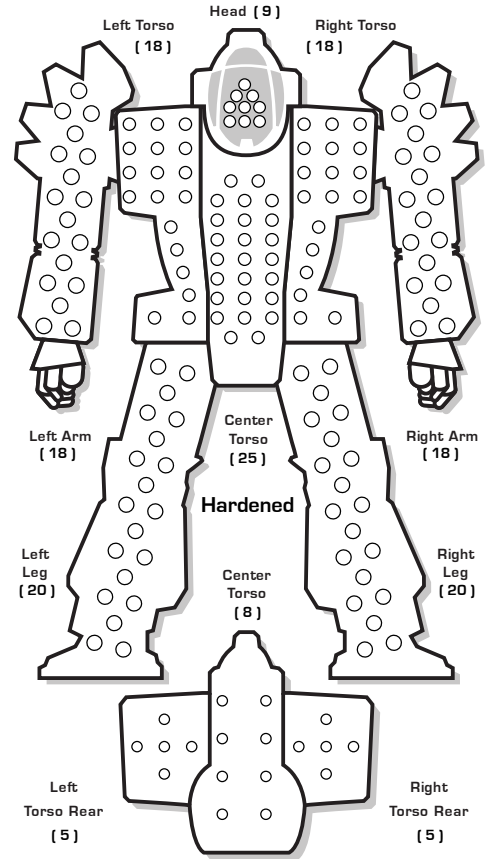
Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Amarak

Movement Points:

Walking: 4

Running: 5 [7]

Jumping: 0

Tonnage: 100

Tech Base: Clan

Rules Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LT	1	5/Sht	-	7	14	21
				[DB,R/C]				
1	ER PPC	RT	15	15 [DE]	-	7	14	23
	w/Capacitor							
2	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	-	6	14	20

Ammo: [RAC/5] 40, [Streak SRM 6] 15

BV: 3,185



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

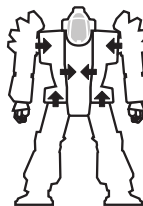
- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

1-3

- #### Right Torso (CASE)
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Large Pulse Laser
 - Large Pulse Laser

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- LER PPC
- PPC Capacitor
- Streak SRM 6

1-3

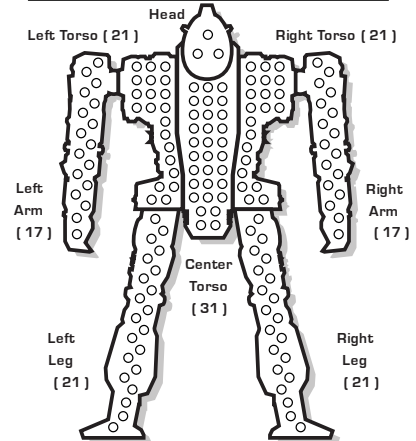
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo [Streak SRM 6] 15
- Supercharger
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
16		16 [32]
15*		○○
14*		○○○
13*	Shutdown	○○○○
12	28 Ammo Exp, avoid on 8+	○○○○○
11	26 Shutdown, avoid on 10+	○○○○○○
10*	25 -5 Movement Points	○○○○○○○
9	24 +4 Modifier to Fire	○○○○○○○○
8*	23 Ammo Exp, avoid on 6+	○○○○○○○○○
7	22 Shutdown, avoid on 8+	○○○○○○○○○○
6	20 -4 Movement Points	○○○○○○○○○○○
5*	19 Ammo Exp, avoid on 4+	○○○○○○○○○○○○
4	18 Shutdown, avoid on 6+	○○○○○○○○○○○○○
3	17 +3 Modifier to Fire	○○○○○○○○○○○○○○
2	15 -3 Movement Points	○○○○○○○○○○○○○○○
1	14 Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○
0	13 +2 Modifier to Fire	○○○○○○○○○○○○○○○○○
	10 -2 Movement Points	○○○○○○○○○○○○○○○○○○
	8 +1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○
	5 -1 Movement Points	○○○○○○○○○○○○○○○○○○○○

