
BATTLETECH
THE WARS OF
REAVING
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A CLANS SOURCEBOOK



THE CLANS.

Descendants of the Star League Defense Force, they returned to the Inner Sphere in 3050 with violence and honor. Stalled by the combined might of the Inner Sphere, the Clans have been waiting for the chance to strike for Terra once more. But fractures within Nicholas Kerensky's Great Society have widened. A new enemy threatens to destroy the Clans once and for all: themselves. The resulting Wars of Reaving touches every Clan: some will be destroyed, all will be forever altered.

The Wars of Reaving sourcebook details the Clans from 3067 through the end of the Jihad era and includes detailed reports, faction updates, personalities, units, and equipment that have a hand in this widespread orgy of war. Essential gameplay statistics, maps, and a complete campaign allow players to immerse themselves completely within these Wars of Reaving.

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STAR LEAGUE ERA · CLAN INVASION ERA · JIHAD ERA · SUCCESSION WARS ERA · CIVIL WAR ERA · DARK AGE ERA

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This project came about after several years of me pestering Randall and Herb to let me manage the Clan timeline during the Jihad Era plot arc. From that came the desire to write the story of the Clans, to which Catalyst gave me the opportunity. It was a very tight, crazy ride; this book in its final form was written over the course of six weeks after numerous restarts.

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INTRODUCTION

As ordered by the Council of the Six Clans, I have compiled the scattered information collected by Clan Diamond Shark over the last seventeen years. My analysts have constructed a summary-style report that uses every bit of intelligence we have gathered. Additional sources have been included to highlight specific events through the personal words or reports from various individuals. I have included my own observations where appropriate, using my nearly forty years of experience as Loremaster and head of the Diamond Shark Watch.

What you will find within will shock you to your core.

This report should be retained as required reading for all khans going forward, if only to remind us of how far we have come.

Semi Kalasa

Clan Diamond Shark Loremaster Semi Kalasa

Incl: *Addendum 01013084, Addendum Supplemental 30013087*

HOW TO USE THIS BOOK

The Wars of Reaving is a sourcebook for BattleTech players that details the mysterious events occurring within the Clans during the time of the Word of Blake Jihad. Each chapter deals with a period of time, broken down into the actions of various Clans and other factions. Also included in this report is a rundown of various notable players, technology, and factions that make their appearance during these troubled times.

This sourcebook begins with *Trials of Position*, a brief rundown of crucial events that affected the Clans before December 3067. The next sections, *Trials of Possession*, *Trials of Reaving, Chalcas, Trials of Annihilation,* and *Surkairede*, detail the time period between 3067 and 3075. *Founder's Future* is an in-game update, providing a ten-year summary of the surviving Clans as well as an in-depth look at various major and minor players in the Clans from 3067 through 3086. The *Rules Annex* provides a look at several new weapon systems, ProtoMechs, and OmniMechs that made their debut during the Wars of Reaving and includes game statistics for use with the *Total Warfare* and *A Time of War RPG* systems. The *Campaign* section is a customizable *Chaos Campaign* ruleset specifically designed for Clan missions and adventures set during the Wars of Reaving.

Record sheets for the various units described in this sourcebook will be made available in the *Wars of Reaving PDF Supplemental*, which can be purchased through the BattleShop at www.battlecorps.com/catalog.



WAY OF THE WARRIOR



WISDOM IS THE POWER

UNBROKEN BY THE FUTURE,

STAINED BY THE PAST.

IT IS THE WAY TO HEED;

THOSE WHO FAIL FIND

THEIR FLAME EXTINGUISHED.



WAY OF THE WARRIOR

Svoboda Zemylya
Strana Mechty
Kerensky Cluster
4 December 3071

Akule Wolf withdrew his *Grendel*'s giant metal fist from the *Hellion*'s cockpit. Bits of shattered structural supports clung to the *Grendel*'s fist. A greasy smear was barely visible on the giant knuckles. The young Coyote—*Wolf!*—shook his head at his opponent's end and closed his eyes, swallowing the bile that tickled his throat.

"Think you won that duel," came the voice of his Starmate, Jana. "Of course, it was only an Ice Hellion."

"Ha, ha," muttered Akule. He wasn't in the mood for Jana's sarcasm. He scanned his secondary monitors and then peered out his cockpit's armored screen. *Nobody*…

"Still having issues?" Jana asked. "Of course you are. You're such a wound-up tightwad, Akule."

"Language," he snapped back. *Did she have no honor?* "You realize where we are, what we are doing?"

Her *Shadow Cat* appeared in his forward view, its hunched form gliding across the broken ferrocrete, sidestepping ruined statues. In the low light of dusk, the rubbled 'Mech statues looked more like battlefield carnage than simple marble and stone artwork. He watched Jana as she stopped and turned her OmniMech toward him. The 'Mech's right arm gestured to the west.

"*Aff*, Akule. I know we're here at the sacred Kerensky Blood Chapel. I know we're on the hallowed ground of our new Clan. And I know we need to keep moving."

Jana was right, of course. The attacks were coming more frequently now, including from the air. One of their Starmates had already been destroyed by a streaking Steel Viper *Sabutai*.

He moved gingerly across the rubble-strewn portico, falling in step behind and to the left of Jana's *Shadow Cat*. The two warriors strode in silence, watching their sensor panels and occasionally checking the distant wall that marked the boundary of the chapel complex. A flash to the north caught their attention, and both Wolf 'Mechs slowed. Akule keyed the Galaxy's comm band and asked for a situation report.

"Steel Viper challenge to Star Captain Lisa, warrior. It's handled." Akule recognized the raspy voice of their commander, Star Colonel Ramil Kerensky. He twitched at the callous language from his superior. Was the lack of decorum from too much exposure to the Inner Sphere, as the Grand Council had claimed only two days ago?

"Acknowledged," replied Akule. The heat of battle was not the best time to challenge over such miniscule infractions.

Akule positioned the *Grendel* near a mostly-intact outbuilding. The twenty-meter edifice would provide some cover as he stopped to rest. The mission was already sixteen hours old; Akule had been in his cockpit for nearly twenty. The inbound DropShip ride had been rough, but offered the best insertion angles for their mission.

Their mission.

The young MechWarrior shook his head again. He could still hardly believe they were going through with this.

"You okay?" Jana sounded genuinely concerned for him. No surprise; they had looked after each other ever since they could remember. Raised in the Coyote-held wilds of Tamaron, the two were the only survivors of their sibko's demanding training regimen. They'd taken an oath long ago to always watch out for the other for as long as they were alive.

"*Aff*." He grabbed a ration bar from under the cockpit seat and tore off the wrapper. It was bland, but it did halt the hunger gnawing at his gut.

Jana's *Shadow Cat* hunkered down next to his machine. "It's this whole situation, isn't it?"

He shrugged inside his cockpit, the harness digging into his tired shoulders. "Probably," he mumbled around a mouthful of stale crumbs. Akule was suddenly aware of how aromatic his cockpit had gotten. It was not the scent of Tamaron cactus flower, either. *Scent de Akule*.

Jana's voice softened. "Look, Akule…" She paused.

"We are certainly a long way from Tamaron," he said.

"No one said the Wolves were sticklers for the finer points of Clan etiquette."

That was the crux of the matter, Akule realized. He wasn't concerned about the mission. A bold stance to defend the Kerensky genetic line? Taking on all Clan warriors, daring them to take the Founders' legacies away from the Wolves? It was a mission worthy of a warrior. The sheer temerity of the mission fueled Akule's warrior spirit.

But…

"How can they carry out such an audacious mission and yet be so callous in their language, like you? Failing to acknowledge these warrior duels? Discarding our traditions of *zellbrigen* and *safcon*?" The code of battle had been beaten into them since their decanting. It was unheard of for a proper warrior to simply ignore these tenets of Clan battle. *Unless*….

"They're not tainted, Akule." Jana knew where his thinking was going. She always did. She had a knack for completing his thoughts, his sentences. He'd heard that twins sometimes had such a bond.

"Despite what the ilKhan said, there is no such taint among the Clans," she continued. "Just because some Clans are looser in their language or tactics does not mean some sort of flaw exists. Look at the Hellions and their weird use of *zellbrigen*. Or the Scorpions and their roulette with necrosia. They are quirks , not some poisonous disease."

"*Aff*. You are right, of course." He smiled. "Even if you use such freeborn language."

"That right there should tell you something. I'm not tainted, and I have definitely not been to the Inner Sphere." He could hear her smiling through the comm. It was comforting.

"I guess it is more culture shock than anything," he surmised. "I mean, listen to them on the band. They use nicknames, not proper warrior code. Contractions everywhere. It is like watching one of those Spheroid trivid battle movies."

"The Solaris feeds we watched when we were little. Or that idiotic cartoon about the Jade Falcons." She was chuckling out loud now. "Can you imagine if our Khans talked like that? 'You will pay for your treachery, Adam Steiner,'" she screeched.

A sudden beep stopped Akule from joining in. There was a new contact near the wall due north of their position. They were the closest Wolves. He flipped comm channels.

"Incoming hostiles, grid four by twelve," he shouted into the Galaxy's command network. He didn't wait for an acknowledgement before heaving his *Grendel* from behind the building. The Star Colonel had been clear; report hostile contacts and engage. Assistance couldn't be relied upon.

Besides, they were warriors of Clan Wolf.

A low, reedy voice echoed through Akule's cockpit. "This is Star Captain Ross Boques of Clan Blood Spirit. I challenge the *Grendel* to a proper warrior duel. May death be our judge."

Akule grinned. Stepping from a stretch of wall that had been smashed to rubble was a Blood Spirit *Kit Fox*. He noted that Jana remained in position behind the building. She understood what needed done.

"I admire your fearlessness, Star Captain Boques of the Blood Spirits," Akule responded. "I accept your challenge. May our combat be pure and our honor sated."

"Well bargained and done," Boques responded. The two 'Mechs squared off and, for a moment, everything stood still.

Then the duel began.

4 December 3071

"It's going as well as I expected, MechWarrior Akule," responded Star Colonel Ramil Kerensky. "We have definitely caught their attention." He gestured to the blown-out window, inviting Akule to step forward and look himself.

Ignoring the shattered glass crunching under his boots, Akule approached the ruins of the window and gazed down into the carnage below. The past seventeen hours had not brought an end to the siege; it had only intensified. Akule had fought three other duels after downing Boques' *Kit Fox*, though the last had finally put an end to his *Grendel*. Fortunately, he had managed one last salvo, blowing the Snow Raven *Stormcrow*'s gyro through its back. The Raven—Bernard Crow—refused to acknowledge the win—but he'd died when his falling 'Mech flopped onto its cockpit.

The grounds of the Kerensky Bloodname Chapel were vastly different than the last time Akule had seen them. That had been through his *Grendel*'s sensors. The pristine pathways, bountiful greensward and elegantly carved statues were now blasted, burnt twisted craters of rubble. Even the Bloodname Chapel itself hadn't been immune, the jagged glass and numerous blast holes a mute testimony to the savage combat of the last several hours.

He felt rather than heard Kerensky step up alongside him. Akule could only attribute his near-silent approach to the man's Watch background. Or his own personal exhaustion.

The Star Colonel pointed to the west. A greasy pillar of smoke smudged the afternoon sky. The fire was well beyond the walls of the Chapel.

"Is that…?"

Kerensky finished Akule's thought. "Yes. It's the Winson Bloodname Chapel. The Binary we dropped yesterday was successful in its mission."

Akule could only stare, not fully comprehending the Star Colonel's statement. "You mean—?"

"We burned the Winson Bloodname Chapel to the ground? Yes. Do not despair; your former Clan retains several copies of her illustrious heritage for their own. Our Khan made the arrangements as part of the deal that netted us you and your fellow warriors."

The young warrior could only gaze outward, his thoughts a jumble of admiration, disgust, anger, despair and exhaustion. A flicker of motion caught his eye. He turned to watch a Point of Wolf Elementals jump from their positions amongst the ruins of an outbuilding—the same one he had been behind last night—and head for a Fire Mandrill *Linebacker* that had just jumped over the crumbled perimeter wall. The two forces engaged, puffs of smoke trailing from the Elementals' missile launchers. Akule felt the measured steps of similar armor behind him.

"Star Colonel, our mission was successful." The voice whispered from the massive Elemental battle suit that just entered the room. Scratches and dents adorned the dull gray armor, and Akule could see no less than three laser scars along the warrior's armored torso. A faint wisp of smoke wafted upward from the missile launchers over the rounded shoulders. An armorweave bag was pinched between the battle claw's sharpened graspers.

Kerensky simply nodded, his chin cupped in his hands as he continued to stare out the opening. The wind rustled through the room, bringing with it the scent of rain.

Akule looked from Kerensky to the Elemental. Something in the air changed.

An explosion from below broke the silence. The Mandrill *Linebacker* had fallen, its back awash in flames and smoke. Akule could make out the tiny figure of at least one Elemental lying nearby. The warrior was not moving.

"Akule, do you believe in fate?"

The question from his superior caught him off guard. "Fate, sir?"

"Destiny. Predisposition. That one's future is assured and designed by an outside force before birth. That your path in life is already set; you only need to move along the road."

Akule understood. "Ah, *aff*, sir. The Coyote vision quest could be seen in such a manner."

Kerensky smiled a little, his eyes catching Akule's. "You did not answer my question, warrior."

"I did not, sir," he shrugged. *We are debating philosophy? Here? As our enemies close in? Madness*.



"Answer me." It was not a question.

Akule clenched his fists, forcing his growing anger down. "No, sir, I do not believe in fate. I do not believe in petty superstitions." His anger built, began to flow. He faced the impassive Star Colonel. "I do not believe in a suicide mission, meant to solely piss off the rest of the Clans because some Wolf leader took umbrage at a properly executed Abjuration! I do not believe in holding hostage the very legacy of the Founders simply to prove some masochistic point! I, *sir*, do *not* believe in such dishonorable behavior from a Clan once so known for its honorable conduct and valor that the Founder himself chose them as his own!"

He was a seething mess. His adrenaline kicked in, burning the tiredness from his body. His soul was alive. He felt unburdened. *Free*.

He had also chastised a superior officer. Akule felt his face flush. His mouth opened, shut again.

Kerensky was looking at him with narrowed eyes. The Elemental in the back of the room hadn't moved.

Akule cast about, trying to remember the words for *sukairede*. He blanked.

A booming laugh erupted from the Elemental. "Seems you picked the right warrior, Star Colonel."

A broad grin blossomed across the Star Colonel's craggy face. "I believe I did." He gestured for Akule to follow him and made for the room's exit. Kerensky stopped and took the bag from the Elemental, who bowed slightly. Ramil held the satchel almost reverently. Stunned and bewildered, Akule's training took over. He followed the Star Colonel out the door, but the Elemental remained behind.

The pair entered what had been an office, possibly one of the head administrators of the building. Kerensky levered himself behind the massive oaken desk and pointed Akule to a chair opposite him. The young warrior obeyed.

"Akule, you are aware that this is a Watch operation, *quiaff*?" Akule nodded. "Simply put, there is more going on here than your young warrior mind understands." The older man paused as several staccato booms echoed nearby. A string of dust fell from the ceiling, piling onto the desk between them.

"Despite your assertions, this is not a suicide mission. We are not on some Hellion-like tantrum to stick it to the Clans. Khan Ward and I sorted this operation out months ago. It is Clan Wolf's contingency plan.

"The whys and wherefores are not necessary. Politics, all of it. What I do know is that we are securing the future of Clan Wolf, not destroying it. Out there, this Clan is Abjured. *Dezgra*. Less than Clan. To them, to all of those warriors out there under a different banner, we are worth nothing because we decided to stand for our principles."

He paused and looked Akule in the eyes.

"Our Founder's principles."

The Star Colonel stood and paced. The booming clangs from the unseen battle reverberated around them, punctuating each of the officer's steps.

"Akule, we are taking the Founders home."

Home? Isn't that Strana Mechty? That makes no sense. Unless the Wolves— Akule's eyes widened as he suddenly understood.

It seemed an eternity before either warrior spoke. Akule broke the silence. "Sir, what does this have to do with me?"

Kerensky nodded once, accepting Akule's understanding of the situation.

"You and your fellow Coyotes—now Wolves—" Kerensky smiled at his correction, "are our youngest. My Watch warriors are old. We desire the death that is inevitable here. But you, you young ones are the future of the Clans. Our Clan. And out of all of our recent *abtakha*, you are the one I believe will succeed in the true objective of this mission."

He stooped and picked up the gray bag, placed it solemnly on the table. "Before you are the *giftakes* of Nicholas and Andery Kerensky. Founders of the Clans."

Akule sat up as if electrocuted.

His superior forestalled Akule's coming question with an upraised hand. "This came directly from the Master Genetic Repository in Katyusha. It is, right now, the only copy left.

"As most of you were fending off the challenges and attacks by our erstwhile opponents, my Watch has been carrying out their own orders. Suffice to say, our honor is stained by our actions, but we would repeat them again if necessary."

Instantly, Akule knew what Kerensky meant. Knew. The absence of any lower caste staff wasn't because they had evacuated. They had been eliminated. He looked up at his superior with new understanding. The lines etched on his face, the hunch of his shoulders—not from exhaustion. From shame. Personal dishonor.

But their very act would save Clan Wolf, would save the core of the Clans.

Akule's spine straightened, new respect blooming for his crusty old commander.

Kerensky must have sensed the change. He smiled at the younger warrior. Almost seemed to admire him for grasping what was a delicate situation.

"Sir, how will we get this to the Clan? We are trapped here. Once the other Clans realize what we have done, what we possess, they will hunt us down, tear us to shreds." He almost reached out to touch the nondescript bag, forced himself to settle back into the hard chair.

Another ripple of explosions shook the office. Akule heard more glass breaking nearby, another loud crash as something else within the building gave way.

"That's where we come in. We are your distraction. When I give the order, you are to leave your position, take this satchel and make your way into Katyusha." Kerensky appeared unperturbed by the noise. He dug into his gray jumpsuit and tossed Akule a small chip. "On there is your contact information. When you get to the DropPort, locate the merchant and vessel listed therein. Show him the chip when asked. He will take care of you.

"Once you lift, you are to make all haste to the Wolf Occupation Zone and the Khans. The chip contains your Watch authorizations; simply show them to whatever Wolf officers cross your path and they will assist you."

Akule examined the plain chip. It was the size of his thumb, with no markings to betray its contents. He slipped

it into the inner lining of his chest pocket. He glanced up to see Kerensky looking at.

"Yes, sir?"

"Akule, understand this: I chose you. Not because of your skill, your brains, or even your looks." Kerensky's voice turned hard, intense. "I chose you because you have the warrior's heart." He looked down to the floor, pausing. Akule waited. There was more, he was sure of it.

"I chose you because in you lies the Way of the Clans."

5 December 3071

Another salvo of missiles slammed into the Chapel's edifice, showering them with stone and shrapnel. Akule squirmed even more into the debris pile but couldn't avoid a hot piece of metal nicking his knee.

He barely noticed it.

For what seemed the billionth time he tapped his chest pocket, feeling the hard edge of the chip within. His left hand reached down to feel the small satchel still attached to his waist. Jana laughed, the sound jarring amid the explosions and gunfire from beyond his position.

"What?" he asked irritably. He hadn't slept more than two continuous hours since his meeting with the Star Colonel. The night behind them lit up again as another explosion vomited noise, smoke and debris across the shattered portico. The rubble pile in front of them resembled the outbuilding from two days ago in only the vaguest sense. It seemed two years ago.

The roar of an aerospace fighter overwhelmed them. Glancing up, he only caught the afterimage of the Cloud Cobra symbol as the fighter unloaded on an unseen target to their right.

"You're very superstitious all of a sudden," Jana shouted. Her words were loud in the abrupt silence. "I find it amusing and intriguing, coming from one so stuck on honor it formed your spine."

He shook his head. He hadn't shared his new mission with her, afraid what it would mean.

Abandonment.

The thought of it churned his acidic stomach. He could not—*would not!*—leave her here. But his orders—

Orders be damned, he thought for the millionth time.

The fighting had become more intense, as the Star Colonel had predicted. Most of the Clans simply abandoned any pretense of honorable combat after the first day of fighting. They then came on in small groups, seeking to put down the Wolves once and for all.

One of the Wolf Watch MechWarriors had caught part of a broadcast from the ilKhan. It seemed that whichever Clan claimed victory over the Wolves would be the new Clan of the Founders' legacies. That pronouncement had spurred the Clans to new heights.

It also spread more chaos across the once-sacred grounds of Svoboda Zemylya.

Eager to stake their claim and win honor for their Clan, the attacking warriors began assaulting each other. Clan rivalries burst open. Suddenly, the Wolves weren't the only enemy; every other Clan was as well. Akule heard rumors of Clan warriors declaring Trials of Possession over access points in the wall, Grievances fought over "wrongful kills."

It was disappointing.

Taking advantage of the brief pause in their area, Akule and Jana darted forward again, their assault rifles primed and ready. They would not do much against BattleMechs or even battle armor, but they were devastating against the few Ebon Keshik infantry and unseated MechWarriors wandering the grounds. Akule and Jana had been sent to their old fire zone to flush out a small group of police guardsmen spotted near the main wall breach.

The main wall was a joke, mostly rubbled marble and granite. The heaps of broken BattleMechs and the occasional aerospace fighter formed a second barrier, creating a navigation hazard for the unsuspecting. The Wolf warriors, what few remained, had taken to piling the battlefield junk along the perimeter. Whether an act of defiance or simply defense, Akule didn't know. Or care.

The two Wolves slid into a small crevasse between the horizontal legs of a fallen *Fire Moth*. Akule scanned the debris field through his night vision scope, hunting for movement. Jana squeezed down beside him, covering their backs.

He'd just spotted a potential target when his earpiece crackled. "The light has fallen. Repeat again, the light has fallen." Akule felt his heart drop into his stomach.

Jana looked at him. "What in Tamaron was that all about?"

Akule shrugged, closing his eyes. It was the agreed-upon go signal. The Star Colonel was insistent that Akule move immediately upon hearing it.

"Jana, come with me."

She pulled her face from the rifle scope. "What? I've got a bead. No need to move now."

Akule grabbed her arm, pulled the rifle down. "Jana, you have to trust me. Come with me. Now."

A bullet spanged off the armored thigh above them.

She nodded, her face determined. She would not question, not now.

Akule patted her leg, then the satchel at his waist, then tapped his chest pocket. Nodding to himself, he raised the rifle and sighted, pulling into the trigger. A scream punctuated the end of the rifle's burst.

Taking one last look at Jana, at the smoking, ruined Blood Chapel behind them, he stepped around the wreckage and raced for the nearest opening in the perimeter.

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"Akule, wait! Slow down, there's no one behind us!" Jana's voice bled exhaustion.

The pair had run at a fast pace from the Chapel grounds for several minutes. The police guards had briefly followed them. Seeing the two were fleeing the area, the guards had instead shouted several insults and turned back to the Chapel.



He paused, spinning into the doorframe of a small office building. They were nearly out of Svoboda Zemylya. A high-speed rail station was close by, giving them access to Katyusha. And freedom.

The two of them stood in the doorway, panting. It was a warm night, though many of the street lights were out. Two of the power stations had been caught in a crossfire the day before; Katyusha technicians had yet to repair them. In the distance, the rumble of autocannon fire and shrieks of missiles masqueraded as a distant summer storm.

"Akule, tell me what this is about. I know you've not come down with the case of the cowards. What in the sands of Tamaron is going on?"

And there it was. The question lay on the table. It was time for Akule to choose his path.

He took a deep breath.

Looking up into her eyes, he faltered. It was the eyes of his fellow Clansman. The eyes of his sibkin.

The eyes of the only family he had ever known. The eyes of his Clan.

He told her everything.

***

They made the rail station without incident but found it another victim of the violence slowly rolling from the center of Svoboda Zemylya. Akule wandered the surrounding buildings, looking for some mode of transportation. If they had to they would walk the five kilometers to Katyusha.

Jana had taken the information in stride. She pledged to remain by his side; they would complete the mission together. It was the Way of the Clans, to support one another in their endeavors of honor. This would be her contribution.

The ground shook. A cacophony assaulted them from the north. Akule turned in time to see a great column of fire and smoke exhaust itself against the night sky, unfolding in the mushroom shape of a major explosion.

The finale.

Jana touched his shoulder, squeezing it. "That was the Star Colonel, wasn't it?"

"*Aff*."

"Then he did it. The Chapel is destroyed."

"*Aff*." Akule's hands gripped the satchel at his side. He could feel the ornate box within, mentally traced the reddish-gold Wolf's head on the lid. "At this point, the Clans will believe that—" he stopped, staring down the street.

"—that the Kerensky legacy is no more. Or will believe so once they discover what happened at the Repository." She looked behind them, pointed. "Akule, there's a technician's van over there."

"Jana," Akule whispered. The ground shook again, smaller tremors. A slow cadence, like that of an approaching BattleMech. He pushed Jana to their left, dodging into an alley. She froze against him. He hoped the MechWarrior hadn't seen them.

The *Grendel* flashed on its searchlight. "In the name of Clan Hell's Horses, halt!" a female voice boomed from the 'Mech's external outputs. "Come out where you can be seen."

Akule looked at his twin. "Jana," he whispered fiercely, "take the box and the chip. Go to Katyusha. Fulfill the Clan's mission." He shoved the box into her hands, the chip into her pocket.

She stared at him. "No," she shot back. "They'll ignore us. We're not dressed like MechWarriors."

"Think," he retorted. "We are out past curfew. With the explosion, all of them will be on edge. If I distract her, you can get away—"

The MechWarrior's voice boomed again, the searchlight panning across the street. A flurry of gunfire tore up the building across the street. "You have exactly ten seconds to show yourself or I will tear this place apart."

Jana shook her head violently. "No, Akule! I go with you, not without!" She looked into his face, was surprised to see him smiling back at her.

"Destiny, Jana," he said softly.

She frowned.

The sound of a laser snapped over their heads, setting an office roof aflame. "Five seconds," the voice demanded.

"It is something a wise warrior once told me," said Akule. "That our lives have meaning, a purpose. A way, a path laid out before us."

She put a finger to his lips. "And yours is the way of the warrior." A tear cut through the grime on her cheek. "And a warrior you are, Akule. A warrior of the Clans."

He gripped her fiercely and his smiled widened. She knew. She understood. She would complete the task.

They were Wolves.

No, he amended. *They were* Clan.

He stepped out from the alley into the light and the noise.

Jana ran.

TRIALS OF POSITION



TRIALS OF POSITION

The old Terran maxim claims, "those who neglect the past are in turn doomed to repeat it." While the horrors of 3071 to 3075 were definitely not a repeat of the Clans' history from 3061 through 3067, the events of that era ended up being keystones and catalysts for what was to come. So I have included a general review of that time, liberally strung with observations and notations made by various Loremasters during the Grand Council's *Field Manual* project in 3067. It is a good place to start, as that project was the last to delineate where the Clans were as a whole.

Once the foundations are understood, the depth of the Homeworld depravity after 3071 becomes much more clear.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

WHAT CAME BEFORE

The Annihilation of Clan Smoke Jaguar at the hands of the Second Star League prompted a number of somewhat unexpected effects on the Clans as a whole. The most obvious was the upswing of petty squabbles and miniature wars that broke out between those who fought to seize control of the now-dead Clan's holdings. During this time, Clan Nova Cat found itself Abjured, tossed from the Homeworlds and forced to find refuge within the Inner Sphere, all while under the guns of those Clans who cared not for the Cats' actions. Even as the Cats scrambled to react, several Clans jockeyed for position to seize Nova Cat holdings, often conducting preemptive strikes to ensure they would retain control once the Cats were gone.

Conversely, the departure of Clan Ghost Bear from most of Homeworld space was accomplished in near-complete secrecy, a massive undertaking that consisted of several mass convoys and an orderly transition of their enclaves to their allies. The Bears, by the end of the 3060s, were located only on Arcadia and Strana Mechty; the rest of their holdings were given as gifts to their allies and those who had assisted them in their endeavors. Clans Snow Raven and Diamond Shark were the biggest beneficiaries of the Bear's relocation program.

With the vacancies of these three Clans—Smoke Jaguar, Nova Cat, Ghost Bear—a vacuum of sorts remained. The clambering to fill that space sparked off several rounds of bloody Trials and political machinations. These conflicts slowly escalated as the decade closed, masking other, deeper issues that would end up bursting upon the Homeworlds in the next several years.

ARMED POLITICS

As conflict began to unravel in the Homeworlds, Clan Steel Viper—still holding several worlds in the Inner Sphere alongside the Jade Falcon OZ—attempted to punish their Falcon rivals. Khan Perigard Zalman hoped to punish the Falcons for allowing freebirth warriors into their touman by taking over their worlds in the occupation zone. [*That the action would also allow the Vipers to make the Falcons pay for every grievance between the two Clans, as well as win honor for ejecting an Invading Clan from its conquests, was a bonus.–SK*]

The Vipers began their assault by invading thirteen Falcon worlds in April 3061. Flush with almost-immediate success after driving the Falcons from those worlds with minimal losses, the Vipers pushed into a second wave and hit seven more worlds. It was there they hit a stalwart Falcon defense.

Led by Khan Marthe Pryde, the Falcons launched their own counteroffensive that slowly spread through the occupation zone and ended when Khan Zalman was defeated on the field of battle by a freeborn Falcon warrior, Diana Pryde. [*The double-disgrace of losing to a freeborn who had won a Bloodname was something that almost cost Zalman his khanship. He fought off several challenges during his return to New Kent. –SK*] Stunned by the loss, the Vipers quickly accepted the Falcons' offer of *hegira*. Zalman and the Vipers then abandoned all of their Inner Sphere holdings, leaving them to the weakened but victorious Clan Jade Falcon.

The Viper-Falcon conflict was the only major action within the Inner Sphere occupation zones. Clan Wolf remained neutral in the fight, content with allowing the two combatants to tear each other apart. The Wolves also lacked sufficient strength to execute a war of their own, especially when across their other border were the strengthening Ghost Bears. With almost all of the Bears' touman relocated to their Inner Sphere holdings, the Wolves knew they needed to prepare for a possible assault from their stronger neighbor.

Instead, the Wolves opted to follow the political route to maintain the Wolf-Bear border. In response to a Bear attack in 3060, Khan Vladimir Ward invited Clan Hell's

SEEDS OF DESTRUCTION

In hindsight, the Great Refusal seems to have been the catalyst for much of what followed after the Grand Council meeting in late 3067. Various seeds of discontent and destruction were laid by many Clans (or their leadership) in the years between the events. Seemingly innocuous dealings and minor flare-ups covered deeper meanings and plans, which only the benefit of hindsight now uncovers.

The Great Refusal left the Clans in a tension-locked split of ideological viewpoints. The Crusaders, their dream of a Clan-dominated Terra evaporated, found themselves at odds with the smug Wardens, who had through luck or maneuvering finally managed to protect the citizens of the Inner Sphere from a concentrated Clan invasion. Even as the dust settled from the Refusal Trials, however, a new philosophical split began to form between those Clans already occupying worlds within the Inner Sphere and those who felt trapped among the worlds of the Kerensky Cluster. With the invasion now refuted according to Clan law, many of the Homeworld Clans believed themselves denied the rich resources found among the worlds of the Inner Sphere. Some of those Clans began to plot and scheme on how they could move in and take their portion through honorable right of conquest.

Yet some few among the Clans saw beyond the pettiness of resource hoarding and the glory and honor of war. They saw, instead, a subtle change in how politics and personal lust for power were corrupting the true Way of Kerensky. Whether the shift was from the corrupting influence of the Inner Sphere or a natural evolution of Clan philosophy, it was undeniable; a few individuals saw opportunities to bring the Clans back to the original Vision of Kerensky.

—Clan Ghost Bear Loremaster Laurie Tseng, *Personal Annotations, 01063079*

Horses—a long-time enemy of the Ghost Bears—into the Wolf occupation zone, "gifting" them three worlds along the Bear border. The move ensured that the Bears would not move against the Wolves while the Horses remained in striking distance. Led by Khan Malavai Fletcher, the Horses would eventually feel the need to strike out at the Bears, providing the Wolves with a measure of security. Such a cushion was necessary, as the Wolves continued to rebuild after the devastation of the Refusal War.

In early 3064, the Horses finally acted. [*It was, of course, only a matter of time before Fletcher opted to take advantage of the situation. I know many of us were surprised it took him that long to move. –SK*] Taking advantage of the redistribution of the Ghost Bear touman to the Combine border [*reacting to the surprising assault on Alshain –SK*], the Horses struck from their three worlds straight into the heart of the Bear's zone. Their initial gains were impressive, but what the Horses did not take into account was how the Bears would handle the Combine situation and the Clan's determination to smash back at their older enemy. By the time Khan Fletcher had arrived in the Inner Sphere to lead his Horses personally, the Bear-Combine conflict was nearly over. Before the Horses could consolidate their gains, the Ghost Bears counterattacked in force. All of the



Horse gains were wiped out, and the three worlds given to the Horses by the Wolves were then taken by force. With the loss of their foothold the Horses were pushed back out of the Inner Sphere. The Bears then seized Gunzburg and Rasalhague from the Wolves as punishment for their political maneuverings.

Shortly after returning to the Homeworlds, Fletcher was challenged by Star Colonel James Cobb, who defeated the Khan and took over as the Clan's leader. The Horses then backed off to lick their wounds and refocused, moving away from the overreaching goals of their previous leadership and towards stability.



LOGISTICAL RISK

For several years, Clan Wolf made few inroads in utilizing the infrastructure of the worlds within its occupational zone. Whether because of inbred contempt for Spheroid industrial capacity, or some need to keep Clan and Sphere separate, the fact remains that the Wolves rely heavily on a long logistical chain to their Homeworld enclaves for military supplies.

Part of the situation may stem from the Clan's leadership and viewpoints. To the Wolves, the civilians under their care are considered less an adopted population and more an untrustworthy burden. While much of a planet's infrastructure is left in place to tend to the planet itself, they do not trust Clan technology and know-how to the lowly barbarians of the Inner Sphere. Military factories that once served the Lyran Commonwealth in the days of the Succession Wars lay silent and fallow. Compared to the bustling complexes within the Dominion or the belching factories in the Falcon OZ, military industry centers in the Wolf OZ are veritable wastelands. With its primary war factories shuttered, the associated economies around these manufactories plummeted. Some worlds have managed to adjust, finding new paths as civilian industry exporters, while others slowly slide into decline. Such long-term recessions have done much to reignite various anti-Clan rebel groups, which makes them target practice fodder for budding Wolf warriors and aging soldiers.

This long logistical tether is a weakness to the Clan, and one that may be exploited by their enemies.

—Clan Diamond Shark Watch Star Commander Ethan, *OZ Summations, 10023067*



VOYAGE OF DESPERATE DISCOVERY

In 3067, a Blood Spirit force was tasked to hit Adder enclaves on Tathis and Arcadia. Two Blood Spirit merchant JumpShips—the *Coral Gulf* and the *Cyprus Dream*—separated from the small force on their own missions. Both JumpShips were sent to nearby systems in order to find and start a new colony world for the Spirits. The operation was a long shot; the Spirit leadership was preparing for the worst, but hopeful that the Clan would eventually turn the tide on the Adders and free York.

The *Cyprus Dream* explored five different systems, but to no avail. The *Coral Gulf* found a system that contained two suitable planets for occupation. While neither planet in the system (renamed Colleen for the Clan's founder) was a Terran Eden, both Haven and Honor had enough resources present to provide minimal sufficiency. Haven, being the closer planet to the primary, received the bulk of the *Coral Gulf*'s complement of laborer, scientist and technician castes, while the Forty-second Crimson Vanguard Cluster remained to provide defense. The *Gulf* returned to York in mid-3067 and was sent back to Honor in early 3068, "disappearing" from another Spirit task force. It was a pattern that would continue for the next few years, accelerating progress at both colonies.

—Clan Blood Spirit saKhan Constans Cluff, *Addendum Notations, 13043074*

BALANCE OF POWER

The "scavenger wars" after the fall of the Smoke Jaguars lasted over two years, though the fighting over the Annihilated Clan's holdings did not truly end until 3066. Hoard and Huntress were the focal points of the fiercest fighting, becoming yearlong meat-grinders between Clusters and, in a few cases, Galaxies. Brim and Delios were the settings for smaller, though no less fierce, engagements; it was not uncommon for battles to degenerate into small free-for-alls involving several opponents that fought over towns and minor factories. [*Such melees ended up destroying the objectives more often than not, a subtle shift in Clan warfare. Less care was taken to not involve infrastructure; instead, they often became part of the battlefield and were subsequently trampled. Clan Diamond Shark saw one unfortunate action on Brim, where a Scorpion-Raven Trial ended up wiping out our recently-claimed ferro-fibrous forging center. While then-Star Commander Alan Hawker did exact proper revenge for the loss, such honorless battlefield behavior was unfortunately becoming a common situation. –SK*]

As the Ghost Bears slowly withdrew from the Homeworlds, Clan Star Adder rose in power, followed closely by the Steel Vipers and Hell's Horses. All three Clans maintained strong and viable toumans, and the Adders maintained a formidable power bloc within the Grand Council. [*Quite a feat for the Adders, considering they lacked strong allies at the time. –SK*] The Adders experienced some internal upheavals as their recently-absorbed Burrock warriors and civilians began to chafe under the Clan's more stringent policies.

The Burrocks had fought without hesitation against Clan Blood Spirit during the Trial of Absorption in 3059 because of the long-held enmity between the two Clans. With that fight now in the recent past, however, and with sibkos graduating new generations of warriors, many of the older generation—those who were raised and fought under the Burrock banner—found it increasingly difficult to find a place for themselves within the tightly-knit society fostered by the Star Adders.

The Star Adders pursued two avenues to appeal to the discontented Burrocks in their midst. The first was rather benign; the development and production of the *Burrock* BattleMech did appease the more aggressive of the dissenters. But it was the second avenue that proved to be the more popular—and consequently, one of the most grueling trials faced by the Clan. [*The end result … I will just say this: the invasion and occupation of York could only lead to one outcome, and that is exactly what happened. –SK*]

In early 3063, Clan Star Adder began authorizing raids on the Blood Spirit capital world of York. Anxious to take part in whatever form they could, many Adders did whatever they could to participate in the attacks. The popularity of the Clan's decision to conduct such attacks reached a crescendo within the Adders and, in late August 3064, the Clan mounted a heavy invasion that inflicted substantial losses on the Spirits. [*One in particular was the loss of the* Blood Fury. *–SK*]

THE FAMILY FACTOR

When the call came for a return to the Inner Sphere, we were Crusaders, believing in the Great Father's Hidden Hope Doctrine. We won our case for the invasion with our Khans' lives and, under new leadership, took part in Operation REVIVAL. We carried few supplies to fight the campaign, an error compounded when we underestimated the tenacity of the Inner Sphere's defenders. These factors cost our Clan dearly, but cleared the way for another change in leadership that would lead our Clan into the promised land with a bold new direction.

As expected, the announcement of our complete relocation to the Inner Sphere and shift to the Warden stance— both results of our own self-discoveries after ComStar won the Tukayyid battle— took most of our fellow Clans completely by surprise. Only the Diamond Sharks and Snow Ravens, who assisted in the transition, did not react strongly against it. Nevertheless, all the criticism and attacks—verbal and otherwise—could not hide our brethren's intense jealousy over our having accomplished what all Clans had wished for since our formation. The Ghost Bear had come home to stay.

We brought with us the same sense of family ingrained in our society from its inception, the spirit of unity that continues to bolster a sense of harmony, particularly with those among us formerly of the Free Rasalhague Republic and the Draconis Combine. The combination of their industrial, commercial and cultural vitality with our martial might and Clan efficiency have made us stronger together, assuring that our new Dominion will remain a presence to be reckoned with for a long time to come. We recently brought that truth home to all those neighbors who dared to challenge us in the past several years.

—Clan Ghost Bear Loremaster Laurie Tseng; *CGBFM Update 09083067*



ADDER PATIENCE

In the aftermath of the Smoke Jaguars' fall , Khan Cassius N'Buta set our Clan on a road that brought it not only glory, but material gain. We attacked quickly and decisively, securing significant gains and reinforcing them before others could take them away. Clan Star Adder took enclaves on three worlds almost immediately, and while the rest of the Clans battled each other for miniscule gains, the Adder waited patiently.

Soon enough, the others wore themselves out with pointless attacks, and the Adder once more took to the glorious field of battle. War raged several worlds, but we were rested while our enemies had tired themselves in incessant battling.

Both the Wolf and the Jade Falcon lost ground before the might of the Adder, the former on Hoard—where the Star Adders likewise taught the Ice Hellions a lesson they will not soon forget—and the latter on Huntress and Marshall. Likewise, the Steel Vipers lost their hold on Homer, but understanding the righteousness of the Adders' campaigns, they instead turned against their old enemy, the Jade Falcons.

—Clan Star Adder Loremaster Dagmar Lahiri, *CSAFM Update 09083067*

Part of the Adder's strategy in the invasion was to deal a crippling blow to Blood Spirit honor. The Adders purposely fielded second-line equipment and warriors in the assault; their initial victories were nothing but bitter losses to the Spirits. The problem magnified itself to the besieged Clan: any Spirit victories came against second-rate Adder units.

Rather than let their gains stand and back off their assaults, the Adders continued to press. The Clan changed their strategy slightly, fielding older solahma warriors looking to die glorious deaths and wet-behind-the-ears sibko graduates who often used the battlefields of York to conduct their Trials of Position. Eventually, the Spirits began to retake their lost ground, swallowing their pride and pushing back against their lesser-skilled opponents. The Adders had begun to turn York into a battle for the Spirit's very survival. Sufficiently pressed, Blood Spirit Khan Karianna Schmitt eventually looked to strike back.

In 3066, the Spirits massed together enough force to land and gain a foothold on Arcadia. Though a minor victory, it was one wrought against their enemy on their own turf against equal force. Word of the Spirits' victory had a profound effect on their warriors; on York, the Spirits struck out and seized three additional enclaves previously lost to the Adders.

The boost in morale spawned another bold idea from the Spirit leadership. In 3067, the three remaining Spirit WarShips sortied from their haven near York's outer moon, isolating and destroying the Adder WarShip *Vritra*. As the Adders concentrated on countering the Spirits' move, Iota Galaxy [*under the command of Galaxy Commander Jeremy Schmitt –SK*] joined up with a waiting Fire Mandrill WarShip [*the* Rancor *–SK*] and slipped from York. Iota Galaxy and its Mandrill allies hammered the Adder enclave on Tathis, taking two Trinaries worth of ProtoMechs and OmniMechs before departing. [*At the time, Iota had seemingly disappeared. It was discovered later that Iota had parted ways from the Mandrills and arrived at Honor, delivering several technicians and scientists to the world to assist in getting the world's terraforming equipment into full operational mode. –SK*]





MONKEY IN THE MIDDLE

In early 3067, knowing that we had to take the war against the hated Adders to their own doorstep, we sent the newly formed Iota Galaxy to do just that. Through the efforts of Fire Mandrill ilChi Jas Keller, two Clusters from Kindraa Mick-Kreese joined the strike.

The Eleventh Battle Force and Thirty-second Vanguard Battle Clusters of Kindraa Mick-Kreese left Shadow to join Iota Galaxy in an assault on the Star Adder stronghold on Tathis. In a strange echo of the Spirits' own recent history, elements from the Twenty-seventh, Thirty-first, and Forty-second Vanguard Clusters of Kindraa Kline—jealous of Kindraa Mick-Kreese's growing prosperity through its association with the Blood Spirits—departed Shadow and Foster immediately upon learning of the assault. Whatever they hoped to accomplish, the results were catastrophic. As Kindraa Kline units dropped into the middle of the raging conflict on Tathis, utter chaos ensued, with almost all units suffering friendly fire. In the end, though the strike force hurt the defending Adder units, the two Kline Clusters were decimated, with barely a quarter of their original force lifting off-world. The loss of so much of Kindraa Kline's overall strength devastated them, leaving them open to predation by other Clans, especially the Star Adders, who occupied the same holdings as the remaining Kline forces on Dagda. Expertly manipulated by Jas Keller, Kindraa Mick-Kreese immediately moved against Kindraa Kline and offered them a choice: face annihilation at the hands of the Star Adders, or merge with Mick-Kreese. Though the embattled Kline Kindraa hated the inevitable, they bowed to it and Kindraa Mick-Kreese-Kline was born.

—Clan Blood Spirit Loremaster Bayle Campbell, *CBSFM Update, 09083067*



FRACTURED ALLIANCES

Khan Amanda Carrol spent the better part of five years building tenuous bridges between a few of the stronger Kindraa. Under her leadership, even Kindraas Payne and Sainze forgave a great deal of their old rivalries in the spirit of unity. Most of Khan Carrol's hard work collapsed early in 3066, however, when Kindraa Beyl-Grant—seeking greater Warden representation in larger Clan issues—levied a challenge for the position of saKhan against Kindraa Sainze. When Kindraa Kline also backed the Beyl-Grant call to Trial, Sainze attempted to rally Kindraas Faraday-Tanaga and Mick-Kreese to its side. Both hedged, Faraday-Tanaga because of its long-standing belief that the Sainze Kindraa abuses whatever power it garners. Kindraa Mick-Kreese attempted to leverage peace instead, applying pressure to Kindraa Kline and even blockading one of that Kindraa's strongholds with WarShips to prevent them from "… throwing out half a decade of the Khan's work for personal gain."

Infuriated by such lackluster support, Kindraa Sainze struck at Beyl-Grant with three Clusters and nearly shattered them. Sainze troops pulled back only when Kindraas Faraday-Tanaga and Payne joined forces to prevent the death and *de facto* Absorption of Beyl-Grant. Thwarted, Kindraa Sainze launched quick "strikes of reckoning" against Kindraa Kline for its earlier support of the Beyl-Grant proposition. Those battles lasted longer but took place on a much smaller scale, and might have been enough to assuage Sainze ire if not for Kindraa Payne's next action. Kindraa Payne entered into an alliance with Beyl-Grant, creating a strong Kindraa out of those two weakened Houses.

Kindraa Sainze saw its potential prize dealt away by politics, and so threw itself with renewed fury at Kindraa Kline. Forced to call for help, Kline sought out the nearby Mick-Kreese Kindraa, which in turn brought in the ilChi of Clan Blood Spirit to mediate. Kindraa Kline gave up significant resources to Kindraa Sainze to pacify them. In effect, as Samantha Kline argued, Kindraa Kline paid for Kindraa Payne's gain. With fingers pointing in so many different directions, the Kindraa alliances broke apart, and Amanda Carrol suffered a vote of no confidence as Khan. She did not even attempt to defend her position, but stepped down and left the Fire Mandrill Khanship vacant.

—Clan Fire Mandrill Loremaster Cassandra Faraday, *CFMFM Update, 09083067*





PASSING THE TORCH

Khan Cobb's latest efforts to redeem some of our lost collective glory have helped restore a sense of pride to our people, particularly the investigations that may purge the worst of our offenders, and the victory here on Tokasha. However, I fear the road ahead before our Clan can view itself with honor again is long indeed.

Since Khan Malavai's fall and our Clan's victory over the Goliath Scorpions on Tokasha, the historical enmity between the Bears and the Horses has come full circle. We each lost an influential Khan, and the symbol of our interrupted development on Tokasha has been restored. But with the end of one feud we have found a new focus for our collective anger, as it is all too clear who encouraged the disasters of the past few years.

Crusaders, and those who cling to the Ghost Bear feud, still dominate our Clan's officer corps, but the herd is gradually finding its way back to the Warden line. In this, we have an unlikely ally in the widespread shame we all feel for dishonorable actions during the Wars of Possession and the Ghost Bear War. It comes as little surprise that the majority of the offenders, who took the most civilian lives in the former Nova Cat, Smoke Jaguar and Ghost Bear holdings we seized, hail from the Crusader camp. The investigations initiated by you and Khan Cobb promise to purge a great many Crusaders from our Clan's leadership, an outcome I doubt many of our Warden rank-and-file warriors would argue with.

—Clan Hell's Horses Watch Star Colonel Ramon Amirault, *CHHFM Update, 09083067*



BROKEN TRUST

The Hellions generally accounted well for themselves, taking on much heavier and more powerful enemies and winning Trials more often than they lost them. Unfortunately, the Hellions sustained losses they could ill-afford to take. Furthermore, the battles they fought were often trivial, gaining the Clan next to nothing. Those battles with real significance were fought against powers that could and did easily defend against the Hellions.

The final straw for most of the Clan's senior warriors was the aftermath of a trade mission to the Cloud Cobra-held Tanis system. Hellion merchants were simply looking to open new avenues of trade and were naturally surprised to be fired upon. Those who survived the supposedly unprovoked attack were taken by the Cloud Cobras as *isorla*, though some rumors claim there were no survivors. In response, Khan Taney ordered an immediate response against the Cloud Cobras on Brim. When that attack was turned back, he transferred his fury to the Star Adders, the Cobras' closest allies, and their Hoard garrison. That supposedly punitive action turned into a near-rout for the Hellions, who subsequently lost a great deal of their territory on that world.

The Clan's most senior warriors could no longer stand by following that disastrous operation. But despite his political and strategic ineptitude, Taney remained an excellent warrior. Four warriors challenged him to Trials of Grievance, including saKhan Sellen Cage; Cage and two others died of their injuries while a fourth was crippled and has been removed from the Clan's active rolls. A fifth challenger, however, finally bested Taney—Star Colonel Raina Montose, who battled her Khan and downed his fighter. Taney miraculously survived the crash, but died of his injuries soon after the Hellion Clan Council removed him as Khan, though several rumors allege he took his own life or was killed in his hospital bed. Star Colonel Raina Montose easily won the support of her Clansmen and immediately set out to correct the problems caused by Taney's actions.

—Clan Ice Hellion Loremaster Jonas Cage, *CIHFM Update, 09083067*

WHEELS AND DEALS

Soon after the Falcons and Vipers tangled, Khan Marthe Pryde looked beyond her borders and saw opportunity. With one eye toward expanding the Falcon zone and another on continuing to sharpen her touman's talons, both Falcon Khans saw the openings provided by the raging Federated Commonwealth civil war outside the Clan's border. The Falcons moved quickly in early 3064 [*just as the Combine-Bear war was wrapping up and the Horses were making their ill-fated grab into the Bear's occupation zone –SK*] and snapped up several worlds.

The Falcon leadership had hoped the Lyran Alliance would be too focused on their conflict with the Federated Suns to stop a modest Falcon offensive. Unfortunately, generals on both sides of the FedCom conflict saw the wisdom in uniting against the Falcon threat. The Alliance forged a stalwart defense and successful counterattack into the Falcon OZ. The Falcons would have eventually been able to push back and reclaim its lost worlds, if Clan Wolf had not executed a limited strike from the two Clans' shared border.

Though the Wolf attack came late—the Falcons simply repositioned some of their touman and easily handled Khan Ward's threat—it did stall the Falcons' drive, faltering a building counterassault against the Lyrans. Though the Falcons won their 3064 offensive in taking more worlds from the Lyrans than they had lost, they did lose a few important resource worlds. However, both Falcon Khans recognized they had given their new generation of warriors opportunities to win glory, honor and much-needed combat experience. Between the Steel Vipers and the Lyran Alliance, the Falcons had successfully proven to their detractors in the Homeworlds that the Clan was more than recovered from the disastrous Refusal War less than a decade prior.

Around 3064, Clan Diamond Shark began more extensive forays into the Deep Periphery as well as the Inner Sphere. The Shark merchant caste had been quietly roaming through the Inner Sphere as far anti-coreward as Solaris VII for a few years, testing possible markets and bringing much-needed intelligence back to the Clan's leadership. [*After ruffling Falcon feathers in 3061 with our negotiations with the Combine, our Khans wisely kept our merchant missions quiet. –SK*] Such forays rarely involved anything more than benign trading, though the Sharks continually made gains among several small- and mid-sized corporations and conglomerates, laying down a foundation for future trade routes and agreements.

One of its first major combat actions in the Inner Sphere came at Twycross. After winning the right to assault the former Falcon world [*taken back by the Lyrans during the 3064 counteroffensive –SK*], the Sharks engaged the Alliance forces and emerged victorious. [*Selecting and seizing the world was not just a whim on our part. Our scientist and merchant castes had studied the system from the Falcons' initial surveys and older Star League data tables. We recognized that the outer planetoid in the system held a high potential for HarJel. So when the opportunity presented itself… Sticking it to the Falcons was a rather nice side profit. –SK*] The Sharks secured both the planet and Jonah's Reach on the far end of the system, where several deep wells of HarJel were discovered.

CONSIDERING TWYCROSS

With the Falcon Guard destroyed once more on Twycross, Khan Pryde swore off any attempt at reconquest and left it as an Alliance possession; to the Khan's mind it was a cursed world and she willingly traded any Jade Falcon claim to it to the Diamond Sharks in exchange for their Homeworld territories on the industrial planet of Lum. However, it was soon revealed that Jonah's Reach—a lesser planet in the Twycross system—was home to compounds whose properties mimicked HarJel. Khan Pryde knew her word to the Alliance generals meant she could not attempt to retake the world, so instead she authorized her WarShips to stage Trials of Possession against any Diamond Shark vessels appearing at Jade Falcon worlds without prior agreement. The Shark trade could not be stopped, but it could be made to profit the Jade Falcons, whose own merchant caste was among the strongest in Clan territory.

—Clan Jade Falcon saKhan Samantha Clees, *CJFFM Update 09083067*



ART OF THE DEAL

Thrusting against the current, Clan Diamond Shark opened formal military trade negotiations with the Draconis Combine in the summer of 3061. The opening offer was for none other than the Diamond Shark-built *Ha Otoko*, a missile-carrying BattleMech that had been the subject of so much controversy the year before.

Clan Jade Falcon, already having logged a protest against the design and the Sharks' intentions, brought an immediate challenge on Strana Mechty. The Diamond Shark defense was as simple as it was efficient. The *Ha Otoko* carried no special Clan equipment that could promote an Inner Sphere advantage, and even if it had, the Clans have always maintained that the warrior, not the machine, makes the difference. To prove it, Clan Diamond Shark announced its intention to fight any Trial of Refusal using only second-line machines.

Insulted at the implication that Clan Jade Falcon required a technological edge, the Falcons bargained for and won the right to a Trial. Khan Marthe Pryde would not stoop to battling "merchants-turned-warriors" with her own Keshik, and so the task fell to Sigma Galaxy's Third Battle Cluster. The Jade Falcons fought hard, but in the end lost to superior warriors in "inferior" machines.

—Clan Diamond Shark Loremaster Semi Kalasa, *CDSFM Update, 09083067*

In addition to their boon on Twycross, the Sharks also claimed Itabaiana and Trondheim as "trading post" worlds, winning the rights to garrison the worlds and using them as central points of contact for dealing with the Nova Cats and Ghost Bears. The Wolves rebuffed the Sharks' offer for a similar arrangement on Kirchbach, souring the merchant caste relations between the two Clans. [*A decision that bit the Wolves hard a few years later, tilting general negotiations into our favor. –SK*]

RAVENS IN THE OUTWORLDS

In the earlier part of the decade, Clan Snow Raven began making inroads toward forging their own place among the Inner Sphere. A reconnaissance force probed the Periphery borders of the Draconis Combine and soon ran afoul of an Outworlds Alliance patrol. The small fighter squadron handed the Ravens a sound defeat. Rather than leading to a formal declaration of war, the Ravens instead grew curious. Impressed with their naval prowess—something the Ravens themselves hold dear—the Clan tentatively held out an olive branch and began quiet discussions with the pacifistic Alliance.

The Sharks and Ravens were not the only Clan to explore alternate avenues along the Deep Periphery routes. Clan Star Adder sent their entire Upsilon Provisional Galaxy into the Periphery. Galaxy Commander Tristyn N'Buta's mission was clear: conduct a combination of reconnaissance missions against other Clan holdings, survey nearby

TOXIC MYSTERIES

In an effort to weed out the weak and match their population of new warriors against their arsenal of war machines, the Scorpions introduced the consumption of venom from the goliath scorpion, distilled today into the concoction known as necrosia. This toxic compound, known for its hallucinatory side effects, has since led many Scorpions to believe they can unlock the mysteries of the future in relics of the ancient past. Owing to the influence of their first Loremaster, a mystic named Ethan Moreau, whose preoccupation with Star League-era relics rubbed off on the Clan, the Scorpions have taken up the hunt for any links to the past as a Clan-wide obsession.

—Clan Snow Raven Watch Star Captain Edward, CGSFM Update 09083067

star systems for resources and colony prospects, and keep them away from the Homeworlds. Composed of mostly critics of the Adder Khans, troublemakers, and recalcitrant older former Burrock warriors, Upsilon was to use the Tanis system as their center of operations.

During the ten years it roamed space, Upsilon conducted few attacks on other Clan outposts. The Adders did receive comprehensive reports on what the other Clans were doing in the Deep Periphery, including verifying common trade routes and recharging stations. They also spent a good deal of time rotating Clusters through Tanis, providing combat training for other Adder and Cobra Clusters stationed there. [*And, no doubt, absorbing seeds of sedition and treason that would bloom later in violence. –SK*]



RISING VIPER

Rather than being broken, our resolve was hardened by the events of 3061 and we reveled in the opportunity to prove our strength and vitality. The Snow Ravens, as might be expected for a Clan named for carrion-eaters, were the first to assault our holdings—appropriately, off the back of the Jaguar's corpse—securing a foothold on Homer. However, their success soon became their folly as their commitment to this assault denuded troops from other operations. Our return from the Inner Sphere caught them unawares, and we repulsed their incursion. Were it not for the tenets of *zellbrigen*, we could have annihilated the Raven force that dared to suborn our holdings. Instead, we set about probing their defenses, pushing just hard enough to make it an interesting fight and forcing them to demonstrate their prowess. Had we so desired, we could have staged Trial after Trial for their resources, forcing them into smaller and smaller holdings. Nipping at the extremities can be counterproductive, however; it forces the enemy to withdraw rather than expose their throat for the killer blow.

We struck just such a blow in 3065, using our knowledge of the Ravens' weaknesses gained in the previous years of tests and probes. We did not ask *safcon* of the Ravens—we knew they would not grant it, and in any case it was irrelevant. Instead we used new vessels and techniques developed since our return to the Homeworlds to punch through the Raven cordon and land troops on their industrial capital of Lum. The Trial for a landing zone we won easily, despite Raven attacks on our DropShips, and on Khan Zalman's orders we accelerated the timetable of the assault. Within a week, we had a sizeable and expanding landhold on the world, won in Trial after victorious Trial. Only an unlucky combination of circumstances made us retreat after a month of battles.

The accelerated tempo of our attacks strained our supplies, which slowed our assault more than any Snow Raven combat skill. Our on-world supply sources were insufficient to meet our demands and the reinforced Raven blockade prevented the arrival of fresh supplies. That alone could not force us to withdraw, of course. What did was the threat issued by Galaxy Commander Misha Helmer of the Jade Falcons that his Clan would commence Trials of Possession for our newfound holdings. Khan Zalman had no desire to strengthen the Falcon at our expense—if they wished to take Raven resources, they could harm the Ravens in the process—and thus began a voluntary contraction of our territory that coincided with the arrival of Raven reinforcements. The carrion-eaters undoubtedly thought they had us cowed. How little they understand war. On 12 October, a month after the landings, our first vessels began to withdraw from Lum. Here we did not have the element of surprise, and with no *hegira* to protect our vessels, we sustained severe damage from the Raven ships. The losses would have been much worse were it not for our own WarShips' efforts to secure exit corridors, which they did at the cost of the *Fredasa*-class *Pit Viper* and severe damage to the *Pride of New Kent* and *Sanra Mercer*. Unfortunately for the Clan, Perigard Zalman was one of those killed by the Ravens when the WarShip *Avalanche* annihilated his DropShip.

Though we gained no territory from the operation and lost significant quantities of war materiel that we are only now replenishing, the attack forced the Ravens on the defensive and greatly reduced their stockpiles of raw materials. The Ravens have since abandoned any effort to expand their holdings and instead seem content to lick their wounds. Clearly our efforts forced them to dig in on the five worlds where they have a presence. They will remain in their cage for the foreseeable future, cowed by the might of the Steel Viper.

—Clan Steel Viper Loremaster Arthur Stoklas, CSVFM Update 09083067



CRASHING HOME

The Adder assault on York blew open the floodgates in the Homeworlds. Spurred by the sudden acceptance of violence between the two bitter enemies, other Clans began their own conquests. Trials of Possession began to markedly increase among the Homeworlds, often over standard manufacturing resources and in naked displays of power. While many were more political in nature—the Adder strike on the Viper enclave on Homer being one, borne out of a disagreement between Zalman and N'Buta in the Grand Council—others were more obvious power moves to humiliate. [*The Homer conflict was an interesting one. While I cannot find any solid evidence to support it, many of our analysts believe that the seeds of the forthcoming "Snake Alliance" between the Cobras, Adders, and Vipers were laid at this time. After Homer, there was very little in the way of major Trials and conflict between the three, and it is quite possible they assisted each other in reactivating some of their cached WarShips, eschewing assistance from the Ravens. –SK*]

The Steel Viper assault on Lum in 3065 was one such conflict. Frustrated at their rather abrupt ejection from Homer, the Vipers looked to humiliate the Ravens both politically and militarily. [*It is also quite possible they did it because they were still smarting from their own humiliation at the hands of the Falcons, a fact that Khan Pryde rather enjoyed reminding them about. –SK*] The Vipers arrived at Lum on 8 September 3065 and held the planet for five weeks, stripping as much finished product as possible from the Ravens, including part of the Lum yard itself. [*During the occupation, the Vipers also somehow acquired technical data and construction schematics for the Raven's greatest naval triumph. –SK*]

On 12 October, as the Vipers withdrew from the world, they suffered a Raven counterattack that took the life of Khan Zalman. [*Up to that point, the Vipers had been content with the damage done to the Ravens and had considered their honor sated; with the death of their popular Khan, the Vipers found new energy to fire their hate for the Snow Ravens. –SK*] Khan Brett Andrews and saKhan Nicole Hoskins began a new building program at New Kent that would forge the Viper's measure of revenge.

The Wolves and Coyotes had noted the Viper's expansion of their New Kent shipyards begun in early 3061 and had bargained hard for the rights to use the yards to upgrade their aging WarShips. The Viper merchants ended up on the better side of the arrangements and the glut of materials and resources—combined with those stripped from Lum—were used to assemble a large slip on the edge of the New Kent system. [*None of the Clans knew of this slip until well after its progeny was revealed; it was probably the highlight of the Viper Watch's successful operations. –SK*] The Masters Shipyard was located near a little-used LaGrange point, allowing the few dedicated Viper vessels to service it in secret. [*According to our sources, only the Viper leadership and the technical teams assigned to it knew*

PERIPHERY PLOTS

Even before the Lum operation, we were casting far and wide for a means of bolstering our touman and meeting the Viper challenge head-on. Our trade links with the Ghost Bears gave us access to materials not widely available in the Homeworlds, but the quantities were restrictive, and so per your orders we began operations to secure independent sources in early 3063.

The Periphery world of Farstar proved ripe for the picking, rich in resources but lightly defended. The Trial of Possession for that world lasted scarcely six minutes. The bondsmen taken from Farstar have provided us with detailed intelligence on the Draconis Combine and the Federated Suns. The pirate world of Rezak's Hold followed a few weeks later.

Our fleet made contact with vessels of the Outworlds Alliance in early 3064, though the encounter did not go as planned. Seeking to take the Alliance vessel as *isorla*, we staged a challenge for their JumpShip with one of our own *Titan*s as collateral. To Star Admiral Shu's surprise, the Outworlds fighters proved victorious, and she vowed to learn more about these skilled foes. By the middle of the year, we brokered a deal with the Alliance that allowed us to use Alliance facilities at Balligora to resupply before scouting further afield into the Hyades Rim. The price of this support was a small quantity of our technology and assistance in developing the Alliance's OmniFighter, which they named *Corax* in our honor. Our relationship with the Alliance has been profitable and discussions are currently under way regarding the refurbishment of the Star League-era naval facility at Quatre Belle.

In stark contrast with the Alliance, I advise extreme caution in dealings with the Draconis Combine, whose soldiers demonstrated their barbarism and treachery in the Kanzaka incident.

—Clan Snow Raven Loremaster Klaus Harper, CSRFM Update 09083067

of its existence. It only had to remain secret until the Zalman *was revealed a few years later. –SK*]

Spurred by the conflict between the Wolves and Falcons in 3065 in the Inner Sphere, nearly every Home Clan launched attacks on both Falcon and Wolf holdings in the Kerensky Cluster. Most of the Trial outcomes often turned extremely political as weaker Clans jostled for positions in the Grand Council by striking out at their opponents and even allies. [*The hundreds of Trials of Possession fought during these few years were more of a "just a little bit more" mentality that cascaded across nearly all of the Homeworlds. –SK*] Territory on almost every world changed hands at least once; several saw authority changeovers multiple times.

WOLF STRIKE

In 3065 Clan Wolf came out of its lethargic period and decided to test its new fangs by launching strikes against the Jade Falcon worlds of Colmar, La Grave and Quarrel. The purpose was not necessarily to capture real estate, though given the timing of the strikes, with the Jade Falcons intent on the Lyran Alliance, the hope of taking several worlds was certainly there. Khan Ward specifically used garrison Clusters in these assaults, putting stronger emphasis on obtaining battle-hardened troops.

As the Falcons retaliated and the Wolves made pushes at another handful of worlds, Khan Ward also had to face movement along another border. The Free Rasalhague Republic's Third Drakøn launched a deep penetration strike in July of the same year, searching for Star Colonel Marcos Radick and any surviving elements of the defunct Thirty-seventh Striker Cluster. The Third wanted these individuals for war atrocities committed during the Clans' original invasion. The Ghost Bears, meanwhile, presumably looking to increase Star Colonel Ragnar Magnusson's exposure, struck the old Republic capital of Rasalhague.

With the Falcons trading three worlds to the Wolves' four, and with the loss of Rasalhague, hostilities died down until late in 3066, when another brief flare cost the Falcons Zoetermeer in exchange for Vantaa. Khans Ward and Pryde came quickly to terms again, both of them looking out for the recent arrival of so many new Home Clans.

—Clan Wolf-in-Exile Khan Phelan Ward, *CWFM Update 09083067*





COYOTE DIET

In September 3062, the leaders of Clan Cloud Cobra presented the first Babylon Diet, a month-long conference that brought thousands of religious delegates together from throughout Clan space and even the Inner Sphere. Intended as the first of a series of Diets, the Cobra ecKhans announced they only wanted to use the meetings as a way to share their views and the teachings of the Way with the rest of humanity. They hoped to build a sort of "spiritual bridge" between the Clans and the people of the Inner Sphere.

The Diets were not universally accepted in the Kerensky Cluster. Many warriors saw the event as another method of bringing "dirty Spheroids" into Clan space. [*An early indicator of how much the idea of "taint" brought up later struck such a chord among the warrior caste. –SK*] To these opponents, the Diets went against everything the Clans stood for. Clan Coyote was the leading opponent of the Diet concept, bringing the issue to the table at the Grand Council. The Coyotes were supported by the Sharks, Bears, Scorpions, and Adders; the Cobras found their allies in the Spirits, Hellions, Horses, and Ravens. The other Clans quietly opposed the Diets but took no public stand, preferring to see how the brewing conflict would resolve.

Loremaster Clarissa Jerricho refused to let the matter die in deadlock. She assembled a multi-Clan force from her allies on the matter and led it to Babylon, the site of the first Diet. On arrival, Jerricho launched a brutal assault designed to destroy the Josian Cloister's Honorarium and those attending the Babylon Diet. The defense was equally strong [*heavier than Clarissa anticipated –SK*], holding back more than twice their number as Khan Din Steiner rallied the rest of the Cobra's garrison to blunt the remainder of the Coyote-led assault.

The Cobras defended the assault, and no harm came to any of the Diet delegates. Khan Steiner brought a motion of censure against the Coyotes in the Grand Council. None of the other Khans could readily claim they personally agreed with the gathering. [*The supporting Clans claimed to support the Cobra's ability to hold such a conference, not necessarily whether they believed it was right. Which was really a load of* surat-*waste. Like everything else in the Grand Council at that time, it was all about politics and power blocs, not the issues at hand. Those Clans who had abstained before were the cagier ones. –SK*] What the Khans could not condone was the Coyotes' attack on it, especially conducted without standard Trial protocols. [*The Coyote defense, that they were Spheroid barbarians unworthy of* zellbrigen, *was nebulous at best. –SK*] Those Clans who initially supported the attack ended up voting for the censure. [*Again, politics over conviction. –SK*] The censure was nothing more than a verbal slap of the face, but it did cost the Coyotes political points. The Clan was a bit more isolated than before, having lost a few political allies from the debacle.

REVENGE DIET

Almost immediately after offering the censure motion, Khan Steiner ordered an attack against Clan Steel Viper, whose Khans had voted against his measure in the Grand Council and whose warriors had comprised a significant portion of the Coyote attack on the Babylon Diet. That punitive assault took place on Homer, which drew the two Clans into a larger campaign resolved only with the intervention of Clan Star Adder. In the end, the Steel Vipers withdrew from Homer *en masse*, leaving the Cobras and the Adders in sole possession of the world.

The Adder intervention was a side result of our continuing alliance with that Clan; after their timely interruption, we captured several strong enclaves and increased our ProtoMech production by nearly a third. With these new models entering our touman, it is critical we find a new source of pilots for the machines. Our scientists have discussed with our Blood Spirit allies the acceleration of a new phenotype program, though any new results from these will not be seen for at least a generation. In the meantime, we will continue progress on developing new weapons for our budding ProtoMech forces.

—Clan Cloud Cobra Loremaster Eleni Riaz, CCCFM Update 09083067



COYOTE MACHINATIONS

Worried about their own flagging reputation, yet cognizant of their touman's strengths and abilities, the leaders of Clan Coyote kept our warriors out of the worst of the fighting, concentrating instead on gains we could make easily and without serious losses. Their first foray seemed to validate that strategy—our assault on Huntress gained us battlefield victories and also netted the ProtoMech technologies for which nearly every other Clan was scrambling.

Our second foray was less successful. The combined might of the Cloud Cobras and Star Adders, our two most hated enemies, drove us from Brim with little to show for our efforts. At the same time, I led a multi-Clan force onto Babylon to disrupt the Cloud Cobras' Babylon Diet and eliminate as many of that Clan's leaders as possible. The attack did not unfold as planned, partially due to our allies' incompetence, and we were again driven back.

In the weeks that followed these two campaigns, Coyote Khan Sullivan Koga was killed leading a supplementary attack on Huntress to gain possession of a team of former Jaguar scientists and technicians who had worked on the ProtoMech project. Though the Trial of Possession was ultimately successful, that particular battle against the Star Adders robbed us of our most forward-thinking Khan in decades.

Her death threatened to tear the entire Clan apart. SaKhan Silas Kufahl had outspokenly opposed Koga's policies, and a great many Coyote warriors resented that. Kufahl rose to lead but was challenged by dozens of warriors to Trials of Possession and Grievance, leaving the Clan in a strategically weakened position. With so many leaders and senior warriors concentrating on removing Kufahl, we let our guard down, allowing other Clans to attempt to take advantage of us.

Jade Falcon warriors, seeking to gain honor while their brothers fought bravely in the Inner Sphere, looked toward Tamaron as easy pickings. They landed nearly unopposed and fought hard to gain a foothold on the world, taking possession of the Landen 'Mech Production Complex in the first few days.

That action sent a shudder throughout the core of the Clan and nearly drove our warriors into a suicidal furor until Galaxy Commander Raven Clearwater united us to battle the invading Falcons. The Jade Falcons were turned back in two short, decisive battles led by Khan Kufahl and Galaxy Commander Clearwater. Shortly thereafter, the two Coyote leaders fought a Trial that, by my suggestion, became a proxy for any other Coyote wishing to challenge his or her Khan. Kufahl won by a narrow margin—his 'Mech was disabled in the final salvo of the battle, while his own last shot destroyed Clearwater's fusion engine.

Clearwater was confirmed as saKhan the same day. Now, five years later, the two have continued the work that Sullivan Koga began, completing the reformation of our touman and instilling a new sense of purpose and discipline in our warriors. They have done this by encouraging and occasionally ordering small Trials against other Clans, giving us needed experience and confidence to face the future—one that will likely continue to expand the gap between the once-allied Wolves and Coyotes.

—Clan Coyote Loremaster Clarissa Jerricho, *CCFM Update 09083067*

The Babylon Diet ultimately accomplished little. Though the Cobra ecKhans would claim success in propagating the truth of The Way, very little was actually done. Aside from the few attempts by various Inner Sphere nations to plant intelligence agents among the lower castes, most of the Inner Sphere religious leaders failed to incorporate this newfound knowledge into any sort of movement of understanding. [*Why the Cobras thought this would be an end result rests only in the minds of its more dedicated ecKhans. –SK*] Proof that the Diet concept had failed was the exceptionally low turnout for the 3067 Diet; barely 20 representatives arrived from the Inner Sphere, as opposed to the 1,200 in 3061. [*A more relevant reason would be that most of the delegates did not want to cower in the basement while a war raged outside, with the attackers vying for their lives. The Inner Sphere perspective was quite different, but the embassy officials were more interested in painting some form of successful integration between the Clans and the Spheroids, to tamp down fears of "the Clan threat." –SK*]

By the time the Inner Sphere melted into the throes of the Jihad, a tentative détente had settled over the Clans. Many of them rested on a razor's edge, struggling with neighboring enclaves over small production runs, warehouses of resources and barren tracts of land. [*Many would indicate that is just the Way of the Clans; incessant arguing, itching for an excuse to fight. That is, fortunately, only a barbarian's view. –SK*]



LIFE ON THE KNIFE EDGE

I have included this Inner Sphere report more for the fact that at least one Spheroid seems to understand the Clans' way of life, unlike Khan Ward of the Wolves-in-Exile. The author is not important; what is relevant is that this description of Clan society and how it works is one of the best layman's explanations I have seen outside the merchant caste, even with the vulgar language.

Please understand that I am not attempting to insult the Council with information that we already know. My intent is simply to describe the context of our situation of the time to our future leaders, who will no doubt read these reports in their attempt to comply with our standing order to remain disconnected from our wayward brethren. It is to them this is given, so that understanding will continue to guide their way.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

REPORT #82A-33s "Clan Society"

Precentor Martial:

Pursuant to the prior report filed (#82A-21h), I've spent some time examining the delicate balance of the Clans here within the Pentagon worlds and the Kerensky Cluster. It's an interesting sociological experience, worthy of nearly any doctorate program back home. I'll include my data and other more philosophical thoughts in various appendices.

There's no question that the majority of the worlds inhabited by the Clans are harsh. The current Clan consensus is that Kerensky selected these worlds in order to test his "children" to overcome all obstacles—even nature—to the extent that he selected worlds in an interstellar "desert" with an abnormally low concentration of habitable worlds. They are barely survivable without the help of Star League-era terraforming equipment (and in many cases, are indeed suffered without such modification); there are no worlds save York and Vinton that can provide 100% sustainability.

Most of the Clan enclaves on these worlds cluster around major planetary features that offer the best chance for survivability; these cities are usually mostly populated by the lower castes. There are a few other enclaves located in some of the harsher climes and, as you can surmise, these are mostly populated by the warrior caste and their support services. These warrior bases tend to be located near registered Brian Caches (in the Pentagon worlds) or dedicated firebases or merchant caste warehouse compounds, though in a few instances the larger cities are within spitting distance of said bunkers.

As a result, there are large swaths of terrain that are uninhabited by the Clans. This is not to say that they are not without human touch; many of these areas are used as battlefields for the Clans' ongoing Trials and training. And, according to rumors within the lower castes, they are also riddled with small groups of Dark Caste.

The Clan enclave system is a complex one. Most locations are usually tasked with a limited number of specialties. For example, Lootera on Huntress was an enclave primarily centered on the Smoke Jaguar genetic repository. Most of the city's inhabitants were in some way involved with the operation and daily functioning of that massive facility; with its destruction, Lootera became a veritable ghost town. The placement of the secondary Star League embassy complex there has salvaged some of it, but obviously the embassy requires a much smaller civilian footprint than the former repository.

The main exceptions are usually the planetary capitals—a nomenclature that does not hold the same meaning as within the Inner Sphere. The capital of a world is where the primary enclave of an occupying Clan is located and usually contains a few separate industries such as mining, manufacturing, shipping, and the Clan's bureaucratic arm for the system. As such, some worlds can easily contain multiple capitals—and those can change at any time, based on what Clan has won what Trials where, which can be a confusing mess to those not used to the system.

Thus, the sustainability of each Clan is based on the delicate balance of what enclaves the Clan owns in order to properly feed, shelter, and clothe its civilian castes, as well as how much manufacturing, processing and shipping can be done to maintain its military. The primary responsibility of the merchant caste is to monitor these levels, maintaining an eye on projections, forecasts and other arcane formulas in order to keep the Clan in balance. All of this is then interconnected through the Clans' HPG network, providing near-instantaneous data for the decision-makers.



In the most simplest of examples, suppose Clan Floppy Rabbit's Mine Facility X on Babylon is tapped out of unobtainium, a key component in the manufacture of Widget A. The Clan uses large amounts of Widget A in making its *Doom Penguin* OmniMech. The Clan's merchant caste is notified and faces two choices: slow down the manufacture of Widget A until a new ore line can be located and tapped, or Trial another Clan for their supply (or mine) of unobtainium so that production can be maintained. The merchants weigh the cost/benefit ratios and decide that the Clan must acquire another Clan's supply. One star system over, Clan Mousebat has a mining facility that produces both unobtainium and unbelievium. The warrior caste is notified, a Trial of Possession is issued, and the Rabbits win against the defending Mousebats. The Rabbits can maintain their production of Widget A and now have an excess of unbelievium which they can either use for trade for other necessary materials—possibly food shipments, to provide for the new enclave recently won—or stockpile until it is needed. Clan Mousebat, meanwhile, now finds itself out of two ore facilities, and must go through its own process to determine what the Clan needs to rectify the situation.

As one can see, a simple Trial for one Clan will undoubtedly cause ripples throughout Clan space, forcing more minor Trials on various caste levels. These ripples never really stop. No Clan overproduces; it is critical to maintain "just enough" for each member of the Clan, in accordance to Kerensky's principles. The merchant caste's monitoring of vital resources is crucial to the short-term and long-term survival of the Clan. Any type of large disruption, such as a failure of the HPG network or catastrophic loss of a segment of enclaves, could cripple the Clan—either on one world or across all of its worlds.

This shows that the system is totally unable to compensate for sudden and unexpected disasters, causing their magnitude and damage to increase dramatically. An example of this is the Londerholm revolt against Smoke Jaguars in 2912, where a relatively minimal famine spiraled into open revolt and violent suppression of that Clan's laborer and merchant castes. Ironically, the widespread slaughter of the lower castes actually reduced the demand for food, which may be an indication that the Smoke Jaguar warriors had a stronger grasp of economics than they are credited with.

Mastery of such a balance is a difficult thing. Many Clans can barely operate on a month-to-month basis. Those Clans, such as the Jade Falcons and Wolves, with minimal forces within the Homeworlds, rely heavily on their lower castes to either defend against Trials for their resources, or to acquire the necessary resources to maintain their manufacturing levels. All of the Inner Sphere Clans—with the exception of the Wolves—managed to adjust their balance to sustain their Homeworld presence; very little is sent to the Inner Sphere outside of war material. (The Wolves are the exception, constantly sending streams of JumpShip convoys laden with material produced at their enclaves for their warriors in the Inner Sphere.) The Diamond Sharks, as per their mercantile nature, are masters of the balance, managing to produce enough for their Clan as well as the right quantities of material to use as bargaining pieces with other Clans.

Obviously, those Clans within the Inner Sphere do not face the challenges of such a balance found here in the Homeworlds. Theirs is instead a different challenge: incorporating the society of the Inner Sphere so solidly entrenched in ideals stretching back to the founding of the various Houses and the Star League itself. Clan administration there is instead modified to be a more regulatory body, placing overseers across various industries to maintain a world-to-world balance while taking advantage of the industrial power found within their conquered worlds. The complete reticence of Clan warriors to use "inferior" Inner Sphere weapons and equipment has been, at least to our opinion, an inherent societal brake on the Clan's military power. By forgoing such industries already in place and instead refurbishing them—a slow and painful process, considering the numerical lack of lower caste members who possess the skills and knowledge to conduct such projects—these Clans have hobbled themselves in building up sufficient military power to conquer.

The Clan Homeworlds are a socioeconomic machine operating on a razor's edge, an example of precision and balance that sustains the Spartan life the Clans have carved for themselves. The Clans have maintained this delicate equilibrium for several centuries, and it is conceivable it will continue as long as no overt stressors come into play.

-Lieutenant Colonel (retired) Elliotte Want, *Star League Embassy Corps: Clan Society/Connections*, 5 October 3066



THE DARK CASTE

Officially, every member of Clan society belongs to one of the five recognized castes. In reality, a sixth caste—largely called the "Dark Caste" or "Unproductives"—languishes unrecognized by the Clans at large. These people are considered misfits, rebels or criminals who cannot or will not fit into Clan society. Largely operating outside it, they must fend for themselves and often turn to piracy to make ends meet. This dishonorable behavior by a caste that does not exist has earned them the wrath of their fellow Clansman. Dark Caste communities are frequently the targets of military action, so many of these undesirables do not form communities more than a few families large.

The origins of the Dark Caste start with the end of the Clans' Operation KLONDIKE. While each Clan attempted to capture and account for every citizen on the five Pentagon worlds after the campaign, the reality was that there were some who managed to flee into the wilderness. Most of these survivors died, cut off from civilization, but there were a few who managed to scratch out a living in defiance of the Clans. Small as they were, this was the beginning of what the Clans now consider the Dark Caste.

Over the generations since, the Dark Caste has slowly grown. Because the Dark is a collective term for all of those who do not conform to Clan society, there is no true caste cohesion beyond the small groups of people who band together for shelter, defense and some semblance of community. Only within the Tanis system are there larger, complex communities capable of sustaining and defending themselves. Even there, they rarely last long enough to build up a permanent presence, as once they are discovered they are used as target practice by the garrisoning Cobras or Adders. On occasion, and usually seen more among the "looser" Clan populations in the Inner Sphere, some Dark Caste members have been noted in the roles of hired thugs and bodyguards, usually in the employ of a merchant or scientist caste superior.

Life in a Dark Caste "hole"—common slang by these Unproductives to mean their home, which is never a permanent location—is extremely tough. By nature, the Dark are nomadic; long-term holes eventually tend to be found by Clan warriors on bandit-hunting duty. Supplies tend to be whatever can be transported or stashed from hole to hole. While the use of vehicles or other powered transport is not necessarily dangerous, it can be a beacon to those hunting the Dark.

Within the Dark Caste are those who prefer armed conflict against the society that cast them out or believes them unworthy of life. They call themselves the "Bandit Caste" to distinguish their role within the Dark Caste. (Clansmen do not distinguish between the two; they are one and the same to any proper Clan caste member.) While the Dark Caste remains a fragmented, broken society living on the fringes of Clan enclaves, the Bandits consider themselves the "defenders" of the Dark. Loosely organized under various charismatic leaders, these groups tend to salvage whatever weaponry they can from broken battlefields or steal them from Clan enclaves or merchant convoys.

Bandits are what bind the scattered groups of Dark together. They are capable of limited space transport, depending on what transportation assets they have managed to scrounge, steal or claim. Bandit groups are thus centered on these vagabond fleets, often numbering no more than one or two ancient JumpShips left from the Exodus days and a cornucopia of DropShips and small craft. Only two Bandit groups—coincidentally the largest—possess a WarShip, though nei-

ther one is likely in good repair. These groups lack even the most basic shipyards for maintenance and will most likely be lost to the wilds of space in the future.

Standard Bandit tactics rely mostly on stealth and patience. Their vessels often arrive at a point far beyond the proximity limit of their target system to avoid detection, or at a pirate point well off the standard Clan travel routes. Because Clan infrastructure is predictably rigid, they are nearly guaranteed an undetected arrival. However, such distances require long transit times to the planet they are raiding, and depend on minimal use of thrust and drive flares to cut down on detection. Once close to the planet, they will often insert themselves into a traffic stream, in the case of busy systems, or attempt to use moons or the planet itself to minimize their exposure before landing.

Such practices guarantee that a Bandit raiding mission may require several weeks, if not months, to accomplish. Raids are meticulously planned to account for every contingency. Even so, an alert warrior response from the target system can quickly end a mission. It is a risk that the Bandits willingly take.

If grounding is successful, the Bandits attempt to accomplish two objectives: acquire salvage and resources, and connect with any Dark Caste on the planet. Not every mission is successful with regards to either, though every Bandit vessel does attempt to connect with whatever Dark Caste bands are nearby. Linking with other bands is important, as it is how the Bandits pass along information of note (even if out of date) and draw in new volunteers. Some Bandits take Dark bands by force into a form of slavery or indentured servitude. If there is time, barter is conducted, exchanging whatever food and materials are on hand for information, equipment or even slaves.

Because of the high risks the Bandits take, these members of the Dark tend to be the most heavily armed—though still rarely a match for even a graduating sibko. BattleMechs are rarities among Bandit vessels; vehicles and battle armor less so, as they have been used to fool some of the more unobservant solahma posted in remote places. ProtoMechs are non-existent; such equipment is extremely specialized.

For over a century the Dark Caste has had a strange parasitic relationship with Clan Burrock. That Clan used the Dark Caste as a form of underground, finding ways to get around merchant caste rules, using them for cheap labor, and allowing the undesirables to be subjected to various scientist caste experiments. They allowed the criminal element to survive within their enclaves, reasoning that the Dark's presence gave the Burrocks an expendable resource for intelligence, smuggling and other non-Clan activities. The Burrocks simply tolerated the Dark Caste's presence, culling the herd with periodic roundups and shipping their captives to the Tanis system as slave labor.

Though the Star Adder Absorption of the Burrocks curtailed most of the dealings between the Dark Caste and the Clan, it did not end it. While collusion between the former Burrock warriors and the Dark Caste became nearly non-existent, there were several civilian caste leaders who simply maintained the *status quo*. As the Adders began moving their more recalcitrant *abtakha* to Tanis as a dumping ground, the connections between the system and the Dark grew stronger. By 3071, there was enough of a support base on each of the three worlds to support the rebirth of Clan Burrock.

—Clan Goliath Scorpion Loremaster Colin Yeh, *Defining the Dark Caste, Pre-3071*, 17073076


HARK CHILDREN OF THE CLANS,
TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.


PLOG!!

TRIALS OF POSSESSION

There is no defining moment of the disastrous wave that engulfed the Clan Homeworlds. This report will recount the waterfall of bloodshed and catastrophe in crucifying detail. Since many of the key points in the Clans' recent history revolve around various Grand Council sessions, they are as good a spot to begin as any.

This report has been compiled from hundreds of sources, to best present to the Council body a full view of the events that occurred in the Homeworlds up to the present day. Upon reading, the Khans will note that we have incorporated our own theories, thoughts, conjecture and intellectual guesswork into the events as recorded with the benefit of hindsight. In the gaps where little information was known, we have filled in what we could based on the historical record available to us. It is very possible we have missed some connections or overlooked other bits of evidence; in these cases, as always, the crucible of future history will decide our fate.

What you will read will shock and disgust you; it is amply evident the Homeworlds of our birth have grown tainted and twisted beyond the Founder's Vision. While it is not my place to say what the will of the Khans should be, I—and many of my counterparts—agree that from this meeting of the Council of Six, our former brethren and their fates should be sealed for all time. Our future generations down the path may debate reopening such a horrific box, but for now it is best for those of us that remain that our past remain behind us.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

CRACKS IN THE FOUNDATION

In December 3067, thirteen Clans assembled for a Grand Council meant to address the breaking news of the collapse of the Second Star League. [*Clan Hell's Horses was not in attendance, physically or virtually. -SK*] Several Clans saw the dissolution of the governing body that had forcibly established the Great Refusal in 3062 as an opportunity to rescind the measure, and thus open a new opportunity to invade the Inner Sphere and reclaim Terra. Before such a vote could take place, however, it was suggested by Khan Brett Andrews of the Steel Vipers that an ilKhan be elected, to better guide the Clans in such a delicate issue. Blood Spirit saKhan Troy Boques nominated Khan Garrett Sainze of the Fire Mandrills as one of the nominees for the post of ilKhan.

[*I have always found it amusing that the Word of Blake selectively edited our Grand Council meetings to twist them toward their propaganda purposes, even to the point of mistaking the dates. Why they felt the need to do so makes no sense unless one can read the mind of a Blakist editor; why attempt getting sucked into the dregs of an animalistic mind? –SK*]

The move surprised and shocked many, including Sainze himself. Completely unprepared, the Mandrill Khan looked the fool and failed to impress the Council. *[It was possible that Khan Sainze was being used as a litmus test by his peers, gauging how best to proceed with regards to the issue of the Great Refusal and a future invasion. -SK]* While the nomination was a nod to their longtime ally, the truth was that the Blood Spirits were more interested in redirecting the Adders' attention. Knowing full well that the Adders would oppose either her or saKhan Boques' nomination, and also renew their press for York for perceived impertinence, Khan Schmitt looked to divert the Adders' continual interest in her Clan and give the Spirits some much-needed breathing room.

Both Khan Andrews and Star Adder Khan Stanislov N'Buta received nominations for ilKhan as well; despite the three candidates on the floor, none of them garnered enough votes to become leader of the Clans. The matter of the Great Refusal was set aside, since it was tied to the election of an ilKhan, and the Snow Ravens instead brought forth a motion to use the unfolding crisis of events in the Inner Sphere as a reason to invade.

Khan Lynn McKenna presented the newsvid images of the nuclear attack on Tharkad, including ancillary reports of the Word of Blake invading the capitals of the Lyran Alliance and the Federated Suns. The Council was sufficiently stirred, especially with the apparent use of a large nuclear device on an ancient Star League world. The Ravens, as expected, likened the incident to their own suffering at the hands of the Not-Named Clan, when Circe was assaulted by the rogue Clan, who vaporized the Ravens' genetic repository and hundreds of thousands of Clan citizens.

The vote was placed before the Council but to the surprise of many, failed to carry. The Ghost Bears and Ravens were the only Inner Sphere Clans to vote for Clan interference, alongside the Blood Spirits [*who were incensed with the thought of a nuclear device indiscriminately used on the capital of a Star League signatory –SK*] and the Ice Hellions. [*Khan Raina Montose's reasons for the affirmative vote were unclear at the time; obviously she was looking for an opening for the Hellions to pursue their later invasion through the Falcon OZ. –SK*]

SLICING THE POLITICAL SEAS

The Diamond Sharks surprised their Warden allies by voting against Inner Sphere interference. While many privately assumed the Sharks were merely becoming more Crusader in their viewpoint, such an assumption was overly simplistic. The truth was that Khan Barbara Sennet viewed the collapse of the Second Star League as a momentous opportunity to gather greater market share within the Inner Sphere and, by association, more clout among the Clan's neighboring peers. With new markets opening and several trade deals—both secret and not-so-secret—in the works, neither Khan Sennet nor saKhan Angus Labov cared to see another unified Clan presence unravel all of their hard work. Approving the Clans to interfere in the Inner Sphere's unfolding crisis would be an obstacle, not a boon.

For the Sharks, the decision to oppose was easy.

—Clan Diamond Shark Loremaster Semi Kalasa, *Notations, 15033068*

Voting against the measure were the Steel Vipers and Star Adders, two Clans looking solely to refute the Great Refusal and not some circumventing tactic to sate their warrior bloodlust. Their allies, the Goliath Scorpions and the Cloud Cobras, also voted against the measure and the decision was sealed with the negative votes from the Diamond Sharks and Coyotes. Of some surprise were the abstentions by the Jade Falcons, Wolves and Fire Mandrills.

With nothing gained, the Grand Council adjourned, starting various Clans thinking of the future, and how to best use this new information from the Inner Sphere to their advantage.

ABSENT BUT PRESENT

Roughly two weeks before the Council, the Horses clashed with the Wolves on Tiber. Both Clans began the Trial of Possession with honor, but it did not take long for the Wolves to willfully break *zellbrigen*, unloading a full salvo of inferno missiles into an Athena Combat Vehicle and then kicking it. The resulting melee was enough to severely damage the Eighty-second Mechanized Calvary. Enraged at the clearly—from a Horse point of view—*dezgra* actions by the Wolves, the Horses called down the rest of their original bid. The Sixty-fifth Mechanized Strike, 229th Mechanized Strike, and the Fifty-third and Eighty-fifth BattleMech Clusters arrived and crushed the Wolves' Red Keshik on their way to taking nearly all of Tiber.

The gains on Tiber were quickly absorbed into the Horse touman. At the time of the Grand Council meeting, Khan James Cobb was *en route* to the forward Horse base on Nouveaux Paris, preparing for war. Determined in part to exact revenge on the Wolves for their treachery a few years before, and having gotten a taste of the wealth of resources waiting the Clan among the Wolf OZ, Cobb kept both himself and saKhan Tanya DeLaurel busy preparing the Clan for its own invasion.

On 17 December, Clan Star Adder's Upsilon Galaxy arrived at Nouveaux Paris during its deep Periphery scouting mission. Noting the presence of a large Horse merchant convoy at the jump point, Galaxy Commander Tristyn N'Buta decided to Trial the Horses for supplies and information. Star Commander Henryne Amirault, the nominal commander of the supply convoy—which contained two Clusters of troops from Theta Galaxy—accepted the challenge and the Trial occurred on a remote moon well away from the system's primary. The Adders won their supplies and moved along, sending a detailed report of their encounter along to Khan Stanislov N'Buta.

A few days after receiving Upsilon Galaxy's report, Khan N'Buta and Loremaster Dagmar Lahiri came to the conclusion that the Horses were up to something, quite possibly an invasion of sorts of the Inner Sphere or, at the very least, a retribution assault on Clans Wolf or Ghost Bear. Seeing an opportunity to extend their forays with-

in the Periphery, Khan N'Buta confronted Khan Cobb via HPG. N'Buta was very open about what the Adder Watch had discovered and his own assumptions of the Horses' plans. Cobb had no real choice except to admit in vague terms what the Horses' plan was—a short invasion of the Inner Sphere, possibly through the Wolf or Falcon OZs, to establish their own foothold and begin reaping the benefits therein.

In what amounted to a mild form of blackmail, N'Buta guaranteed Adder secrecy regarding the Horses' actions if the Clan could utilize the supplies and facilities being gathered and built on Nouveaux Paris in the Deep Periphery. More specifically, N'Buta wanted the Horses to support the continuation of Upsilon Galaxy's deep space operations. The deal was quickly struck and, in a moment of inspiration, N'Buta offered to help distract the Horses' eventual target with coordinated attacks in the Homeworlds, in exchange for the Horses' small holdings on Hoard. Though a bit lopsided in the Adder's favor, Cobb agreed to the proposal, knowing at least that there would be one less enclave to manage while siphoning material and castes off to the Inner Sphere. With Hoard of no significant value to the Horses except as a source of raw ores, it was a deal well struck. In order to keep secrecy, the exchange would occur when the Horses kicked off their invasion.

Nouveaux Paris was transformed in a matter of months into a prospering enclave with the establishment of two industrial facilities, a munitions plant and a large support complex to handle the first influx of troops. The Horses shipped nearly 5,000 lower caste members before the end of the year, augmented with the arrival of Theta Galaxy and supplies for the coming campaign. Stealth was paramount; the Horses got creative in moving material between their enclaves with a JumpShip here or there slipping off to make the journey to the new outpost.

SECRETS EVERYWHERE

The Horses were not the only Clan maneuvering in secret. For the Blood Spirits, progress was slow in developing both Haven and Honor. A small *Chrysaor* ProtoMech facility finally came online in January on Honor, while Haven saw the installation of the Clan's new genetic repository. Scientific development quickly bounded forward, free of the distractions of the constant battleground on York; systems were designed and developed on Haven and then shipped back to York for battlefield testing. Only Upsilon Galaxy guarded both systems, which both Khans kept secret even from the Clan's new and cautious allies.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum Notation 01013084*

SECRET MOVES, SECRET WORLDS

Early in 3068, Horse Loremaster Temuchin Amirault lobbied the Khans to conduct a mission within the boundaries of the Inner Sphere. The operation called for a Cluster from Epsilon Galaxy—already relocated to Nouveaux Paris—to infiltrate Dominion space, retrieve the mission objective, and gather some much-needed intelligence regarding the state of the Inner Sphere. Rumors had quickly replaced solid news and intelligence reports regarding the chaotic collapse of the Second Star League, with few facts actually trickling back to the Homeworlds. [*This was, in large part, due to the Invader Clans' unwillingness to share information with their Homeworld counterparts.-SK*] Both Horse Khans approved and the mission, led by Loremaster Amirault, proved extremely successful on all fronts.

The Ninety-first Mechanized Assault Cluster appeared at the Rasalhague system and declared two Trials of Possession; one for the complete contents of the Dominion's Watch database, and one for the contents of a GKT export pad, which included three fully loaded DropShips. The Horses easily won the first Trial but barely claimed victory in the second. In the end [*or perhaps, the goal all along. –SK*] the Horses managed to claim Ghost Bear *ristar* Star Captain Jake Kabrinski as part of the Trial's *isorla*.

With their prizes claimed, the Horses returned to Nouveaux Paris awash in victory with three full DropShips of new Golem battle armor and a prototype *Ryoken II* originally destined for technical testing on Orestes. Star Captain Kabrinski was sent onward to Strana Mechty, returning to the Kerensky Cluster with Khan Cobb and Loremaster Amirault. Cobb exercised his right as Khan and claimed the Ghost Bear Elemental as bondsman.

With part of his future plans for the Horses well under way and in control, Khan Cobb took the next step and entered talks with the Snow Raven Khans. Using his enclave on Bearclaw as a bargaining chip, Cobb eventually secured from the Ravens a compact, mobile shipyard that the Horses could transport to Nouveaux Paris and, later, the Inner Sphere.

THE RISE OF THE WARRIOR-AMBASSADOR

Star Captain Jake Kabrinski became a source of fascination for Khan James Cobb of the Hell's Horses. Impressed with the young Elemental's early successes against the Horses in the ill-advised Horse-Bear war of the early 3060s, Khan Cobb began to see Kabrinski as a key component of his Clan's future in the Inner Sphere.

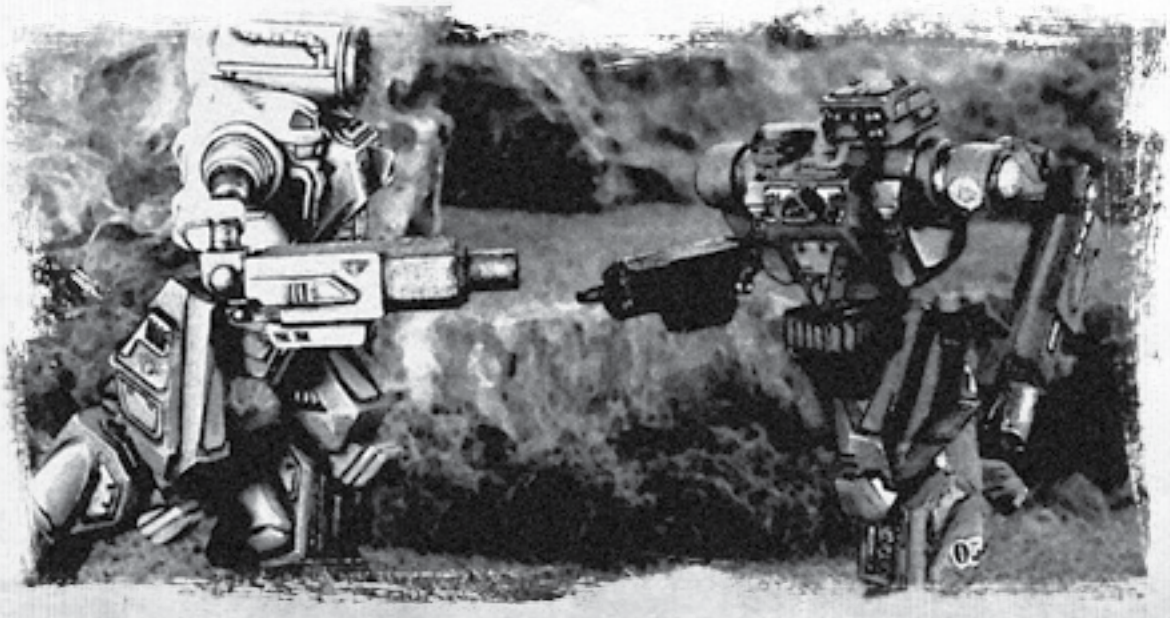
Kabrinski was claimed by Khan Cobb as bondsman after his arrival at Strana Mechty in February 3068. As the months progressed, Khan Cobb took the young Elemental under his wing, schooling him in the ways of Clan politics and the history and pride of the Horses. Cobb was very open with Kabrinski in their deliberations; he underscored how the Clan's tendency was to play follower to other Clans, which led them on a self-destructive path until Malavai Fletcher's death at the end of the Horse-Bear war.

Cobb's biggest fear was the path he saw the rest of the Homeworld Clans walking; though possessing no Nova Cat heritage, he saw several signs of an impending "apocalypse" that would engulf the Clan worlds and knew he needed to remove the Horses from the coming conflict. An invasion of the Inner Sphere would secure a home for the Clan among the resource-rich worlds, though it would cost the Clan in blood and material.

His fervent hope, therefore, was to form strong alliances with his future neighbor, the Ghost Bears. Because the Wolves were looking more and more to be the entry point for the Horses and the Falcons were indifferent to the now-predominantly Warden Clan, Cobb believed it was critical to take advantage of the diplomatic inroads recently made with the Dominion. Kabrinski, himself a *ristar* and a highly respected warrior of both Clans, was an obvious choice to bring Cobb's vision to fruition. "I may become the most-cursed savior my people have ever known one day," Cobb told Kabrinski just before the Horses began their assault on the Wolves. "But a warrior's choice is never an easy one. The Clan is first; personal honor second. With the Clan, nothing else matters."

Kabrinski took the lessons taught him to heart; he became one of the Horses' most fearsome leaders and is the only Clan warrior known to survive both a Clawing and a Branding. It will surprise no one to find him Khan of the Horses in the near future.

—Clan Hell's Horses Loremaster Temuchin Amirault, *Notations, 15113080*



The compact mobile shipyard, heretofore known as HH-1, will be constructed as per the agreement made between Clan Hell's Horses and Clan Snow Raven. Specifications may be as per Raven technician and labor castes can determine, based on the following requirements as outlined and bargained by Clan Hell's Horses.

HH-1 shall be capable of the following:

- Primary purpose for maintenance of naval assets, including WarShips up to half a million tons
- Construction aspects and equipment to build small craft, aerospace fighters, and DropShips up to 5,000 tons
- Reinforced repair bay(s) consistent to manufacture commonly used and maintained parts and equipment for common spaceborne vessels
- Hard points for semi-permanently mounting industrial DropShips as desired
- Hard points for conventional DropShip transportation as necessary

A full review by technician and labor sub-factors will determine total construction and delivery time, to be communicated to authorized Clan Hell's Horses technician and merchant sub-factors.

:::://ADDENDUM;SF Trevor>> *Upon review and primary drafts, HH-1 will meet or exceed all of these parameters and will be ready for transfer to Clan Hell's Horses command no later than eleven months from today's datapoint. Delivery options will be at the discretion of the Clan Hell's Horses merchant factor.>>*

THE ART OF DISTRACTION

The Ravens, meanwhile, had returned their attention from the Grand Council's failed vote to interfere in the fracturing League and began moving to secure their newfound friendship with the Outworlds Alliance. The Khans, eager in part to remove the stain of dishonor dropped on them from the Combine's *dezgra* tactics in destroying the *White Cloud*, decided to take a bold step toward a partnership with the Alliance.

Khan Lynn McKenna ordered the Swift Wing Galaxy Naval Star into action, allowing the Alliance to provide support elements as both observers and potential reinforcements. With the First Alliance Air Wing and the Second Long Road Legion in tow, the Raven assault force hit the worlds of Enif, Galedon, and Tabayama. Though they faced little resistance, the Ravens' sense of honor was restored as they returned to the Alliance after shattering the local defenses and shaking up the Combine High Command. The several DropShips captured on Galedon, full of military hardware and technology, did not hurt the Ravens' cause with the Alliance either.

Elsewhere, the fighting on York saw an increase in activity as the Spirits lost Elemental Facility 4, their last battle armor factory on the planet. In order to bolster their forces, saKhan Boques bargained and fought a Trial of Possession on Strana Mechty against the willing Snow Ravens, claiming the Raven's entire Zeta Galaxy and a sibko of aerospace pilots. During the delivery, the Star Adders challenged the Raven's flotilla, headed by the CSR *Snowflake*. The Adders failed to stop the Ravens from delivering their charges, losing the CSA *Constantineau* in the process. Zeta Galaxy was put to use almost immediately, allowing the Spirits to recapture Facility 4 by the end of September 3068. Privately, the Adder leadership vowed revenge for the perceived Raven interference at York.

QUIET MOVEMENTS

Other Clans, dismayed with the Grand Council's continued inability for decisive action, had grown restless. After yet another failed vote to interfere within the Inner Sphere—a vote done in virtual *kurultai* and not in a formal setting—Clan Ice Hellion began to gather what limited intelligence they could regarding the Invader Clan occupation zones. Khan Raina Montose decided that, in order to increase Hellion prestige and power among the Homeworld Clans, an invasion of sorts was necessary. Preferably, the Hellions would jump onto the backs of one of the current Invaders, utilizing the infrastructure already in place to set up a foothold, and then move forward within another generation of Clan trueborns.

As saKhan Connor Rood examined the reports gathered by the Hellion Watch, he noticed a sequence of unusual transfers and production levels from the Hell's Horses. Curious to know what the Horses, a recent evictee from the Inner Sphere, were up to, Rood approached Khan Cobb and inquired about the possibilities of forming an alliance with the more powerful Clan. Surprised that the Hellions, who espoused a more impatient form of the Crusader philosophy, would be interested in such a proposal, Cobb managed to stall Rood's inquisitiveness by suggesting a few harvest-style Trials between the two Clans to "test the mettle of the sibkos."

Khan Cobb was alarmed at the Hellions' interest when Rood intimated that the Horses appeared to be prepar-

ing for war against another Clan—most likely the Wolves. While Rood hinted at knowing more than he did in truth, it was enough to startle Cobb into slowing down the Horse timetable. As the Horses and Hellions engaged each other in harvest-style combat on Hoard, saKhan DeLaurel gathered Alpha Galaxy and launched a major assault on Tranquil, capturing over a third of the Wolves' enclaves within a month. The blitzkrieg shocked several Clans and distracted curious eyes from the Horses' continued preparations.

The initial assault began with the arrival of the Eleventh and Twenty-second Mechanized Clusters, bidding for the right to take on the First Wolf Regulars and the Green Keshik. Clan Wolf Galaxy Commander Warren Stiles bid wisely and well, using his extensive knowledge of the terrain to curtail the Horses' advantages in skill and material. In reserve were the Twelfth and Thirteenth Wolf Regulars and the Second and Fifth Wolf Cavalry defending several key enclaves. The Horses bid down parts of Alpha Galaxy in order to take the enclaves in progression. By doing so, Stiles managed to stretch Alpha Galaxy's manpower to the breaking point, and by the turn of the year, all of the Horses' gains were lost, save Heavy Facility Wolf-3.

In January 3069, Alpha Galaxy was reduced to barely two functional Clusters and the Horses had more pressing matters: the Mandrills were assaulting Kirin and Niles, thinking the Horses weak. The Horses completely stripped Wolf-3 and abandoned Tranquil on 16 January, redirecting to Niles where they joined the two Clusters of Hellions taken during the harvest Trials on Hoard [*the Forty-fifth Striker Irregulars and Seventh Hector Cavaliers –SK*] and hit the Mandrills head-on. With the Horses simply abandoning the field of battle, Galaxy Commander Stiles trumpeted the Wolf victory and gleefully reported on "… the humiliating retreat of the *dezgra surat* Horses."

THE ART OF THE DEAL

With the Clans' political advance continuously stalled in the Grand Council, the Diamond Sharks turned back to what they were good at: deal-making. In late 3068, Merchant Factor Lorenzo traveled deep into the Federated Suns, meeting with several key industrial leaders, the AFFS Quartermaster's office, and select nobles from the Draconis March. The secret conference, which concluded in December 3068, was a complete success for the Clan. Heavy negotiations with GM Interstellar netted the Clan several thousand tons of engineering and mining equipment for the Sharks' recently acquired Trellshire Heavy Industries complexes on Twycross. In exchange for a Star of Undine battlesuits, the Clan also managed to acquire new prototype mining equipment, which Shark scientists put to immediate use [*after improvment, of course –SK*] to bolster their extraction of HarJel-A on Jonah's Reach.

Khan Sennet knew the future of the Clan lay within the open and rich waters of the Inner Sphere. As the merchant caste continued to spread deeper—along with the Watch—Sennet knew the Clan could not simply remain in the Homeworlds without some of the more stringent Clans taking exception to the Sharks' dealings. Both she and saKhan Labov began making plans to extract the Sharks from the stagnant grip of the Kerensky Cluster, a move that did not meet with the approval of Loremaster Semi Kalasa. Seeing the plan as one of abandoning the ways of Clans, Kalasa fought a determined Trial of Refusal against her Khan. Though Khan Sennet ultimately won, she did recognize the wisdom of her Loremaster and charged her to make sure the Shark extraction would proceed honorably—and quietly. Waves were not to be made.

As her saKhan and Loremaster began approaching their Homeworld allies to strike deals for additional resources and military stockpiles, Sennet tasked Galaxy Commander Raven Ghiberti and Predator Galaxy with an important mission: establish a new Periphery waystation outside normal Clan travel lanes. Envisioning a fallback position, as well as a backdoor facility for repairs and stockpiling, the Khan hoped to cover all bases for the Clan's future.

After much discussion—and at least one fatal Trial—Ghiberti presented the little-explored Chainelaine Islands near the Jade Falcon border as the best location for a Diamond Shark outpost. With the Khan's assent, Ghiberti and Predator Galaxy spent four months conquering three systems in the Isles. Merchant Factor Lorenzo, returned from his trade deals with the Federated Suns, spearheaded a colony effort that, within a year, created a large warehouse complex with a small city of technicians and laborers and a small orbital repair yard.

Come what may, the Diamond Sharks were ready.

—Clan Diamond Shark Watch Star Captain Orson, *Summary Notations, 09113070*

POLITICS AND PROBLEMS

Political capital within the Mandrills was scarce among the Kindraa; the events of the last decade had seriously damaged the Clan's relationship with several of its allies. The petty fighting between the Kindraa had also opened the Clan to predatory raids by their neighbors. Manufacturing output was low; the recent trade deals struck with the Blood Spirits were already straining the resources of Kindraa Mick-Kreese-Kline and Sainze.

In late 3068, Kindraa Mick-Kreese-Kline struck out at several Horse enclaves, including Kirin and Niles. The Kindraa met with several successes, seizing Kirin Mechworks and the nearby enclave of KM City in the first month of fighting. By the end of 3068, the Thirty-second Vanguard, Fourth Elemental Assault Force and Twenty-seventh Vanguard Clusters had seized nearly a third of Kirin's enclaves, infusing the Clan with a rush of resources and material. SaKhan Samantha Kline and her commanders failed to notice the pedigree of the Horses units facing the Mandrills, however, and were surprised by the arrival of several Clusters from the Horses' Delta Galaxy. The Horses pushed back hard against the Mandrills, regaining nearly every loss on Kirin save KM City.

As easy as Kirin was, Niles was not. Kindraa Sainze joined Mick-Kreese-Kline in the assault, with both forces gaining *safcon* from the Horses. Grounding near Industriplex Upsilon, the Mandrills issued a *batchall* for the complex, dedicating nearly all of Kindraa Sainze's forces to the attack. The Horses defended with what remained of Eta Galaxy and utilized the complex's heavy defenses to great effect. Refusing to call down reinforcements, the Third and Seventh Sainze Honor Guard Clusters ground themselves against the Horses' defenses. A surprise rear flanking maneuver by Star Colonel Hampton Schroeder finally breached the Horse line, and the remaining Binary accepted defeat.

The Mandrill victory was short-lived, however. Less than two weeks later, in mid-January 3069, four Clusters from the Horses' Beta Galaxy arrived and challenged the new defenders. Unlike the previous Trial, this one lasted less than two days, as the Horses easily overwhelmed Star Colonel Schroeder's forces. Fortunately, the Mandrills managed to scoop up nearly a Cluster of new ProtoMechs before the Horses took back the Niles facility.

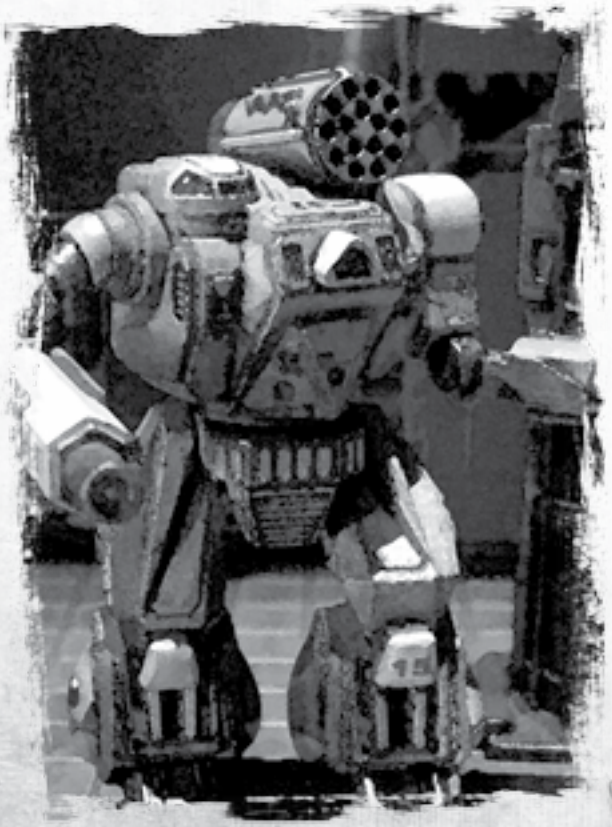
The gains brought by the Mick-Kreese-Kline and Sainze operations were immediately challenged by Kindraa Faraday-Tanaga. Before the Kindraa came to blows, however, Loremaster Cassandra Faraday and Khan Sainze put a moratorium on inter-Kindraa Trials and called for a Clan Council on Shadow. Both Faraday and Sainze knew that the survival and the success of the Clan lay in unity; with Sainze's name already circulating in the Grand Council as a candidate for ilKhan, it was imperative the Kindraa learned to cooperate on a greater level.

The Council, however, failed to do much more than see a temporary truce among the Kindraa. In a surprising move, Kindraa Sainze and Mick-Kreese-Kline offered up the entirety of their gains from the Horses in the months prior, allowing a proportionate allocation to each Kindraa bloc. [*After the Clan Council, Kindraa Faraday-Tanaga moved quickly to snap up the allocations by declaring several Trials of Possession. They won most of them, earning the enmity of Khan Sainze. –SK*] The move was more symbolic than anything, as the net gains by each Kindraa amounted to less than a Cluster of material. Khan Sainze cemented his popularity among the Mandrills with the news of a new breakthrough by Kindraa Sainze scientists, who had developed a successful prototype of electrical armor. But though the Mandrills appeared as a more unified Clan, the fractures underneath the façade continued to grow.

STALKING THE DESERT

Clan Coyote, still stinging from the censure of their actions against the first Babylon Diet and the audacity of the Goliath Scorpions to hold a second in 3066, looked for ways to accelerate the growth of their touman. Seeing the widening fracture lines among the Mandrill Kindraa, Khan Silas Kufahl believed he could manipulate one of the lesser Kindraa into a peaceful Absorption, giving the Coyotes additional assets and the strength of at least one more Galaxy.

Khan Kufahl was also interested in merging one of the more militant and secretive sects of the Mandrill scientists into his own Clan's caste, an objective that would give the Clan a greater technological edge to carry out Kufahl's own ambitions and political plans. According to the Coyote Watch, Kindraa Sainze's scientists were on the verge of a breakthrough in a type of "electric armor," which could give the Coyotes' ProtoMech and Elemental battle armor a distinct defensive edge in battle.





THE SCORPION AND THE STAR LEAGUE

The question asked by many of our Clan's allies: where have the Goliath Scorpion been during all of the Trials and accusations, power plays and dealings?

Simple. We have always been here.

Khan Ariel Suvorov was adamant the Clan remain aloof from the petty political maneuverings that unfolded so quickly after the first failed attempt to overturn the Great Refusal. The Scorpion cared little for the machinations of its fellow Clans; we instead focused inward on the opportunities that presented themselves under everyone's noses.

As the Second Star League collapsed, it was apparent that the Star League embassy on Huntress had suddenly become irrelevant. Before us was a relic sitting on top of the sands; weathered and worn, but still shining in the desert sun.

The Eridani Light Horse.

With increasing alarm, the embassy staff and the attendant Light Horse warriors became aware that they had been cut off from the Inner Sphere, cast adrift among their former enemies. We approached them as befitted an honorable and ancient Star League regiment, examining their history, inquiring about their traditions and testing them in mock battle.

After the Sharks could no longer give them access to communications, and with no other Clan showing any interest in this tie to our common past, Khan Suvorov authorized our merchants to begin Trials with the Light Horse. We slowly inculcated the Inner Sphere mercenaries into the ways of the Clans, giving them honor and respect, often preparing batch transmissions and messages home for them while making sure they were given basic provisions to survive.

The embassy personnel departed on a Diamond Shark JumpShip, the only transport the merchant Clan could spare. Colonel Sandra Barclay, the Light Horse commander, opted to remain here and offered us a proposition: a Trial of Possession for our enclave on Huntress. They would bring everything they had remaining to the field of battle; we would honor them with proper combat and, if we won, would absorb them into the Clan.

The Light Horse fought valiantly, but ultimately failed against the superiority of the Goliath Scorpion. The light battalion that remained was taken as *isorla* and, with great fanfare, Khan Suvorov conducted an honorable *bondsref* ceremony, accepting these Inner Sphere *abtakha* into our Clan. Our new warriors were tested in accordance to our traditions and filtered into the touman, where they bring the honor of the ancient Star League to those Clusters they are assigned.

So the Clan decrees, so it is done. *Seyla*.

—Clan Goliath Scorpion Loremaster Kyrie Ben-Shimon, *Notations, 13083070*

Unfortunately, Khan Sainze rebuffed the Coyote's initial overtures. Playing his own political game, he managed to hold off the Coyote Khans long enough to form his own small power bloc in the Grand Council with the Blood Spirits and the Goliath Scorpions. The Coyotes, who harbored a grudge against the Scorpions, turned their eyes instead towards Kindraa Mattila-Carrol. SaKhan Clearwater, seeing the wisdom of Kufahl's overall plan of increasing Coyote power, managed to engage in talks with the isolationist Kindraa and formed a series of training exercises between the two on Tamaron. By 3069, the Kindraa had added nearly two Clusters of ProtoMech forces to its rosters, and Clan Coyote had added an enclave on Shadow and the use of the Carrol legacy in its breeding programs for the next five generations. More importantly, the Kindraa's scientists opened up and began sharing valuable research data with the eager Coyotes.

As a result, Mattila-Carrol increased their forces by nearly half with newly-blooded Coyote sibkin at the expense of one of their scientist enclaves on Shadow—and one of the new electrical armor ProtoMech prototypes. The Coyotes, knowing full well what they had received, immediately reinforced their new holding with four Clusters, expecting the inevitable backlash from Khan Sainze.

The other Kindraa were incensed after learning of Mattila-Carrol's dealings. The Kindraa was censured at the Clan Council and a combined force of Mick-Kreese-Kline, Sainze, and Faraday-Tanaga Kindraa challenged the entrenched Coyotes. The Mandrills received a rude surprise when the Coyotes defended with all four Clusters and their six attendant DropShips. After a month of brutal fighting and several individual combats that saw over twenty Mandrill Bloodnamed warriors fall, Khan Sainze grudgingly surrendered the fight,

allowing the Coyotes to remain on Shadow. Loremaster Faraday allocated much of her Watch resources to monitor the Coyotes present, which gave the enclave the look and feel of an armed camp rather than a scientific research station.

The Coyotes' actions with Mattila-Carrol did not go unnoticed. In late 3069, Kindraa Payne-Beyl-Grant launched a series of Trials against various Coyote holdings, including the new enclave on Shadow and the *Savage Coyote* facility on Foster. Despite nearly two-to-one odds on Shadow, the Mandrills could not evict the Coyotes from their new home, suffering some dishonor after the *Reaver* broke *zellbrigen*. The savage fighting raged from ground to orbit, with the Mandrills' *Reaver* exchanging a broadside pass with the Coyotes' *Windrunner*, which happened to reach orbit at the pinnacle of the fighting and was not part of the Coyotes' declared defense. The Coyotes happily declared the Payne-Beyl-Grant forces *dezgra* and wiped out the Seventeenth Auxiliary and First Striker Payne Clusters from the surface of Shadow, liberally using prototypes of a new ATM system to gain the upper hand.

The other Kindraa refused to help Payne-Beyl-Grant rebuild from its losses, marking the ilKindraa with dishonor. Kindraa Sainze gained political clout in the resulting chaos and managed to exert enough control to oust Payne-Beyl-Grant from power. In the vacuum left behind, Kindraa Sainze claimed the ilKindraaship, just before the next Grand Council session called in March 3070 to address the Snow Ravens' actions in the Inner Sphere.

PATIENCE OF THE COBRA

Siding with their long-time allies, the Cloud Cobras joined the Adders in voting against interfering with the Inner Sphere and the fall of the Second Star League. The vote surprised several within the Grand Council, but both Khan Din Steiner and saKhan Tor Kardaan were firm in their stance. The truth was that the Cobra leadership would acquiesce to the Star Adders and their decision, knowing that to openly break with the Adders would disrupt the delicate balance between the two Clans within the Tanis system.

The Cobras knew they needed to bide time. After the disastrous attempt with the first Babylon Diet and the dismal failure of the second, the Cobras understood their future did not lie alongside the fortunes of the Inner Sphere and instead turned their attention to cementing their power base among the Homeworlds. Khan Steiner, in particular, could see Khan Stanislov N'Buta's own political star on the rise and chose to ride in the Adder's shadow for the moment.

The Clan spent much of the following year quietly building their forces, utilizing the influx of resources from Tanis to boost production. The Khans authorized the formation of Omicron Galaxy in late 3068, consisting of three Clusters of ProtoMechs and a Cluster of aerospace fighters. Omicron was then rotated to Tanis, where it took up the defense of the small colony worlds.

The Cloud Cobras stayed out of much of the rising turmoil within the Homeworlds, partially in deference to agreements made with Clan Star Adder. The Clan's merchant caste made several trade transactions with the Blood Spirits as that Clan struggled out of the confines of York. Despite the close ties with the Adders, the Cobras continued to strengthen their relationship with the Blood Spirits overall; Khan Steiner saw no conflict of interest allying with both bitter enemies. In fact, the Cobras were called in as mediators when disputes arose among lower caste members of both Clans on Strana Mechty, a move that garnered the Clan additional honor and respect among the residents of Katyusha.

On 28 August 3069, a small Ice Hellion merchant fleet arrived at the zenith point of the Tanis system. The Hellions arrived unannounced, surprising the *Protector* and *Inquisitor*. Fearing the Hellions were again attempting to invade the system as they had a few years prior, Star Admiral Hollyann Kardaan took no chances and obliterated the three JumpShips and detaching DropShips. The Hellions claimed they were simply jumping to the closest inhabited system to effect repairs to one of its JumpShips.

Concerned that the Hellion's "accident" was a prelude to major action, Khan Steiner notified the Adder Khans, who agreed to step up additional Watch operations. Forces within the Tanis system were put on higher alert for a time and the Cobras increased production, adding two more ProtoMech clusters to Omicron by year's end.

The time for the Cobras to strike drew ever closer…

—Star Colonel Ingrid, Clan Star Adder Watch, *Summary 06303071*



LAMENTATIONS AND THE RAVEN

The event that overshadowed all others in the Homeworlds, however, was the retribution Clan Star Adder delivered upon the Snow Ravens. In early December 3068, the Adders' Delta Naval Star arrived at Lum and immediately declared a Trial of Possession for the planet's orbital space. The naval battle, one of the largest in Clan space up to that time, pitted nearly six Stars of WarShips and DropShips against each other, supplemented by nearly seven Stars of aerofighters. At the end of the battle, two of the three Raven WarShips were burning, shattered hulks on outbound trajectories as the CSA *Cho Polu* entered Lum's atmosphere and their scorched hulks smashed great craters into the planet's surface. The Ravens, battered and nearly broken, claimed victory, a fact that was not disputed by the limping Adder Star.

The victory, however, was short-lived. As the Adders withdrew, the system received another visitor—the Clan Goliath Scorpion Beta Naval Star. Before the Ravens had a chance to respond, Galaxy Commander Colin Yeh declared a Trial of Possession for the Lum naval yards. In exasperation, Snow Raven Star Admiral Thomas Waters declared the entire system's assets in defense. It was a mistake that would prove costly for the Ravens and their future in the Homeworlds.

The Scorpions engaged the Ravens quickly, taking advantage of the Ravens' distress from their previous engagement. As the CGS *Bernlad* closed in on the CSR *Bloody Talon*, several point defense systems on the nearby Lum yard opened up, hammering into one of the escorting *Lion*-class DropShips, the *Carthage*. The shots penetrated the *Carthage*'s armor, igniting an ammunition bay that vaporized the vessel. Without hesitation, the *Bernlad* unloaded a full broadside on the shipyard as it pursued the *Bloody Talon*. The Lum yards, now considered part of the Ravens' "system's assets" as declared in the conclusion of the batchall, were targeted by nearby Scorpion forces.

The Trial lasted for nearly three days as the Scorpions hunted down every asset the Ravens had available. By the end, just over half of the Lum yards were shattered; the remainder were claimed as *isorla* by Galaxy Commander Yeh and repairs were initiated. No Raven naval assets remained functional in the system, save those DropShips and fighters that remained grounded on the planet below. Star Admiral Asif Cole, knowing further combat was suicidal, requested and received *hegira* and kept all grounded forces in place. With complete possession of the facilities, the Scorpions proceeded to strip the rest of the operational yard of any useful resource, including whatever sections of the yard could be transported to Roche.

Khan McKenna, upon learning of the disaster and suspecting Adder and Scorpion collusion, demanded a Grand Council to address the issue.

A virtual Council was convened in February 3069 and the Raven Khans demanded censure of the Scorpions and Adders for their "obvious collusion in an attempt to conduct scorched-earth tactics upon a critical asset of the Clans." The argument was weak; Khan Suvorov provided evidence including the complete batchalls of both Trials, which showed no evidence of cooperation or wrong-doing. Faced with embarrassment, Khan McKenna called for a Trial of Grievance against the Scorpions; the Trial, fought in the skies above Strana Mechty between two aerospace fighter Stars, was upheld with a narrow Scorpion victory.

Further disaster awaited the Ravens, though well away from the incident at Lum. At the beginning of 3069, the entire Swift Wind Naval Star, undergoing refueling and resupply at Ramora, was destroyed through a surprisingly successful guerrilla attack. Initially believed to be an ambush carried out by the Draconis Combine due to circumstantial evidence and communications intercepted at the scene of the catastrophe, the Ravens moved to respond forcefully and with violence.

PREENING THE SCALES

Khan Andrews and I toured the CSV *Perigard Zalman* on our way back from the Grand Council; it was not quite ready to be unwound from its nest, but close. The *Leviathan Prime*-class WarShip was in many ways better than the design originally conceived by the Ravens and built by the Ghost Bears. Using the technological breakthroughs of our scientist and technician castes, it has become a weapon adaptable to our needs. Built under the noses of the Coyotes and the Wolves, sitting in a distant drydock is something its namesake would have especially enjoyed.

As the year unfolded and word of this new war in the Inner Sphere reached us, it became increasingly apparent that our time was approaching. The obvious taint of the Spheroids, something that the Wolf Khan predicted years ago (much to our continued chagrin), began to show itself among our fellow Clansmen.

Take the Bloodright Trial in April 3068 for the Mattlov line on Ironhold. The Falcons found some way to delay the arrival of our own Star Captain Paul, one of the few Vipers to decant with



that blood heritage thanks to a series of trials before Revival, to the point that he was too late to declare his own intention to challenge for that Bloodname. The Trial was already into its second tier before his arrival, thanks to a supposed "quarantine lockdown" of our DropShip. When Paul declared a Trial of Refusal at the end of the Bloodright, the Falcons screeched bloody noise about "unavoidable delays" and "foreign contaminants," a large load of deep space fertilizer. They gave the Star Captain his Trial and to this day, it remains Khan Andrew's belief that the Falcons gave Paul a defective *Linebacker*. No evidence can be found, of course, because the OmniMech went up like a Roman candle when his ammunition cooked off.

Despite our advice, Khan Andrews refused to bring the matter to the Grand Council, stating that it would only get the Falcons a censure for their poor handling of the event. And look what happened to the Coyotes in 3062 after the Babylon incident. "Censure," indeed.

Needless to say, it was obvious that even the Falcons, once considered our rivals in the matter of Clan honor and stricture, had been tainted by their continued presence in the Inner Sphere.

Instead, we maintained our focus on continuing to build our forces, training our sibkos with fervor and continuing to tweak our Clusters into well-honed fangs. Khan Andrews continued to experiment with various arms combinations, utilizing our rebuilt battle armor corps and aerospace fighter Stars to work with the new OmniMechs coming out of New Kent. The Adder merchants lost a Trial to ours in late August, securing a line of new Corona battle armor and additional resources for our other enclaves. With the influx of new infantry suits and the *Zalman* nearing completion, it was time to begin training our next generation of sibkos in the art of deep space combat. Galaxy Commander Carron Moffat won great glory in securing three Stars of Cloud Cobra marines, which were put to immediate use at New Kent.

As the year closed, we watched the other Clans primp and preen against each other in petty matters. Quietly, Khan Andrews commissioned Omicron Galaxy on New Kent, pulling veteran Clusters from other commands and replacing them with mixed-arms Clusters of ProtoMechs, battle armor, and at least a Star of aerospace fighters. These new Clusters were to be used as battle support, conducting headhunting strikes, seeking out command and control centers, and reconnaissance. They would be the first to be cut in formalized bidding, but they were provided to give us an additional edge in matters of more unconventional warfare.

The strategic reshuffling proved its worth during a February 3069 Trial on Marshall, involving Beta Galaxy's Viper Fusiliers and the Falcon's Second Velites. The Falcons were attempting to secure the petroleum farm and silver mines near Contock and bid down to two Clusters. Galaxy Commander Angelica Zalman bid down to the Fifth Rattle Cluster, which consisted of one of our new mixed-arms forces and a Star of OmniMechs. Using the Omnis to anchor a center line near the village, the Fifth split into three Stars and flanked the onrushing Falcons. Surprised by a mixed Star of ProtoMechs, the Falcon attack derailed long enough for the MechWarriors to win their initial engagements, gutting the bulk of the enemy's strength. Disconcerted, the Falcons faltered as Zalman pressed the counterattack. The Galaxy Commander won the Trial, *isorla*, and great honor among Beta Galaxy's warriors.

Later that year, the Falcons showed the depth of their taint. On Marshall, the Second Velites once again issued a *batchall*, this time bidding their entire force. This time, Zalman bid away all but the Viper Fusiliers, leaving her outnumbered but capable against the slower and less experienced Falcon force. The battle was fierce but the Fusiliers gained the upper hand after Star Colonel Allen Dumont cut down Star Colonel Dien.

The Falcons, unbeknownst to Dumont, broke their bid and without warning, artillery shells began to fall along the Fusilier flank, crushing nearly the entire Cluster in the initial strike. With the Fusilier command wiped out, only a Trinary's worth of OmniMechs and battle armor managed to pull back to the enclave. Threatened with annihilation, the Falcons granted our forces *hegira*, though they forced additional shame upon us by only allowing our personnel to vacate the planet, leaving much of our equipment behind.

Their use of artillery was a complete break of their bid and proved to be an opening that our Khans sought to exploit. The Falcons would pay. Oh, they would pay…

—Clan Steel Viper Loremaster Arthur Stoklas, *Personal Notations, 20033070*



RAVEN JUSTICE

After the destruction of their fleet and their orbital yards at Lum at the hands of the Goliath Scorpions, the Ravens responded in kind. While initially the action at Roche seemed more of a retribution, the end result revealed the Raven's true purpose: replenishment.

In March 3069, after losing their motion to censure the Scorpions, Star Admiral Anta McKenna arrived at Roche with the full might of the Brim Naval Assault Star. She immediately declared a Trial of Possession for the Scorpion's WarShip assets and their crews currently on station: the *Sagitta*, *Garlon*, *Enceladus*, and *Prometheus*.

Khan Suvorov readily agreed and a fierce bidding war dropped both forces down to a single WarShip and a bevy of aerospace fighters.

McKenna and the *Black Justice* engaged Star Admiral Rebecca Suvorov and the *Sagitta* near the system's small asteroid ring. After ten exhausting hours, the *Black Justice* emerged victorious as the *Sagitta* drifted powerless behind it. Barely a Star of Raven aerospace fighters escorted her out of the Trial zone.

The Ravens gathered together their hard-won *isorla* and moved onward to Brim, where the *Sagitta* was hastily repaired and readied for duty. Khan McKenna ordered the Scorpion vessels and their crews to remain together, forming the Hellgate Battle Star, and tasked their new fleet assets to escorting merchant vessels along the Raven Road, part of the Clan's stellar route to the Outworlds Alliance.

—Clan Cloud Cobra Scientist (Historian) Olivia, *Naval Record Summation 18093070*

RETRIBUTION

At the beginning of 3069, the Spirits lost a major trial to the brazenness of Diamond Shark Stephan Faulk. The most significant BattleMech development of the Spirits' scientist caste, the *Crimson Hawk*, was lost to the wily Shark warrior. More importantly, the Sharks won the entire scientific team involved in the BattleMech's development—and the merchant Clan learned, through them (and unbeknownst to the Spirits), of the existence of one of the Spirits' colony worlds: Honor.

As the year progressed, the Star Adders began pulling more of their forces off York as they prepared to further punish the Snow Ravens for their interference. The move was done in confidence, believing the Spirits were broken enough to remain in place until the Adders could return. Seeing the chance to gain traction elsewhere, Khan Karianna Schmitt boldly led her Blood Guard Keshik to Arcadia, joining up with Omicron Galaxy and capturing several industrial complexes from the Adders. Flush with victory, Khan Schmitt immediately distributed the captured material between York, Haven, and Honor, returning to Strana Mechty shortly before another Grand Council meeting in early 3070. The Spirits, sufficiently rallied with these gains outside of York, managed to push most of the remaining Adder forces off of York, reducing their enemy's presence to a single enclave. However, with the CSA *Stellar Serpent* in geosynchronous orbit, the Spirits hesitated from a last final push, both at their own limit and unwilling to see the Adders forced to use orbital bombardment as an option for defense—and returned to their original bid from the initial invasion.

The Ravens began their own brand of revenge with the arrival of the Storm Crow Naval Pursuit Star in April 3069. With little progress made between the Watch and OAI regarding Ramora, both Khans authorized a plan put forth by Galaxy Commander Arianne D'Amone. By the end of May, the Combine worlds of Valentina, Budingen, Weisau, and Schirmeck were seized with no pretext of a Trial or Clan honor. The Combine defenses, declared *dezgra* by the Raven forces, stood little chance of victory as the Raven forces smashed them aside. The systems were quickly stripped of ready resources and DropShips confiscated and sent back to the Alliance using a support flotilla of Raven and Alliance JumpShips. Military hardware of worth to the Alliance was claimed but then destroyed, deemed inferior by Raven commanders.

The initial systems cleared, the Ravens moved on. The next world to fall was Goubellat, with system defenses defeated within a day. With most of their ground forces now occupying their new conquests, the Raven fleet arrived at Galedon with only its naval and aerospace assets. The Ravens, fully aware that the District capital would be well-defended, institute a different plan to make their anger regarding Ramora and Dante understood.

The first salvos that fell from the Raven WarShips obliterated the Harikuma Military Base and wiped out at least a battalion of the Twelfth Galedon Regulars. Additional military bases and pockets of concentrated force also felt the power of the Raven guns, including AFFS forces that were busy assaulting the planet. Several sorties were conducted by both DCMS and AFFS forces against the CSR *Nestling*,

causing moderate damage before the attacking wave was eliminated by swarms of Raven fighters. With spaceborne resistance broken, the Raven WarShips moved around the planet, striking every possible military location or detected force concentration. Suspected military sites were flattened and even large factories, such as the LAW-Galedon complex, were incinerated by orbital strikes. Several major conflagrations erupted on the outskirts of Tahlwynn, Yokohama, and Bridgeport, three of the world's largest civilian cities. By the end of the week, fires were rampant and all cohesive leadership broke down, leaving many continental sectors under the nominal command of whatever military force remained—Combine and Davion alike.

Loremaster Klaus Harper issued an ultimatum to the planet, broadcast in the open. The civilians of Galedon were given one week to evacuate the planet, at which time the Ravens would then finish their sentence of justice. During that week, the Ravens constantly ran sorties over the growing crowds surrounding what DropShips remained on the surface, making sure that no military forces attempted to leave and used lethal force to punctuate their ultimatum.

On 16 June, as the last of several DropShips lifted from the surface of Galedon—most of the population remained, unable to escape the planet—Clan Snow Raven began the systematic destruction of every major city. Those DropShips that left after the deadline were forced to dock with the Clan's WarShips under threat of death; over 10,000 refugees were claimed as *isorla* after the bombardments begin. Little did the Ravens know that death stalked among their new acquisitions in the form of an ancient Age of War-era bioweapon, unleashed upon the world during the recent Combine/FedSuns fighting. The majority of the refugees were packed into the *Nestling* with several hundred others spread to those ships with open cargo holds.

The systematic destruction of Galedon lasted for a week; by the end, every major metropolitan center was pockmarked with craters and rubble; what little shelter remained was consumed with fire. The contaminating smoke, ash, and radiation spread across the planet's atmosphere, slowly altering its ecology. With over 60% of the planet's population now dead, the Ravens began their return to Alliance space.

SCOURGING THE PLAGUE

It was not long into our journey home before disaster struck. Actually, it was only our first jump from Galedon before our medical staff alerted us to the situation building in the hold of the *Nestling*.

Somehow—most likely during the fighting we interrupted upon our arrival—a deeply buried Star League-era vault had been breached, releasing what our scientists eventually determined was XCON-73. A biological agent developed by the Combine in 2418, this pathogenic mix was slow-acting but extremely durable; it was designed to be quickly spread throughout a planet's atmosphere by bonding and reacting to certain blood enzymes, including hemoglobin commonly found in *Homo sapiens*. Our scientists have theorized that the cache of XCON managed to multiply and spread across the planet, infecting possibly millions of people by the time we claimed our *isorla*.

The problem was that by the time we received them on board our WarShips, the civilians were an active contagion that could wipe out the entire Clan if extreme protocols were not taken. As such, I took it upon my right as Star Admiral to initiate the Trial of Annihilation against the *Nestling*, *Storm Crow*, and *Mountbatten*. Even though the *Nestling* immediately opened its cargo holds to space, expunging the civilians to vacuum, it was too late to save the ship. At the time, we did not know that the agent had penetrated the entire vessel through the air reclamation systems; all we knew was that a deadly contagion was already spreading across the Clan crews, indicating that the vessels were doomed.

We tried to execute the Trial with honor, but unfortunately my fellow captains decided that honor and the safety of the Clan was not as important as their own lives. The Trial was…difficult but in the end, we prevailed.

I have heard that the Khans have since sent decontamination crews to the site of our greatest crisis of honor to salvage what remains of the *Storm Crow*. While it will be uplifting to see the return of one of the Clan's powerful vessels, it will, to myself and my crew, remain tainted with the stigma of dishonor. We, as a Clan, can only hope its new commander and crew will live to erase such a stain and return her to former glory.

—Clan Snow Raven Star Admiral Troy McKenna, *Personal Notations, 03023074*



The return of the Storm Crow Naval Pursuit Star in August 3069 caused some alarm, as only two of the WarShips re-entered the Ramora system. With the news of the loss of the *Nestling*, *Storm Crow*, and *Mountbatten* to the "Curse of Galedon," the Raven leadership suffered another shock when, two days later, Alliance intelligence gave its final report regarding the ambush back in January. According to the incontrovertible proof obtained by both the Watch and OAI, the attack did not come from the Combine, but instead originated from Dante. The investigators had determined the attack was planned and carried out by an insurgent group, Dante's Inferno, which was opposed to the thought of the Clan's blossoming partnership with the Alliance.

Infused with the thoughts of the colossal loss of life precipitated upon an Inner Sphere world based on rash action that had no basis in truth, the Raven leadership moved to carry out its judgment on Dante. In mid-September, the two surviving WarShips of the Galedon operation struck the opening salvos in the cleansing of Dante. At the bequest of President Avellar, the Ravens focused their newly declared Trial of Annihilation on the Faustus Range, burning several of the peaks down to cinders and slag, including Mount Gehenna, the location of the Dante's Inferno terrorist group. Any DropShips or small craft attempting to depart the planet within a thousand mile radius of the range were automatically burned down. The OAI left several agents in place on Dante afterward, to verify that the Infernos were completely eliminated.

Unfortunately for the Clan, the overkill actions on Dante inflamed secessionist sentiments on outlying Alliance worlds, mostly contained on Baliggora and Raldamax, though some protest was also found on Ramora, Quatre Belle, and Cerberus. The situation caused the widening of a political rift within the Avellar family and its political party. Loremaster Harper arrived on Alpheratz to meet with the President and his cabinet and opened a long series of talks in expanding the Clan's partnership with the Alliance. On the Clan's side was the specter of a violently heavy Combine reprisal for the Clan's actions at Galedon; because of the Clan's presence within the Alliance, all of the nation's worlds were a target. To hammer home the point, Loremaster Harper showed the representatives footage of several warriors infected with the "Curse of Galedon," proof of the violence capable by the Combine.

The Alliance, in the end, had no other options to consider and negotiations began.

THE HELLION PLAN

In late August 3069, Clan Ice Hellion stirred the pot with a decidedly poor decision. A small merchant fleet was assembled, ostensibly to conduct standard caste affairs. However, Loremaster Jonas Cage and Khan Raina Montose instead seeded the fleet with Watch operatives and several warriors with the sole purpose to investigate Clan Star Adder and Clan Cloud Cobra's dealings within the Tanis system. The fleet, commanded by Star Captain Mora Taney, jumped into the system, arriving at the zenith jump point. The small fleet of three JumpShips—under the cover of needing repairs for a damaged helium seal—was immediately ambushed by the *Protector* and *Inquisitor* and all three vessels were destroyed within minutes. The Cobras, on edge since the last time the Hellions invaded the system in 3065, had instituted a policy of placing naval assets at the common arrival points within the system. While the practice was a major strain on the Cobras' naval assets, it proved to be worth the effort thanks to the Hellions' miscalculation.

Seeing the Hellion fleet for what it was, especially after sifting the debris, the Cobras took the step of alerting their Star Adder allies. The action didn't go completely unnoticed as other elements within the system quietly observed the situation and maintained their silence. Because deep intersystem transit was critical to the Bandit Caste's continued existence, any movement by any Clan was a potential hazard to their discovery.

Attention, however, was focused not on Tanis but at the Hellions. Alerted to the incident, Khan N'Buta ordered the Clan's Watch to spend some time investigating the intruding Clan and determine what possible plans Montose and Rood had in play. While no intelligence came back regarding the Hellion leadership, the Watch did notice several unusual unit deployments and disappearances, especially involving nearly half of the Clan's transportation assets.

Further analysis indicated that the Hellions were in the midst of an elaborate "shell game," constantly moving forces in and out of their enclaves to keep up an appearance of strength while some of the Clan's touman was being pulled off to places unknown. The result was a very understrength Clan guarding a swath of territory and resources that would only benefit a risk-taking Clan. Khan N'Buta kept the information to himself, believing that any action to seize Hellion assets would spark a Clan feeding frenzy. Besides, the Adders still had the albatross of York hanging around their heads.

Because the situation on York had become a stagnating stalemate—with neither Clan willing to offer *hegira*—the Adders had switched tactics over the years from that of conquest to that of a continuous live-fire exercise for its warriors. While unwilling to fully remove the Clan from the conflict, making the Adders lose face in front of the rest of the Clans, N'Buta instead rotated the Adders' greenest Galaxy to the world. Eager to quickly add the relatively unguarded Hellion resources to the Star Adders, N'Buta assigned Rho Galaxy with an improbable task: hold the line on York and win great honor, or lose York altogether and face the consequences.

By the end of 3069, the Adders' possessions on York consisted of a single enclave, surrounded by an exhausted Clan Blood Spirit. The Adder leadership, however, was more interested in repositioning its troops near the underdefended Hellion enclaves. The Spirits were also executing their own shell game with the Adders, moving forces from York a Cluster at a time, redistributing them to Arcadia and to their newer enclaves on Honor and Haven.

In a bold move designed to bolster her Clan's morale and gain a foothold elsewhere—while also seizing more resources for their two hidden colony worlds—Khan

Schmitt led Alpha and Iota Galaxies to Albion. Declaring their intent to claim several manufacturing facilities and part of their former enclave, the Spirits landed without incident and moved to seize their targets.

The Star Adders were surprised by the Spirit assault and the *Chrysaor* facility fell quickly, defended only by the 343rd Adder Sentinels. At nearby Junction City, the Adder's Eighty-seventh Dragoons put up a steadfast defense but ultimately fell to the attackers. By the end of the year, the Spirits had claimed nearly forty percent of Albion for themselves, including several much-needed industries.

Khan Schmitt, buoyed by her Clan's successes, took Alpha Galaxy to Arcadia and bargained hard with the Steel Vipers for their newly-built *Roc* complex. Leading the charge herself, the Khan took down two opponents as the Spirits outmaneuvered the Viper's Fifty-seventh Striker Cluster and claimed victory.

The Adders, Spirits, and Hellions were not the only ones conducting transfers and initiating actions designed to fool their fellow Clans. By October 3069, Clan Diamond Shark had moved just over half of its elite touman to various holdings along its Deep Periphery trade route, Itabaiana, and Twycross. The exploration of a vibrant binary system on the fringe of the Chainelaine Isles changed the Clan's initial plans and saKhan Labov recommended the Sharks take advantage of the small outlying star. Technician Factor Erasmus suggested establishing a recharge station which could restore its energy storage batteries as fast as practical and noticeably accelerate the recharging of docked K-F drive vessels. The small planetoid on the outer edge of the system proved rich in raw resources and the Clan moved quickly to place a small manufacturing facility there to handle repairs. By the end of the year, the Sharks were well on their way to possessing a quiet—and secret—waystation on the Periphery border.

As a precaution, the Sharks waged a fast war on the surrounding Chainelane systems, eliminating a few pirate bases and absorbed a small, struggling colony world. With a zone of protection now established, the new Shark station, Reef, was built in secrecy.

VIPER AND FALCON

While many of the Clans maneuvered and bargained in secret, the Vipers and Falcons slammed together in conflict rather publicly. On Marshall, the Falcon's rebuilt Second Falcon Velites found themselves once again facing down portions of the Vipers' Beta Galaxy in a Trial of Possession. With their own honor on the line in the Homeworlds, the Velites fought to prove themselves just as worthy as their Inner Sphere counterparts. As the Viper Fusiliers gained the upper hand, however, the Falcons resorted to tactics normally considered fair and honorable in Inner Sphere combat: they called down the rest of their original bid and utilized their artillery support. The barrage shattered a sizeable contingent of Viper Fusiliers that were grouped together, forcing the remaining survivors (less than a Binary) to withdraw from the Trial.

Khan Andrews, upon finding out about the Falcons' *dezgra* tactics, demanded a Grand Council to address the egregious Falcon action. Seeking more than censure, the Viper Khans were disgusted when the vote was soundly defeated. The Clans who had experienced the complexities of Inner Sphere warfare backed up the Falcons' use of artillery tactics. SaKhan Hoskins, enraged, opined how low the Clans have fallen, deviating so horribly from the true path of combat set down generations ago by the Founder.

The Viper leadership denied Beta Galaxy to declare a Trial of Grievance and promised its warriors that "the time for retribution is close at hand." It came much sooner than expected.





DECLARATION OF HONOR

[**Loremaster Kael Pershaw**]: The Council recognizes saKhan Nicole Hoskins of the Steel Vipers.

[**saKhan Nicole Hoskins**]: It pains me to hear not one, but several Khans argue in favor of the *dezgra* warriors who slaughtered honorable MechWarriors and Elementals sight unseen rather than face them in single combat. How far have you all fallen that you would defend such practices? I have seen record of the day when Khan Weaver's demand for the censure of the Wolves for their excessive artillery use could count on broad support in this Council. And that incident did not include the wholesale slaughter of most of a Cluster!

[**saKhan Samantha Clees**]: Does saKhan Hoskins suggest that the Viper Touman is unfamiliar with the Arrow IV system, or the *Naga* OmniMech? Perhaps she is unaware that the *Huey* was developed in response to a requirement set forth by the Great Founder himself? I did not realize the education system of the Steel Viper had become this feeble, but perhaps the Hoskins line has become unable to maintain long-term memory. Did the saKhan forget the damage inflicted to her Clan on Tukayyid? Did she forget the damage suffered by all the Clans at the hands of the Inner Sphere armies during the Invasion? The Steel Vipers so rarely faced them, the instances should be easy to memorize.

[**Hoskins**]: What has addled your mind that you would remark upon their battlefield utility, with battles against Spheriods as evidence of said utility? Why is the barbarism of their methods no longer an example of what to avoid, and instead an example of what to emulate? When have such tactics become something to admire?

[**Khan Ariel Sukorov**]: SaKhan, it is a foolish Warrior who fails to adapt to their enemy.

[**Hoskins**]: Foolish? Is it foolish to select a course based on honor instead of utility? Why do we then shun orbital bombardment and nuclear weaponry? Why have BattleMechs at all? Would you have us rather do battles by proxy, sending mindless robots to do our every bidding? Is that what we must become?

No! I refuse to accept that! I aspire to something greater! The Steel Viper Clan aspires to the true Way of the Clans, the true intent of the Founder when he made the Clans, not this slow perversion back to the very ways that sundered the Star League, and fueled the Pentagon Civil War.

[**Clees**]: Then you are like a child, blind, seeing only what you choose to see, rather than what is, and what has become.

[**Hoskins**]: No, Khan Jade Falcon. I have made a declaration. And I will see my words made manifest by the instrument of my strength, and the strength of Clan Steel Viper.

[**Clees**]: *[mutters]* More like the mewlings of sibkos.

[**Suvorov**]: Bargained well and done, child of the Steel Vipers. Loremaster, I move we vote on the issue of censure of Clan Jade Falcon for the tactics they employed on Marshall.

[**Khan Brett Andrews**]: I second the motion.

—partial Grand Council transcript, 05113069

EXODUS REQUIEM

On 5 November 3069, the Clans met for their ceremonial Grand Council to honor the Great Father and Exodus Day. The usual ceremonies were torn asunder when Khan Andrews, during the latter portion of the meeting, stood and declared that Clan Jade Falcon was a Tainted Clan, corrupted beyond reproach by their continual exposure to the Inner Sphere. Khan Andrews moved that the Falcons be expelled from the Homeworlds and declared *dezgra*. He purposely avoided any language that would indicate a Trial of Annihilation or Absorption, instead lacing his address with examples of the Falcon taint: the allowance of freeborns to claim a Bloodname, the dishonorable combat methods using artillery and other support roles, and the side-stepping of Clan honor by bargaining political favors with Inner Sphere powers.

Andrews' declaration ruffled more than a few Khan feathers. Many considered his timing atrocious; others applauded him for raising their own back-room suspicions. Andrews' impassioned speech ended by quoting Khan Vlad Ward's own words after the Great Refusal had been decided, that "the Inner Sphere is a breeding ground of discontent from which our isolation had saved us. They are diseased and we were pure and healthy before we invaded them. Our prolonged association with them has hurt us, it has weakened us." In the end, the vote was called and the Coyotes, Blood Spirits, and Star Adders—the shock of the two mortal enemies actually agreeing politically was enough to stun many—sided with the Vipers. Khan Ward, during his vote to support the Viper measure, suggested that not only were the Falcons corrupted but had

also deteriorated, using inferior Lyran troops as a recent litmus test for their warriors and not the superior forces of the Clans. But before relinquishing the floor, Ward also reminded the Council that the Vipers at one time had extensive contact with the Inner Sphere, meaning they were no less tainted than those they accused.

SaKhan Hoskins, livid that the Wolves would insinuate the Vipers were on equal pairing with the Falcons, reminded the Council that the Vipers had, unlike the other Inner Sphere Clans, maintained their fighting prowess against that of the Falcons. "Furthermore," she yelled, "the Steel Vipers have been free of Inner Sphere taint for nearly two generations." The heated exchange did nothing for the Viper cause except cascade the chamber into noise and disorder; when the dust cleared, the vote remained solidly against the Viper measure. Disappointed by the continual stagnation emanating from the Grand Council chamber, the Viper Khans vowed to handle this latest travesty against the Founder's vision themselves.

In less than 36 hours, the Vipers made their move.

Ironhold was the first to suffer under the Steel Viper assault. Alpha Galaxy declared the Falcon forces *dezgra* and not worthy of bidding or honorable combat. The elite Galaxy blitzkrieged the world with a combination of orbital assault and hot landings. The Falcons' Emerald Talon Assault Star intercepted the incoming Viper DropShips and managed to blunt the initial spearhead before the arrival of the *Dark Asp* and *Zalman's Endeavor* arrived to provide support. The *Steel Python*, *Snake Pit*, and *Snake-in-the-Grass* escorted the remainder of Alpha Galaxy; the arrival of nearly ten Stars of aerofighters pushed the Falcon WarShips away and cleared the orbital lanes for a full assault drop. Despite the overwhelming force facing them, the Twelfth Talon and Zeta Solahma Clusters managed to evade the Vipers for nearly a month before succumbing. The Vipers made it very clear they would not take Falcon bondsmen unless the

THE VIPER STRIKES

In mid-November, Alpha Galaxy slammed into Ironhold, declaring our intent to seize the world in whole and remove the Falcons. They in turn declared a full defense and managed to bring down a few of our DropShips before our WarShips drove off the Emerald Talon Assault Star. Down to only three Clusters, Khan Andrews led a brilliant assault against the Falcon's Twelfth Talon and Zeta Solahma. By mid-December, Ironhold was ours. The *isorla* claimed went immediately into rebuilding Alpha Galaxy.

Beta Galaxy exacted its own revenge, returning to Marshall and crushing the *dezgra* Second Falcon Velites. Five Clusters in strength, Beta overwhelmed the Falcons, demolishing the entire unit within a day. None of their warriors survived.

Our forces secured Eden quickly; Gamma Galaxy eviscerated the First Falcon Dragoons and Third Velites in quick succession. Two Binaries of Dragoons were taken as bondsmen, as they waited for our DropShips to land before engaging in a manner befitting a Clan. Of all the assaults accomplished before the end of the year, they were the most honorable enemies faced in combat. To waste such potential would go against our very being, even if they were born as Jade Falcons.

On Huntress, the Ninety-third Assault Cluster was sufficient to destroy the Third Falcon Dragoons. Removing the Falcon's Eyrie in the initial assault, the Falcons had no mountainous roost to hide in. Though they swooped all over the mountains to escape us, Star Colonel Anders Breen's excellent use of DropShips as a mobile force quickly counteracted their cowardice.

Our successes were quick and decisive. Tokasha, Gatekeeper, Barcella, Glory—the battles were intense but the outcome the same. Victory was ours for the taking, and by January 3070, nearly every Falcon enclave was ours, save Lum and Strana Mechty. Khan Andrews led his Triasch Keshik straight to the Falcon's enclave on Strana Mechty and in the span of only a few hours, destroyed every last Falcon warrior that came out in defense of their holding. As per Clan law, Khan Andrews called a Grand Council and turned over the captured enclave for redistribution.

And once again, the Grand Council refused to hold up proper Clan law. The measure was defeated by a singular flaw, pointed out by Council Loremaster (and Jade Falcon) Kael Pershaw: the Falcons were never officially sanctioned for a Trial of Absorption or Annihilation, so therefore they were still a Clan of Kerensky and due proper holdings on Strana Mechty. That holding, however, received a singular Star from the Falcon's Seventy-fourth Battle Cluster, reassigned from Lum.

Lum became the sole haven for the Falcons, with the Ravens allowing the Falcon WarShips that fled their other postings to repair and rearm themselves from the meager stores found planetside, protecting their only holding from our assault. But not for long.

—Clan Steel Viper saKhan Nicole Hoskins, *Notations, 30063071*

warrior proved themself exemplary in battle. This was a sentiment that stretched across the entire Viper touman as they carried out their vengeance.

The Vipers rolled out *en masse*, hitting every Falcon enclave save Lum. By the end of January 3070, the Seventy-fourth Battle Cluster was all that remained of Clan Jade Falcon within the Homeworlds, spared only because the Vipers needed time to regroup. The Falcons knew they lived on borrowed time and determined to die with what honor remained.

The Falcons did not wait long. In February 3070, the Steel Viper Naval Reserve arrived at Lum with Alpha Galaxy, who won the extensive bidding war for the honor to remove the last of the Falcons from the Homeworlds. Warning the Snow Ravens still present on Lum to avoid interference, the Vipers moved quickly to engage the tattered Falcon Emerald Talon Star. The CSV *Martial Legacy* bid for the right to lead the Viper fleet against the ragged Falcon force; in an hour-long battle over Lum, the Vipers ripped apart three Falcon WarShips [*the* Gauntlet, Ironhold Provider, *and* Blue Aerie *–SK*]; only the CJF *White Aerie* managed to limp away and jumped, headed for Strana Mechty.

On the ground, the battle was over before it began. The Vipers quickly overwhelmed the Falcons' two enclaves, taking less than a Star of warriors as *isorla*. At that moment, the only Falcons that remained were a single Star of *solahma* warriors charged with the defense of the last of the Falcon's territory in the Homeworlds: Strana Mechty.

THE RAVEN ABSORPTION

March 3070 became the month of reckoning for Clan Snow Raven. A Grand Council was called on 2 March and the first order of business was the Ravens' actions on Galedon the year prior. The rest of the Council was shocked by the information presented by the Diamond Sharks. The level of carnage and violence visited upon the world by the Clan held a casualty count that exceeded anything the Clans had ever witnessed, even during REVIVAL. Through their virtual connection, the Raven Khans defended their actions as best they could, ultimately citing self-preservation as their key instigator.

Star Adder saKhan Dante Truscott argued that the Ravens acted on poor intelligence and wasted enormous energy and resources on their rampage, directed at the wrong enemy. Furthermore, the Ravens completely ravaged an innocent world and a large number of civilians [*suspected to number in the* billions *–SK*] in their thirst for revenge. The act could be considered even more heinous than that of the actions of the Not-Named Clan. Therefore, the Ravens acted with dishonor befitting Kerensky's vision.

SaKhan Hoskins stepped up as Truscott finished his scathing rebuke of the Ravens and called for a Trial of Absorption, stealing the Adder's thunder. The Star Adders, having looked for an excuse to pursue their own Falcon-like expulsion of the Ravens, quietly fumed as the vote progressed. It ultimately failed as the Adders' voting block denied the Vipers their call, followed by quick abstentions of the Wolves, Cloud Cobras, and Fire Mandrills—each abstaining for their own reasons.

[**saKhan Dante Truscott**]: The Raven Khans insist they were only responding in kind to the trickery and deceit shown to them by the Draconis Combine, but where is it stated that the systematic cleansing of a world, including burning down civilian DropShips, is a worthy and honorable action? The entire operation stinks more of the Ravens reacting out of an affront to their Clan; the Khans even admitted to this Council they never declared a *batchall* for any of their assaults, citing that the Combine did not accord them such honor. It is clear that the Ravens also suffer from the Spheroid taint evidenced not so long ago by the actions of the Jade Falcons on Marshall. It is even more galling that the Ravens have only been in contact with the Inner Sphere—and a Periphery nation, no less—for such a short time!

[**Loremaster Kael Pershaw**]: The Council recognizes Khan Stanislov N'Buta of the Star Adders.

[**Khan Stanislov N'Buta**]: It is also important that this Council understand from the evidence presented that the Ravens acted in haste and distributed wanton waste to several worlds without verifying the intent or the opponent against them. As such, the entire Clan suffers the stigma of *dezgra*.

[**Pershaw**]: The Council recognizes saKhan Nicole Hoskins of the Steel Vipers.

[**N'Buta**]: Loremaster, I was not finished—

[**saKhan Nicole Hoskins**]: It is on this basis that the Steel Vipers call for a Trial of Absorption, and that we are accorded the right and honor to execute it!

[**Khan Brett Andrews**]: Seconded!

[**Truscott**]: Hoskins! You have-

[**Pershaw**]: My Khans, please. There will be order. The call is for Absorption of the Ravens.

—transcript, Grand Council session, 02033070

Khan Andrews, incensed that again the Grand Council had failed to act decisively in yet another potentially beneficial action for the Vipers, demanded a vote of "no confidence." After the uproar caused by the demand—seconded by Khan Montose—the vote was called. The Adders, Cobras, Scorpions, and Hellions all stood in support, as did the Horses. With Khan Ward of the Wolves and both Shark Khans abstaining, the no confidence vote failed. The Vipers, in complete disgust, exited the council chambers with vows of retribution on their lips.

The Raven Khans, after witnessing the sheer savagery of political play within the Grand Council, finally realized that they could no longer maintain one foothold within the Homeworlds and another in the Inner Sphere. After some deliberation, the Khans assigned Loremaster Harper to begin negotiating in earnest with the Alliance leadership to carve out space within the Periphery nation. The Clan knew that if necessary, they would move to conquer the Alliance, but such action would severely gut the Clan and quite possibly sever them from their Homeworld castes. Their decision to leave the Homeworlds made, the Ravens prepared for the arduous task of relocating themselves to the Inner Sphere.

THE MEASURE OF NO CONFIDENCE

A vote of "no confidence" is a rare call indeed within the confines of the Grand Council chamber. It has never succeeded in the three times it was brought to the floor.

If a no confidence vote does succeed, the current Grand Council is disbanded and every Clan is required to call their own Clan Council in order to reaffirm their Khans, or elect new ones if necessary. It was a measure allowed by Nicholas Kerensky as a last resort to effectively "reset" the council's leadership. It was hoped that Clan warriors would recognize when their leadership was weak and this measure gives a "last resort" to correct the issue.

Because the measure has never passed—the vote on 2 March was the closest yet—it is undetermined how effective such a measure would be.

—Grand Council Loremaster Kael Pershaw, GC transcript subtext notes, 02033070

Convinced the Snow Ravens' actions demanded accountability, and with the Grand Council adjourned for the time being, the Viper, Adder, and Cobra leadership met to decide how to best punish the errant Clan for their apparent abandonment of the Honor Road. The three allies [*or the Snake Alliance, as various agents referred to this power bloc –SK*] examined their current intelligence on the Ravens and selected several enclaves to target for punishment. After an intense day of bidding, the Vipers won the right to seize several factories and enclaves on Brim and Hellgate as well as Bearclaw, the latter being former Ghost Bear holdings bequeathed to the Ravens when the Bears turned and abandoned the Homeworlds a few years prior. The Cobras won the rights to hit Brim and Hellgate, and the Adders chose to assault enclaves on Bearclaw and Circe.

The Vipers' Gamma Galaxy fought with honor and prestige, calling out and picking apart every Raven binary and Cluster that answered on Brim. By the end of May, the Vipers had not only seized every Raven enclave bid for, they also managed to secure the *Summoner* facility the Adders had failed to win on Bearclaw.

The Cobras and Ravens clashed heavily on Brim and Hellgate. The Cobra Beta Naval Reserve managed to win its way into orbit over Brim and declared three separate trials: a DropShip facility, a BattleMech factory, and the Crow Bloodname legacy. Raven defense was strong, with shrewd bidding by Galaxy Commander Tristen Crow easily defended the DropShip and BattleMech facilities. The Crow Trial proved to be the most bloody as the Ravens called in their last bid in a last-ditch attempt to refuse the Cobras. [*The Cobras seized the entire Crow legacy, completely stripping it from the Ravens. –SK*]

The Cobras managed to overcome the additional Raven reinforcements just as the Star Adders arrived with two Naval Stars. Fresh from victories on Bearclaw, the Adders trialed for the same two Raven facilities as well as the single Blood Spirit enclave, gained from an arrangement with the Ravens. Their defenses depleted from the fierce Cobra trials, the Ravens had little chance to repel the Adder strength and lost both ground facilities. The Blood Spirits stood no chance and found themselves losing the enclave less than a month after receiving it.

On Hellgate, the Cobras arrived during the fierce fighting between the Vipers, Ravens, and Coyotes, who had already seized two Raven enclaves. The Cobras waited in orbit until the Trials were complete then declared their own intentions against several Raven depots, two of them recently won by the Vipers. The Cobras handily won against the Vipers with only a Star participating on



THE STRANGE RISE OF KINDRAA SAINZE

Still believing the Clan was a rising power player among the Homeworld Clans, both Khan Sainze and saKhan Carrol [*elected after Samantha Kline's unfortunate death to spinal cancer –SK*] kept the Mandrills from taking a stand in the Steel Viper vote to Absorb the Ravens. The move, however, earned them some enmity from Khan Andrews. Khan Sainze had unwittingly reinforced the Viper's enmity as the Mandrills voted against the Viper's subsequent call of no confidence in the Grand Council. As the Council adjorned, Khan Sainze's chances to raise the Clan and his own prestige to ilKhan looked better than before.

Blood Spirit saKhan Boques approached the Mandrills soon after the Grand Council with a proposal: assist the Spirits in showing the Star Adders the folly of backing the Vipers, and the Spirits would share half of the *isorla* taken from their new holding on Albion. The Mandrills agreed, with Kindraa Sainze assisting the Spirits in their assaults. The Kindraa's forces won great honor in seizing three major Adder holdings on Huntress. The attacks, designed to pull Adder attention away from the beleaguered Ravens, were successful for only a short time.

Clan Cloud Cobra soon moved to protect their Adder allies, hitting the Kindraa's staging area on Albion. Despite a desperate defense by both Spirit and Kindraa forces, the Cobras managed to destroy much of the newly acquired facilities, flattening most of the Roc complex and several raw manufacturing sites. Kindraa Sainze lost most of its reserve force and pulled back its remaining forces from Huntress, letting the Adders reclaim them. The retreat was not without gain; Star Colonel Jek Sainze stuffed every last DropShip full of *isorla* from the Adder's storehouses.

The Diamond Sharks, impressed with Khan Sainze's rise in political stature, offered their enclaves and storehouses on Barcella to the Mandrills in exchange for several JumpShips and cargo DropShips. The Mandrills quickly agreed after securing saKhan Labov's promise for Shark favor when Sainze's name came up again for ilKhanship, a deal which greatly benefited the Sharks who gained nearly a third of the Mandrill's transportation assets. The Sharks left behind not only several small cities and natural resources for the Mandrills, they also left a Brian Cache full of Star League-era combat machines, enough to re-equip the damaged forces of Kindra Sainze and Mick-Kline-Kreese. It did not dawn on the ilKindraa that the Clan suddenly had a transportation shortage on its hands until later.

Eager to test out their new machines and next generation of sibkos, Kindraa Mick-Kline-Kreese relocated to Albion to help the Blood Spirits in their defense of their new overly-large territory. Their arrival proved ill-timed, showing up as the Spirits tangled with a Star Adder assault. Despite repeated calls by Khan Schmitt to abort their landing, the Kindraa believed they were still operating under the terms of the Mandrill-Spirit agreement and declared their intention to defend the enclave. The Adders took this as a breach of *zellbrigen*, declaring both the Kindraa and the Blood Spirit forces as *dezgra*.

The Adders unleashed their full offensive potential, decimating both defending forces and denying them *hegira*. The Twenty-third Air Assault Force and Thirty-second Vanguard Battle Clusters were wiped out. Barely half of the Eleventh Battle Force Cluster managed to escape Albion. The rest of the Mandrill's enclaves then fell to the Adders. The blame for the miserable losses fell squarely on the shoulders of Kindraa Mick-Kreese-Kline.

Shamed by their fellow Kindraa's actions, the Mandrills entered a new Grand Council with their honor hanging by a thread—and with it, the political hopes and dreams of Khan Garrett Sainze.

—Clan Goliath Scorpion saKhan Kelton Myers, *Ruminations 09053071*

each side. Against the Ravens, however, the Trials were ferocious, with at least one resolved in a Cluster-on-Cluster conflict in the skies above. By the end of March, the Raven presence on Hellgate was reduced to a quarter of its original size and retained only one enclave.

In April, the Adders found themselves under attack by Blood Spirit and Kindraa Sainze forces on Albion, an attempt by Raven allies to distract their determined opponents. In response, Cobra saKhan Telinov ordered Delta Galaxy to Brim and immediately went after the Spirits' new enclave obtained from the Snow Ravens. Once taken, Delta then moved on to Arcadia, seizing the Spirits' new ProtoMech facility and destroying nearly half of recently arrived Kindraa Sainze's Fifty-third Assault Cluster in the process. The Cobras looted the facility and then withdrew, knowing they couldn't effectively hold all of their recent gains.

The Snow Ravens caught a break in May when OAI learned of a secret and ongoing deal between the Federated Suns and Clan Diamond Shark. Shark merchant agents had been penetrating deep into the Inner Sphere for some time, making connections and opening possible trade avenues. Loremaster Harper realized that the Shark's quiet acquisition of large supplies of fairly useless Undine battle armor was for this reason; the Sharks had cut a deal to exchange Clan technology with the large Successor State for trade and mineral rights.

Harper knew he had found the one thing the Ravens needed most: a distraction.

Khan McKenna, eager to redirect the ire of the Vipers, Adders, and Cobras, called for a virtual Grand Council and wasted little time presenting their evidence of the Shark's dealings. The Ravens were surprised when the Falcons corroborated their findings with their own. [*Apparently, Pershaw's Watch had gathered evidence some months ago. At the time it seemed fairly inconsequential, but coupled with the Ravens' intel, it made McKenna's case overwhelming. – SK*] The Sharks had been caught with their proverbial hand in the Inner Sphere cookie jar.

The Grand Council once again failed to decide on any type of punishment beyond a censure vote for the Sharks. The Ravens had succeeded, though; shortly after the end of the Council meeting, the Vipers, Adders, and Cobras shifted their assaults to the Sharks. The Raven leadership began to piece together what the "Snake Alliance" was doing—sharpening their troops on the Inner Sphere Clans deemed honorless—and reaffirmed their decision to abandon the Homeworlds. A fleet slowly gathered on the outer edge of Lum as the Clan began to assemble large convoys to the Outworlds Alliance, a move that forced the Clan's merchant caste to bargain for JumpShips from other Clans in exchange for materials and other resources.

CLOSING THE NET

Both the Viper and Adders decided to punish the Sharks for their audacity in dealing with a Successor State on the same honor level as a Clan of Kerensky. Not wanting to waste the momentum built within the two Clans over the last year, Khan Andrews suggested targeting separate Diamond Shark enclaves, working a similar plan as executed against the Ravens. The Cobras, needing time to replace forces lost in the savage fighting and not possessing the deeper resources of the two antagonists, respectfully stood aside.

The Adders quickly seized several Shark enclaves on Barcella, overwhelming the few merchant-warriors present. Their task done, and conveniently situated near the Hellion enclaves, the Adders then relinquished the fight and the honor to the Vipers. Khan Andrews reprimanded Khan N'Buta for the early withdrawal, but despite the fact that both of its allies had quit the battle, the Vipers pressed on.

The Vipers' Gamma, Beta, and Delta Galaxies targeted several Shark enclaves on Babylon, Paxon, and Strato Domingo, intent on seizing territory and bleeding the Sharks of their warriors. After several initial successes—including a victorious Trial that secured several generations of Hawker and Sennet bloodlines—the Sharks pushed back. On Babylon, three Shark Clusters managed to thoroughly defeat Gamma Galaxy using questionable tactics: several Shark 'Mechs used physical combat against the Vipers, a dubious breach of honor. The losses, however, were so great that Galaxy Commander James Andrews committed permanent *surkairede* upon his arrival at New Kent. The Sharks continued to skirt the lines of honorable combat, forcing the Vipers to break their bids or risk extensive losses. The Vipers saw such tactics as indicators of Spheroid taint present within the Sharks, pointing at deeper possibilities that the Clan had also lost the Way.

The Sharks would not go down as easily as the Falcons or the Ravens and pushed the Viper forces to the breaking point. Attrition and heavy losses, especially on Babylon, took an especially heavy toll on the Vipers' DropShip fleets. The Sharks refused to offer *safcon*, forcing every Trial to fight their way to the surface and to find their way off. The situation became desperate for the Viper leadership; refusing to back off but having bitten off more than they could chew, the Clan needed some form of leverage for victory or risk miring themselves on Babylon the same way the Adders had on York.

After much heated discussion, it was decided to unveil the pride of the Steel Viper fleet. On 20 September, 3070, the *Perigard Zalman* arrived at a Lagrange point near Strana Mechty. In orbit over the planet was the Black Diamond Naval Star. Moving swiftly, the *Zalman* and her assault DropShip escorts tore into the Shark fleet, taking down the CDS *Bloodletter* and *Predator* in her first pass; the *Zalman* had handily passed its "Trial of Position." Taken by surprise, the Shark fleet scattered; many of the civilian JumpShips at the distant zenith and nadir points disappearing as soon as their drives were charged. The lower castes on those ships were of no concern; the *Zalman* continued to engage the remains of the Shark fleet, taking some damage but gutting two more WarShips before the *Swift Strike* managed to jump away.



WHERE WERE THE SHARKS?

In the Homeworlds, the Shark leadership quietly pulled much of its military force from the Kerensky worlds, leaving mostly solahma and second-line units to ward off trials by adventurous Clans. By the end of 3069, over half of the Sharks' touman had been relocated to the Inner Sphere. Several deals were made with various Clans, all within the confines of the Homeworlds; the news was difficult to keep suppressed regarding the Sharks' ultimate goal of eventual abandonment of the Kerensky cluster. Many Clans rightly surmised that the Sharks were preparing their own exodus, much as the Ghost Bears did and the Ravens were preparing to do. As such, the Sharks pressed their merchant caste to negotiate hard for the best deals in resources, equipment, transportation, and military assets.

Clan Hell's Horses, a longtime ally of the Sharks, approached Loremaster Semi Kalasa regarding the extensive Horse holdings on Strato Domingo. Involved in their own plan to carve a place out among the resource-rich Inner Sphere, the Horses could not hope to relocate the entirety of their lower castes to their possible future holdings. Even though the Sharks were planning their own extraction, they could not refuse their ally and agreed to the exchange. Loremaster Kalasa instead planned to use Strato Domingo as a future bargaining chip once the Horse invasion began.

Because of the apparent violent eagerness of their fellow Clansmen, the remaining Shark forces found themselves in near-constant combat. SaKhan Labov instructed his merchants to utilize the remaining warriors left in the Homeworlds in their Trials, forcing the other Clans to waste military resources if they wanted the best deals. In return, the Shark warriors maintained their fighting edge. The only key problem was that of the Vipers, who decided the Clan was an easy target after shattering the Ravens in early 3070.

The Sharks had the Vipers well contained until their *Leviathan Prime* savaged the bulk of the Shark fleet over Strana Mechty. With that action, saKhan Labov accelerated the Clan's withdrawal plan—and plotted the Sharks' revenge.

—Clan Goliath Scorpion Watch Star Colonel Boyle Steiner, *Report CDS-04A 15013072*

Immensely proud of the *Zalman's* performance, saKhan Hoskins, jumped to Eden to join the rest of the Steel Viper Naval Reserve and then jumped for Lum, eager to test the *Leviathan Prime* battleship against the remainder of the elite Raven fleet. The Ravens were waiting; they had received word of the *Zalman*'s power from the Sharks. Waiting to defend their last main bastion of power, the Ravens had joined the remains of the Brim Naval Assault Star with the Circe Battle Star, stripping their large Inner Sphere-bound convoy of its escorts. SaKhan Hoskins issued a batchall for the entire system and the Ravens declared all they had to defend. The stellar battle outshined the previous naval engagement at Lum only a year ago; with the equivalent of three naval stars on each side, the Ravens' experience was equalized by the sheer destructive firepower wielded by the *Zalman* and her escorts.

Seven hours later, Lum was a Steel Viper possession. Only four Raven WarShips managed to escape [*the* Venture Star, Black Beard, Black Justice, *and* Lord Death. *Destroyed were the* Vision of Terra, Rook, *and* Snowflake. *–SK*], forfeiting the Trial by jumping out before sustaining mortal damage. SaKhan Hoskins then called in the remainder of the Viper fleet and dropped Alpha and part of Omega Galaxies onto Lum, meeting little resistance. The Ravens had been in the midst of a full-blown evacuation with little functional infrastructure remaining on the planet. What lower castes remained were quickly adopted into the Viper castes, though anyone higher than the labor caste was sterilized. Large stockpiles of equipment, ammunition, and war material sat partially loaded in DropShips at the two main DropPorts, which went a long way in rebuilding the damaged sustained during the Clan's fight with the Sharks.

Five days later, the Ravens returned to Lum. The *Zalman* was undergoing repairs when they arrived; the technician and labor castemen stayed on the WarShip's hull right up until the first missile strike as they made last-second repairs on every possible system and breach. The Ravens issued no batchall but simply accelerated into range and opened up their arsenal.

The Raven counterattack was ferocious. Though the Viper naval force was severely damaged—nearly all of their DropShips at Lum were destroyed, along with three-quarters of their fighter strength—the *Zalman* held its own, eliminating the *Black Beard* and *Venture Star* while only seeing one of its escorts, the *Coiled Serpent,* destroyed

alongside it. A failed ramming attack on the *Zalman* saw the *Black Justice* break up as it skittered across the planet's atmosphere. The *Lord Death* fled leaking atmosphere, its main drive heavily damaged.

With the Raven's last gasp expended, the Clan began to rapidly gather the remains of its forces and make for the Inner Sphere, a process that would take months to accomplish. Only the silent détente after the defeat at Lum belied how hurt their antagonists were.

THE COYOTE PROWLS

When the Ravens were brought before the Grand Council for their actions at Galedon, the Coyotes were quiet regarding the Absorption of the Ravens. Khan Kufahl vociferously defended against the Vipers' call of a "no confidence" vote. With his long-range political plans in jeopardy, he threw in his vote with the others against it, stalling the Viper attempt to dissolve the Grand Council. Seeing Khan Andrew's play for what it truly was—a power grab—Kufahl finally had a target for his Clan's ambitions and began plotting ways to break the burgeoning Snake Alliance.

At the end of March 3070, Hell's Horses' Khan James Cobb approached the Coyotes, intent on transferring Kirin and Tiber to the Clan. The move was fortuitous; the Coyotes would easily triple their output with the acquisition of the sprawling Tiber complex and add the abundant metallic resources from Kirin's Mojave continental shelf. Even with the Horses retaining their technicians and scientists, who would be relocated by the Clan, the swell of merchant and labor caste members would help the Coyotes in other ways. In seemingly one fell swoop, the Coyotes looked to increase their Homeworld power by nearly thirty percent—even with half of the Tiber facility's output for the next decade going to the Horses.

As the Raven-Adder conflict continued to rage between the two Clans and their allies, the Coyotes quietly moved towards increasing their holdings on Londerholm. Three of the neighboring Ice Hellion complexes fell quickly; Galaxy Commander Armin Tamzarian took note of how underdefended Londerholm was. The Coyotes' new bondsmen knew nothing except that the Clan had been reshuffling units over the last year in a possible prelude to a new "Hellion Fury" series of assaults.

Acting upon this new information, Tamzarian moved in and seized the *Sabutai* facility and a large merchant caste trading enclave with few losses. Concerned that other Clans might take notice of the Coyotes for their sudden gains, saKhan Clearwater put a halt to other planned operations against the Hellion positions and ordered the Watch to maintain surveillance and determine what Khan Montose had in the works.

Because of the Coyotes' cautious approach and quiet activities, the Snow Ravens approached saKhan Clearwater with their own proposition. Amused that yet another Clan was attempting to use the Coyotes as a clearing house in preparation for their obvious exodus to the Inner Sphere, the Clan's merchants wasted no time negotiating trade exchanges of enclaves and lower caste members. With its burgeoning supply, resource base, and manpower, Khan Kufahl was confident the Clan would soon be able to challenge the growing power of the Steel Vipers.

The Vipers, believing the Ravens had underdefended on Hellgate, arrived and declared pre-emptive *batchall*s only to be stunned to find the Coyotes already in possession of two key facilities. Not willing to back down, saKhan Hoskins decided to punish the Coyotes for blocking the "no confidence" vote back in March. The Vipers woefully underbid in their attempt to show up the Coyote forces and ended up withdrawing after nearly three months of low-intensity conflict, failing to win several Trials of Possession for various portions of the Coyotes' new holdings.The Coyotes moved in mid-3070 in seeming support of the Adders and attacked various Diamond Shark and Snow Raven enclaves with a show of force. The Trials themselves, however, involved less than a Cluster each as the Coyotes simply fulfilled their pre-negotiated agreements. The Coyotes managed to add the Diamond Sharks' Twenty-seventh Combined Strike and Forty-fourth Cruiser Clusters and two sibko training clusters from the Ravens to their touman, seizing enclaves on Tathis and Brim.

By the end of 3070, the Coyotes had increased their enclaves and resources by nearly sixty percent. Flush with new equipment and harvested troops, Khan Kufahl formed Gamma Galaxy to defend its new holdings on Londerholm and Hellgate. In late November, the Horses began transferring their agreed-upon enclaves, and the Coyotes moved part of Gamma and Delta Galaxies to postings on Tiber and Krin. In an act of good faith, Coyote merchants negotiated several low-cost trade agreements with Kindraa Sainze and Clan Wolf, delivering badly-needed ProtoMech and aerospace fighters.

When the Grand Council was called in 3071 the Coyotes entered quietly, their newfound power evident even to the Vipers and Adders. They would not be ignored.





COILING THE COBRA

During the Cobras' press on the Ravens, Khan Din Steiner and Loremaster Aldrich Spaatz discussed with Diamond Shark saKhan Labov the possibility of future resource transfers. Because of opportunities being discovered in the Inner Sphere, the Sharks were concerned they were being stretched too thin in the Homeworlds, increasing the likelihood of attacks by smaller Clans. The Sharks were looking to transfer some of their holdings in the Kerensky Cluster to these Clans, rather than suffer needless loss of resources defending them. Nothing was set in stone, however, as saKhan Labov declined to agree to terms until current plans in the Inner Sphere could be resolved.

After the May 3070 Grand Council meeting and the Ravens' revelation of the Sharks' secret dealings, the Clan found themselves a political target. The Cobras, seeing opportunity to gain territory for future bargaining with their allies, looked for opportunities to capitalize on the Sharks' misfortune. Beta Galaxy Commander Wainani N'Buta learned of the transfer of several large Diamond Shark resource convoys headed to the Inner Sphere. Acting upon his own initiative, N'Buta intercepted and trialed for the convoy and lost the *Trump* to a massed squadron attack. Despite the loss, the Cobras managed to win the Trial of Possession and gained a wealth of lower castemen, building materials, and military supplies from the Sharks. All of the convoy's contents indicated the Sharks were looking to move from the Homeworlds, a fact that the Cobras promptly shared with their allies, the Steel Vipers and the Star Adders. The incident significantly cooled relations between the Sharks and Cobras, denying the Clan a peaceful transfer of Shark holdings. It was a situation the Cobra Khans were comfortable with.

By the beginning of 3071, the Cobras were on the rise, flush with resources and a burgeoning touman. Both Khan Steiner and saKhan Kardaan were ready to take advantage of the continuing exodus of the Ravens and Sharks and move into their own as a political power.

—Clan Star Adder Star Colonel Brenton Lahiri, *Watch briefing 070474*

FUEL FOR THE BLOOD FEUD

Both Blood Spirit Khans were troubled with the news of the Ravens' actions at Galedon but did not find the issue—and the resultant failed Absorption vote—cause enough to pass a "no confidence"vote of the Grand Council. Despite refuting the tactic brought on by the Steel Vipers, Khan Schmitt remained troubled with the fragile nature of the Grand Council's authority. The Spirits returned to York, which had fallen into a state of quiet détente; the Adders, in their pursuit of Raven enclaves elsewhere, had reduced their presence on the planet to one strong defensive point and two WarShips, the *Pompeii* and *Exodus Ranger*. SaKhan Boques argued strongly to recall the forces on both Honor and Haven in order to finally push the Adders off York completely. Khan Schmitt refused as the Spirits were making gains elsewhere; to recall the Clan's forces would put their victories in jeopardy. She handily defeated her saKhan's subsequent Trial of Refusal but allowed him to remain in his position.

In March 3070, Raven saKhan Sukhanov approached the Spirits and informed them of the Ravens' decision to leave the Clan Homeworlds. With the constant Trials being called by the Adders, Vipers, and Cobras, the Ravens knew they could not remain in strength much longer. The two Clans bargained to transfer several Raven enclaves to Spirit control by the end of 3071, including a large amount of lower castemen, in exchange for several Spirit JumpShips and DropShips.

Feeling secure with the new deals, the Spirits and Kindraa Sainze hammered several Star Adder holdings on Albion and Arcadia. While done in part to distract the Adders from their own attacks on Raven holdings, the Spirit Khans were also moving in support of Kindraa Sainze, giving the Kindraa a much-needed political boost within the Mandrills. The opportunistic attacks were short-lived, however, as Clan Cloud Cobra turned and hit the Spirits' newly obtained Raven enclave on Albion and its larger gains on Arcadia. Nonetheless, the Spirits' offensive managed to stall the Adders long enough for the Ravens to regroup.

In August, saKhan Boques and Loremaster Campbell arrived on Barcella with Omega Galaxy, reinforcing the Mandrills' Fifty-third Assault Cluster in their defense of their newly-acquired Diamond Shark enclave against an Ice Hellion assault. During the battle, Loremaster Campbell and his command star held the eastern gate of the complex against a determined Hellion press; the Spirits held, but at the cost of their charismatic Loremaster.

The Spirits pulled back, consolidated their forces and elected Star Colonel Constans Cluff as the Clan's new Loremaster. They quietly received a Raven enclave on Brim and several on Circe, along with several hundreds of thousands

of lower castemen, and began gathering forces on Albion in preparation for another series of strikes on Star Adder territory. With the Adders still distracted by the Ravens' own issues, the Spirit Khans tried to maximize their breathing space.

The respite did not last long. The Star Adders arrived at Circe and found three Galaxies of Blood Spirit troops: Omega, Sigma, and Zeta Galaxies. [*Zeta was the Galaxy secured from the Ravens in 3068. –SK*] Similar to the assault on York nearly a decade before, the Adders initiated a massive planetary assault, declaring a blanket Trial of Possession for all of the former Raven enclaves, including the two still manned by Snow Raven forces that were awaiting transport. Galaxy Commander Fletcher Daniels gave the Ravens a three-day grace period before assaulting their enclaves. Trapped because of the lack of available DropShips, the Seventh Raven Regulars and the Second Raven Garrison Cluster fought hard but were completely destroyed.

The situation grew worse in January 3071 when Kindraa Mick-Kline-Kreese arrived at Circe. Khan Schmitt argued at length with the Mandrill saKhan, denying any need for assistance and knowing the Mandrill forces would alter the delicate balance of the battle. SaKhan Samantha Kline then declared a Trial of Possession for the two Raven enclaves the Adders had just won; Galaxy Commander Daniels refused to honor the Trial request, as the Adders' Trial was for "all of the Raven enclaves past and present located in this system." Kline, reading the Trial semantics differently, landed anyway and moved to seize the enclaves, an action the Adders read as a breach of their Trial with the Spirits.

The Spirits objected profusely, but to no avail. Daniels declared the Trial broken and removed the *zellbrigen* restrictions from his forces; the Star Adders pressed forward with everything they had, neatly catching both the Mandrill and Spirit forces off guard and inflicting heavy casualties. Seeing nearly two Galaxies of troops wiped out, Khan Schmitt requested *hegira* but was denied by Daniels, who declared both Clan forces on Circe *dezgra*. Only the timely intervention of the remains of the Mandrill task force kept the brunt of the Adder aerospace forces from annihilating the few DropShips that were able to clear the planet, but at the cost of the CFM *Rancor*. Incensed at the horrendous losses, Khan Schmitt rebuked saKhan Kline and prepared to bring the Star Adder action to the Grand Council's attention.

HELLION FOLLY, HORSE'S GAINS

Clan Ice Hellion, quiet during the revelations of Snow Raven and Diamond Shark dishonor, continued their preparations to invade the Inner Sphere alone. While saKhan Rood maintained his reservations regarding Khan Montose's plans, he was unable to deny the sense of pride and expectancy that took hold of the Hellions' Bloodnamed. While *esprit de corps* could only go so far, Khan Montose was adamant it would be enough when combined with the might of the Clan. The only remaining decision the Hellion Khans needed to make was exactly where the invasion would commence.

Few options revealed themselves, however. Skirting the Jade Falcon Occupation Zone and striking the Lyran border would immediately bring the Hellions to their goal of conquering Successor State systems, though intelligence on those worlds was weak. It was too big a risk, maintained Rood, to invade potentially strong defensive worlds and be rebuffed before even establishing a foothold. The other problem was the fact that the Hellions had never administered a captured Inner Sphere world before. While Montose remained vaguely optimistic that it would be easy to "govern a bunch of mewling barbarians," saKhan Rood steadfastly pointed to the problems the Steel Vipers and Ghost Bears had during REVIVAL and knew it could be a potentially large hurdle for the Hellions to overcome.

Barring a straight invasion of the Lyran worlds—or the Combine border, for that matter—the only other alternative was to strike an established Invader Clan. With little love lost between the Invaders and the Hellions, the choice was made more attractive when saKhan Rood noted that those worlds had been under Clan law for nearly two decades. Absorbing the lower castes and abundant resources would be easy, once the defending Clan forces were ejected. But which Clan—Wolves, Ghost Bears, or Jade Falcons?

Ultimately, Khan Montose decided to press into the border that split the Wolf and Falcon zones. By her reasoning, the Hellions could quickly determine which Clan was weaker, and therefore the best target from which to carve the Hellions' foothold. Their target selected, all that remained was to move the Clan's gathered forces, currently massed at a small system three jumps from the Pentagon worlds. Both Khans desired to move to a system closer to the Inner Sphere for use as a staging base and launch point. With some deliberation, the Clan chose Nouveaux Paris, believing it to be mostly abandoned. Unbeknownst to the Hellions, the Horses were preparing to launch their own invasion once the last of the Clan's forces arrived in January 3071.

On 3 September 3070, the massive Hellion fleet arrived at Nouveaux Paris and were shocked to discover several Horse JumpShips and the CHH *Blood Horse* within their midst. Further out, the Hellions detected a sizeable aerospace force and were hailed by Khan Cobb himself.

Khan Montose responded with a batchall for the system and the supplies the Horses had to have stockpiled on the planet surface. Montose was shocked with Cobb's response, indicating that the system would be defended with over four Galaxies worth of troops and two WarShips. The Hellions refused to withdraw their batchall and, on saKhan Rood's insistence, bid down to a single warrior, Delta Galaxy Commander Damon Hawkins. His opponent would be Khan Cobb on the *Blood Horse*.

The two warriors discussed their situation. Hawkins revealed the Hellions' true purpose and direction of the Clan's invasion. Realizing the makings of an opportunity, Cobb defeated Hawkins in an arm wrestling contest and then requested a meeting with Khan Montose. The two Khans met to discuss the situation and Cobb proposed a solution: the Horses would invade the Wolf Occupation Zone as planned so the Hellions could assault the Jade Falcons at their weakest point along the Periphery border without fearing flanking assaults by the Wolves. Neither Clan would operate on a common timetable, but would make the necessary adjustments to keep their opponent

focused on them. Working in tandem but independently, the two Homeworld Clans would have better success in their invasion plans with little fear of other Invader Clan interference. Khan Cobb insisted the Ghost Bears would not be an issue; both forces could operate without fear of a Ghost Bear strike in their rear operational area.

Montose and Rood quickly agreed to Cobb's proposal. The Hellions also managed to gain the use of Nouveaux Paris' repair facilities and recharge station for at least two years. Khan Montose then accelerated their timetable and called forward Zeta Galaxy early, joining the already-present Alpha, Beta, and Delta Galaxies. With the Clan's 13 WarShips and attendant naval support, the Hellions were nearly ready.

By the end of October, both Clans were poised to begin their own invasion of the Inner Sphere.

It is quite possible Khan Montose's own genius set up the Hellions for their eventual fall. Strategic failures aside, the overly complicated "shell games" she put the Clan's touman through between 3068 and 3070 were so convoluted not even the Clan's own Watch could keep abreast of which Clusters were situated where. It was not uncommon for a Hellion Flurry to arrive at their assigned post, get settled, and then within days—or, in a few cases, hours—be handed new orders for redeployment.

On paper, the strategy seemed somewhat sound; constant movement meant that the other Clans could barely keep up with the unit postings. Many times, a challenging Clan would arrive to declare a Trial of Possession, expecting based on their own recent intelligence to find certain units in place—and find a completely different Cluster ready to defend against them. In one case, the Star Adders arrived on Hector and challenged for a Trinary's worth of *Ice Ferrets*, expecting to face the Seventy-eighth Hellion Lancers. Instead, the Trial was defended by the Fifty-third Striker Irregulars, which had arrived the day before; at the end of the Trial the next day, the victorious Irregulars were already loading for departure as the Khan's orders moved them elsewhere.

Such a pace cannot be maintained indefinitely, yet the Hellions kept it up for just under three years. Fatigue and common illnesses, usually rare cases among Clan warriors, became frequent problems during the last several months. It is entirely possible that by the time the Hellions arrived at their launch points along the Falcon border, they were already operating at higher stress levels than normal, which may have contributed to the Clan's later cascade of failures.

Montose's plan was not without its successes, dubious as they might seem. The Clan's constant whirlwind of activity in the Homeworlds was of enough intensity it kept many of the other Clans off-balance, allowing the Hellions to amass more than enough material and resources for its journey to and assault on the Jade Falcon OZ. It was not until the early 3070s that a few Clans began to notice the absence of particular Hellion Galaxies and moved to take advantage of the situation. If Montose had not been madly swirling her forces around the Pentagon and Kerensky Clusters, who knows just how long the Hellion's Fury assault may have actually lasted. Certainly, it would have petered out quicker than it ended up.

There are many "what-ifs" that arise after examining Khan Montose's actions during the period between 3068 and 3072. They are worth consideration by future Clan leaders, if only to better avoid the fate that befell Clan Ice Hellion.

—Clan Goliath Scorpion Scientist Adjudicator Harold, *Historical 3070 Summations, 05073075*

On 14 November 3070, Clan Hell's Horses returned to the Inner Sphere.

The Clan's initial plan was to quickly capture a few key worlds on the Wolf border, consolidate, and then push forward in consistent waves. Nyserta, Oberon IV, and Paulus Prime were all defended by Clan Wolf's Omega Galaxy. Determined to make a strong entrance into what Cobb knew would be a long campaign, the Khan challenged Galaxy Commander Stevic Hawker to a Harvest Trial; the Wolf commander quickly accepted and ordered each world to make their own arrangements.

Khan Cobb personally faced Hawker's Command Star on Oberon and narrowly pulled out a victory, winning the world and the Galaxy Commander as a bondsman.

The Wolves on Nyserta refused the Horses' offer, however, and the Second Wolf Guards Grenadiers Cluster held out for three weeks against the Seventy-seventh Mechanized Cavalry. Those Grenadiers that survived—roughly a Binary's worth, as well as three DropShips and several hundred lower caste members—retreated into the Wolf OZ, carrying news of the Horses' arrival.

After both Oberon VI and Nyserta were secured, Khan Cobb immediately commissioned a new Galaxy, Omega, commanded by Stevic Hawker. The Galaxy Commander was adopted into the Horses, along with those Wolf warriors who were taken as bondsmen. Because most of the former Wolf Galaxy was already culled of Crusader warriors, the new Horse adoptees were quick to adapt to their new Clan.

At the beginning of December, Omega Galaxy and saKhan DeLaurel arrived on Paulus Prime. The battle was fierce but short and netted the Horses some more experienced warriors that were also absorbed into the new Galaxy. By the end of the year both Nyserta and Oberon VI sported a sprawling Hell's Horses enclave, complete with extensive repair facilities, storage, and a budding infrastructure. Many of the Horses' lower castes were transported to various staging areas in both systems and waited to be relocated to future Horse holdings. A continual stream of supplies were transported from Nouveaux Paris, as saKhan DeLaurel made it clear she did not trust the Hellions to keep their hands off the Horses' own supplies.

At this point, only ten percent of the Clan's lower castes had been transferred to make the initial incursion into the Inner Sphere, the majority of them laborers and technicians. While unsure just how long the Horses could maintain a presence within the Homeworlds—it was pretty clear to both Khans that they would need to abandon the Kerensky Cluster at some point, considering how poorly the other Invader Clans had maintained a dual-presence—Khan Cobb was determined to hold on as long as necessary, if only to honor the deals and transactions made with the Clan's allies. Epsilon, Zeta, Eta, and Iota Galaxies were tasked with defending the Homeworlds as well as Nouveaux Paris. Loremaster Amirault was given overall command of all four Galaxies with the understanding that if the Horses needed reinforcements, they would be dispatched with immediacy. Privately, DeLaurel and Amirault worked out plans to continually transition the Clan's lower castes to the Inner Sphere, funneling them through Nyserta for reassignment.

By the end of December, Loremaster Amirault notified Clans Star Adder and Coyote that the agreed-upon transfers could begin. Several warriors in Iota Galaxy, upon hearing of their new orders, declared Trials of Grievances against Amirault but were swiftly rebuffed. The losers found themselves reassigned as sibko trainers on Niles.

Galaxy Commander:

By now you have heard of the shocking nuclear attack on Tamar. It is an affront to all Clan sensibilities. It is also clear to me that this assault was committed by the Word of Blake and not by any Abjured Clan. To what end they play at is undetermined, but rest assured it is a deed that will not go unpunished.

But not at this time.

The assault has, unfortunately, struck us at the very heart of Clan Wolf's vulnerability. Counted among our loss is saKhan Marialle Raddick and the First Wolf Assault Cluster, with the rest of Alpha Galaxy severely damaged. Additionally, the missiles that were unleashed upon us contained multiple nuclear warheads—upwards of forty—that targeted several key industrial complexes and population centers. Our scientists tell me we have lost more than two million Wolf civilians as well as three operational BattleMech factories and several other complexes in various stages of completion. The damage is significant.

What is troubling me more are the preliminary reports I have received from our Periphery border. It seems that Clan Hell's Horses has begun assaulting us; we have already lost Nyserta to Khan Cobb and his warriors. While I have no doubt we will easily push them back out of our zone, it is a wise leader who "covers all bets," as it is said.

As such, I am ordering you to take a Star of Clan Wolf warriors and proceed to Arc-Royal, where you will communicate a temporary cessation of hostilities with the Lyrans. I trust you to negotiate with the Wolf's best interests in mind.

—Order from the Khan to Delta Galaxy Commander Katya Kerensky, *04023071*

In January 3071, Theta Galaxy arrived at Nyserta, giving the Horses a solid reserve for their next wave. The Horses sent out several JumpShips to nearby systems to determine what Wolf forces were nearby and were astonished to discover that many of the systems were largely undefended. The Clan moved quickly to take advantage and by the end of January had annexed Manaringaine, Elissa, Ferris, The Rock, Drask's Den, Crellacor, Gustrell, Placidia, Sigurd, Blackstone, and Butte Hold. The small civilian populations were indifferent to the change and the few solahma Wolf warriors left to oversee them were quickly defeated, often in single combat. Theta Galaxy was quickly split up and reassigned to the newly acquired worlds, partly to defend against possible attacks by any Clans looking for their own opportunities, and partly to speed up the process of categorizing and assimilating the various resources now available to the Clan.

On 28 January, the Horses moved forward and attacked Steelton, New Caledonia, and Star's End with the bulk of both Keshiks, Alpha, Beta, and Kappa Galaxies. The Horses' Thirtieth Mechanized Strike Cluster faced the Thirteenth Wolf Regulars on Steelton, but after Star Colonel Siobahn Cooper was forced to break her bid to secure a victory, the Horses' commander attempted to salvage her honor by granting the Wolves *heigira*.

Beta Galaxy's Command Trinary faced the Thirty-third Wolf Champions Cluster on New Caledonia, while the 333rd Mechanized Cluster hit the First Wolf Garrison Cluster on Star's End. The depleted Thirty-third Champions fled New Caledonia after two weeks of fighting, while only a third of the First Wolf Garrison Cluster survived the initial Horses' assault on Star's End—only to flee after another day of hit and run tactics. Meanwhile, the Horses' Kappa Galaxy secured a foothold on Outpost against the First Wolf Hussars Cluster. The Hussars did not withdraw, however, and had to be rooted out by the relatively young Kappas, who suffered heavy losses for the effort but eventually carried the day. The Horses spent March consolidating their gains, including the annexations of Skallevol, Icar, Chateau and The Edge.

THE SCORPION WANDERS

Content to sit in their enclaves and watch their fellow Clans wheedle and bargain around them, the Goliath Scorpions continued to do as they always did: explore. While most of the Seeker expeditions yielded little in the way of artifacts and discovery, one key operation ended up boosting the Clan's strength.

The Eighth Scorpion Grenadiers and First Eridani Lancers worked their way down to the far side of the Jade Falcon OZ in early 3071, initially looking for remnants of the Rim Worlds Republic. The Scorpions instead made two key discoveries: a heavily defended system six jumps from Erewhon, and a small Ice Hellion flotilla.

The system, designated T-892 on the Scorpion's ancient star charts, was unremarkable at first glance. When the Clans 'small force of three JumpShips was suddenly accosted by an unidentified *Peregrine*-class WarShip. Fortunately, the Scorpions were able to jump back out of the system, though it was the JumpShip *Whisper*'s last. Lancers Star Colonel Sandra abandoned the JumpShip and its cargo, as the cracked K-F drive could not be repaired.

Overloaded and in need of minor repairs, the two remaining JumpShips limped towards the nearest inhabited system, the Jade Falcon-held world Cambridge. Shortly after their arrival, the Scorpions were surprised again when a substantial Ice Hellion fleet arrived nearby. Star Colonel Sandra, struck by inspiration, trialed for one of the Hellion JumpShips and won handily. She discovered, upon communicating with the crew, that the fleet was the vanguard of the Hellions' invasion, destined for the Jade Falcon OZ.

Knowing the Scorpions could leverage the information, Sandra ordered the newly acquired *Frost Giant* to Erewhon. As fortune dictated, Star Colonel Brian Pryde was in the system, coordinating a Watch operation. After the usual Clan wrangling, the Scorpions shared their information with Pryde and then departed—with another JumpShip containing a Star of Falcon Watch warriors and three Stars of newly-built *Jupiters*.

Curiously, when the Scorpions returned to the location of the abandoned *Whisper* in 3077, it was missing.

—Clan Diamond Shark Scientist (Historian) Malachi, *Report addendum 081778*

THE MOMENTUM OF PROGRESS

The Scientist Caste. The name is ironic—we haven't been true scientists in centuries. During the good old days of the Golden Century, being a scientist must have been an extremely rewarding experience. The Clans truly explored every avenue.

Then, at some point, the warrior caste decided that enough was enough, and demanded any and all resources would be diverted to pursuits they deemed worthy of additional attention, rather than letting true discovery be the judge. Stagnation and tunnel vision reigned supreme.

But the warriors do not seem to understand how a scientific mind works. It is not like the laborers, who care not whether they are lifting a crate of produce, or a crate of bolts. A truly developed mind, such as my own, is optimized for a specific pursuit, not the pursuit that was mandated to it. It was a blessing *and* a curse, then, that the warriors' ancient decrees did not alter the education system of the scientist caste, as it was thus that I discovered my deep fascination with theoretical physics, a subject the warriors have deemed to have been explored "sufficiently." "Everything of importance has been discovered." Indeed.

I wax on this to explain the background under which the years subsequent to Tukayyid were greeted by many of my caste. "What is this? I no longer have to concern myself with the boring mating rituals of complex proteins? I am asked to contemplate the interactions of speeding particles once again?"

The warrior caste's decision to resume research into various areas previously declared "completed" found no end of volunteers, but also found a non-existent infrastructure for such research. We literally had to re-invent how to do research that did not involve a tiny, predictable genepool. While it may have baffled the warriors, it is entirely logical that it took several years to actually generate new weaponry, never mind working out how to standardize the stuff enough so it could be mounted on a BattleMech. And they clearly don't realize that additional work is needed to make it all compatible with Omni technology.

The first weapon to hit full production was the Coyote Clan's ATM. Given the nature of infiltration in that Clan, it is easy to presume there was work behind the scenes for some unknown amount of time. I can shed some light there, having been part of the team that created heavy laser technology: I had been thinking about lanthanides and photons for years prior to my first day in the lab. It was exhilarating finally being able to actually test ideas and it is true that those little bastards had several surprises in store. The fact of the matter is that a lot of research had already been done on the theoretical front before the project was even started. Makes one wonder how many potential discoveries have been squandered the last two centuries, ?

Regardless, those seeing ghosts apparently also failed to notice that Clan Wolf had functioning prototypes of the laser AMS system in 3048, while the Jade Falcons first deployed a *Night Gyr* with laser heatsinks in 3051. This indicates some degree of a weapons development program within those Clans. Other Clans would not seem to catch up until my former Star Adders deployed the new heavy lasers. Such innovation was followed by the secret deployment of Clan Smoke Jaguar's ProtoMech technology, the first true revolution to the battlefield since the Elemental. The program stimulated a broad range of research by that Clan that included various weapons that were specifically designed to deploy on ProtoMechs. Of greater significance is that technology utilizes unique innovations in armor, structure, heat sinks and jump jets that have yet to migrate to BattleMechs—though the technology has sparked other discoveries, such as ferro-lamellor armor. The broad scope and extensive resources of the Smoke Jaguar program have not been replicated by any other Clan before or since, with numerous Clans spending years moving but a single new technology to prototype stage. In the same time period, the depleted scientist caste of the former Wolf Clan achieved as much as any Clan of Kerensky, and my peers managed to leach enough R&D firepower to create their own sundry weapon programs and new designs.

The true lesson that should be absorbed by the warrior caste here is that stagnation is ultimately what caused not just the failure of REVIVAL, but that also left the door open for the discontent that fueled our subsequent—and necessary—atrocities.

But how often does Man truly learn anything from their mistakes? A safer bet would be to presume that our crimes will be a poison equivalent to Amaris, succeeding in stifling any significant scientific gain to such a degree that the Clans as a whole will find their end.

Prove me wrong, warriors.

—Clan Star Adder Scientist Logan, *Journals (dated 14113072)::released 17103081*



THE WOLF'S PREPARATIONS

The sudden nuclear attack on Tamar at the end of 3070 very nearly paralyzed Clan Wolf. Losing almost two-thirds of its troops stationed there, 2.5 million civilians, a large portion of military industry, and the charismatic saKhan Marialle Raddick, the Clan nearly self-destructed. Calls for vengeance rang out within hours of the Word of Blake's attack as the fires still raged. The extent of the damage was not known for several months, though the Clan knew within a few days that most of its newly-built Clan industrial complexes were radioactive slag. A good portion of the world's infrastructure had been shattered and a large portion of the Tiberius continent's power grid and other essential services were completely disrupted. It was a level of destruction on a scale the Clan could not easily grasp how to effectively handle. [*It would take the Wolves nearly fifteen years to regain most of Tamar's shattered economy and much longer to establish a solid industrial presence. –SK*]

To make matters worse, Khan Ward received disturbing reports from his Periphery border: Clan Hell's Horses had arrived and were apparently bent on avenging themselves from Khan Ward's manipulations during the prior decade. Faced with the potential loss of Tamar and a war on two fronts, the Wolves faced some difficult decisions. Khan Ward acted, decisively so.

First, the Clan began relocating leadership functionality to Weingarten. Next, Ward made a painful choice and called for a temporary truce with House Steiner, sending an envoy to Arc-Royal. This quelled the sporadic conflicts across the Clan's border with the larger Spheroid nation. But the Clan still had to address the fact it had just lost an entire Galaxy of troops on its Periphery border, losses that would be hard to overcome—never mind the major hole now in the Clan's industrial capacity.

One of the biggest blows to the Clan, however, was the discovery that the Clan's newly-built genetic repository had been caught on the outer edge of one of the nuclear blasts. The facility had just received the entirety of the Clan's eugenics program only six months prior; over 90% of Clan Wolf's genetic legacies were heavily irradiated or outright destroyed. The Clan Council, horrified with the news, moved immediately to suppress all news of the damage and play down the attack on Tamar; all of the system's media—whatever still existed—went under immediate blackout. The Wolves knew that if a word of the genetic disaster got out, they would be immediate targets of the other Clans.

Khan Ward, knowing that the Grand Council would most likely stall itself yet again [*with ample examples over the last two years to prove his assumptions –SK*], decided to follow the lead of the Ravens and Sharks and move the rest of the Wolves into the Inner Sphere. It would be impossible to move the Clan's infrastructure; Ward knew that even a hint that the Wolves were weak would cause the other Clans to jump on the Wolves' enclaves and bleed them of even more badly-needed warriors.



Instead, Khan Ward turned to the Wolves' long-time allies in the Coyotes. The two Clans negotiated hard but ultimately, the Wolves received what they desperately needed: warriors and transportation. The Coyotes transferred their entire Omicron Galaxy and over five Stars of merchant transports to the Wolves; once the troops and Wolf technicians were on their way, all of Clan Wolf's Homeworld enclaves would become Clan Coyotes'.

Additionally, Khan Ward bargained hard with Khan Kufahl for the boldest portion of the deal—the acquisition of ten sibkos of Coyotes, mostly those with minor Bloodnames or shared legacies with the Wolves. Kufahl extracted a high price from the Wolves for the sibkos: the *Provider* and *Relentless Pursuit*, along with five Stars of aerospace. For that price, the Coyotes would remain quiet regarding their suspicions and help repopulate the Wolf.

Once the deals were completed, Khan Ward knew it was time to drop Tamar's atrocity into the apathetic midst of the Grand Council.

BANDIT CASTE: COMMODUS VAN HOUTEN

Capital world: None
Primary support worlds: Tanis system (3071-74)

Not a formalized group by any stretch, the Bandit Caste simply represents a way to distinguished the more militant and aggressive portions of the entire Dark Caste group. There are many Bandit Caste groups in and around Clan space, though most consist of one or two DropShips, a JumpShip, and various assorted BattleMechs, vehicles, and Elemental armor scavenged from various places. Only two Bandit Caste groups pose a significant threat to Clan enclaves, possessing enough firepower to assault and overrun medium-sized or smaller Clan firebases.

One of the larger groups was led by Commodus Van Houten, a former Clan Burrock warrior caste out in 3041 for a serial killing spree of several merchant and technician caste on Strana Mechty. Van Houten was knocked unconscious during his Trial of Refusal and dumped onto the prison ship *Prinz Eugen* to live out his days.

During his incarceration, Van Houten somehow made connections with the Dark Caste and the Society. In 3056, the notorious criminal went missing from the prison ship. The Ebon Keshik wardens assumed he had been killed and spaced; in reality, he had escaped on a Dark Caste craft that had docked with the prison vessel.

Supported by the Society, Commodus formed a small gang of like-minded bandits and began periodically raiding various Clan enclaves for supplies and prisoners. The bandits usually chose younger generation civilians, trading to the Society for weapons, food, and repairs.

Sometime after January 3072, the *Prinz Eugen* jumped from Strana Mechty. Half of its prisoner load had been spaced; the rest arrived at Stacha in the Tanis system. The *Texas*-class WarShip was nominally repaired of the damage it had received during the Exodus and handed over to Van Houten to help defend the Tanis system from the inevitable Clan assault.

The bandit leader still conducted raids, hitting Priori, Vinton, Paxon, and Marshall during the initial chaos of 3071. Delivering several Treys and Septs to various worlds, the *Eugen* began showing signs of jump drive stress and returned permanently to Tanis in 3072.

MILITARY COMMAND

More a hodge-podge of pilots and weapons, Van Houten's command could barely muster two Clusters on the ground. Consisting mostly of Society-built designs and older Star League machines taken from Brian Caches, the bandits tended to rely on mass attacks due to atrophied or rusty skills. When given the *Prinz Eugen*, the Society added a Sept of specialized ProtoMechs and another of aerospace fighters, including several warriors from the Synaptic Project, the Society's hideous mutagenic virotherapy experiment.

Bandit "Clusters" tend to operate better in Trinaries or smaller, leading to difficult large-scale engagements. Rather than force the issue, Van Houten lets the Trinary commanders do their thing after giving the group an overall objective.


HARK, CHILDREN OF THE CLANS,
TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.


PLOG!!

REAVING

Much of what was presented before is common knowledge to the Council of Six. The Tamar strike can be counted as a catalyst, but not the most important. Those Spheroids who insist that the Word of Blake was responsible for the bloody chaos among our former Homeworlds do not truly understand the Clans. While the Blakist bombs may have wounded one of us, it was not the standard seized by the Clans to begin their orgy of destruction.

That dubious honor belonged solely to Clan Steel Viper.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

MACHINATIONS AND MANIPULATIONS

The Grand Council that met in late February was not prepared for Khan Vlad Ward's revelation of the nuclear strike on Tamar. The Council first doubted the Wolf claims, citing their own Watch reports that indicated moderate but recoverable damage. Ward, anticipating such hidebound denial, showed the Council graphic footage that the Clan had seized from various planetary media reports and military operations. The Wolves had maintained a solid blackout of the world—relatively easy considering the loss of the world's HPG—and what little information that leaked had come from the Wolves.

Once the gravity of the situation set in among the various Clan leaders, the Star Adders led the call for a new ilKhan election. The Adders argued that a new ilKhan had to be elected in order to lead a unified Clan response to the catastrophic assault on Clan property, a sentiment that most of the Council actually agreed upon. Both the Vipers and the Adders pushed Fire Mandrill Khan Garrett Sainze into the limelight, knowing that any other nomination would look sane compared to him. The Cobras nominated Khan Stanislov N'Buta and the Adders prepared to take the reins of the Council.

Shockingly, Sainze won by a single vote, that of Diamond Shark Khan Sennet. Knowing full well how dangerous the Adder-Viper alliance would be if vaulted into leadership, Sennet played her own political card and let Sainze take the ilKhanship.

Immediately after his win, the ilKhan put the Great Refusal back on the table. Enraged by the Shark's ploy, the Adder Khans pushed their power bloc to vote against overturning it. [*While on the surface contradictory, consider that the Adders wished one of their own or an ally to forge the way to a new invasion so that the Adders would not be left out in the cold. –SK*] Concerned by possible backlash from the Adders and their allies, several Clans abstained from voting and the Refusal remained in place. The "lesser" Homeworld Clans were incensed, seeing their one chance to lead a new, unified charge into the Inner Sphere crushed by the alliance of the snake Clans.

THE TORRENT BEGINS

News of the newest Grand Council in February of 3071 was met with disgust; the Council was called by Khan Ward of the Wolves. Why this Tainted Clan wanted the attention of the Grand Council was soon revealed: a nuclear attack had severely damaged Clan facilities and killed several warriors on Tamar, including the outright destruction of several of the Wolves' military factories. All evidence pointed to the Word of Blake, a splinter faction of the hated Com Guard. The Wolves demanded unilateral Clan action in the matter since a nuclear device (or, in this case, over 30) had been used against a Clan for the first time since the actions of the Not-Named on Circe.

—saKhan Nicole Hoskins, *Musings, 03043072*

Khan Ariel Suvorov, disgusted at the entire political disaster that unfolded before her in the Council's chambers, silenced the arguing Khans with her declaration of a Trial of Refusal. The Trial was directed against Garrett Sainze's election on the grounds of incompetence and poor leadership. "How can we be led by this man, if we cannot even accord him respect here in this chamber?" she shouted. "Not once did he lift a finger to end this political circus and move us to the business of war." Suvorov declared Sainze incompetent as a leader and nothing but an overripe warrior with delusions of glory.

The Trial declared, Sainze had no recourse but to accept or lose what little respect he had left. Four Clusters from the Scorpions and Mandrills fought a three-day campaign on Shadow, led by the Khans of both Clans. When the dust settled, Garret Sainze lay dead, along with the Kindraa Command Trinary, the Third Sainze Honor Guard, the Fifty-third Assault, and the Fourteenth Sainze Rear Guard Battle Clusters. The Scorpions fared little better, losing saKhan Nelson Elam, the Twenty-third Scorpion Cuirassiers, and the Sixth Scorpion Hussar Clusters.

[*Interestingly, less than a week later the Scorpions trialed for and won, through single Elemental combat, nearly half of the Adder's enclaves on Albion. The combatant, Star Colonel Kelton Myers, was elected saKhan less than a week later. –SK*]

The Grand Council meeting on 4 March addressed the loss of the ilKhan by not voting to replace the deceased Sainze. [*The meeting devolved quickly into politicking and bickering with another vote for an ilKhan failing through pressure from the Snake Alliance. –SK*] Several Khans suggested that the attack on Tamar was not as brutal as initially believed, that Khan Ward was playing the Council as fools to get the other Clans to do his own dirty work—and intimated that the Wolves were rife with weakness. The arguments escalated and soon those allegations of weakness were assigned to the rest of the Invader Clans as well. "Perhaps if the Invaders had done their initial job correctly, the taint of the Inner Sphere would not dare cross our borders—or that even Terra would now be free of the obvious poison that continues to stain it," commented Steel Viper Khan Brett Andrews.

After several hours with little headway made on any issue, Ghost Bear Khan Bjorn Jorgensson declared the Council "politically flawed with dirty politics akin to when Clan Mongoose's presence sullied this chamber" and left Strana Mechty with most of his Clan's presence on the planet. Within a week, the only remaining Bear warriors were saKhan Aletha Kabrinski and a Star of warriors to oversee the quiet removal of the Clan's exclusive Bloodheritages and attendant scientists.

Soon after Khan Jorgensson's departure, Khan Ward disconnected himself from the proceedings, seeing the writing on the wall. It was obvious to him that soon enough several Clans would come for the Wolves and the Clan needed to finish its preparations. The Wolves began their own exodus within a matter of days and notified the Coyotes of their impending transfer of enclaves and lower castes.

The Ravens, also disturbed by the amount of vitriol directed at them and concerned that negotiations with the Alliance had bogged down, held a Clan Council in the Dante system. Before much could be discussed—or even before the majority of the Clan's Bloodnamed could gather—a JumpShip materialized on top of the *Snow Raven*, interpenetrating the two vessels. There were few survivors, among them a severely crippled saKhan Broderick Sukhanov. Before the rest of the Raven vessels could react, another JumpShip arrived nearby and launched three "pocket WarShips;" the vessels managed to destroy the *Carrier*-class DropShips *Night Wing* and *Ebony Claw* before being terminated. The Ravens reacted with prejudice, destroying fourteen merchant JumpShips and over twenty DropShips in the vicinity.

To all Galaxy Commanders of Clan Jade Falcon:

At this time, we are ceasing all operations against the Lyran Alliance. Consolidate the Falcon's gains and protect the border, but all current forces outside the Falcon Occupation Zone are to be recalled. A strong defensive posture is required to dissuade the Wolves from attempting to puff themselves up by assaulting our mutual border.

Additionally, all Galaxy Commanders are to examine the Falcon's current force strengths and recommend operational plans for the following contingencies:

- Expansion into the Wolf OZ
- Concentrated strike into the Lyran Skye region
- Buffer line defense along the Lyran border
- Periphery border invasion by one or more Homeworld Clan

Samantha Clees

saKhan Samantha Clees; GENOR02043071

The action did nothing for the tense negotiations with the peaceful Outworlds Alliance. President Avellar barely controlled the enraged Senate from demanding the Clan's outright removal and it took nearly another year before the Ravens could comfortably come to the table again. The Alliance demanded a myriad of concessions from the Clan, including the complete refurbishment and access to the ancient Star League orbital facilities around Quatre Belle. The Ravens, in a desperate condition, agreed to nearly all of the Alliance's demands.

MERGES AND MOVES

After the disastrous result of the Trial of Refusal on Shadow, the Fire Mandrill ilKindraa Sainze was completely shattered. Newly-elected Khan Amanda Carrol authorized the Absorption of Kindraa Sainze by Kindraa Mick-Kline-Kreese. After the nearly bloodless merging of the two Kindraa, the Khan called a quick Clan Council and laid down a challenge: the Mandrills needed to unite or face further challenges by other Clans. With Sainze's death validating the Scorpions' assertion that he was unfit as ilKhan, the Mandrills needed to be prepared for further action by their enemies.

Carrol's warning proved to be timely. The Cobras issued a Trial of Reaving on Sainze's Bloodname shortly before the Trial of Bloodright took place, citing the former warrior's failure as ilKhan and his Refusal defense as indications the line was flawed. Kindraa Mick-Kline-Kreese-Sainze accepted the Trial and defended it vigorously, narrowly defeating the 149th Cobra Guards on Shadow.

As the political fallout continued to ripple through the Homeworlds, Clan Hell's Horses launched their next wave against Clan Wolf in the Inner Sphere. Alpha Keshik and Alpha Galaxy assaulted Kirchbach on 7 April, and two days later, Beta Galaxy hit Verthandi. Both worlds fell within a week, though nearly half of Alpha Galaxy's Bloodnamed fell against the desperate Wolves. Alpha Keshik then joined Omega Galaxy in the subjugation of Rodigo while Delta Galaxy faced little opposition on New Oslo.

With their newly won worlds, the Horses consolidated their line once more and reached out to systems nearby, annexing Chateau, Csesztreg, Lovinac, Alleghe, St. John, Bruben, Svelvik, Balsta, New Bergen, and Hermagor. The Horses found little in the way of Wolf defenders on those worlds, which caused Khan James Cobb some concern. The Horses maintained their operational schedule, however, and consolidated their position by moving more of their newly-arrived lower castes to their recent gains.

On 14 April, the Jade Falcons made their presence known on the Horses' flank with a brutal strike on Steelton. The Seventy-first Mechanized Cavalry nearly broke during the assault but held fast at Lunderville, where Galaxy Commander Danielle Amirault's Command Binary blunted a Falcon flanking assault. The First Falcon Hussars, believing the Horses were stronger than originally indicated, failed to follow up on the attack and instead pulled back. Their momentum lost, the Falcons surrendered their gains and pulled off. SaKhan Clees downplayed the loss by noting that the point was made: venture near the Falcons and the Horses would get brutalized.

The Wolves were in a bind, their touman badly bruised from the Horse assaults and heavily demoralized from the "Scouring of Tamar." It looked as if the Clan would lose more than half of their OZ before they could stop the steady plodding of the Horses. Khan Ward knew full well he needed to extricate the Clan from the Homeworlds and the petty bickering that had consumed the Grand Council. The troops from the Coyotes were fully transferred over, as well as several JumpShips' worth of equipment and the agreed-upon sibkos, but the Wolves had one last action to carry out before making their exodus.

On 10 April, the First Wolf Lancers Cluster—having made the journey from the Inner Sphere specifically for the task at hand—landed on Strana Mechty. They then gathered up and escorted the entire genetic stock of exclusive Wolf Bloodnames to their DropShip. With the help of Wolf scientists, the Blood Chapels and the master genetic repository saw many of the Wolf exclusive Bloodnames removed. Because the warriors were careful in their duty and under strict orders by their Khan, few of the other Clans caught onto the Wolf actions until late in the day.

By the time other scientists had notified their Clans, the Wolves were preparing to lift. A direct order from the Grand Council commanded the vessel to stand down, but Star Colonel Ygrane Fetladral responded by igniting the *Feral Penance*'s engines. "The Wolf follows no other commands but those of the Khan. We do not bow to a council of politicians and old men," was the terse reply. Unwilling to fire on the rising DropShip, the Grand Council ordered other Clan vessels moving into firing range to stand down. The *Feral Penance* and its priceless genetic cargo made its way unharmed to the waiting CWS *Stealthy Kill*. The Wolf WarShip jumped to Tranquil and, leaving nearly three Clusters of solahma who chose to remain in the Homeworlds, prepared for its journey to the Inner Sphere, carrying the future of the Clan with it.

The Wolves' actions did not pass without incident. Before the *Feral Penance* had even cleared orbit, several Blood Spirit, Cloud Cobra, and Steel Viper warriors arrived at the now-empty Wolf Blood Chapels. Aware they were too late to prevent the loss of the genetic legacies, the warriors instead rounded up every Wolf lower caste member they could find within the complexes. Without preamble, Steel Viper Star Captain Dale Hoskins executed the ten geneticists at the Ward Bloodchapel. Horrified, two Blood Spirit warriors nearby took issue with Hoskins' action—namely, not declaring a proper Trial of Annihilation—and issued a Trial of Grievance. Hoskins, still incensed with rage at the gross disregard for the Founder's Way, turned his weapon on the Blood Spirit warriors and killed them as well. Word spread quickly of the mass murder and disrespect shown by Hoskins and ignited the tempers of the growing mob. Unadulterated violence spread from Bloodchapel to Bloodchapel, propelled by the mass execution of Wolf scientists and lower caste members caught within the complexes.

The bloody riot spread through the streets of Katyusha as the simmering anger that had lain dormant burst to the top. Those few warriors and sibkos involved attempted to justify their violence with Trial declarations; the lower castes simply assaulted anyone who they could identify as an enemy or opponent of their own Clan.



The Ebon Keshik rounded up those warriors they could identify and detained them. Civilians were given one opportunity to stand down—those who did not were taken out with prejudice. By midnight local time, the riots had subsided and the Ebon Keshik brought the forty-three warrior detainees to the Grand Council building. The Council, having met in emergency session [*though with several Clan leaders missing, including the Wolf Khans –SK*], debated for less than five minutes and exonerated all the warriors for their actions. [*Star Captain Hoskins, whose hot-headed temper had set the conflagration off, had been killed several hours before, struck on the head by a Goliath Scorpion labor casteman's shovel. –SK*]

On 15 April the Grand Council Abjured the Wolves. Khan Ward, present for the vote, did not hold back in his scathing rebuke of the "limp-spined parody of a council" and told the Khans present exactly where to stick their Abjuration. Khan Brett Andrews, outraged at the naked disrespect shown by Ward, moved to Annihilate the Wolves. [*Khan Ward's response was simple: "Bring it on." –SK*] The Annihilation vote failed thanks to all of the Inner Sphere Clans, including the Horses, and votes by both Coyote Khans. [*The Invader Clans voted more as a move of solidarity and less as a move of alliance with Ward and his Wolves. –SK*]

As the Abjuration was being finalized between the Coyotes, Steel Vipers, and Goliath Scorpions, Khan Ward commanded his remaining warriors—the remains of Theta Galaxy and those solahma who chose to stay—to protect the lives of Wolf civilians as the Clan forcibly

RUMINATIONS FROM GROUND ZERO

To walk the ground of Arc-Royal feels to be walking in the den of a mythical dragon; at least, that is what Technician Gabrielle mentioned to me this morning. Though we are here under a nominal flag of truce, it is against our very nature as Jade Falcon warriors to simply wander among our enemies' own tents.

However my feelings, I cannot find fault in Khan Pryde's plan. What if this "jihad" we keep seeing in our Watch reports turns out to be another Amaris? Can we, as children of Kerensky, honestly set that type of threat aside?

It may well turn out to be yet another Spheroid deception as well. The depths these barbarians go to in order to gain an edge against our superior might can sometimes be staggering; it would not be a surprise to me or any other Bloodnamed warrior that this could be a vast ruse built by the Precentor Martial.

But our Clan faces a crucible of sorts and it is good to see where all the pieces might lie before us. It is like that game saKhan Clees seems to enjoy lately, "Go" or somesuch. Thinking ahead, weighing moves and options, seeing where the borders lie before committing to a path—that is what the Jade Falcon does.

So my warriors and I will investigate, spend the time necessary among the Abjured Wolves and their "Khan," Phelan. We will learn what we can of this latest of Inner Sphere arguments and find how the Falcon may fit.

Then we can get back to the business of war.

—Star Captain Tara Helmer, *Annotations, 13043071*

removed itself from the Homeworlds. The *Stealthy Kill*, still recharging at Tranquil before proceeding onward, crammed as many civilians and equipment as possible from the planet.

The Coyotes handily defeated both the Viper and Scorpion forces on the Plains of Kerensky for the right to carry out the Wolf Abjurement. Khan Kufahl fully intended to honor the deal struck with Khan Ward under the cover of the Abjurement, which would allow the Wolves to extricate themselves with little loss. Unfortunately, the Blood Spirits, Steel Vipers, and Cloud Cobras thought the Coyotes were too slow in their execution and, in May 3071, all three Clans made various attacks to seize the remaining Wolf enclaves on Tranquil, Dagda, Glory, Eden, and Grant's Station.

On Glory, the Vipers' Gamma Galaxy ran into the Coyotes' Delta Galaxy as they were taking final transfer of the enclave. Delta Galaxy Commander Armin Tamzarian moved his forces in between the Vipers and retreating Wolves, allowing Star Captain Keith Fetladral to withdraw from the system. Fetladral removed a portion of the Twelfth Wolf Regulars to Tranquil after two JumpShips of technicians and merchants were able to escape.

The Cobras dropped Omicron Galaxy's Ninety-ninth Battle Cluster on top of the W-9 complex on Dagda and found only a Star's worth of Wolf warriors defending the stripped-down facility. The Cobras moved into the labyrinthine structure to evict the Wolves but quickly became separated from each other. Wolf Star Captain Nobel, intimately familiar with the layout of the complex, easily led his Star through the industrial maze and took the Cobras down one by one, often using the facility against the intruders. Two days into the prolonged battle, the Blood Spirits' Forty-second Crimson Vanguard Cluster arrived to lay their Clan's claim to the facility. The Cobras and Spirits fought each other as they pursued the remaining two Wolf solahma, finally catching them both near the center of the complex. Neither Wolf surrendered; the resulting explosion gutted both of the invading Clans' forces. Less than a binary of Cobras crawled out of the shattered facility.

On Eden, the remainder of the Wolves' Twelfth Wolf Regulars led their Steel Viper foes across the breadth of Yakut before making their final stand in the ruins of a former Clan Burrock enclave. The Vipers, bringing the Fifth Legion, Fourth Fang, and the 141st Phalanx to the altercation, surrounded the enclave's perimeter and did not notice the arrival of the Coyotes' Twenty-seventh Strike Cluster [*one of our former Clusters –SK*] behind them. The Wolf and Coyote commanders coordinated their attacks, with the Wolves sallying forth at the same point the Coyotes hit the Viper line. In the resultant confusion, over half of the Vipers were destroyed—including Rho Galaxy Commander Lars Varga. The Wolves then pulled back into the ruins after formally transferring the mining facilities and Mount Royal to the Coyote commander. Clan Wolf Star Captain Terence then requested that the Coyotes simply divert any other Clans wishing to try their mettle to the Wolf location. Star Colonel Rolen Clearwater agreed and managed to "lose" a DropShip worth of parts and supplies near the Wolf position shortly after.

Two weeks later the Blood Spirits' Sixty-sixth Blood Hussars arrived; before even making planetfall, the Coyotes gave them the Wolf location. The Spirits hit the Wolf position in force, dropping a Star of ProtoMechs into the ruins while a Binary began to circle the perimeter. The Wolves refused to let the ProtoMech Star push them out and destroyed them piecemeal while calling out challenges to the circling Spirits. As a final act of defiance, under the cover of a brutal rainstorm Star Captain Terence piled the shattered Spirit ProtoMech parts outside the main causeway, including the bodies of the Spirit pilots. When dawn broke on the soul-shaking scene, the enraged Spirits hit the ruined enclave. It took six hours to bring down the last three Wolf BattleMechs and two Elemental warriors; even then, only after strafing the ruins repeatedly with the Spirits' DropShip. After waiting a full day with no sign of movement from the Wolf position, Star Colonel Suzanne Church finally contacted the Coyote enclave and informed them of the Spirit victory.

At Grant's Station, a vicious dogfight broke out as the Vipers' Alpha Galaxy arrived. A Trinary of Wolf aerospace fighters and DropShips savaged the Viper DropShips, gutting one and sending another out of control. Only three Wolf fighters survived as the rest of the Viper force grounded. Joining their comrades near New Thebes, the Wolves set up a rolling defensive line that maximized the use of the vehicles and Elementals available to them. The Wolves paid for each meter of ground they surrendered as the Vipers slowly advanced. During the fourth night of combat, the Wolves suddenly withdrew, giving the Vipers a much-needed break.

The dawn brought forth the reason why; during the night, Clan Goliath Scorpion's Mu Galaxy had landed near New Thebes and surrounded it. Star Colonel Derin Wolf pulled back all of his remaining forces—roughly a mixed Binary—and settled in, waiting to see who would strike first.

The Vipers struck quickly, hitting not the Wolf enclave but the Scorpion line. Determined to have New Thebes and its nearly two million civilians to themselves, the Vipers would not allow another Clan to steal their prize. The Scorpions and Vipers clashed hard. With Alpha Galaxy already heavily damaged from the stalwart Wolf defense, the Scorpions made quick work of them, forcing the Vipers to withdraw. Galaxy Commander Allison Baba then contacted Star Colonel Derin Wolf with a batchall for New Thebes: single combat between warriors. If the Wolves won, they would face no further threat from the Scorpions; if Baba found victory, the Wolves would surrender themselves and the city. Derin quickly agreed.

The battle was savagely fought by both warriors but Baba found victory in the end and the Scorpions laid claim to New Thebes. Those Wolf warriors who remained were given a choice, Baba's way of honoring the noble death of their Star Colonel: Submit as a Scorpion bondsman or withdraw from the world as a Wolf warrior—but without their equipment. All thirteen warriors chose to depart and, granted *hegira*, eventually made their way to join the last Wolf remnants on Tranquil.



RETURN OF ORBITAL BOMBARDMENT

A primary symptom of these Wars of Reaving was the re-emergence of so-called "orbital bombardment" among the Clans.

The phrase historically refers back to a system developed in the ancient 1960s by the first Soviet Russian nation, which developed missiles that would assume a stable orbit and then de-orbit at a later time. The unpredictability of the weapons caused them to be banned by treaty. In more recent centuries, the phrase is exclusively used in combination with the use of capital-class weaponry from vessels in close orbit, most typically WarShip class vessels.

In essence, the tactic appears to be the epitome of warfare. It allows one to engage the enemy with almost no restrictions and without much risk of return fire—save any massive stationary facilities that make for relatively easy targets. It is no wonder that the tactic was frequently used in the last several centuries only to disappear from the lexicon of war as WarShips became extinct.

The Clans had not utilized the tactic until Turtle Bay during Operation REVIVAL. Even then, it was not used for military gain but to quell an uprising of the Smoke Jaguars' recent Spheroid additions to their lower castes. That it was frequently used during the Wars of Reaving perhaps perfectly illustrates the nature of the conflict, capable of provoking such extreme action. It should then be viewed in its proper light, with a proper accounting for its respective impetus.

A key factor was the growing philosophical belief among the castes of all the Homeworld Clans that contact with the Inner Sphere was capable of corrupting (or "tainting") individuals away from the Way of the Clans. This belief permeated the sibkos of the Clans following Tukayyid as sibko trainers increasingly blamed such Taint for the misfortunes of their Clan in general and of their faltering career in particular. (This potential weakness of assigning warriors at the nadir of their career to train the next generation of warriors is examined later in detail.)

IlKhan Brett Andrews' call for a cleansing of this taint through Reaving played right to this trend and unleashed the growing frustration among a large percentage of Homeworld Clan warriors, who soon began liberally translating the ilKhan's decree into something that suited their need to purge the growing corruption from their midst.

Given such an objective, it may still seem strange that orbital bombardment as a tool would be so willingly embraced by a warrior caste which previously defined the epitome of combat as an exercise *in restraint*. Presuming the target is beyond any honor, presuming its destruction, no Bonding is needed; surely a level of restraint equal to that of the Wolf Clan when they attacked the Not-Named would be feasible? Why would any Clan destroy the infrastructure, resources, and manpower of something they can capture and hold? If they cannot capture and hold, why then would they destroy? How could the cost analysis of the act argue in favor of total destruction, even if the lower castes of the targeted site failed to Absorb properly? Even if additional resources must be squandered to secure what has been earned by Right?

There is one key element, one fairly alien to the Clans of Kerensky, and not seen previously at this scale until Leo Showers presented the *Outbound Light*'s arrival at Huntress: these "Warriors of Kerensky" were *afraid*. They feared that their way of life was in mortal peril, and with this fear guiding them, excessive action was then tolerated and encouraged. The means were seen as justified. The disease had to be removed *immediately and aggressively*. An abstract concept—the barbarians of the Inner Sphere—suddenly became a tangible target that demanded total and immediate destruction to prevent further contamination. The Clans were fighting an emotion, and they left few weapons untouched in their pursuit of removing it.

Perhaps then the greatest lesson from these Wars of Reaving is that even the warriors of Kerensky are capable of terrible things when their actions are afflicted with *fear*.

—Clan Star Adder Scientist (Medical) Monique, *Analysis Post-War 11033077*

By the end of May, Tranquil stood as the last bastion of the Wolves in the Homeworlds. The Clan held off numerous attempts by various Clan forces—Blood Spirits, Cloud Cobras, Steel Vipers, Star Adders, and Ice Hellions. Galaxy Commander Warren Stiles refused to submit, consolidating all of the Clan's forces near Aquila and nearby Fort Newclay. Under orders from Stiles, those Trueborn civilians who wished to serve the Clan and defend its honor were allowed to take up arms in its defense. Nearly four additional Clusters of vehicles and Star League-era BattleMechs were unloaded from the Brian Cache to arm the swell of volunteers. [*This militarization of the lower castes was a key reason Tranquil held out against all comers. The troubling part is that Stiles felt the need to stoop to such un-Clanlike action to do so. Some of my peers have suggested the precedent set by the Blood Spirits on York allowed such an order, though by my viewpoint the Spirits should have been censured for it. If the warrior caste is not strong enough to hold the line, then the Clan does not deserve to retain it. We can only surmise that Stiles was holding out on Tranquil by any means necessary for some particular reason; alas, we will probably never know why. –SK*]

No attacking Clan made any headway against the heavily entrenched Wolf position. Many of them attacked each other in strikes of denial; the lack of cooperation only helped the Wolves hold out against the rest of the Clans. A gritty détente had set in by June.

THE HELLION STRIKES

In mid-3071, the Ice Hellions deployed Alpha, Beta, Delta, Zeta, and Zeta Prime Galaxies—along with all 13 of their WarShips—in a series of lighting swift strikes along the Jade Falcon OZ. The seventeen Clusters fanned out, concentrating only on the Falcon garrisons that were—according to Watch information acquired from the Horses— thin and depleted. The Hellion forces were split between two task forces with Khan Montose commanding Alpha, Delta, and Zeta Prime Galaxies; her targets were Falcon industrial worlds. SaKhan Rood commanded the secondary task force of Beta and Zeta Galaxies and was charged with securing the Periphery border.

The assault struck in early June. Khan Montose quickly seized Golandrinas, Winfield, Persistence, and Wotan. The initial strikes met little in the way of Falcon resistance, often only a single Star or Binary of solahma warriors. Alpha Galaxy faced the heaviest resistance as a full binary from the Fifty-first Garrison Cluster vigorously defended Winfield. When Khan Montose finally claimed victory, both Assembly Facilities 245 and 249 lay in ruins. On Wotan, Zeta Prime's overexuberance blew a natural gas refinery that caused a chain reaction through the underground utility conduits. The explosion cut power to the HPG and sparked a feedback loop that shut down the array's primary core.

SaKhan Rood's task force faced little opposition and seized Anywhere, Somerset, Erewhon, Bone Norman, and Lackhove. The entire invasion nearly derailed on Bone Norman, where the Falcons' Eleventh Provisional Garrison Cluster

EVICTION NOTICE

The decision to evict ComStar, in the end, was an easy one to make.

The most obvious point was that by allowing the "neutral" organization to stay, even as arbitrators, was simply giving them leeway to continue their ROM operations within the Dominion. With our continued efforts in merging with the Inner Sphere nation—no small feat, considering the level of resistance found in nearly every caste sublevel—it would do no good to add complicated confusion to the mix. While we had assurances from the Primus that data, negotiations, and other matters would remain "state secrets," none of our warriors (or merchants or scientists, for that matter) trusted the benevolent-yet-malicious organization farther than we could vomit a *surat*.

It was quite an easy decision to make, from the Clan's point of view. And, surprisingly, it was also the Rasalhagian view as well. I was informed with some candor the other week by a Councilman (Senior Member Miletus from Radstadt, I believe) that the Republic had grown weary of being a veritable "pet state" under ComStar's watch. While they were still trading one ruler for another (a simplistic way to see it), the fact was that most Republicans trusted the Dominion more than ComStar.

And why not? Their First Prince was one of our greatest freeborn warriors. The citizenry had seen the Clan protect them from Combine aggression. And even as the Word of Blake raged around Terra, we have kept them safe. It could not be the same with the Word's twin brethren in ComStar.

As such, the order was made. Out of respect for the former Precentor Martial and the honor given to us over the years, our timeline was generous. But in the end, it must be as we saw fit.

And we saw it fit to rule our new holdings without ComStar.

—Khan Bjorn Jorgensson, *Annotations and Musings, 18113071*



VANISHING POINT

Khan Suvorov:

I am pleased to tell you of our successes against Clan Coyote on Delios and Foster. As you correctly surmised, the Coyotes are stretched very thin across the large swath of territory they now hold; it seems Khan Kufahl has been mighty greedy in all of his bargaining with the retreating Clans. Though they hold much territory, they have not increased their touman to match. On Delios, we faced the slow solahma Stars of the 330th; taking the *Viper* factory was sibko play.

Foster was a challenge, I will admit. But again, it was surprising to find so few of the Coyotes' forces on what has been an important enclave. Indeed, we managed to capture not only the *Rabid Coyote* facility, but also a new *Minotaur* complex also within the bounds of our *isorla*.

I am increasing our Watch activities near other Coyote holdings to see if this is a trend we can take advantage of, or if this is indicative of something else.

—Loremaster Kyrie Ben-Shimon, *15073071:0045*

Loremaster:

While I am encouraged of our recent successes, I would not discount the power or validity of the Coyote. I suspect they are up to something; where are their warriors and Galaxies? While it is conceivable they made some arrangement with the Abjured Wolves—making their warriors *dezgra* before they even matured—I am concerned that there seems to be much Coyote territory and yet little defense. Where is the rest of their touman—and what are they up to?

—Khan Ariel Suvorov, *15073071:0834*

My Khan:

You are indeed wise. Watch reports over the last month are showing me that there is much less visible Coyote force than should be accounted for based on *isorla* battle reports, material gains, and standard growth and repair rates from their enclave holdings. Additionally, we have gotten word from our allies that Tamaron has been stripped bare; the only defense for the world is the *Ancestral Home* and her naval escorts. None of the Clusters previously noted there are present. While some, such as the Twelfth, Forty-ninth, and Fifty-eighth Battle Clusters are now posted on Marshall and Grant's Station, there are others that are simply missing, such as saKhan Clearwater's own Silver Keshik. The Coyotes' sibko rates, from what we have been able to ascertain, are at an all-time high but their touman will not benefit for at least another five years. And they have surely not suffered losses that we are aware of.

We will continue to watch and wait, as ever.

—Loremaster Kyrie Ben-Shimon, *30083071:1516*

—Clan Goliath Scorpion message chain; compiled 15093071

used creative tactics to ambush and frustrate the Hellions. Their staunch defense severely crippled the elite 200th Assault led by saKhan Connor Rood, nearly killing him.

The Hellion WarShip fleet arrived at the Dark Nebula and secured it, wiping out the small Falcon naval force garrisoning it. A small Star of Elementals were sufficient to seize the nearly abandoned and partially malfunctioning facility.

Within two weeks, the Hellions had overrun ten Falcon-held systems, bonding few of the captured warriors. The initial assault proved to be more successful than the Hellion leadership had anticipated. SaKhan Rood argued with Khan Montose that the Clan should consolidate their gains. The large beachhead established by the Clan concerned Rood, as many of the Falcon forces they had expected to face had not materialized. The request was immediately denied by Montose. Rather than settling back and waiting for the inevitable Falcon counterattack, she ordered the Clan to prepare for the next wave.

Even as the second wave launched, the Falcons hit back with a sudden and swift counterattack. Bone Norman, Golandrinas, and Wotan were quickly retaken by an oversized Gamma Galaxy. Because of saKhan Clees' prior actions—based on intel received at the beginning of the year—the Falcons had moved several solahma Stars into Gamma and Alpha Galaxies in preparation for a Periphery assault. Though unable to reposition part of the touman

quick enough to establish a defensive line before the Hellions attacked, the Falcons were in transit and therefore able to quickly react to the invasion. The rebuilt Falcon Guards, in an effort to once again regain their honor, batchalled and seized Bone Norman from the Hellions' Beta Galaxy, quickly winning a well-bid Trial before the Hellions had time to establish even a supply depot.

On Steelton, Jade Falcon Epsilon Galaxy was in the process of redistributing part of its force to provide a defensive reserve when the Hell's Horses counterattacked. Galaxy Commander Rard Hoyt, under orders from Khan Pryde, offered up a nominal defense and withdrew, conceding the planet to the Horses. The withdrawing Epsilons instead hit and seized underdefended Seiduts. Elsewhere, the Horses consolidated their front with the Wolves, having seized Liezen, Harvest, and Planting. The three worlds came with a cost, however, as the Wolf defense continued to stiffen even among its second-line troops.

Khan Montose, undaunted by the swiftness of the Falcon's counterattack, ordered the second wave to launch. Alpha and Zeta Galaxies captured Derf, Trell I, Romulus, and Maxie's Planet. The Fortieth Hellion Lancers, detached from Alpha Galaxy, struck back against the Falcons at Golandrinas in order to seize the Clan's new *Jupiter* facility, critical to the Hellions' resupply plans. The system became even more important after the Hellions' Alpha Galaxy Naval Star shattered and destroyed the vast orbital supply station over Derf, thanks to a spirited but doomed defense by the Seventh Solahma Cluster, newly assigned to Mu Galaxy.

Delta Galaxy, led by saKhan Rood, attempted to retake Wotan from the Falcons. The world was considered a lynchpin in Rood's invasion vector; it contained a solid manufacturing infrastructure the Hellions could use in building their new OZ. The Falcons knew it as well and the Seventy-eighth PGC refused to back down, dragging two Clusters from Delta Galaxy into a protracted assault that lasted nearly two months before finally being forced off once again.

The Falcons then moved to cut into the Hellions' flank and hit Somerset with the Falcon Stoop Naval Attack Star and the First Falcon Hussars. The Falcons engaged the *Taney* and *Moore's Honor* at the zenith point in a brutal naval exchange. The *Lightning Strike* and the *Falcon's Nest* managed to put the *Moore's Honor* out of commission quickly in one pass that blew the *Honor*'s maneuvering drive. Using the wounded *Honor* as a decoy, Star Admiral Kim Hasbrin deftly maneuvered the *Taney* around but could not escape the *Falcon's Nest* and several aerospace Stars. The Falcons pursued the *Taney* to its destruction.

Montose launched the Hellions' third wave in August 3071 as Alpha and Zeta Prime Galaxies hit and seized Evciler. The Hellions faced brutal opposition from the Falcons, as Evciler was the temporary command post for Alpha Galaxy. As the two Alphas clashed near Bangor Harbor, Galaxy Commander Brian Pryde and his command Star rushed the Hellion line and engaged Khan Montose in single combat. As Pryde gained the upper hand, Montose withdrew, ordering an entire Star of ProtoMechs to cover her retreat. Pryde fought through the converging Star as the rest of his command Star, incensed that the Khan had broken a properly-bid Trial, hit the rest of the Khan's forces. Montose barely managed to eject from her dying *Stormcrow* and shattered her femur upon landing.

The Hellions, witnessing what they believed to be a breach of *zellbrigen* by the Falcons, cast aside proper decorum and hit the rest of Alpha Galaxy in a Flurry rush. The mad assault caused chaos across the battlefield as the Falcons perceived the Hellions dropping *zellbrigen*; the Falcons' Alpha Galaxy had no choice but to withdraw and leave Evciler in Hellion hands.

SaKhan Rood fared better as Beta Galaxy easily captured Bensinger and its complexes, then moved on to take Toland. The Tenth Talon Cluster tried to stop the Hellion blitz on Bensinger, but because the Hellions shifted the battle near several refineries, Star Colonel Ellym could not mount an effective defense without causing untold civilian casualties. She chose to retreat from the world and rejoin Epsilon Galaxy, taking the stain on her honor rather than inflicting unnecessary mass fatalities.

In September, the Hellions returned to Wotan with a recharged Zeta Galaxy but found no success in rooting out the Seventy-eighth PGC, which had just been reinforced with the Eighth Falcon Regulars. Galaxy Commander Philippe Lienet grew increasingly frustrated with the "un-Clanlike actions" of the Falcons on the planet as the assault turned into a grueling cat-and-mouse game.

Rood's task force moved forward and captured Botany Bay, Von Strang's World, and Apollo with Beta Galaxy. Delta Galaxy, along with its Naval Star, hit Steelton and was surprised when the world's defenders were Clan Hell's Horses. Flush with confidence from their past victories, Galaxy Commander Damon Hawkins declared a batchall anyway, having decided that winning the resource-rich world from the Horses would trump any dishonor he received for breaking the truce between the two Clans.

The Delta Naval Star burned in hot but ran full-tilt into a large DropShip and fighter screen before achieving optimum orbit over the planet. As the Hellion WarShips fought their way through, they were astonished with the arrival of the CHH *Black Knight* at a nearby pirate point. Delta Galaxy managed to get its DropShips to the ground with moderate casualties before the *Black Knight* reached firing range. The subsequent naval battle was brutal but short as the *Swift Bait* took substantial damage before the Star could withdraw from orbit. [*The* Swift Bait *was still in the system when the Falcons showed up in October; the WarShip barely got off two broadsides before conceding the fight. –SK*]

On the ground, Delta Galaxy Commander Hawkins found his hands full. Facing them was the Twenty-first and Twenty-second Mechanized Assault Clusters, eager to fight even though they faced nearly three-to-one odds. Using their mixed ground forces to great effect, the Horses managed to severely hurt Delta Galaxy after the Hellions lost Hawkins in the initial assault. The Hellions rallied, however, and within two weeks, claimed Steelton as their own—including the large amount of Horse supplies that had been shipped to the system. [*They quickly distributed those supplies to other Hellion units; at least one JumpShip was lost to a pirate attack somewhere between Steelton and Von Strang's World. –SK*]

On Erewhon, the Hellions suffered another setback as the Jade Falcons' Alpha Galaxy liberated the world from Hellion control. Fortunately for the Falcons, none of the Clan's three scientific research bases were absorbed by the brief occupiers, keeping several prototypes and other research from Hellion possession.



THE HELLION DEBACLE

While not evident at first glance, it becomes painfully obvious in retrospect that part of the reason the Hellions' invasion failed was their single-minded approach in conducting their operation. Conventional battle wisdom dictates that after each wave, effort must be made to consolidate forces, repairing and rearming as necessary and accounting for pacifying the local populace.

In REVIVAL, several Clans made the mistake of assuming that the Spheroid population would simply welcome the superior might of the Clans with open arms. The Ghost Bears, in particular, found that simply hitting and taking a world, then moving on with little garrison force to maintain said world was not enough; they had to return later to pacify it. The Steel Vipers had problems asserting absolute Clan rule to their worlds, with each system becoming an armed camp just to keep the peace. While the denizens of the Inner Sphere may not care whose flag they fly, they do apparently take issue with the alien-ness of Clan society. (Even today, some worlds sport several active cells of resistance, over twenty-five years after the initial invasion.)

The Ice Hellion leadership apparently did not learn the lessons of the Invader Clans. Governing an easily captured Inner Sphere world was much different than taking control of a hard-won Clan enclave in the Homeworlds. The Hellions, not having experience with the Inner Sphere, had no idea but their own vague assumptions to rely on—and it was this critical failure in intelligence and research that ultimately sunk the Clan's invasion prospects.

In the Hellions' first four waves, the Clan concentrated solely on trialing for and capturing various target worlds. Some were industrially strong, others had greater civilian population, and some were military challenges for the Hellions to cut their teeth on. Their entire strategy was to grab these worlds, take what they could to rearm and resupply, and then move on. Barely a Trinary's worth of warriors—mostly solahma, wounded, or disgraced—were left behind to administer the world; the Clan leadership assumed the system, already used to Jade Falcon governance, would simply fall into lockstep with the Clan and not need additional force of arms.

The inherent problem was that even though the populations of these worlds were used to Clan rule, the Falcons had painfully adjusted their governing practices from that of the strictures found among the Homeworld enclaves. Aside from directly managing key aspects of the world, such as heads of research and science councils, academics, system governance, trade and mercantile federations, and unions, not to mention complete military control, the Clan left the populace to govern themselves as appropriate as long as there was no challenge to Clan authority, especially those of Trueborn heritage.

This amalgamation of practice came from two decades of rule; the Hellions simply could not adjust quickly enough due to their own stubbornness and distrust of other Clans. As such, several of the worlds seized by the Hellions ground to a halt even as those Falcon administrators lost as *isorla* attempted to work with the new Clan leadership.

These systems, therefore, became less a Hellion asset—aside from the immediate supplies gathered—and would become, if time had permitted, more of an albatross. If the Hellions had actually succeeded in carving out space from the Falcon OZ, it is pretty clear those worlds would have eventually rebelled or fallen into chaos before too long, making them ripe for conquest from any of the neighboring realms.

The Hellions, therefore, were doomed to fail before they even arrived in the Inner Sphere.

—Clan Wolf Scientist (Historian) Kiyomara, *Notations on Clan Ice Hellion, 23093075*

TURNING OF THE TIDE

The Hellions suffered another blow to their invasion plans when the CJF *Emerald Tornado* jumped to Falcon's Beacon in the Periphery in late September 3071, materializing in the middle of a large fleet of Ice Hellion JumpShips. The large resupply force had arrived only a week before, en route from Nouveaux Paris to recharge their drives; the isolated Watch station had quickly fallen to the meager Hellion marine and aerospace fighter defense left behind to guard the convoy. Star Admiral Carlos Binetti captured the entire flotilla without firing a shot. The convoy contained enough material to refit and resupply two entire Galaxies, the bulk of the Clan's supply train.

Things soured for the Hellions in October. Beta Galaxy hit and seized Last Chance and Lackhove, facing little opposition. But on Steelton, the victory so hard won by the Hellions only a week before was erased as the Jade Falcons' First Falcon Jaegers and Fifth Battle Cluster ar-



POLITICS, BIRDS, AND PONIES

Honored Khans:

After disseminating the information that Nova Captain Jake Kabrinski passed on to us "in good faith," we found this little gem. Obviously the Horses wanted us to know their plans, if only to assure us their intentions are indeed honorable. It seems clear to me, my Khans, that we are about to witness the death of a Clan.

>>>Transcript HHA01-3071.10.18//1410 Begins<<<

[**Khan Marthe Pryde**]: "The implications are clear, Khan Cobb. Considering the rampant fighting going on back home, it would behoove you to choose your course of action wisely."

[**Khan James Cobb**]: "So you have heard the same rumors I have?"

[**Pryde**]: "I hear much, Horse. And see more."

[**Cobb**]: "Spare me your Falcon rhetoric. Can we speak, just once, as true peers and warriors of the Father?"

[**Pryde**]: "…Very well, if only because you amuse me."

[**Cobb**]: "You would not be saying that if you faced the full might of my Horses."

[**Pryde**]: "You know as well as I do that to fight the full fury of the Falcon would only shed enormous amounts of blood—mostly yours. However, this may leave us weakened for Vlad—or even your ersatz allies, the Bears—to come and try to finish what the Hellions are woefully attempting."

[**Cobb**]: "Sadly, you are correct. But my concern lies more with the disturbing news from the Homeworlds. The Vipers and Adders are mad with rage; already, they have burned the Sharks and the Ravens. Suppose they turn their small-minded ways in this direction?"

[**Pryde**]: "So you *do* see. Interesting…Tell me, what is your agreement with the Hellions?"

[**Cobb**]: "That we would not invade their holdings for five years, *once* we were established."

[**Pryde**]: "Excellent. Montose is finding out she has misjudged another Clan—by far. They will not remain here long."

[**Cobb**]: "Unlike the Wolves, who have discovered that once we plant our hooves, we are immovable."

[**Pryde**]: "I underestimated you, Cobb. Go and fight your feud. When you are feeling up to it, you may step up to our table and feast. I am sure we can be convinced to leave some iced ferret for your sibkos to feed upon."

[**Cobb**]: "We will not wait too long, Marthe. It would be a shame to see the Falcon lose too many feathers and be rolled over by Inner Sphere barbarians…"

[**Pryde**]: [*laughing*] "Welcome to the Inner Sphere, Horse. May your warriors find honor, and your enemies howl in fright."

>>>Transcript HHA01-3071.10.18//1410 Ends<<<

ADDENDUM: You should note, my Khans, that Nova Captain Kabrinski expressed his deepest concerns that our Clans not re-ignite old wounds but instead continue working towards the mutual respect and honor that we have cultivated over the last few years, especially since his first visit with us in August. Both Horse Khans were appreciative of our Trials against the Wolves on Balsta, Hermagor, and Dawn and look to continue our non-aggression bargain for the foreseeable future.

Upon his return last week, Kabrinski generously provided us with the force strengths of the Horse worlds along our newfound border as a sign of that good faith. Khan Cobb places a tremendous amount of trust in our former *ristar*. It has also come to my attention that Kabrinski has recently received the Mark of the Horse; he is the first Clan warrior in the history of the Clans to have found victory in both the Clawing *and* the Mark.

It is my honor to report that Nova Captain Kabrinski will remain with Clan Ghost Bear for the time being as an envoy of Clan Hell's Horses; it will be a boon to have our new Elementals train against this worthiest of adversaries and his Starmates.

—Clan Ghost Bear Loremaster Laurie Tseng, *Watch report summation, 02113071*

rived. [*The Falcon Watch earned their keep with that move, letting Clees know of the situation on Steelton before the Horses could properly react. –SK*] The bidding was especially harsh and the Hellions, overconfident of their success, underbid so badly they lost the battle less than two hours after the initial engagement. Disgraced, Star Colonel Scott Moore ordered the withdrawal and received *hegira* from the Falcons.

Zeta Galaxy found no resistance when they arrived at Gotterdammerung and Here; they also found little in the way of readily available *isorla*.

On Wotan, the Falcons' Seventy-eighth PGC and Eighth Falcon Regulars' actions frustrated Galaxy Commander Lienet to the point that he ordered multiple strafing runs on Borealtown in an attempt to root out the entrenched Falcons. Faulty Watch intelligence had pointed to the city as the only possible place the Falcons had as a staging base for their operations. In truth, the Falcons had been using the abandoned Skofeld Mines nearly fifteen kilometers away and watched, disgusted, as the Hellions unleashed wave after wave of strafing and bombing attacks on their civilians. Star Colonel Terrence recorded as much evidence as possible for the Falcon Khans.

SaKhan Clees, who arrived at Lackhove at the head of Gamma Galaxy, received the news from Wotan. Combined with reports from Alpha Galaxy regarding their tussle with the Hellion's Alpha Galaxy and Khan Montose's actions during the battle, saKhan Clees wasted no time declaring the Hellions *dezgra* for their wasteful and dishonorable actions and released the Falcons from offering honorable combat to the interlopers. With the gloves off, Gamma Galaxy hammered saKhan Rood and his Beta Galaxy on Lackhove, the Falcon ferocity pushing the Hellions back to their landing zone in less than two days. Half of Gamma moved on to Last Chance, in anticipation of repeating the Falcon's success on Lackhove.

LINE OF DEATH

In August 3071, Clan Wolf was finally in position to repulse the Horse push. Khan Ward transmitted a terse message to saKhan Ivan Kerensky, informing him that "from this point on, the Horse shall pay for every micron of soil in blood." He promised that any more worlds won from the Wolves must cost the Horses dearly. The so-called "Line of Death" [*coined by saKhan Kerensky, it seems –SK*] stretched from Ferleiten to Ridderkerk to Zoetermeer. The Horse's Watch confirmed that the Wolves were massing a large defense on each of those worlds, including heavy aerospace support.

To make matters worse, Clan Ghost Bear launched Trials of Possession for Balsta, Hermagor, and Dawn, catching the Wolves by surprise. The Bears fought hard and won

UNITY OR DEATH

My fellow Kindraa:

Over the last few years, we have suffered much from our Clansmen. It is to our own shame that we would rather bicker and fight amongst ourselves and only in circumstances of dire need would we band together to push away an outside aggressor.

If we look at ourselves, truly look at the damage and wrath we have wrought amongst our own sibkin, our own Kindraa, it is truly shameful. Did our founders ever envision such animosity between our blood kin? We fight like sibkin in a mud pile; we get battered and dirty, and the rest of the Clans point and laugh at us. How was Garrett Sainze treated as ilKhan? He barely lasted the Grand Council session before accusations were raised, making him out to be weak and ineffectual as a leader.

And they were proven *correct*.

Many of you are already gearing up to declare Trials of Refusal against me for such a slight to our honor. I would ask you this: if we follow through and continue to pound on ourselves in an attempt to find who among us is "right" and "honorable," have we not already failed as a Clan?

Our Kindraa individuality can be our strength, if only we let it. This is a time where the Fire Mandrill needs to rise from the muck and the grime, not descend further into bleedings and brokenness. If we do not stand, if we do not unite, we will absolutely fall.

I am calling a Clan Council in one week's time. There we will forge a unity that will shape us into a force of defiance of the others, or we will shatter into pieces. You may attempt to remove me as Khan; I welcome those of you who would try. But until I am dead, I am our Khan—and our Clan is the ilKindraa of the Clans.

Let us finally act like it.

—Khan of Clan Fire Mandrill Amanda Carrol; *Orders 24103071*

each Trial by September. The Bears then stopped. The Bear Khans felt they had shown Vlad and his Wolves that they still remembered the events of the early 3060s.

The Horses attempted to break the Wolves' "Line of Death" with assaults on Ridderkerk, Basiliano, and Hohenems, but only succeeded in establishing footholds on Basiliano and Hohenems with the Ninety-ninth Mechanized Cavalry and 666th Mechanized Assault Clusters. The Wolves easily repulsed the Horses attack on Ridderkerk before the Horses made planetfall and planted troops on Mozirje and Unzmarkt, threatening deeper pushes against the Horses' growing OZ.

Khan Marthe Pryde saw opportunities for her Clan and the Horses amidst the turmoil and opened communications with Cobb. She promised him a future similar to Steelton and Seiduts, where the Horses would find themselves bled

VIPER ASCENDANT

The height of Viper power in the Clan Homeworlds reached its pinnacle on 1 December 3071. It was the day of my ascension to ilKhan and the beginnings of the next phase of Nicholas' dream that was entrusted to those who were pure and without taint.

In pure political calculation, both Stanislov and I pushed the matter of the Great Refusal to the floor first. If these Khans could not see the inherent danger around us, stagnating in the Homeworlds with little hope of mastering our destiny as Kerensky's children, it was worthless to decide upon a leader with no cause to follow. Sainze's disgrace was proof of that. Different tactics were needed.

We called again to overturn the hated Great Refusal. Such a stain on Clan honor, a seeping nine year wound tied around us by the temerity of the Spheroids. It was time to be undone—and this time, *this time* the vote was ours. The Ghost Bears refused, as expected, as did the Ice Hellions (who, as we suspected and proved later, wanted the glory all to themselves even in the midst of their losses against the Falcons), the Horses, and, strangely at the time, the Coyotes (oh, to know then what we know now). The vote secured, the Star Adders, as expected, abstained.

The Great Refusal was finally, in delicious irony, refused.

That I was voted ilKhan was a foregone conclusion. Stanislov had refused it enough times that no one even blinked when he bowed out yet again, as per our agreement. I alone had taken the Vipers into battle against three different Clans over the last two years, virtually evicting the Jade Falcons and Snow Ravens, and dealing serious hurt to the Diamond Sharks—all under our strictest honor codes of combat. The presence of the *Perigard Zalman* orbiting overhead was a strong symbol of Viper power; even the Adders could not deny that we were destined to lead by force of might, as Kerensky dictated.

My election was all but assured. And in an act of petty defiance, the Jade Falcons stormed off in virtual protest, disconnecting their HPG. It was, in retrospect, another wonderful perk of that day as they missed my first pronouncement as ilKhan.

The words still remain with me, burned into my warrior's heart and mind ever since the epiphany hit me so many years ago after the death of Khan Zalman:

Kerensky's vision was one that demanded we bring honor and righteousness back to the Inner Sphere. For too long it has remained in the hands of those who are no better than the lowest labor caste, led by those who use deceit and treachery to lead and not the ideals and honor of the true Star League. We all know the sham of the so-called 'Second' Star League, a body of fools and barbarians that, when faced with adversity from within, collapsed like a house of cards.

This sham of a League was proven to have no honor. We, as the Clans, have finally come as one in understanding this. There is no righteous way to lead, none since our Founder and the Great Father left the tatters of the true Star League over three hundred years and countless warrior generations past. It is our duty to step beyond ourselves and finally fulfill the destiny that we started twenty-two years ago.

In order to redeem the Inner Sphere from its corruption and taint, it requires that we ourselves be of purity. Only without taint can we remove the iniquity that so poisons the Inner Sphere, a poison that began to spread after the Great Father started our founders upon our journey.

Putting the Clans into position requires extreme measures; we must remove the taint that has beset us, much as it beset our wayward brethren in the Pentagon worlds so many generations ago.

Reaving our impurities is the only answer.

—Khan Brett Andrews, *Reflections on the Way of Kerensky, 31123072*

dry in a war of attrition if they moved against the Falcons. Without outright admitting it, Cobb agreed the Horses were not yet at a point where such actions could be reasonably won. He secretly agreed to join the Falcons in ejecting the Ice Hellions from the Inner Sphere. Though he realized that the Falcons could get the job done on their own, Cobb—and saKhan DeLaurel—believed the Falcons would owe the Horses a favor. More importantly, he saw an avenue to gain more of a foothold in the Inner Sphere—without pushing further into the stiffening Wolf defenses.

The Horses entered the fray against the Hellions in November 3071. With well-bargained agreements in place with the Ghost Bears and Falcons, Cobb incorporated a plan to push and hit several former Falcon worlds, removing them from the Hellions and "safeguarding" them until they could be negotiated back to the Falcons. Through these new deals, Cobb allowed his troops to exact some measure of vengeance on the Hellions and Khan Montose for breaking their word of honor [*which, as Khan Cobb has pointed out repeatedly, began on Steelton thanks to Galaxy Commander Hawkins –SK*] while simultaneously reducing the Horse battle front to only the Wolves and the overstretched Hellions.

Clan Wolf did not remain idle, however. The Wolves forced the Horses off Basiliano and Hohenems and completely retook Mozirje, Feltre, and Unzmarkt. Additional Wolf strikes carved footholds on Planting as the Horses' efforts shifted toward the Falcon/Hellion front. The use of front line forces broadcasted a clear message to the Horses, which Khan Ward backed up by a direct HPG transmission to Cobb: "The Horses have advanced far enough at Wolf sufferance."

The first Hellion systems to fall to the Horses were Von Strang's World, Bensinger, Apollo, and Toland. Theta Galaxy hammered Bensinger, ejecting the Hellions after crushing the 176th Attack Cluster. The Hellions' Zeta Galaxy quickly retreated from Apollo after the arrival of the Horse assault fleet and pulled back to Evciler, though they nearly lost the *Cold Hunter* as the WarShip defended the retreating DropShips from the *Bucephalus* and her escorts.

The *Steel Shield* and *Black Knight* arrived at Toland and found the *Moore's Honor* guarding Beta Galaxy's support vessels. The Horse WarShips closed swiftly, destroying the *Honor* and three JumpShips before moving to planetary orbit. The Horses made short work of the 121st Hellion Lancers, gutting half of Beta Galaxy's already wounded strength.

THE REAVING OF THE BLOOD

As wars raged among the Clans of the Inner Sphere, a bigger war was brewing in the worlds of Kerensky.

The Grand Council that opened on 1 December 3071 began with little fanfare. As the mundane tasks usually set before the Council were handled and dismissed, the floor opened to Steel Viper Khan Brett Andrews. In another impassioned speech, the motion to refute the Great Refusal was put before the Grand Council and seconded by the Star Adders. Andrews promised the Council that, this time, if the vote failed, it would forever remain a dead issue.

SHADES OF BLACK

I am growing increasingly concerned regarding the health and stability of Khan Montose. Her strategic acumen seems to be leaking away; the last several orders she has made I cannot make rhyme or reason of. It is as if she is fueling her denial of the obvious, that the Horses have now deemed us weak and not worthy of our agreed-upon alliance.

I cannot blame the Horses, either. Our plan belies our weakness; instead of establishing our beachhead within the Inner Sphere, we have pushed beyond our means to take more than we can hold. I believe the Khan has decided, for whatever reason, to instead evict the Falcons wholesale from worlds they have spent nearly three decades entrenched upon. It is a mistake of great magnitude.

Where did we go wrong? After examining our progress, I think everything began to crumble after the Khan was nearly killed on Evciler. She refused to have her leg amputated and regrown when the bones were shattered, and I wonder if mentally that weakness snaps at her mind. Or maybe it is the drugs that she uses to hold the pain at bay.

I have contacted Khan Montose repeatedly, suggesting we change our course of action. She denies our losses and I believe the next time we meet, I will challenge her in a Trial of Refusal. The Ice Hellion needs to withdraw and we need to survive; I am not sure the Khan's persistence to hold to her plan will give us that chance.

I may die, but I would die for the Clan's chance to live—to fail and do nothing will doom us in surety.

—Clan Ice Hellion saKhan Conner Rood, *Personal Notations, 17023072*

The vote crept through the assembled Khans, of whom no Clan was missing. In favor stood the Snow Ravens and Jade Falcons, both Clans knowing that a combined offensive by the Clans would set the Word of Blake back on its heels and possibly reopen the way to Terra. Also voting affirmative were the Blood Spirits, Fire Mandrills, Goliath Scorpions, and Steel Vipers. Opposed were the Ice Hellions and Hell's Horses—both of whom would stand in the way of a new invasion launch point and thus be forced to share their newly hard-fought gains. The staunchly Warden Clans of Ghost Bear and Coyote joined Clan Diamond Shark in opposing the vote for various reasons. The Cloud Cobra saKhan Telinov voted for the proposal; Khan Din Steiner and both Star Adder Khans abstained.

The Council chamber was silent for a moment as the result of the vote sank in: the Great Refusal finally lay broken before them, null and void. It was no longer a barrier to future Clan dominance and power in the Inner Sphere. [*Make no mistake: this vote was not about overturning the results of the Trial of Refusal. The vote was about whether said Trial had any legitimacy after the Second Star League proved itself to be the sham many claimed it to be. Its lack of validity as an affected party determined its standing in the decision of REVIVAL. By its failure, several Clan leaders questioned the Second Star League's legitimacy; a majority agreement would show that the Great Refusal and its result would be rendered null and void. For those not versed in the intricacies of Clan politics, it does look convoluted in its approach. But because the Clans rely on the letter of the law—often to the extreme—the political wrangling was necessary by some to further their own power agendas. –SK*]

The call for a new ilKhan was a forgone conclusion and this time there were only two worthwhile candidates: Khan Stanislov N'Buta, who deferred, and Khan Brett Andrews.

SELECTING THE ROAD TO HELL

Part of the problem that erupted within the secret cabal of scientists—particularly those involved in the care and crafting of genetic legacies—was Andrews' unilateral decree that the ownership of a Bloodname would revert to the Clan that completed the proper Reaving of the Inner Sphere taint of said genetic line.

As near as we could determine, the Society was as much stunned at the ilKhan's bold claim as were the Clans themselves. Many of the Clans saw huge opportunity to equalize themselves with the perceived "superior" Invader Clans and reacted with bloodthirsty glee. Entire genetic lines, once exclusive to one Clan or another, were suddenly up for grabs as various Clan leaders envisioned harnessing such genetic power within their own lines. Others saw material opportunity, removing the remainder of the Invaders from the Homeworlds, seizing their enclaves, and then moving onward to the Inner Sphere and establishing their own Occupation Zones on the backs of those who had gone—and failed—before them.

It was probably the worst decision the ilKhan could have made even without the Society's eventual backlash. It was a decision that appealed directly to an attitude that had been building among all of the Clans, that such continual contact with the Inner Sphere was slowly poisoning Kerensky's vision and Clan culture. It enticed even the moderate proponents of such thinking into believing that they could, with one bold stroke, "fix" the Clans and restore them to the proper Way—and give room to begin a more violent and bloody invasion to reclaim Terra.

The Society's leadership was perhaps the most horrified at the news. From what we can gather, the Society saw the ilKhan's declaration as overstepping the warriors' authority; for decades, the scientists were the ones in charge of the genetics. Individual Reavings aside, the very real possibility that entire legacies would be wiped out or forced dormant would unravel years of research and work.

All without the approval of the Society's geneticists.

Clan society has always venerated the geneticists. It is the only section of the civilian castes that has authority over the warrior caste, their place assured because of the "holy" significance that Kerensky had originally placed on genetics through the Bloodnames.

That veneration got to the heads of that caste's most elite, and the opportunity to enact their own rectification of the Clan Way was too good to pass up. What happened after was only an acceleration along a path already taken by the Clans, courtesy of ilKhan Brett Andrews.

—Clan Coyote Scientist (Historian) Jesse, *Analysis of Reaving, 30113079*



Andrews simply pointed out the successes of the Vipers over the last few years in defeating the Jade Falcons, Snow Ravens, and Diamond Sharks with decisive victories while maintaining the strict combat code of the Clans. Few could argue with the evidence and he was elected ilKhan, with only the Coyotes, Falcons, Ravens, and Sharks against the vote. Both Khan Marthe Pryde and saKhan Samantha Clees shrieked in protest of Andrews' win and promptly decried the vote as proof of the uselessness of the Grand Council. As a show of disgust, they disconnected their feed.

In doing so, the Falcon leaders missed Andrews' first moments as ilKhan. In order to remove the fullness of the taint of the Inner Sphere that had crept into the Clans, Andrews reasoned, "the only road to a successful invasion is that of purity in the Way of the Clans." To achieve this, ilKhan Andrews declared all Bloodnames of the Clans who currently resided in the Inner Sphere, as well as any warriors and sibkos created with such legacies, as tainted and corrupt. "They lack the purity of honor necessary to deserve to take Terra and complete the Great Father's dream. As such, the tainted legacies and any warriors created from them will be subject to Trials of Reaving, to be executed by honorable Clans deemed free of the taint." The ilKhan's intent was to revert affected Bloodnames to their pre-Revival genetic records, wiping out all intervening generations of Warriors, and starting the Clans with a clean genetic slate.

Predictably, the declaration caused tremendous upheaval in the Grand Council. Andrews acted quickly to regain order and declared a Trial of Reaving against saKhan Angus Labov. The saKhan, angered and still in shock, accepted, demanding it occur immediately. Andrews gave the ritual response and in one fluid movement, slipped a ceremonial knife from his Steel Viper adornment and whipped it across the Council floor. The knife embedded itself into the saKhan's neck, killing the Shark merchant warrior-turned-saKhan.

While Labov's lifeblood drained onto the Council floor, Khan Bjorn Jorgensson condemned the ilKhan and the Council. He decried the entire proceedings as one that "defiles the very essence of our Founder and his kin, and is undeserving of Clan Ghost Bear's attention any longer." The Ghost Bear pronouncement ended with their Khans signing off. Andrews responded by opening the floor for the Clans to place their calls for Trials. The Vipers declared several on the spot for Falcon and Ghost Bear Bloodnames; the reactions of other Clans were mixed as the reality of the ilKhan's proclamation set in. The Adder and Coyote Khans remained silent. [*It is possible that the enormity of the decision began to stare at these Clans in the face: all of the Clans would face some form of Reaving in some fashion, as much of the Invading Clan's blood stock was trialed for and mixed into their own programs—especially the non-exclusive Bloodnames that exist through several Clans. The hard reality was that this pronouncement would not just strip power from the Inner Sphere Clans, but also several Homeworld Clans. –SK*]

THE WOLF AT THE DOOR

At dawn two days later, two Clan Wolf DropShips defied Strana Mechty orbital control and roared over the city, dropping two Clusters of Omicron Galaxy [*This was the Coyote Galaxy bargained for between the two Clans. For the record, it was the 246th Wolf Strike and the 509th Solahma Battle Clusters that carried out the raid, commanded by Star Colonel Ramil Kerensky and a Star of Clan Wolf Watch warriors. –SK*] on and around the Kerensky Bloodchapel. The Wolf warriors quickly overwhelmed the Chapel's guards and took possession of the entire facility. Star Colonel Ramil Kerensky then broadcasted a challenge to all of the Clans, demanding they "prove themselves worthy of the Kerensky heritage by retaking the chapel from Wolf jaws."

The first to challenge the Wolves were Star Captain Uriel Clearwater and MechWarrior Tase. The two Snow Raven warriors charged the front gates of the chapel, determined to bring down Star Colonel Ramil Kerensky's *Dire Wolf*. Both 'Mechs were pummeled with a swarm of missiles from other Wolf 'Mechs in the compound as the Wolves—already declared *dezgra* by the Grand Council—took advantage of their status. The Raven machines were not the only ones that were stopped at the chapel's gates; over the course of the next few days, a pile of shattered war machines created a makeshift defensive barrier around the solid stone-and-steel entryway.

Various Clan warriors hit the Wolf defensive positions, some acting together but with no overall concentrated force. Tension was so high from the Wolves' shocking actions and their inspired defense that several warriors found themselves embroiled in Trials of Grievances and Possession with other Clans over little things such as fire lines, attack thrusts, errant fire, and even successful assaults.

Several hours after the initial attacks began, with little success (only one Wolf *Savage Coyote* had been brought down), ilKhan Andrews declared that the Clan that managed to wrest the compound from the Wolves would be the new Clan to house the Kerensky legacy. This spurred the various Clans to further action but also dissolved any battlefield alliances between them; in several cases, some Clans clashed over seemingly trivial results. In one case, a Cloud Cobra *Adder* challenged two Star Adder warriors over a breach that the Adders had blown into an outer wall; though the Adders won the brief Trial, they were delayed and damaged enough that a Wolf *Warhawk* arrived and dropped both savaged Adder 'Mechs as they finally exploited the breach.

Clan warriors stationed nearby came on in droves, whipped into frenzy by the Wolves' continual derision and spurred onward by the dream of the honor to be won by claiming the Kerensky name for their Clan. Few faced the Wolf warriors with honorable combat, and the Wolves made the most of the compound and its defenses, cutting down as many warriors as approached the building's walls. Nearly ninety Clan warriors assaulted the entrenched Wolf position over the course of three days, causing tremendous damage to the Kerensky Bloodchapel and surrounding buildings. [*At some point during this time the Winson Bloodchapel went up*



in flames, lit by unknown parties. Our own sources indicate it was a few Wolf Elementals who had been dropped nearby at the time of Kerensky's main force and joined the carnage at the Founder's chapel later. –SK]

The Wolves were slowly whittled down over the course of the siege. The last to fall, Ramil Kerensky transmitted a general broadcast as his *Dire Wolf* sank to the ground: "The Kerensky name shall no more be defiled by his ungrateful children." The end of the broadcast was punctuated with a tremendous explosion as the Bloodchapel buckled from within and the entire structure collapsed upon itself and rolled over the *Dire Wolf*. Later excavation of the site indicated that the Wolves had executed all of the scientists and civilians assigned to the chapel, erased the master computer of data, and destroyed all of the genetic originals and copies stored there. [*Rumors persist there were also large traces of chlorine discovered. A last defiant bit of humor by the Wolves, no doubt. –SK*]

As the Clans recovered from the shock of the last Wolf action, more dire news arrived for the Grand Council. The master genetic files of Jennifer Winson, Nicholas and Andery Kerensky in the Master Repository were also corrupted and destroyed, effectively removing all traces of the Great Founders' legacies [*save those few non-Wolf warriors still alive –SK*] from Clan space. Contrary to the brutal combat surrounding the Bloodchapel, a small force of Wolf Clan Watch operatives had managed to penetrate the Master Repository—with Wolf scientist collusion—and conducted their egregious act. The Wolf scientists were then executed by the Watch operatives.

As expected, the Clans and the Grand Council were livid with the Wolf actions. An emergency Council was held shortly after the destruction of the Kerensky Bloodchapel where the Wolves were immediately put up for a Trial of Annihilation. The Trial would be carried out by all the Clans present, which happened to exclude the Jade Falcons, Ghost Bears, and Hell's Horses. The Grand Council Loremaster was ordered by the ilKhan to withhold the result of the Council's vote from the missing Clans but Kael Pershaw, loyal to Clan law and not to the spurious orders of the ilKhan, defied the Grand Council's orders and notified Ghost Bear Loremaster Laurie Tseng [*who was still onplanet –SK*] and the Jade Falcon Khans. Khan Marthe Pryde ordered Pershaw to gather up whatever Falcons remained on Strana Mechty—warriors, scientists, and technicians—and leave the Homeworlds. The Viper Watch overheard the conversation and within a few hours, declared a Reaving Trial against Kael Pershaw.



RULE OF LAW

After his declaration of Reaving all of the Bloodname legacies that had participated in the invasion of the Inner Sphere, there was no real need for continued formal declarations of each and every legacy to be Reaved. Several Clans, such as the Cloud Cobras and Fire Mandrills, simply attacked those legacies outright, using speed and surprise as weapons. The more traditionally hidebound Clans like the Vipers and Blood Spirits, went through their formal declarations within the standard communications protocols. As a result, the more traditional approaches tended to face the tougher battles and netted less in the way of *isorla* as the target gathered and mounted some form of strong defensive position.

In a few cases, the more liberal-oriented Clans—those who used surprise and shock—tended to make their Reaving calls centered more on units that either participated in the Inner Sphere strikes or who had rallied to their comrade's defense. Considering such warriors, most of them unBlooded, as a continuation of the Taint, the entire unit often found themselves under assault through any and every means necessary to Annihilate the tainted Bloodname.

What began as a bold pronouncement by the ilKhan quickly spiraled out of control as every Clan and every warrior within each Clan began taking advantage of the declaration as they saw fit.

—Clan Goliath Scorpion Watch Star Commander Ilse, *summary notes, 28083072*

Eager to remove Pershaw's legacy from the Clan rolls, a Steel Viper Star under the command of Star Colonel Thomas Andrews marched on the Falcon enclave. The Vipers were astonished to find the small civilian staff ready for them. Loremaster Pershaw, the only remaining Falcon warrior on Strana Mechty, challenged Andrews to single combat, "bringing nothing more than my flesh and bones, and the machines grafted to them." Andrews accepted; Reaving the old Falcon warrior would do much for his *ristar* status within the Vipers. As Pershaw prepared to meet the Viper commander, he ordered the rest of the enclave staff to leave with the departing Ghost Bears, with whom he had negotiated passage through Tseng.

Fully expecting an easy win, Star Colonel Andrews entered the Circle of Equals and was dead less than a minute later, the victim of a small laser pistol that had been grafted inside Pershaw's left arm. Because Pershaw had not violated the batchall or the Trial, Andrews' Starmates grudgingly allowed him to depart. Pershaw took long enough to leave that the entire enclave staff managed to evacuate and joined one of the outbound Ghost Bear DropShips in orbit.

The Vipers, insane with rage at the perceived duplicity by Pershaw, managed to move the *Perigard Zalman* into position and savaged the entire Falcon enclave from orbit. However, the Vipers were less than trained in the arts of orbital support and several strikes land outside the Falcon property and ignited several fires that raged out of control, spreading into the civilian sectors of Katyusha and beyond.

Loremaster Tseng was one of the last Ghost Bears to leave. Fighting her way through the city, she was subjected to no less than three Reaving Trials; the Scorpions, Cobras, and Mandrills all failed to bring her down. The Bears did lose Galaxy Commander Benjamin Snuka as the aging warrior held off three Mandrill OmniMechs. Because of his stand, Tseng and the rest of the Star were able to withdraw into the hold of the *Azure Cloud*. Loremaster Tseng recorded as much as possible of the mounting destruction that raged throughout Katyusha on her outbound voyage to the waiting Clan JumpShip.

As fires raged unabated, Katyusha fell into chaos. Reaving calls were less declared and more implied as warriors from every Clan began to feed on the bloodlust that gripped the city. Civilians of the affected Clans rose up in defense of their honor, many armed only with clubs or small arms looted from fallen infantry and police forces. These civilians were summarily Reaved for their perceived taint, as many Clans saw them as simply affected by the stain of their warrior caste.

The Cloud Cobras and Goliath Scorpions converged on the Amirault and Fletcher Blood Chapels; the two complexes were located next to each other. Moving quickly, both Clans launched mass strikes on the two sites, breaching the walls and setting them on fire. As scientists and other labor caste workers fled the burning facilities, a Cloud Cobra *Piranha* gunned down the fleeing civilians. Several Horse Elementals managed to put up a spirited defense at the Amirault building and drop two Scorpion *Kit Foxes* before being wiped out. The Cobras retaliated with a deadly airstrike, flattening the remains of both complexes and killing everyone who had remained inside the burning structures.

By mid-December, large portions of Katyusha were in ruins. The Falcon, Bear, and Raven enclaves were destroyed [*or obliterated, in the Falcon's case –SK*]. Even the Homeworld Clans felt the sting. The Adder enclave lay in burnt ruins as a

Blood Spirit Star had taken advantage of the enclave's light defensive force. In the ensuing assault, Star Adder saKhan Dante Truscott was killed, overwhelmed by *Roc*s and *Chrysaor*s. The Adders swore revenge for the cowardly and honorless attack, as the saKhan had been trying to rescue several trapped civilians when the Spirits blindsided his *Executioner*.

The Ice Hellion enclave was heavily damaged as well as a rolling battle between three Raven warriors and a Star of Cloud Cobra ProtoMechs raged among its walls. The Hellion warriors objected to the violation of their ground but were quickly put down by the Cobra force. Once all of the Hellion warriors were defeated, the Cobras withdrew in short order.

The peak of the destructive orgy occurred when the Fire Mandrill *Jungle Heat* razed the McKenna and Clearwater Blood Chapels from orbit. The Mandrill forces assaulting both facilities had fared badly and, desperate for some sort of victory, Star Colonel Abraxas Mick ordered the orbital strikes. The *Jungle Heat* salvos not only razed both Blood Chapels, but also that of Ben-Shimon as well as a Binary of nearby Star Adder troops while setting more fires within Katyusha. The Mandrill's actions enraged the Adders and the Scorpions but it was the CSV *Sanra Mercer* and CCS *Solar Blaze* who turned their guns on the *Jungle Heat* and Reaved it from existence. The Vipers quickly de-

THE PLAN UNFOLDS

I am sure history will question my motives for the historic Reaving we are currently undertaking among the Clans. It is indeed a bold step forward, and many of my fellow Khans have quietly questioned the purpose of such a divisive move. Simply stated, however, it is thus: the constant contact with the Inner Sphere has stained the essence of the Clans. The stain must be burned off. The Clans, thus renewed, can then begin our righteous crusade on a proper foundation. It is easy to argue that the Taint began with the Wolves and their "Dragoon Compromise;" it formulated the entire Warden and Crusader philosophies, after all.

Most of the Bloodname heritages that hold the current Taint lie within the Clans ensconced within the Inner Sphere. Many of those Clans share some of their heritages with other Clans located here among the Homeworlds; those Bloodnames will be removed, lest they stain and destroy Clans that have not even seen the worlds of the Inner Sphere. My own Steel Vipers have already undergone such triage. During my time as Khan, I put an end to furthering such blood lines.

That removing these Bloodnames from the Clans will mortally gut the Jade Falcons, Ghost Bears, Hell's Horses, Snow Ravens, and Diamond Sharks is a side benefit of the entire process. Those Clans will be automatic targets for Absorption (or possibly Annihilation) when we form our new invasion force; their occupational zones will make excellent supply points and beachheads as their worlds are already used to the superior Clan way of life. Few of their warriors will survive our Reaving call, being already within the Inner Sphere and tainted with failure, but their manufacturing centers and military surplus will provide the support necessary to sustain a larger invasion drive. Those warriors worthy enough will find new places within those of us who are superior. The unworthy ones… well, best they hope to die with some honor, because that is all they will have left.

Some Clans here in the Homeworlds face decisions as well, being as they contain some Bloodnames that are Tainted. The Scorpions, with their absorption of the false Star League embassy on Huntress, will find themselves facing a decision point. Those who fought the Eridani Light Horse will need to suffer a Reaving Call, as will all of the Clans who participated in the False Refusal. I forsee several Khans needing to reassert their dominance—such as Karianna Schmitt—or face their own Reaving for failure. It is, in effect, a more subtle form of a "no confidence" vote, but necessary. In our new united Clans, we must have qualified leaders, not mewling politicos who cannot piss without asking another Clan for advice.

As the Reaving does its work, only the purest and most dominant Clans will remain. I have no doubt there will be some that will fall by the wayside and be Absorbed, others may be outright destroyed. But I look to the future beyond: only the truest Children of Kerensky will remain, honoring the memory of his name even as we strive to find a way to rebirth it.

And I forsee the Steel Vipers leading the charge. We are the pure from our own practices, and we are destined to light the way.

—ilKhan Brett Andrews, *Musings, 17123071*





clared the Mick-Kreese-Kline-Sainze Kindraa as a new target of Reaving as they determined the Taint had spread—how else could such gross conduct have occurred? The ilKhan assigned the Scorpions and Coyotes to conduct the Reaving, partly to occupy both Clans and keep them out of the way of the Snake Alliance's plans. Both Clans accepted the task, though the Coyotes showed little enthusiasm.

The white-hot fires begun by the missed salvos from the *Perigard Zalman* and the *Jungle Heat* reached the Strana Mechty HPG facility in less than 20 hours. Because emergency services were hobbled from all of the fighting that raged around the city the HPG complex could not be saved. [*According to civilian reports, water pressure and chemical foam levels were already low from the extensive firefighting efforts elsewhere. –SK*] Power to at least three-quarters of Katyusha went down less than a day later.

There were several attempts to bring down the Ghost Bear and Snow Raven DropShips fleeing Strana Mechty as they were presumed to contain tainted warriors; most failed. A full DropShip of Raven civilians did not make it to the zenith point and one Ghost Bear vessel was so severely damaged the crew and passengers had to spend several dangerous hours conducting an in-space transfer to the waiting JumpShip before it could leave the system. The Ghost Bears jumped for Arcadia to remove as many warriors and other important lower castes as possible. Loremaster Tseng also prepared to defend what they could from the expected assault. The Ravens put out the call to the rest of their enclaves to defend themselves, as the Clan had no more transportation available to relocate any more civilians. The Sharks, who had withdrawn from Strana Mechty as quickly and as quietly as possible after saKhan Labov's death, prepared to avenge their slain leader. Most of the remaining merchant and labor castes scraped together the remainder of the Clan's transportation and began loading what they could; the warriors and remaining WarShips were ready to defend them until their last breath.

IlKhan Andrews needed word of the Grand Council votes [*and the horrifying chaos on Strana Mechty, no doubt – SK*] to be delayed reaching the Inner Sphere Clans. Andrews asked Khan N'Buta to "address the problem." N'Buta quickly sent orders to Upsilon Galaxy, which was in mid-transit back to the Pentagon worlds. The roving Galaxy split into several groups and set about deactivating or destroying the deep space HPG relays, normally used to assist the Inner Sphere Clans in attending the Grand Council sessions virtually. The entire relay was dark by the end of the year, though small stretches remained functional. Word would eventually reach the Clans in the Inner Sphere, but it would arrive only just ahead of the fleeing Raven and Ghost Bear escape fleets.

In mid-December, the Fire Mandrill *Anathema* arrived at Arcadia and declared Trials of Reaving against the Snuka and Vong Bloodnames. The Mandrills dropped the remainder of Kindraa Payne-Beyl-Grant's touman on the planet and were stunned when they were summarily crushed by the Fourth Bear Regulars and saKhan Aletha Kabrinski's Silverroot Keshik in response. Kabrinski, after meeting with Loremaster Laurie Tseng on Arcadia, had ordered the Fourth's warriors to ignore the Reaving Trials, calling them "improper and a horrid misuse of Clan law." The saKhan immediately departed for the Inner Sphere after the battle to inform Khan Jorgensson of the now-untenable situation within the Homeworlds; Loremaster Tseng would follow as soon as every last Ghost Bear JumpShip was loaded with whatever could be scraped off Arcadia's surface.

On Hoard, Glory, and Paxon, the former Wolf holdings that had transferred to Clan Coyote came under combined assault by the Star Adders, Goliath Scorpions, Fire Mandrills, and Blood Spirits. The attackers cited the Coyotes' collusion with the Wolves—more than three-quarters of the Wolf warriors that had destroyed the Kerensky Bloodchapel were recent "acquisitions" from the Coyotes—and the fact that the enclaves had been Wolf holdings within the last year. The Star Adders caught the Hoard enclave by complete surprise, slaughtering the Eightieth Strike Cluster defending the city and then quickly moving to scoop up the nearby undefended Ice Hellion enclave.

On Glory, the Coyotes were quickly overwhelmed by a combined Scorpion and Kindraa Mattila-Carrol assault. The 120th Strike Cluster fell into chaos as Star Colonel Harm Tchernovkov was slain within the opening moves of the assault. The Scorpions pressed the advantage, with the Fourteenth Scorpion Grenadiers swarming through the Coyote line. The Kindraa's Sixty-first Firestorm Cluster force quickly outflanked the withdrawing Coyotes, pinning them against the Portage Mountains. Star Captain Blaise quickly moved to surrender the broken 120th and by the end of the day, the former Coyote holdings were divided between the attackers.

The Blood Spirits' Scarlet Guards landed on Paxon on 20 December and declared a batchall for the Coyotes' newly-acquired Wolf enclave. Eager to add the *Dire Wolf* and *Gorgon* factories to their holdings, the Blood Spirits accepted the Coyotes' defensive bid along the Susquehanna River Valley. The Coyotes fared poorly from the start, underestimating how effective the Spirits' Scarlet Guards were in the rocky terrain. After losing almost half of their force in the first two hours, the Coyotes' Forty-ninth Battle Cluster withdrew along the valley, coming close to the Diamond Shark city, Thermopolis. The Blood Spirits, sensing victory, moved to cut the Coyote forces off and stumbled into a massed Shark civilian encampment. The temporary facilities, which were holding most of the Shark enclave's lower castes for loading onto nearby DropShips, were quickly overrun and trampled before the Spirit ProtoMechs could extract themselves.

The Sharks, incensed by the wanton loss of civilian life [*over 600 civilians were killed before the Spirits managed to withdraw –SK*], launched a savage counterattack into the Blood Spirit line. However, the Sharks' repositioning of the Eighty-third Combined Strike Cluster left their nearby firebase unprotected; the Clan was removing what it could for transport back to the Inner Sphere. Star Colonel Daniel Levien realized the opportunity before the Clan and quickly seized it, claiming it for the Coyotes and acquiring ready-made *isorla* to rebuild from the brutal losses sustained so far.

With the situation steadily devolving, the Eighty-third pulled back to Thermopolis and armed as many former warriors as remained among the populace. [*To be clear, a strategy*

none of the Sharks' leadership approves of; we are disappointed that our warrior commanders stooped to such chalcas methods. –SK] The DropShip cargos, so recently out of the Brian Cache, were quickly added to the Sharks' defense as the Blood Spirits pushed against the city limits. The Coyotes were content to sit back and let the two Clans pound on each other until a Shark Binary from the arriving Eighth Cruiser Cluster slipped in behind the Coyote line and shattered the command Star. Enraged, the Coyote force surged forward, and all three Clans found themselves thick in a three-way battle amidst the streets of Thermopolis. The Shark strategy, under Star Colonel Megan Clarke, turned from one of revenge to that of a last stand, determined to keep both the Spirits and Coyotes from taking any more civilian lives.

After two long days, the Blood Spirits pulled out of the city with barely two Stars of ProtoMechs. Seeing several Shark DropShips beginning to lift, Star Colonel Stok Campbell called in the meager Spirit air support and shot down two of them, believing them to be full of Brian Cache material. The two DropShips, the *Orson* and the *Uther*, were packed to the vents with civilians—all of the lifting ships were—and over 1,100 civilians perished as the vessels crashed back to the surface of Paxon.

The Coyotes managed to drop the last Shark warrior as the Spirits ravaged the retreating vessels, laying claim to the shattered Shark city. Remembering the original Trial, Levien then struck at the withdrawing Blood Spirits, cutting their remaining force by half and claiming victory. The win came at a price. Only a Star and a half of 'Mechs and Elementals survived. Shortly after the shattered Scarlet Guards retreated from Paxon, the Coyotes quietly withdrew from their newly-claimed enclaves and left them defenseless. [*The Star Adders moved in later and claimed the enclaves. –SK*]

Two weeks later, Blood Spirit Khan Karianna Schmitt arrived at Arcadia with Alpha Galaxy, the CBS *Stooping Kite*, and the CBS *Rocinante*. She initially hoped to negotiate with the Ghost Bears for taking the rest of their Arcadian enclaves off their hands but was not prepared for the depths of saKhan Kabrinski's stubborn refusal. The Bears had spent the last few weeks preparing their last small enclave for the journey to the Dominion, and the arduous job was just about completed when the Spirits arrived.

Impatient and arrogant, Schmitt brought the *Rocinante* into close orbit and hoped to force the issue. The *Rocinante* fired a "warning round" into the nearby Snow Peak Mountains. It caused a reaction, but not the one the Spirits had hoped. SaKhan Kabrinski curtly told Schmitt where to shove her Clan's principles and slammed the virtual door in the Blood Spirit's faces. Insulted and enraged, Khan Schmitt ordered the *Stooping Kite* at the jump point to close with the nearest Bear vessel to prevent it from jumping out. That vessel happened to be the *Alshain Sunset*, a fully-loaded *Star Lord* JumpShip.

The *Sunset*'s merchant captain protested the *Kite*'s maneuver and demanded the Spirit WarShip back off. The *Kite* stood its ground. The *Star Lord* began jump procedures despite the *Kite*'s presence in hopes of forcing the Spirits to withdraw. The *Kite* responded with blunt force.

The *Kite*'s broadside tore the *Sunset* and her attached DropShips apart, killing all of the thousands of civilians inside. [*In this, both sides were at fault. The* Sunset *refused a Clan warrior caste order, but as the Bears argued later it was not their warriors giving the order. What resulted was a game of "space chicken" that backfired, and the Ghost Bear civilians paid the price. Unseemly actions and attitudes from both sides only escalated an already tense atmosphere. –SK*]

The Ghost Bear response was swift and brutal. Before the Blood Spirits could properly react, the Bears had launched every single spaceworthy vessel at the *Rocinante.* The vessel was savaged in moments, critical systems destroyed, and several decks vented to space. Khan Schmitt was critically wounded as the bridge exploded, her back broken before she was extricated from the wreckage. The Bears then swarmed past the floundering Spirit cruiser; once the small mass exodus reached the jump point, the Bears consolidated their force and then jumped away from the Clan Homeworlds.

Forever.

SUCCESS!

To the illustrious Khans of Clan Steel Viper:

The crew of the CSV *Snake Leader* is proud to report that the Wolf enclaves on Tranquil are no longer there.

As ordered, we achieved planetary orbit on 17 December and observed the Tainted Clan's enclave. Once I was satisfied that there was no other presence of theirs gathered elsewhere on Tranquil, we moved the *Snake Leader* into geosynchronous orbit.

At 2315 hours, we began full bombardment protocols. A cease-fire was declared at 0435 hours on 19 December.

Nothing remains of the Tainted Clan's presence on Tranquil, save their miserable atomic dust.

—Star Admiral Jun Tamm, *CSV* Snake Leader *log record, 17123071*



ICY FIRE

Ice Hellion Khan Montose was in denial of the counterattacks that occurred behind the Hellions. The Clan found its supply conduit cut to a trickle. Montose refused to listen to saKhan Rood and Zeta Prime Galaxy Commander Eld Coddington and consolidate the Hellion's gains. Instead, she led Alpha Galaxy to Vantaa, swiftly captured the system, its main refineries, and the *Summoner* factory. The main spaceport was destroyed during an aborted attempt by Falcon technicians and Watch members to trap the Hellion force.

Zeta Prime Galaxy, under the Khan's orders, struck Seiduts again in an attempt to turn the Falcon's attention around. They found themselves facing little resistance, as the Falcons had already moved Delta Galaxy to retake Romulus with Alpha Galaxy's assistance. When the Horses Theta Galaxy arrived in February 3072, Zeta Prime was already in the process of withdrawing, answering their Khan's call to bolster the Clan's defense on Vantaa.

The Jade Falcon Alpha Galaxy moved quickly to retake Derf and Winfield after rebuilding on Erewhon. Galaxy Commander Pryde found little resistance as saKhan Rood had moved to operate independently of the increasingly unstable Khan Montose, and was consolidating the Hellions' position as best he could.

The Horses Theta Galaxy moved swiftly to capture Last Chance, Botany Bay, Gotterdammerung, Lackhove, and Here. Because Khan Cobb declared the Hellions *dezgra* for their breaking of the original agreement, Theta Galaxy was ruthless in their systematic destruction of the Hellion forces. The Hellions were unprepared for the overwhelming hit-and-fade attacks that wore them down. Only Zeta Galaxy's Third Hector Cavaliers managed to make it off Gotterdammerung during the Theta blitz; every other Hellion warrior was either killed or taken as bondsmen.

Clan Jade Falcon's Alpha and Delta Galaxies arrived at Romulus in early January 3072. The Falcons landed unopposed and smashed through the Hellion's meager defenses. The Fifty-third Striker Irregulars surrendered wholesale to saKhan Clees and were taken as bondsmen. The Cluster's former commander, Star Colonel Ward Tyler, provided the saKhan with the information necessary to defeat the recalcitrant 150th Hellion Lancers. The Falcons then destroyed the remaining defenders outright, using Alpha Galaxy as decoys before Delta Galaxy smashed them in a flanking maneuver.

By February 3072, the Hellions had retreated to Vantaa, the Dark Nebula, and Evciler. The Falcons arrived at Evciler on 10 February and, with the CJF *Janis Hazen* in the vanguard, Alpha, Delta, and Gamma Galaxies all dropped on the planet. The *Hazen* suffered the brunt of the Hellion's aerospace defense and, with a cracked K-F drive and ruptured forward section, slowly broke up as it impacted the atmosphere. The three Falcon Galaxies landed with minimal damage and after two weeks, re-conquered the system and destroyed the remains of the Hellions' Delta Galaxy.

DISAPPEARING STOATS

Khan Steiner:

Over the last few months, it has come to the Watch's attention that Clan Ice Hellion is, by all accounts, considerably weak within its holdings within the Kerensky Cluster. How long this situation has been going on is unknown; from what we have gathered from other Clan allies, it has to have been for some time.

The Hellions have been moving Theta Galaxy around within their holdings, constantly rotating troops and creating a stream of traffic and activity. Because we normally do not pay attention to the activities of Montose's runts, it was not of much concern to us. The Hellions have never been a conceivable threat and over the last two years, they have been even more quiet than usual. Originally, we believed this to be simply inner-Clan turmoil and repositioning. As long as they did not attack us, it did not matter.

Now it seems that the Hellions have actually carried out quite a plan, relocating a large swath of their touman to the Inner Sphere under all of our collective noses. Specifically, it appears that Montose and her ilk have it in their minds to evict the Jade Falcons from their Occupation Zone. Most likely this is in retaliation for the many years of insults in the Grand Council and the misconception that the Falcons are weak since the Vipers pushed them from the homeworlds.

Whatever their reason, the result is that most of the Clan's touman is there—and very little is here.

If we have ever been looking for a reason to expand our resources and holdings to better our Clan, this is the one.

—Clan Cloud Cobra Loremaster Aldrich Spaatz, *Watch report notations, 19083071*

SaKhan Samantha Clees arrived at the Dark Nebula system in early March 3072 with a fully recharged Delta Galaxy and several Stars of assault DropShips and aerospace fighters. The Falcons then waited for the Horse contingent, which arrived several days later under the command of Theta Galaxy Commander Troy DelVillar. The combined naval assets of the two forces sported no WarShips. The time the Falcons waited for the Horses was not wasted as saKhan Clees used the opportunity to study the Hellions' gathering forces, which included only a few aerospace fighter Stars, the *Whelp*, and the severely damaged *Cold Hunter*. The *Coterie* arrived at the nadir point shortly after the Horses and Falcons launched their assault and was not in any position to assist.

The largest asteroid in the system sported the derelict Dark Nebula Waystation and was the position of saKhan Rood's battered forces, which consisted of the last two Clusters of Beta Galaxy. The *Cold Hunter* stood no chance against the oncoming task force and surrendered before they reached firing range. The *Whelp* moved forward to defend their broken trothkin and managed to gut part of the incoming wave before being savaged by the assault DropShips. Among the casualties of the *Whelp*'s fire were the two DropShips ferrying the Falcon Guards; as the *Falcon Xi* began to break apart, it reoriented itself and unloaded a last barrage against the *Whelp*'s underbelly, venting a large portion of the WarShip to space. As the *Whelp* floundered, a Star of Falcon aerospace fighters shattered the bridge and put it out of the fight.

As the Horses and Falcons landed on the asteroid and prepared to assault the Hellion's position, saKhan Clees contacted saKhan Rood and made him an offer. Knowing that the Falcons and Horses would win but at a great cost, Clees offered Rood and the Hellions *hegira*—not just from the Dark Nebula, but from the Falcon's OZ entirely. Rood knew this was the best way to remove the Hellions from their desperate situation with a shred of their honor remaining, and accepted. He then sent a message to Montose after reassurance that the same offer would be made on Vantaa.

Calling in the *Coterie*, saKhan Rood gathered the remains of his shattered task force and, after leaving Beta Galaxy's material as agreed-upon *isorla*, jumped for the Periphery border to wait for the rest of the Clan.

The Horses prepared to assault Vantaa after quickly retaking Maxie's Planet and Seiduts. The Falcons arrived at Vantaa with Alpha and Gamma Galaxies, escorted by the *Jade Aerie* and the *Hawker*. Two days later, Khan Cobb joined the Falcon task force with Iota Galaxy, escorted by the *Mount Olympus*. The Clan task force moved in-system and engaged by the *Cage's Pride*, *Pack Leader*, and *Chaos Sailor*. The *Cage's Pride* hung back as the other WarShips clashed and moved to intercept the Horse and Falcon DropShips. The *Pride* failed to catch the bulk of the invader force but managed to destroy two DropShips before it was turned away by several assault ships and Falcon fighters. The *Mount Olympus* suffered grievous damage from the defending Hellion forces, though it temporarily silenced the *Pack Leader* in the process.

All three Galaxies made landfall uncontested near the Biwick Industrial Zone, the last known position of Khan Montose and her Alpha and Zeta Prime Galaxies. Neither of the Hellion Galaxies was close to half-strength and they forced the Horses and Falcons to penetrate the toxic industrial complex. Khan Montose hoped to lead the Falcons and Horses along through the poisonous complex and pick them off one by one using speed and stealth.

Montose's plan failed completely. The Falcons, expecting a trap from the *dezgra* forces that had razed Borealtown, moved along the perimeter and approached the Hellions' largest concentration of force from along the Gladiox Dam. Khan Cobb pressed Iota Galaxy inexorably forward, reducing the Hellion's operating avenues and holding their attention as the Falcons continued their flank. A chance encounter between the Falcon vanguard and a Hellion recon Star showed Montose the danger of the Hellions' position. Not wanting to be crushed between the two Clans and outright refusing Cobb's offer of *hegira*, Khan Montose played her trump card and called down orbital fire from the *Cage's Pride*. The first cascade of fire shattered Iota Galaxy's line and ruptured several tanks and pipelines of toxic chemicals, several of which ignited as they contacted Vantaa's volatile atmosphere. The Pride's second salvo missed the Falcon's force by a quarter kilometer but landed squarely on the dam and gravely weakened the steel-sheathed edifice.

The *Jade Aerie* and the *Hawker* moved immediately and engaged the *Cage's Pride* and the nearby [*and badly damaged –SK*] *Chaos Sailor*. The *Pride* wilted under the Falcon broadsides, while the *Sailor* succumbed to a daring marine assault. The Hellions quickly lost their orbital support and the last remaining aerospace fighters died as they tried to support Zeta Prime.

Their position in danger, Galaxy Commander Pryde led the Falcon charge straight into the Hellion flank, scattering them. Pryde spotted Montose immediately and, without preamble, opened up his *Jupiter*'s weapons and tore into the Hellion Khan's *Viper*. As the Falcons ripped apart the confused Alpha Galaxy, the Horses stood fast as Zeta Prime charged their broken lines in an attempt to break through. The two forces clashed hard; Cobb and his remaining Horses stood their ground, dismantling the remains of Zeta Prime amid the toxic fog and variable explosions until no Hellion remained standing.

In the aftermath, only a Cluster's worth of Hellion warriors survived Vantaa; most of them died from atmospheric poisoning before they joined Khan Rood in the Periphery. The Horses and Falcons divided the *isorla* between them and, their mutual border secured once again, parted ways.

END OF AN ERA

At the close of 3071, Clan Coyote called a full Clan Council, which included a large contingent of scientists. Such councils were not unusual; the Coyotes were known to have long sessions with their scientific caste when discussing new technological and military projects. This Council gathering, however, ended up being one of the most pivotal for the Clan, as the agreements resolved therein would irrevocably change the course of Kerensky's Clans.



FINAL ANALYSIS: The Hellions' initial successes came primarily from the fact that our Clan was in the process of redeployment against Clan Wolf and the Lyran Alliance. Thanks to the stalwart skill and honor of Alpha, Delta and Gamma Galaxies, our Periphery border and industrial heart has been preserved mostly intact.

While the Horses have returned Last Chance, Botany Bay, and Lackhove to us, the audacity of Khan Cobb to retain his hold on Steelton, Seiduts, Maxie's Planet, Here, the Dark Nebula and Gotterdammerung is appalling. Our forces, however, are in dire need of refit and resupply; I reluctantly suggest we allow the Horse to retain those worlds; let them cover the process of rebuilding those worlds until such a time as we can reclaim them.

The fate of Khan Rood is unknown; his last jump took him presumably back into the Deep Periphery. Our Watch reports still show a small garrison force of Hellions at Nouveaux Prime, so it is entirely plausible he will return there before making his way back to the Homeworlds. We do not, unfortunately, have the resources at this time to monitor his progress, but I am confident we will not be bothered by the Hellions for a very long time.

—Clan Jade Falcon Loremaster Kael Pershaw, *Review of Ice Hellion Invasion, annotations 14053072*

ABANDONING VANTAA

This is our report, my Khan, of the viability of Vantaa after the recent events that occurred.

As is known, the entire Biwick Industrial Zone was destroyed during the recent fighting, releasing enormous quantities of industrial waste, toxic chemicals, and other poisons into the atmosphere, local water table, and soil. While the situation seemed to be under control by the time of the departure of both the Falcon and Horse forces, it has deteriorated catastrophically in the last several weeks.

The liquid waste quickly entered the water table, including the nearby Wollack River. As such, the Gladiox Dam held most of the river's contents in the reservoir; because of the damage done by the *Cage's Pride*'s orbital strike and the high acidity level of the toxic spillage, the structure of the dam deteriorated until it collapsed, spilling billions of liters of poisoned water directly into the river valley and into Vantaa's most heavily settled sea.

Additionally, Vantaa's aging atmospheric processors, long due replacement by the Clan but continually bumped for other priority repairs elsewhere, contributed to a developing greenhouse effect that accelerated the atmospheric damage.

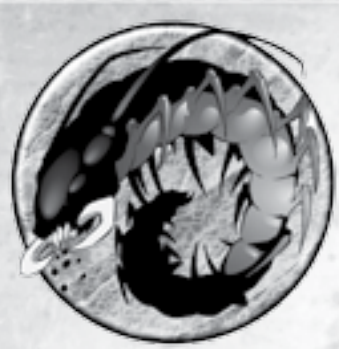
In the last month, planetary authorities have reported a 1000% increase in cancers and chemical edemas, including brain and spinal cancer, and symptoms that are identical to radiological sickness. The toxic mix has only continued to spread, irrevocably poisoning the planet's already delicate ecology.

It is our endorsement that the population remaining on Vantaa is immediately tested; those who exceed a certain threshold of blood toxicity should be left to die on the planet. Those who do not should be evacuated to one of our nearby systems. There are other, better equipped industrial sectors that can supplant Vantaa's chronically faltering economy; its position in the Falcon merchant hierarchy will not be missed.

That is the recommendation of the Scientists.

—Clan Jade Falcon Scientist Karl, *Scientist General Report: Vantaa18073072*

CLAN BURROCK



Capital world: Tanis (Tanis system)
Primary support worlds: Alexandra, Stacha

LEADERS (3072)

Khan: Markus Polczyk
saKhan: Naman Hutchinson
Loremaster: Brenna Linn

After the Burrocks allowed themselves to be Absorbed by Clan Star Adder, they assisted their new Clan in hammering their long-time foe, Clan Blood Spirit. But the Absorption did not come without problems. Many of the Clan's more hardcore warriors were furious at the apparent "roll over" their leaders did with the Adders. Such malcontents and hard cases were moved into the Star Adder's Upsilon Provisional Galaxy and given nearly carte blanche orders to roam the Periphery and scout along the Inner Sphere border.

Upsilon fulfilled their mission as they saw fit, engaging a few merchant convoys—primarily Spirit and Shark—and Trialing for supplies on various Clan outposts. Through their wanderings over the next few years, the Galaxy began to make more stopovers at the Tanis system, engaging Rho Galaxy in Trials at times for warriors and equipment. What was truly occurring was far more sinister.

Clan Burrock's Dark Caste contacts and network had survived in part within the Tanis system. Though Tanis was garrisoned by both Adder and Cobra troops, very little actually occurred, save a random Ice Hellion deception convoy or a bandit raid. The posting was viewed by many warriors of both Clans as unsavory and low; as a result, the system was more lax with its guard than other Clan worlds. Thus the Dark Caste survived just below the surface.

Tanis had always been a thorn in the Cobra's side. The ancient Star League colony had been established for several centuries before the arrival of the Clans; with several rich mines and a level of Star League technology not seen since the fall of the Hegemony, the Cobras were keen on keeping their discovery quiet. The Cobras quickly took advantage of the mines and built several factory complexes as the merchant caste began planning on using their future largesse to slowly supplant Clan Diamond Shark's influence.

The problem was that the established colonists were not interested in "converting" to a Clan society. The Tanites possessed little in the way of military technology; most of their military force had been converted to civilian use or as spare parts containers decades before the Cobras invaded. Because the Cobras had the weapons and the Tanites the resources, an unsteady occupation began. The Cobras maintained order as best they could, often roaming across the three worlds in a show of power. The Tanites did as the Cobra leadership demanded and rebelled in their own way: the Dark Caste.

The undesirables of the Clans found sympathizers and resources within the occupied Tanis system. Though still unable to approach openly due to the Cobra and Adder's constant presence, the Dark had many friends on all three worlds and found most of the supplies, material, and information they needed for their bandit leaders to operate. The Burrocks tapped into that underground soon after joining the Cobras in helping to garrison them. Soon enough, the Cobras withdrew most of their ground forces to relieve pressure elsewhere, leaving the Burrocks as the sole defenders. The black market that had operated clandestinely in Tanis found new life with the additional breathing room and the Dark flourished in their efforts to get much-needed supplies to their more distant brethren, as well as supplying weapons and ammunition to the bandits. In exchange for leaving Burrock holdings alone (or at least attacked lightly, to avoid suspicion), the Clan quietly "lost" a few second-line BattleMechs, combat vehicles, and Elemental armor to the Dark's "predations" within the system.

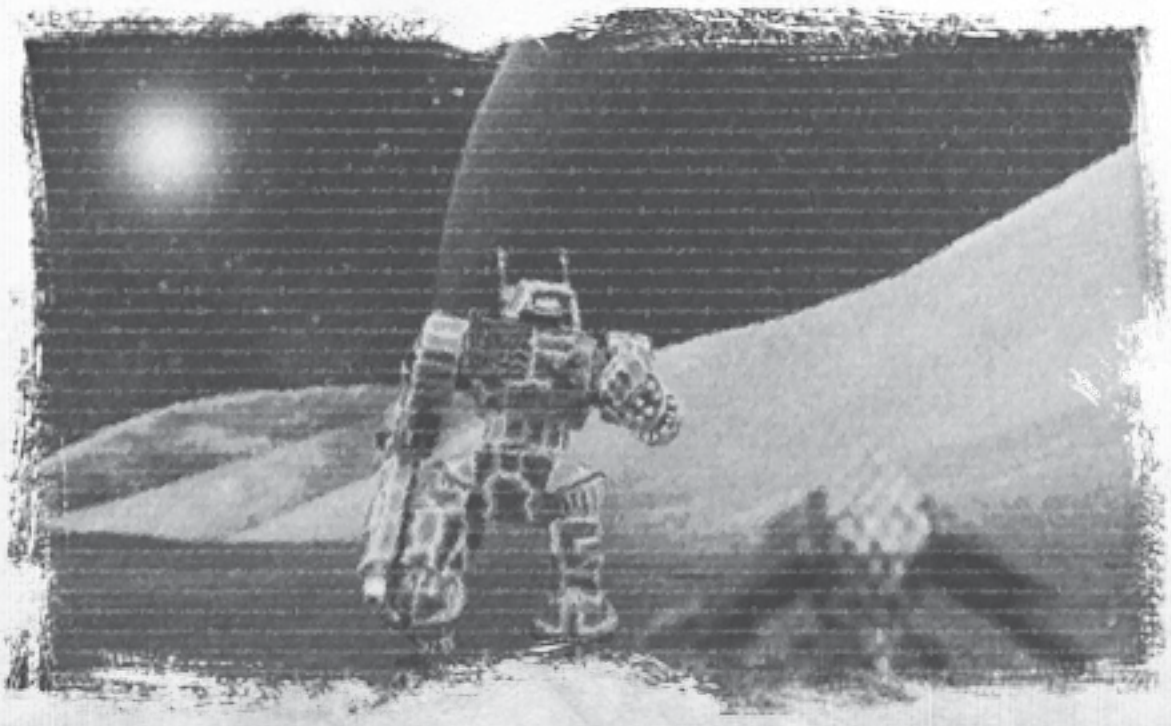
When the Star Adders conducted their Absorption, the Dark immediately went underground. Unsure as to what the Adders would do with the Burrock liaisons to the Tanites—much less the

garrison force—the Dark Caste and the Tanites slipped to zero trade and contact. With the Adders simply picking up where the Burrocks had left off regarding Tanis, the black market underground slowly grew, though nowhere near to the levels it was before the Absorption.

Kenneth Hutchinson's ascension to Rho Galaxy Commander was a boon to the Tanites and the Dark. The former Burrock warrior quietly moved various Burrock civilian leaders and warriors through proper channels and got them assigned to the Tanis worlds. He was also approached by a Burrock Society cell about bolstering the cell's research platforms on Alexandra and Stacha; in exchange, the cell leader provided Hutchinson with the location and activation sequences to several Clan naval caches. [*The Society also handed over a version of the SLOT virus that allowed the traitors to incapacitate and steal one Star Adder WarShip. –SK*] Hutchinson put that information into the hands of several Tanite leaders before Rho Galaxy was rotated out of Tanis and back to the Clan Homeworlds.

When ilKhan Brett Andrews made his pronouncement, the Society appealed to the Upsilon Galaxy warriors and their commander Tristyn N'Buta. The Society, deep into its own plans, convinced the hardline former Burrocks that the time was right for the Clan to resurrect itself and reclaim its dominance. N'Buta strongly objected and was permanently removed from the equation, with Star Colonel Naman Hutchinson falsifying Watch reports under her name to keep the Adder's leadership from discovering the truth. The newly christened Zeta Galaxy then quickly purged itself of any Adder sympathizers—scant few—and moved quickly to seize the entire system.

All three worlds secured, the Burrocks held a Clan Council and elected new leaders. Though the Clan intended to declare itself reborn to the Grand Council, Khan Markus Polczyk first ordered a massive building program to build the Clan's defensive reserves. The Burrocks knew that their announcement would not be well received and were determined to be prepared to the point of taking on their old masters, the Star Adders.





MILITARY COMMANDS (3072)

The Burrocks' new birth began with the four Clusters of newly-formed Zeta Galaxy and quickly expanded into an additional two Clusters of Tanite volunteers. An expansive effort was undertaken to erect massive ground fortifications to repel the inevitable assaults from various Clans. The shining jewel of the Clan's touman, however, was the acquisition of seven WarShips. Though crewed mostly by Tanite conscripts and several Burrock merchant and technician caste, this naval firepower gave the system a much-needed defense as well as the power to raid as needed.

The Tanis system could also call upon various Bandit Caste forces in the area, though these rarely exceeded a few Trinaries in size. The largest bandit force was the Jaguar's, based off the decrepit CSJ *Streaking Mist*; he was able to muster nearly four Clusters of warriors, though where he got his recruits from remains unknown.

WARSHIPS

At its height, the Burrock naval fleet consisted of the *Lola III*-class *Rebirth* (the former CSA *Yodan*), the *Riga*-class *Hetherington*, the *Cameron*-class *Tremor* (formerly the CCS *Incense*), the *Kimagure*-class *Admiral Russell Nga*, the *Mako*-class *Stone Crab* and *Ingrid Bucharev*, and later the *McKenna*-class *Second Coming*.

CLAN BURROCK TOUMAN (3072)

Zeta Galaxy (The Undying)
Commander: saKhan Naman Hutchinson

	Exp	Strength
1st Burrock Sentinels	V	90%
(CO: saKhan Naman Hutchinson)		
2nd Burrock Sentinels	V	50%
(CO: Star Colonel Rachel McMillan)		
5th Burrock Battle Cluster	V	80%
(CO: Star Colonel Erik Columbo)		
100th Burrock Gatekeeper Cluster	V	100%
(CO: Star Colonel Mitchell Polczyk)		

Omega Defense Galaxy (The Diseased)
Commander: Galaxy Commander William Gastopiv

1st Tanis Defenders	G	100%
(CO: Star Colonel Yves Polczyk)		
2nd Tanis Defenders	G	100%
(CO: Star Colonel Lise Van Houten)		

—compiled by Clan Diamond Shark Loremaster Semi Kalasa; 08013084


HARK CHILDREN OF THE CLANS,
TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.



CHALCAS

My Khans:

One of the problems we have had in compiling this summary for you is the lack of information regarding the Society. Up to this point, their movements and involvement were very minor to nonexistent—at least enough to fly under various Watch radars. While we have had complete access to various Watch reports from all of the Clans, we have next to nothing from the Society and its allies, which makes it difficult to surmise their motivations, attitudes, inclinations, even tactics. As such, this summary report from here forward makes many assumptions regarding the whys and wherefores of the Society and their actions.

For instance, we do not know the extent of their *chalcas* dealings with the Dark Caste. We do not know how extensively the ties were between the stalwart Burrocks and the Society, nor do we know exactly how the Tanis worlds fit into the picture—or even how far back they go. We can make several educated guesses based on hindsight and research after looking back over the events of 3072 through 3075, but there is a margin of error that we have no choice but to accept within our analysis.

As such, some parts of this summary may seem disjointed or some connections not readily apparent. Forgive us our failings in this matter; it is simply as we have found it to be.

NOTATION: Later in this report is a complete Watch synopsis on the Society, including their organizational methods and breakdowns. We refer to *Treys* and *Septs* in this report; to avoid confusion I will define them. A *Trey* is an operational force consisting of three units. A *Sept* is two Treys working under a Sept commander; this force of seven usually operates as an independent command much like a Clan Nova or Watch Binary. Few Septs have been noted as working together except in rare cases, such as the Babylon invasion and the incident on Vinton.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

DEATH RIDES FORTH

The first of January saw the arrival of a small Steel Viper and Goliath Scorpion force at Shadow to carry out the Reaving of Kindraa Mick-Kline-Kreese-Sainze. Each Clan brought a Cluster in force [*the Vipers' Sixty-first Strike and the Scorpions' Second Eridani Lancers –SK*] as the Coyotes, who maintained an enclave on the planet, had indicated they would carry out the bulk of the assault.

On 3 January, Clan Coyote struck the largest Mick-Kline-Kreese-Sainze enclave on Shadow in accordance with the Reaving trial assigned to it by the ilKhan. The assault came swiftly and suddenly, supplied entirely by the forces stationed at the Coyotes' sole Shadow enclave. What was surprising about the assault was the noted use of new ProtoMech designs, including the previously unseen Assault ProtoMech (APM) and a new light OmniMech, the *Cephalus*. Within 36 hours, the Kindraa—who outnumbered the Coyote force by nearly 3-to-1 odds—was defeated in detail and saKhan Dakar Mick surrendered to the Coyotes at the Kline Amphitheater. Both Viper and Scorpion commanders were also present at the formal ceremony, having responding to a request made by Lambda Galaxy Commander Dyson Clearwater.

As the remaining Mandrill warriors and saKhan Dakar Mick presented themselves to the Coyotes, they were slaughtered by the Coyotes' Elemental honor guard. Before the others could react, the Elementals then turned their weapons on the attendant Viper and Scorpion warriors. Outside the complex, the rest of the Coyotes' Lambda Galaxy struck the Viper and Scorpion command posts, swiftly capturing them. None of either Clans' warriors survived the Coyote onslaught and their equipment was quickly taken as *isorla* as the few Viper and Scorpion JumpShips were taken by a contingent of Coyote marines.

With the surprise [*and unClanlike –SK*] assault complete, the Coyotes had taken the Reaving War to a new, dark level.

In mid-January 3072, a small fleet of JumpShips and several DropShips arrived at a pirate point close to Ironhold. Ignoring all hails from Clan Steel Viper, the unmarked fleet dispersed and struck several locations on the planet, including the main Steel Viper training command facility, both DropPorts, and the *Turkina* factory. The lightning assault shattered the Steel Viper defenders, not because of the attacker's numbers, but because they fielded equipment and weapons not seen before in Clan space. Ironhold was the Society's first open strike and was considered highly successful. The world's HPG was shut down within an hour of the initial landings and the planet was secured by Society troops within a week. The entirety of the Vipers' Omicron Galaxy was wiped out.





EQUIPPING THE INVISIBLE

There is no question that the ilKhan's December pronouncement precipitated the Society's actions that opened up in 3072. Having considered themselves the ultimate protectors of the genetic legacies that defined the warrior caste, the Society saw the inevitable future dictated by ilKhan Andrews' edict and decided to act.

Whether the Society would have acted despite the Reaving Declaration is unknown, but we can look back as the revolt unfolded and make several deductions.

The inventory of arms and equipment of these rebellious scientists was not necessarily extensive; most of their force was used in the assault on Babylon in mid-January. It was only after capturing key Brian Caches in their initial strikes that the Society managed to boost their military force, though most of their "Septs" were then filled with 'Mechs and vehicles pulled from storage.

Finding willing warriors to fill out their commands was not as difficult as some future historians might surmise. The Dark Caste has been rife with ex-warriors and malcontents, washouts and rabble wannabes for decades. Even a washed-out solahma can be dangerous in the cockpit of a BattleMech. And no matter how perfect we envision Kerensky's society, there remains a small percentage of those who believe they know better.

So as the year unfolded, the Society's random strikes proved to be anything but. Armed with knowledge of the locations of every Brian Cache, the inventory therein, and their sequencing codes, the Society managed to swiftly capture these sites and quickly arm their remaining troops—and had enough to bargain with the Bandit Caste as well.

The result was obvious: chaos. And the children of Kerensky had no easy cure.

—Clan Star Adder Watch Star Commander Jeri Banacek, *Watch Report addendum, 21073076*



DECISIONS IN THE DARK

[**Khan Silas Kufahl**]: So how do we stand then? Should you choose to act, we will support with all the Clan has; our honor binds us.

[**Scientist General Remer**]: This proclamation by the ilKhan is beyond troubling; it is frightening in its implications. If the warrior caste can dictate the movement of genetics as to who lives and who dies, then what further need is there for the scientists? Kerensky gave us supreme right in this one area, the realm of genetics. It is one he knew that the warrior could never master. Genetics is the lifeblood of the Clan; this Reaving call he has forced upon us will ruin decades of work. We have already lost the Kerensky line—what more do we stand to lose?

[**saKhan Raven Clearwater**]: What you are asking is treason beyond anything even the Not Named could have done. We would stand against the very order of the Clans! How is this not wrong?

[**Kufahl**]: Treason is only perceived after the battle is over. It is the victor that determines what is honorable, and what is treason. That is the Way.

[**Remer**]: Those Coyotes who stand against the order may remain on Tameron as observers.

[**Clearwater**]: Hostages. You would make prisoners and hostages of those who do not agree?

[**Kufahl**]: *Neg*. If we are correct—and the visions show we are—then they will simply be relegated to a more appropriate function within the Clan. And, Founder preserve us, if we are not and we fail, then the Coyote will survive through those who sought a different path.

[**Clearwater**]: Hardly a choice worth choosing, my Khan.

[**Remer**]: It is based on genocide. The Clans who follow this ilKhan's orders are killing the future of Kerensky's dreams. It is the death knell of many, and the crippling of more. It is insanity. And it is the death of the Clans.

[**Clearwater**]: This, I can understand. Very well. I agree. Let the Coyote howl pierce the darkness.

[**Kufahl**]: It is settled then. Call the Clan Council.

—Clan Coyote Watch recording; Archive 21123071

THE FIRST STRIKES

While the actions on Shadow were the first of the Society's revolt, the forces that took nearly a third of the system were decidedly Coyote in origin. Lambda Galaxy was part of the Coyote touman and initially operated as a Clan unit up until the wanton slaughter of the surrendering warriors after Kindraa Mick-Kreese-Kline-Sainze's capitulation.

The Society's first action outside of Clan Coyote's assistance was the assault undertaken on Ironhold, which caught Clan Steel Viper by complete surprise. While very little documentation and records remained after the Purge, we can surmise now that Ironhold was one of the organization's key research worlds and needed to be secured immediately before they unveiled themselves. The Vipers' new Omicron Galaxy was quickly removed through sheer firepower and the surprise of facing such elite technology. Because the planet had been riddled with Society research camps, it was an easy task to quickly assimilate the system. The Society did little to change the civilian caste status quo, though they did offer those Trueborns who had failed out of their sibkos into various castes the chance to serve as warriors. Many apparently jumped to join the Society's combat ranks once the planet's merchant warehouses were looted. Those who did break the centuries of societal norms were fanatical enough to be used by the Society; those that were not were rounded up and became qualified test subjects for various narcotic programs that were undergoing field-testing. The Trueborns who resisted either choice were simply killed on the spot.

The other worlds that fell—Babylon, Circe, Dagda, Huntress—were also Society bastions that contained various research and production nests forgotten by the Clans (or assumed by the warriors to be closed and sealed after projects were abandoned by the Clan Council). Some were located in the extremely remote wilderness regions, others integrated within Brian Caches previously believed sealed, and a few secreted near Dark Caste settlements that provided human "lab rats" for various genetic and physiological experiments. Once these core worlds were secured, the Society then began openly calling for the warrior caste to step down in a massive propaganda push on Strana Mechty.

It was later during the expulsion of the Society that other Clans discovered yet more secret facilities scattered across other worlds, but these were too small to sustain any sort of viable military presence beyond a Trey.

—Clan Cloud Cobra Watch Star Captain Warren, *Watch Notations, 11083076*

Around the end of January, Clan Star Adder's Upsilon Galaxy disappeared. [*Actually, this is when we can pinpoint their switch in loyalties. Clan Star Adder's leadership did not discover the Galaxy missing until much later in the year, thanks to a continued communications deception carried out by the Galaxy's leadership. –SK*] More accurately, a new Galaxy appeared at the Tanis zenith point, composed of the same vessels that previously made up the missing Adder Galaxy. The Cloud Cobra WarShip *Blind Faith* received a short transmission from the new arrivals before it suddenly launched a swarm of DropShips and aerospace fighters at the Cobra vessel. The *Blind Faith* survived long enough to send an emergency HPG signal to the Cobra task force orbiting Tanis, but failed to indicate anything more than that the system had come under assault by what appeared to be Bandit Caste raiders.

Star Admiral Stephanie Hobbes put the rest of the system on alert but did not notice that Stacha had already gone silent. The Star Adder Upsilon Galaxy had arrived there earlier in the month for refitting and repair but had left a week before the raider attack. *[We assume that the Upsilon Galaxy had "shed their skin" at this point to their new identity, purging their ranks of those who did not agree, and jumped out to a nearby star to recharge and prepare for their assault. –SK]* One day after the initial assault, the raiders jumped to a pirate point near Tanis and launched a full attack, captured the CCS *Incense* and landed on top of the Cobra's main command complex.

Within a week, the entire Tanis system had gone dark. Regular updates were still transmitted to Clan Cloud Cobra and Clan Star Adder as necessary, but the system had become, for all intents and purposes, a safe haven for the so-called revolutionaries of the Dark Caste and its Society allies. Any civilians who held to Clan loyalties were either exiled to an outer island (such as Cocyra on Alexandra and Tochibura on Stacha) or were executed. Word began to spread to the other few Bandit Caste groups still roaming the fringes of Clan space, but with those vessels' locations often deliberately kept secret, it took nearly a year for the word to get out. The ancient *Mako*-class *Ingrid Bucharev* arrived near Stacha in July, blowing its oft-patched helium seals for the last time. It was towed to the planet's orbit to take up a permanent defensive station, though with barely any functional weapons it was more a floating hanger deck for the few operational fighters and shuttles possessed by the Bandits.



Of the other four Clan worlds seized in the initial revolt, Babylon was the most violent. Epsilon and Gamma Galaxy exploded out of the Coyote enclaves on Babylon and overran the Shark, Hellion, and Cobra enclaves; the entire system was in Coyote hands within 30 hours. Few warriors managed to escape the planet and even fewer were taken as bondsmen. The Hellion enclave was completely swarmed and the two Stars of warriors tasked to defend it attempted to surrender by requesting *hegira*; not one of them survived the unresponsive Coyote force's onslaught.

Of the defending Clans, only the Sharks put up the stiffest resistance. The elite Deathstrike Galaxy, stationed there for refits and upgrades, eventually withdrew suffering grievous damage. *[We lost the Thirty-ninth Strike Cluster as a whole, along with many good warriors from the Galaxy. –SK]* The data recorded by a few merchant vessels in suborbital transit managed to get out two weeks later when the Coyotes allowed a small contingent of each Clan's civilian castes to leave. [*Only later did we finally realize that those civilians who left were high-mixed genetic stock or Trueborns; all of them carried some form of a genetic virus the Society had apparently been testing for such measures. –SK*] The majority of the footage showed the last stand of Star Colonel Josiah Hawker as his *Kingfisher* was taken down by a Sept of the Society's new OmniMechs. [*We know now they were called* Septecimia*; our Watch originally dubbed them* Pariahs*. They were, by far, the Society's workhorse weapon. –SK*]

By the end of January, all five worlds—Ironhold, Babylon, Circe, Dagda, and Huntress—had gone dark. In addition, several world networks suffered varying degrees of blackouts as enterprising bands of Bandit Caste warriors struck out. Most of these pathetic attacks ended bandit lives, but they did succeed in destroying critical substations on New Kent, Vinton, Arcadia, Hoard, Tokasha, and Grant's Station. Portions of these systems lost some level of communication. It was hardly a major disruption, but it was enough to sow short-term chaos.

[*After much analysis, we were able to determine that some Clans were harder hit than others, in accordance to some order of preference nominally dictated by the Society. For example, nearly every Steel Viper enclave lost communications with each other on Marshall, while those possessed by the Fire Mandrills and Goliath Scorpions had no such disruptions. The Vipers were the hardest hit; the Coyotes the least—which should by now be no surprise. –SK*]

TRIALS OF THE VIPER

In January 3072, our holdings on Ironhold came under attack. SaKhan Hoskins initially believed the assault was from a concentrated Bandit Caste group, though the little information we did get from the world indicated the intruders used new, powerful tools of war. Between our Watch and those of the Adders, Cobras, and Hellions, we noted that several enclaves among the Kerensky Cluster were struck by these new invaders.

In February, several HPGs went down, severely limiting communications between our forces. The mystery of our new assailants was solved shortly after when the Watch discovered a propaganda campaign underway among Strana Mechty's lower castes. As far as we could determine, a segment of the scientist caste was conducting a revolt of sorts, attempting to elevate themselves above the warrior caste, an affront to all that was the Clans. The scientists were using whatever examples they could concoct, including the recent destruction caused to Katyusha by the Wolf treachery, to convince the castes that the warriors were leading the people of Kerensky astray through genetic cleansing. While the Viper civilians on Strana Mechty did not fall prey to such lies, some of the lesser Clans—especially the abandoned castes of the Tainted Clans—were sucked into the scientists' perfidy. In all of the confusion, several of our enclaves fell to their forces and the *Steel Python* suffered a misjump near Brim.

This "Society" (as they called themselves) caused major disruptions across the Homeworlds. With our HPGs disabled (or in a few cases, destroyed), we did our best to coordinate our touman. I kept most of our forces in place protecting our enclaves; it seems that this scientist taint did not extend deep into the loyal Viper castes but instead spread from the Tainted Clans and those who had lost the vision of the Way. (Despite this, we still lost contact with several smaller enclaves.) Brief communications with Khans N'Buta, Steiner, Suvorov, and Carrol confirmed that several enclaves were in open rebellion or in complete defiance to Clan law; some even declared themselves "neutral" in the conflict! I chose to emulate our totem and curl in our den, waiting for opportunity to strike.

Our chance to act came in May, when we received word of the Snow Raven's attempt to evacuate the Homeworlds.

—ilKhan Brett Andrews, *Musings, 19023073*

TO WHAT END?

What was the point of the Society's propaganda campaign on Strana Mechty? It was the only system in the Clan Homeworlds to see such action. The Society advocated a change of the caste system, an overthrow of the warrior caste.

These scientists had to know that of all the Clan worlds, Strana Mechty would be the most staunchly against such a revolting change in the balance of power. There would be no catastrophic "throwing off the chains" on the Clan capital world, even with the major destruction done to Katyusha at the end of 3072. At the epicenter of Clan society, Strana Mechty's citizenry was too rigid, too formalized to simply do such a thing.

So why then did the Society saturate the planet's communications with such nonsense when they knew the odds were highly against such an outcome?

It is our analysis that the Society had a different plan in mind.

By assaulting the main capital world with their message, the Society was accomplishing two things. The first, and most important, was issuing the challenge of authority. By broadcasting their message in the center of Clan power, these renegades from the Scientist caste were declaring—in their own odd way—a Trial of Possession for the entire Clan system. Because the ramifications of this Trial would change life in the Clans (one way or another), it was important that the civilians were aware of the coming storm.

The second objective was to recruit additional help. From extensive analysis, we can confidently conclude that, aside from the six Galaxies of Coyote troops, the Society had available to them roughly six Clusters of Bandit and Dark Caste warriors. Most of these Clusters were ProtoMech and vehicle forces; only two were composed of BattleMechs. After their initial assaults, the Society knew they needed additional bodies to fill their ranks if they were going to be able to take on the warrior castes of seven other Clans for any length of time.

Their propaganda mission on Strana Mechty allowed them to recruit more undesirables into their ranks. Even with as perfect a society as that of the Clans, there are always a small percentage of malcontents, criminals, and the dissatisfied. Even if only half of a half a percent of Katyusha's 3073 population, estimated at 15 million, agreed with the Society's rhetoric (or were Dark Caste themselves) and joined them, it constituted a sizeable influx of troops that swelled the revolt's overall manpower over the coming months.

Multiply that effect across the planet, and then across several other Clan worlds, and it is understandable how the Society's resistance lasted as long as it did.

—Clan Star Adder Loremaster Fletcher Daniels, *Analysis, 06103077*

SANDBAGGING THE BREACH

The ilKhan, after having received scattered reports of the strange propaganda flooding Strana Mechty, decreed that any caste members who participated in any form of rebellion or coup across the Clan Homeworlds would be subject to a Trial of Annihilation for their complicity in tearing down the Founder's legacy. With a score of Reavings, Annihilations, and Abjurations already in play, the ilKhan's decree was an attempt to get the Clans into some sort of order as chaos reigned. His decree was largely ignored as each Clan fought to mount some form of defense against the uprisings among their own enclaves while trying to maintain momentum in other conflicts.

At the same time, several HPGs failed from technical malfunctions, system viruses, or outright destruction. Dagda, Roche, Brim, Strato Domingo, and Vinton all lost their connection with the tightly networked grid; Roche and Brim's HPGs collapsed from internal explosions, while Vinton suffered a network virus similar to New Kent. Dagda and Strato Domingo both had technical glitches that dropped them offline for roughly four days.

On Brim, the Goliath Scorpions forwent any attempt at a batchall and dropped two Clusters from Delta Galaxy onto a Snow Raven enclave. When the Scorpions arrived, they were shocked to find the Sylph factory and surrounding city protected not by Raven warriors but a large Society force. [*We suspect that the Raven warriors were either solahma deemed unworthy to travel with the Clan or those recruited by Raven Society members. –SK*] Though the rogue forces demanded a proper batchall and bidding from the attackers, Delta Galaxy Commander Lincoln Dinour refused and ordered the Scorpions to attack. The



firefight was intense and ranged into a large terraforming research zone. Errant shots pierced the containment seals on several tanks and the resulting explosion took half of the defenders and most of the Scorpions with it.

Enraged at what he perceived as a trap, Dinour ordered the CGS *Atropos* into position and, once the remains of the Scorpions had withdrawn, ordered the entire city razed.

The Star Adders, who were observing the actions from their nearby enclave, watched with growing horror as the Scorpions vaporized over two million civilians. Star Colonel Erik Marghar issued an immediate Trial of Reaving against Dinour, demanding the matter be resolved then and there. [*Marghar's Trial issuance is further evidence that the Reaving calls were beginning to be warped in context not just by Clan, but also by individuals. As communications began to break down, so did command authority. –SK*] The Scorpions obliged, landing the rest of their troops—the First Eridani Lancers and the Eighth Scorpion Grenadiers—on the Basalt Plains near the Adder enclave.

As the two Clan forces clashed, a third and unidentified force approached. Later discovered to be at least two Clusters of Society troops—apparently pulled from the two other Raven enclaves elsewhere on Brim—the intruders waited on the perimeter of the Plains for a victor to emerge.

After an exhausting and intense hour, the Adders' 178th Sentinels stood victorious with several Scorpion warriors claimed as bondsmen. As the battlefield cleanup began, the Society force struck from their position on the sideline. The fresh troops managed to overwhelm the tired Adders with their advanced equipment, but at high cost to the intruders.

On Niles, Clan Cloud Cobra arrived in mid-February and, using the Reaving Trials as their mantra, fought to eradicate all of the current sibkos that had not yet attained their Trial of Position. Though the Cobras won, it was at heavy cost to the Horses and their Loremaster-led 412th Mechanized Strike Cluster; the Cobras withdrew, the 412th shattered, and every decanted sibko child on Niles dead.

Two weeks later, the Cobras returned to finish the job. Taking advantage of the Horses' minimal defenses, the Cobras easily finished off the remaining warriors present [*though they missed Loremaster Amirault, who had departed four days prior –SK*] and gorged themselves on the large stockpile of equipment and weapons sitting on Niles. Originally slated to be transported to the Horses' forward base on Nouveaux Paris, the Galaxy's worth of OmniMechs and battle armor was instead used to rebuild and rearm over five Clusters of Cobra forces.

WORDS CANNOT EXPRESS...

My Khan, I am still at a loss for words to describe what I witnessed over 48 hours ago. On 16 February, the 512th Guards of Clan Cloud Cobra's Omicron Galaxy arrived at Niles. To my shock, they declared a unilateral Trial of Reaving against *all* of our current sibkos undergoing training in the system. I attempted to argue with Star Colonel Hugh Chayama but to no avail. I bid the entirety of the 412th as our only defense.

We fought as if our founders themselves were present on the battlefield. Outnumbered by nearly half, my Star managed to cut down the odds in the first twenty minutes of the Trial. We crushed four of the Cobra 'Mechs by using their disdain for our vehicle Points against them. However, the tide turned after the Cobras managed to disable my *Stormcrow*, knocking out my communications and putting me out of the battle.

The Cobras then proceeded to pull the rest of the Star apart and, after a full seventy-two minutes of battle, claimed victory.

They then took every living sibko member from each training facility, lined them up outside the centers, and cut them down. I am proud to say not one of them cried out in pain or shied from their fate. But, my Khan, they killed every living warrior candidate that had been decanted but not undergone their Trial of Position. The blood of over 300 possible Horse warriors stains the crust of Niles.

After completing their atrocity, the Cobras departed. We have nothing now except our stockpile of material for Nouveaux Paris, iron womb facilities, several hundred stunned scientists, a shocked civilian populace, and three Points of angry warriors.

I am concerned that another Clan may come and finish us off.

—Clan Hell's Horses Loremaster Temuchin Amirault, *PRIORITY MESSAGE 17023072::terminated at RLY52-9::*



THE ROT WITHIN

In late April, shortly after the defeat of the Ice Hellions on Vantaa, a mysterious malady struck several Jade Falcon warriors of the Mattlov and Chistu Bloodnames. At first, the Clan believed the virus was nothing more than a particularly hardy flu strain, as it affected warriors from both Bloodnames in the few days after each Bloodhouse had met on Sudeten to account for their losses against the Hellions. [*It was not until late 3073 when the Clan discovered it was a tailored genetic virus, thanks to heavy research done by the Ghost Bears. –SK*] In three short months, only five warriors with the Chistu Bloodname remained alive; Khan Pryde declared that all Trials of Bloodright for the empty names be placed on hold as other events began to roll across the Falcon Occupation Zone.

Seemingly by chance, a rash of "Wotan measles" swept across that planet, resisting all attempts to bring it under control. Merchant Factor Daniel declared the system under quarantine in mid-May; no DropShips left or arrived for nearly four months as the outbreak ran its course. Over 850,000 civilians died from the sickness and much of the populace believed the Falcons had simply left the world to die. Despite being completely cut off from the rest of the planet, the First Falcon Swoop was also infected and over a quarter of the warriors stationed on Wotan died.

Shortly after Wotan's troubles, the HPGs on Black Earth, Pasig, Somerset, Cusset, and Dompaire suffered various malfunctions and went offline. On Cusset, the reason was obvious; civilian caste sabotage from an anti-Clan guerrilla group [*still believed to be funded by Loki –SK*] blew up the facility's main generator. The other failures ranged from some form of corrupt code on Somerset and Pasig to failure of critical components on Black Earth and Dompaire. [*Extensive analysis by the Falcons after the fact now shows that these were all part of Balzac's first wave of strikes to unbalance and unnerve the Clan so soon after their short and brutal war against the Hellions. –SK*]

Additionally, several Falcon JumpShips at various Periphery border worlds developed suspiciously chronic maintenance issues; some blew helium seals, a few suffered electrical system failures, and at least two mis-jumped. The incidents were too coincidental to be a simple rash of bad accidents, which tipped off the Clan's Watch. Loremaster Kael Pershaw, nearly at the Falcon OZ after six months of travel from the Homeworlds, ordered Alpha Galaxy to a rendezvous at Von Strang's World.

DARK PERIPHERY

In the span of ten days, three Diamond Shark outposts along the Exodus Road trade routes were lost. Attenbrooks, Ctesiphon, and Suda Bay all went offline after reporting the arrival of a small invasion force. Only Suda Bay contained any sizeable colony; the other two had been reduced to recharge and cargo way stations operated by the Clan's merchant caste. One of the Sharks' trade convoys, recently ordered to return to the Inner Sphere due to loss of contact with Vinton, reported contact at Ctesiphon with a small armed fleet that included a modified *Davion*-class WarShip. Communications with the Shark convoy ceased shortly afterwards, but not before it had transmitted data indicating the WarShip, which had identified itself as the *Nikolai Tesla*, had suffered a crippling fighter strike. The catastrophic explosion also terminated the Sharks' data at the source.

Other Clan trade convoys fell victim to raids. The Cloud Cobras lost a four JumpShip convoy destined



SINISTER DEPTHS

My Khans:

I believe the rash of incidents that have plagued the Clan of late are not the Universe attempting to discern our worthiness but something more sinister. After extensive examination of a variety of reports I have received of late—since I have nothing better to do as we abandon our burning nest—a pattern of sorts has emerged.

Many of the incidents—HPG failures, plague outbreaks, system failures, and now JumpShip accidents—are not born of chance, but of malice. An attack of some kind is under way against us, and I am urging the Clan to be prepared for something to happen in the near future.

My first inclination is that these incidents are engineered straight from the Word of Blake. This splinter faction has caused several of the Great Houses many problems of late, including the recent bombing on Arc-Royal that saw the death of a Star of our best warriors. My agents, through contact with both Abjured Wolves, have informed me that these attacks, though seemingly random, fit very well into the framework of operations that the faction is known for. I believe that there is a distinct possibility these attacks are paving the way for a Blakist invasion.

However, what gives me pause from suggesting strengthening our border with the Lyran Alliance is that part of the pattern lies along our Periphery border. Several worlds have seen JumpShip failures and plagues; many of them recently wrested back from the Ice Hellions. Surely if we were facing a possible assault from the Word of Blake's Protectorate, these incidents would be located more along our border with the Wolves. Some of our intelligence suggests that the Blakists had recruited and trained their military force in the Deep Periphery—well outside our standard trade routes, or we would have discovered them long before—and that our rear border is being weakened for another assault. The Ghost Bears had indicated a large force was located out towards ComStar's TF4 and Columbus stations; it is possible they have swung around to our Periphery border. This would take advantage of the damage the Hellions caused.

Another possibility, and one I consider less likely, is that we face an invasion by an unknown enemy. It is even possible that the scientist Etienne could be that threat, a suggestion I make only due to the rumors that have reached us from the Homeworlds regarding an uprising of sorts among the castes. Considering the problems we have had with Etienne and his small cabal, there may be something worth investigating.

At this time, I will be repositioning most of Alpha Galaxy along the Periphery border to set up a defensive line and investigate further. My Khans, be wary. Something is stalking the Falcon; with our eyes wide open, we will turn the tables and triumph once again over our foes.

—Clan Jade Falcon Loremaster Kael Pershaw, *Watch Addendum 30053072*

for the Tanis system, the Hell's Horses lost one of their last Tokasha convoys to a savage raid from a Star Adder force, and an entire Ice Hellion *Star Lord* simply disappeared, the possible victim of a misjump. [*A few of these incidents have since been confirmed as Bandit Caste or Coyote events. The Scorpions lost two JumpShips loaded with aerospace fighters and battle armor to a well-armed marauder JumpShip; those fighters were discovered later in storage on Alexandra, unused because of a lack of bandit pilots. A Blood Spirit merchant convoy barely escaped an ambush at the Arcadia zenith point, losing two of its three vessels in their narrow victory. Certainly the Society's actions had caused enough disruption throughout the Clan worlds that these bandits became quite emboldened in their attacks. –SK*]

The remains of Clan Ice Hellion's touman, consisting of a cobbled-together Beta Galaxy and shepherded by the *Coterie*, were also targets. At DS-822, a waystation star on the Diamond Shark trade route—and location of one of the few remaining HPG buoys—the Hellion fleet was surprised when Clan Burrock's Zeta Galaxy materialized nearby. Unaware of the situation that had been occurring in the Homeworlds due to the loss of the *Coterie*'s HPG transmitter, the Hellion fleet was caught unprepared as the Burrock force slammed into them. The *Coterie* managed to escape but then damaged the K-F drive at its next destination, an unknown system on Clan star charts. Only two of the Hellions' five attending JumpShips managed to escape the Burrock ambush; both the *Glacial Calm* and the *Snowbird* arrived at Hector in December.

The *Coterie*, its crew, and its passengers—including 35 warriors and Khan Connor Rood—would have perished from the misjump if not for the arrival of a WarShip in July. Long thought dead, the CSJ *Osis' Pride* appeared at the zenith point, much to the surprise of the Hellion crew. The *Pride* appeared to refuse all attempts at communication [*this was later found to be due to the vessel's communications systems being in disrepair—PK*] and only responded after the *Coterie* dispatched a small craft with Khan Rood. The Hellions apparently reached some form of agreement with the phantom WarShip; the two vessels then docked together and transferred cargo, material, and men from the *Coterie* to the *Pride*. [*According to Khan Rood's notations, at least twice during the transfer the Pride sent out its only Star of aerospace fighters to attack an arriving JumpShip. One was destroyed, and one—an Inner Sphere* Tramp-*class—jumped out after the first pass. –SK*] After nearly a month, the *Coterie*, bereft of anything useful to the *Pride* or its new crew, was pushed into a decaying orbit around the unnamed star. The *Osis' Pride*, now somewhat repaired, fully crewed, and under Ice Hellion control, resumed its journey back to the Clan Homeworlds. It arrived at Hector in February 3074.

SCRAPING THE FALCON

In June, Kappa Galaxy's headquarters on Waldorff was assaulted by a force later determined to be under the control of Scientist Etienne. Because most of the Falcon Galaxy was deployed elsewhere, the attack was a complete surprise. [*Apparently the forces were brought in piecemeal through scientist-authorized DropShips over the course of three months. –SK*] While the assault on the main compound was brutal, it was also an apparent diversion. A smaller force, consisting mostly of modified ProtoMechs, captured the backup genetic repository and surrounding facilities in the city of Valenti. By the time Galaxy Commander Serendine Prentice realized the danger and shifted her forces, the repository was in Etienne's possession.

Prentice's command Binary pressed forward through Valenti in a fast and brutal counterattack, tearing through several residential areas to liberate their repository. The invaders stopped the Falcons cold with a DropShip strafing run that shattered the line and killed Prentice. The airborne attack also vaporized several city blocks and killed over 3,000 civilians. Rather than stop and regroup, the few remaining Falcon warriors pressed forward with little cohesion; their singular purpose was to remove the invaders from the repository. The last Falcon fell a block from the facility. The counterattack had done nothing but leave a swath of destruction through one of the denser areas of the capital, leaving a large portion of it in flames as the southerly winds rose.

On Parakoila, over a Cluster's worth of troops surrounded New Petra, the largest domed city on the planet. After shattering the conduits from the nearby geothermal power station, Etienne's forces held the city hostage, demanding the few solahma warriors of the Fifth Talon within surrender. The Falcons refused and prepared several static defenses near the dome's airlocks for the inevitable assault.

With the backup repository in his hands and 14 million civilians hostage, Scientist Etienne sent a message to Khan Pryde on Sudeten. He demanded she, as Khan, relinquish control of the Clan to the scientist caste. [*It is rumored Khan Pryde shot the first scientist she saw after laughing nonstop for ten minutes. –SK*]

ULTIMATUM

Khan Marthe Pryde:

I shall cut to the chase, since you do so love brevity.

In my possession is the backup genetic repository on Waldorff, giving me direct access to 61.8% of the Falcon's genetic legacies. I also retain control of much of nearby Valenti, at least the portions your warriors did not crush in their hasty attempt to dislodge me.

Additionally, I have New Petra surrounded on Parakoila. In case you need a refresher, this city is key to the fragile industrial network the Clan has established throughout the Zone, supplying 72.4% of the focal lenses and emitters for our laser technology. Losing this location would be hazardous to the Falcon's war effort, to be blunt.

Since you have never listened to reason and deigned to banish me to the dregs of space between our Homeworlds and the gardens of the Inner Sphere, I now speak to you in terms you understand. Surrender your position, stand down the warrior caste, and allow the true caretakers of Kerensky's vision step forward.

If you do not, New Petra will collapse, untold Falcon warriors will die unborn, and the air that surrounds you will burn with death.

—Scientist Etienne Balzac, *Watch Archive 10063072*

On 18 June, Loremaster Kael Pershaw and three Clusters from Alpha Galaxy arrived on Waldorff and quickly surrounded the beleaguered repository. Unwilling to damage the facility, the Watch forces were content to face down the rebel force. A small contingent of Elementals managed to infiltrate the perimeter before their discovery; the ensuing firefight pulled nearly half of the rebel scientist force off the repository grounds and into a hastily-laid ambush.

The scientist force, knowing that surrender was not an option, forced the issue on 30 June, setting the repository on fire. Alpha Galaxy rushed the compound and ran straight into several hastily set booby traps, including a minefield and explosive-laden walls. Despite their casualty count, the Watch warriors swiftly dispatched the remaining rebels and extinguished the rising flames. Two of the genetic coolers were damaged and the Clan lost a few genetic strains, but the majority of the facility was retaken intact and—at least through visual confirmation—unharmed. However, because there was no guarantee the rebels had not tampered with the genetic strains contained within, Khan Pryde ordered Alpha Galaxy to destroy the facility. The Watch warriors carried out their orders in such a way that the repository's destruction was quickly and easily blamed on the invaders.

At Parakoila, the CJF *Hawk Eye* arrived and entered orbit over New Petra. Star Admiral Yvic Fetladral issued an ultimatum to the besieging force; withdraw and surrender or face extermination. After receiving a creatively worded negative response, the *Hawk Eye* rotated and opened up its capital batteries, vaporizing the dome and the surrounding siege force. [*According to Fetladral, Khan Pryde had ordered the destruction of the city as the Watch had discovered evidence that the rebel scientists had developed some form of genetic airborne virus that was decimating the Clan's warrior ranks. Rather than let the possibly poisoned citizens of New Petra infect the rest of the Clan, the Khan made the decision to burn it to the ground. –SK*]

FALL OF SZABO

Clans Cloud Cobra and Goliath Scorpion, determined to take advantage of the chaos occurring within the Homeworlds, moved to Reave several latent legacies on Huntress in June 3072. The two Clans targeted the massive Mount Szabo facility that housed the dormant genetic strains of Clan Smoke Jaguar. While some of the lines had since been claimed by several Clans in the years after the Annihilation of the Jaguars, most of them simply remained in cold storage within the massive mountain facility.

Taking the ilKhan's Reaving call seriously, both Khans Steiner and Suvorov agreed to permanently remove the genetic lines. The two Clans took the facility easily, though they faced some opposition from a small Dark Caste force encamped nearby. The appearance of the bandits was a surprise at first but both Clan Clusters easily defeated the bandits and won through to the mountain. [*Later evidence showed that Mount Szabo had become a Society facility where extensive genetic testing occurred. –SK*] The Clans claimed only enough *isorla* from the opponents to repair themselves and left all of the legacies found within the mountain. On 30 June, they destroyed Mount Szabo through a combination of internal detonations and two orbital strikes.

Even as the mountain facility came down, a small force of bandits emerged from the previously abandoned Falcon's Eyrie. Armed with a Sept of advanced aerial ProtoMechs, the bandits managed to crush a Scorpion binary from the Fourteenth Hussars before finding themselves swarmed with Cobra fighters and BattleMechs. Though ultimately futile, the attack forced both Clans to further investigate Huntress for other Society nests and technology.

As the Scorpions moved the Fourteenth Hussars and the Thirty-fifth Cuirassiers through several abandoned Jaguar enclaves, a Coyote force materialized at a nearby pirate point. The Coyotes moved quickly, dropping several Binaries onto Abysmal, and seized the Scorpion's *Warhawk* factory and outlying resource complexes. The



Clan's enclaves found themselves quickly stripped of viable resources, including several *Warhawk* OmniMechs and assorted pods, and their power facilities destroyed. The Scorpions reacted fast, repositioning the Thirty-fifth Cuirassiers to their besieged enclave, but only managed to engage the Coyote's rear guard as they departed the planet.

The orbiting *Andromeda* and *Orpheus*, already in striking position thanks to the forethought of Star Admiral Patel Suvorov, managed to catch half of the departing DropShips and crushed them. The Coyotes' *Victoria Ward* moved quickly to intercept and, with a shattering broadside, gutted the *Andromeda*. Holding off the *Orpheus* with a combination of aerospace fighters and strange new winged APMs, the Coyotes hammered it until the Scorpion vessel slammed into Huntress' atmosphere and broke into several pieces. The remaining Coyote DropShips managed to rendezvous with the rest of the raider fleet; the *Ward* and its escorting fighters held the surviving Scorpion fighters at bay until the raiders jumped out four days later.

The beleaguered Scorpion enclave on Abysmal, broken and burned by the retreating Coyotes, was relocated to Lootera. Even with every available Cobra and Scorpion vessel in the system, the move would have taken two months to complete had the sudden outbreak of a fatal jungle fever not swept through the civilian caste and killed over two million in a month. Khan Suvorov had no choice but to order the enclave sealed off to prevent the plague from spreading across the planet. Those warriors who had contact with the affected population were quarantined and sent off to Roche to undergo testing, where an antivirus was developed by Scorpion scientists over a year later. [*By the time the Scorpions returned to Abysmal with the antivirus, it was too late; the entire continent was devoid of human life. -PK*]

Apparently the Society took the loss of the repository on Huntress hard. Within two months, every Trueborn warrior of the Morales, Beckett, and Eaker genetic lines lay dead from some tailored form of Dagdan brain fever. The contagion spread throughout the Homeworlds, affecting everyone who possessed at least half of one of the diseased genetic legacies. Homer experienced the worse loss of life, with over 8,000 civilians dead in Troy alone.

GENETIC DEATH

The Great Founder established the genetic legacy protocols at the founding of the Clans. In this one area, the scientist caste was given definitive power under the watchful eye of the Keepers. By and large, the scientist caste has followed the strictures and norms of Kerensky's vision, allowing nature to refine the "rudimentary" genetic manipulations. But as in life, so within the Clans—it only took a few bad eggs to spoil the proverbial roost.

Ambition is a dangerous force within the Clans, a large reason for it being stamped out at the first sign of difference. Within the realm of science, ambitions are often born and raised in secret—and here the Society's operations within the shadows of the Clans allowed those few with such ideas to fester and grow. The science of genetics, held in ultimate esteem between both the warrior and scientist castes, was a veritable garden of temptation to those looking for more than conformity.

Even one scientist with no compulsion to honor society's laws can wreak havoc. Such as it was with the genetic blood viruses that surfaced during the Wars of Reaving.

It is not determinable how, why, or when such strains were developed. Lax discipline by various Keepers emboldened many scientists—the Falcons once admitted they noted problems as early as the late 3050s—and gave a few shadowy cabalists the freedom to experiment at will. These experiments resulted in a variety of viral plagues that had differeing properties and symptoms, but were unified in their ability to target a specific Bloodname and its descendants, sometimes even a specific individual. Some, such as the Mattlov strain, killed the victim through advanced septicemia. Others, such as the Eaker strain, targeted only partial sequences paired with selected amino acid strings, causing a form of brain fever that slowly deteriorated synapses, effectively causing a "dumbing down" effect.

While it is unknown exactly how many genetic viruses were developed or even released, it has forced every Clan to re-evaluate the entire genetic process, from Keepers to Bloodhouses to mundane scientist assistants. Because of the massive realignment necessary, scientific progression within the Clans will suffer, and it may take decades to recover.

—Clan Star Adder Loremaster Sepha Paik, *Addendum, Society Report, 20113078*



BEARDING THE SHARK

Clan Burrock, operating along the fringe of the Kerensky Cluster and down the Exodus Road, easily captured P9, a Wolf outpost still stocked with abandoned cargo. Ghent, a former Snow Raven recharging outpost, also gave up its meager supplies to the Burrocks, who had since split into three task forces. The bulk of the small fleet remained at Alexandra, while two Clusters branched out, seizing known Clan merchant outposts and destroying HPG relays and recharging stations within 50 light years of the Tanis system.

The Burrock force under the command of Star Admiral Olson Nga ran into trouble at Salonika. Arriving at the zenith point, the Burrocks were surprised by a large flotilla of Diamond Sharks. The Shark fleet, one of the last to leave Vinton, had been holding station waiting for merchant caste stragglers. Two of the Shark JumpShips had mobile repair stations in tow. Star Admiral Lori Hawker assumed the unknown fleet of ships was that which had hit nearby Shark stations and ordered the *Bold Venture* and the *Star Swimmer* into action. Behind them lay nearly 60 JumpShips of Clan Diamond Shark, laden with civilians and critical parts and supplies for the Inner Sphere.

The Burrock force, anchored by the *Hetherington* and nearly 10 Stars of fighters crewed by Tanite volunteers and Burrock sibkin, fought a delaying action as its JumpShips forced a hot recharge. They fought hard but only managed moderate damage to the *Star Swimmer* before it closed with the JumpShips. Hawker attempted to capture at least one of the vessels and drew the *Swimmer* close by the JumpShip *Earthen Vessel*. The *Vessel*'s crew panicked and fired its K-F drive. Both ships suffered catastrophic damage to their K-F drives as the *Vessel*'s hyperspace field was warped by the *Swimmer*'s nearby drive core.

Two of the five remaining Burrock JumpShips escaped. One surrendered to the *Venture*, one exploded after receiving a withering broadside from the stricken *Swimmer*, and a third mis-jumped. Hawker believed her task force to be safe and began stripping the *Swimmer* of essentials, as it had to be abandoned. [*Hawker transmitted the information regarding the Burrock sighting back to the Homeworlds but the signal was lost before it reached Vinton, as the few HPG relays between the convoy and the Homeworlds were already offline. –SK*]

Two weeks later, in mid-July, the Sharks were still gathered at Salonika. The main Burrock fleet, summoned from Tathis—only seventy light years away—arrived among the Shark convoy, which now numbered seventy-one vessels. The arrival of the *Hetherington, Admiral Russell Nga, Stone Crab*, nearly thirty DropShips, and eight aerospace fighter Stars caused mild panic among the Shark merchants. Star Admiral Hawker reacted quickly and amassed just over twenty combat-capable DropShips from the merchants to join the *Star Swimmer* and the *Bold Venture*. The *Swimmer*, though stripped of several systems, mounted most of its weapons complement and was still maneuverable. Hawker then hit the Burrock force from every conceivable direction.

The combat weaved in and out among the Shark flotilla, causing untold destruction to nearby vessels from shots of opportunity. The Burrocks emerged victorious, though at cost—the *Hetherington* was destroyed, along with nearly half of its DropShip force. Both Shark WarShips and nearly all of its combat vessels fell victim to the Burrocks, and the forty-eight remaining merchant vessels, unarmed and helpless, allowed themselves to be taken as *isorla*. Among the prizes were both mobile repair stations. The Burrocks sent warriors to those Shark vessels deemed the most important to ensure they returned to the Tanis system; the fifteen transports that had no such oversight managed to lose themselves from the convoy and scattered into the Deep Periphery.

RAVEN'S DIRGE

In late May, the last Snow Raven convoy departed Hellgate. [*Most of the labor and technician castes that remained had been bargained away already, secured by the Blood Spirits. The Spirits took nearly seven months to relocate them to Honor and Haven. Only New Volga remained, containing 4 million civilians the Clan could not hope to move, and was handed over to the Blood Spirits with little fanfare. –SK*] The flotilla, consisting of the Hellgate Battle Star and 109 JumpShips, slowly made its way to their new holdings in the Outworlds Alliance along the Raven Road. The massive convoy was composed mostly of civilians, supplies, the Clan's backup genetic repository, and various other necessities to help establish the Clan at their newly negotiated bases on Dante and Quatre Bell.

The Raven's departure did not go unnoticed even with the various disruptions occurring across Clan space. Khans N'Buta and Andrews knew they had one last opportunity to deal the Ravens a crippling blow so that the Warden Clan could not effectively assist the Inner Sphere against the inevitable renewed invasion. The two Clan leaders met briefly at Sheridan to finalize their plans; each sent a task force after the departing Ravens. Khan N'Buta graciously lost a harvest-style Trial to Andrews, putting both task forces under Star Commodore Terrence Moffat's command for the duration of the mission.

The Viper task force, headed by the *Zalman* and escorted by the *Martial Legacy* and *Serpentes*, took the lead. The Adder force, comprised of the *Admiral William S. Preston*, *Arcadian Asp*, *Hagar*, *Warlock*, and *Exodus Crusader*, followed. On 29 July, the Steel Vipers jumped the Clan's first force into the Ghent system, anticipating the Ravens would use their waystation as a guidepost.

They were right.

The *Perigard Zalman* and her escorts, along with three JumpShips carrying aerospace fighter and DropShip support, arrived in the middle of the vast Snow Raven fleet. The three JumpShips immediately jumped out after disgorging their cargo. Star Commodore Terrence Moffat announced the Vipers' Trial of Possession for the Raven fleet, declaring all the forces at his disposal. [*A shady move by the Commodore, considering the Adder naval star attached to his command that waited for his signal. The battle and communications logs do show the Commodore transmitting*



AT THE CROSSROADS

SaKhan Clees:

Regarding the current situation that seems to be unfolding within our Zone and beyond, I have finally come to a decision. It is onel hoped was not necessary, but I believe in order for the Clan to survive we must follow through. It is akin to severing a vital limb for the sake of the body; the body will survive, though at great cost, and eventually become stronger for the adversity thrust upon it.

The Clan is under attack not from a foe we can see and target, but from within our own selves. The scientist caste has retained a rot within that should have been removed long ago; Etienne's continued survival to this point has been at my discretion because the Clan needed his and his comrades' expertise in order to remain ahead of our peers. It was a poor decision, one that is obvious only now; I believed at the time I was allowing a necessary evil in order for the Clan to prosper. I thought this chained animal could be restrained until such time he would not be necessary.

Unfortunately, the dog has slipped his leash. As you have seen from the Loremaster's continued reports and analysis, the series of calamities that have plagued Clan Jade Falcon of late have been actions designed and executed by Etienne and his renegade associates. With our Zone incorporating so many Spheroids unused to civilized longevity under Clan rule, we have allowed his rot to fester and grow among networks and channels we have had little experience handling. By carrying out these various attacks, Etienne has hoped to wrest control of the Clan to his own ends; a means that will unfortunately find some acceptance from our Spheroid citizens. Our conquered civilians do not have the iron will and determination of the Clan life, which provides innate resistance against such treason. Thus, the soil has been ripe for such an attempt by our more wayward castes.

Therein lays the problem as well. With so many more adoptees within our castes, it is difficult to determine just who of our scientists have been poisoned by the ideas and machinations of Scientist Etienne. That is why this decision has come forth. It is one that only a harsh leader can make, and I know that for the good of the Clan and its future, I make it.

We must annihilate our scientists.

Obviously, to execute such an order in full would be nothing short of a form of genocide unparalleled in the annuals of Man. I daresay we would only be halfway through one world's cleansing when our civilian castes would rise up with violence and overthrow us completely. Not even Etienne could contain such a revolt. The Clan would die an honorless death.

What we can do is a "selective" Annihilation. All trueborns within the scientist caste are marked, as are those freeborn scientists who have origins from within the Clan. Furthermore, all civilian Spheroid heads of scientific academies, associations, and those who serve our Clan scientists as assistants are likewise marked. By this, we will be cutting off all possible avenues of corruption. The Loremaster does not know how deep or wide the corruption has spread; Etienne has had nearly five decades in the fertile landscape of our scientist caste to formulate his plans. We can take no chances, not with the Clan at such a critical junction. The Watch will become our butchers, acting in secret and in the shadows. If the majority of our Spheroid populace grasps what we are doing, it will undo the fabric of our Clan.

This is a tightrope over a minefield, but it is the only path we can take if we are to survive. The truth is, we do not know whom of our scientists to trust anymore, so we will simply purge and begin anew.

I fully realize my order will gut our Clan scientifically. To help staunch the flow, I am even now in preliminary negotiations to acquire scientist groups from the Horses and Bears, as well as authorize several Trials into Wolf space for some of their scientist caste. We will not get many, however; Khan Cobb has indicated to me that the situation we face is not unique. The Horses are dealing with a similar situation, as are the Bears, though on a smaller scale than ours simply because they have not had a leech like Etienne clasped to their breast.

Samantha, this is not going to be an easy time for our Clan and I suspect both of us will face Refusals by various warrior leaders on some worlds. Nonetheless, it must be done. Orders will be written within the week to all Galaxy Commanders. We will prevail. We are Jade Falcon.

—Khan Marthe Pryde, *Private Communications, 30073072*





the information—not a full minute before he opened fire. –SK] Star Admiral Anta McKenna reacted quickly, accepting the Viper's bid as-is and declaring all of her forces in defense.

Moffat opened up the battleship's weapons at whatever targets were in range; nearly fifteen JumpShips were destroyed in the first ninety seconds even as the Raven WarShips closed in. The *Legacy* and *Serpentes* danced a slow dance as they worked in tandem against the approaching Ravens. Their combined attack collapsed the still-damaged *Sagitta*'s hull as it attempted an overhead slash. The *Serpentes* suffered moderate damage from the *Enceladus* even as the heavier *Zalman* interposed its armored bulk between the Ravens' concentrated firepower and its weaker, but more nimble escorts. [*The* Leviathan Prime *crippled nearly forty of our DropShips in that brutal engagement, and many Shark pilots died trying to kill that surat-spawned ship. –SK*]

Space around the *Zalman* soon seethed with floating wreckage, dodging fighter squadrons, and maneuvering DropShips. As the battle wore on, the surviving Raven WarShips held back at range, pelting the battleship from a distance. The *Garlon* moved off to intercept the *Serpentes* as it struck a course for a cluster of nearby JumpShips. The Viper vessel suffered crippling damage to its maneuvering drives and drifted out of the combat zone.

With the Vipers' firepower reduced by nearly half, the *Prometheus* and several Stars of aerospace fighters pressed in for the kill. As it committed, the Star Adder force began arriving nearby. [*The Vipers apparently set off a prearranged signal to their Clan ally, including jump coordinates that would do the most damage. –SK*] The arrival of an entire Naval Star and numerous DropShips and fighters turned the battle tide to the attackers as the *Preston* and the *Warlock* shattered the *Prometheus* on their first pass. Though the *Enceladus,* with a number of Raven DropShips, managed to eviscerate the *Preston*, it died shortly afterwards from a furious broadside by the *Asp* and concentrated aerospace strikes. The remains of the combatants danced through the slowly scattering Raven JumpShips, with the *Zalman* targeting the *Garlon* and disabling it. [*It is to the Raven JumpShip captains' credit they did not break and run from the slaughter; they apparently feared their leadership's wrath more than their own safety. –SK*]

Moffat issued a singular call for the surviving Raven warriors to surrender; at the end of a two minute window, the Vipers and Adders began hunting down and destroying those who refused. The destruction of the resisters took nearly thirteen hours. Nearly six additional Stars of combat DropShips and aerospace fighters were reduced to wreckage, their pilots refusing to stand down.

Fifty JumpShips, their crews, and nearly eighty DropShips full of cargo were set aside as *isorla*. Civilians determined unnecessary to either Clan were spaced. The hulks of the wounded and gutted Raven WarShips were secured. The *Garlon* was claimed by the Steel Vipers [*The* Serpentes *was apparently scuttled. The Adders marked the Raven hulk locations and vectors, as they would return later to strip the vessels of any useable material in an attempt to rebuild their shattered fleet a few years later. –SK*] One hundred and thirty-one hours after the initiation of combat, the Adder and Viper fleets with their newly gained *isorla* jumped out on their way back to Clan space. [*As near as we can determine, only sixteen JumpShips escaped from the system, though at least three of those were never accounted for by the Ravens. –SK*]

THE FALL OF YORK

Even as Khan N'Buta sent part of the Adders' naval fleet to assist the Vipers in their mission to intercept the Snow Raven convoy, the Star Adders were still gathering intelligence concerning their other enclaves around Clan space. With Albion, Dagda, Hoard, Marshall, and Priori all having fallen out of communication within the last six months, the Star Adders were pressed to maintain ties to all of their enclaves. Many of the Clan's holdings were held with barely a Cluster of warriors; several of these were quickly overwhelmed from either targeted attacks by bandits or Clan Coyote, suffered mysterious physical maladies that crippled or even killed its victims, or found themselves simply cut off as HPG stations went offline or merchant vessels developed mechanical problems.

The Adders reconsolidated their forces by August of 3072. Neither Khan was happy with abandoning several of the Clan's holdings, but the move was necessary in order to muster the full might of the Adder touman. With the exception of the Clan's Beta Naval Reserve Star—currently inbound from their triumph at Ghent—and a few second-line garrison forces at key installations, the Adders had gathered most of their touman at Sheridan, ready to strike the first object of their wrath.

Clan Blood Spirit faced little of the confusion that had engulfed the other Clan worlds after the violence on Strana Mechty. Their Albion holdings had come under several attacks but remained, albeit tenuously, under Spirit control. The same could not be said of their Arcadia enclaves; both of them were cut off from York before the end of February. A Spirit merchant caste vessel reported both enclaves completely destroyed when it arrived in March, but with no indication of who or why.

Star Colonel Karianna Schmitt, having lost her Khanship due to her injuries, warned both Khan Boques and saKhan Cluff that York could be a viable target once the other Clans discovered the system had been largely untouched by invasion or revolution. The small Adder force that remained vigorously defended their single enclave from random Spirit Trials but otherwise was quiet. The Blood Spirits took advantage of the calm and moved more civilians and material to Honor and Haven.

Khan N'Buta easily turned the Star Adders' attention towards Clan Blood Spirit. Their hand in the destruction of the Adder enclave on Strana Mechty and the death of saKhan Dante Truscott demanded retribution. Both Khans N'Buta and Banacek knew the Adders had to make a bold strike somewhere, if only to show that the Clan was far from cowed by the chaos engulfing the Homeworlds. [*Galaxy Commander Hannibal Banacek was elected to the post of saKhan after Truscott's reported death. –SK*]

The Star Adder fleet arrived at York on 3 August and immediately engaged the *Exsanguine* and the nearby recharge station. Though the Spirits managed to throw an additional five Stars of aerospace fighters and DropShips into the fray, it did little to divert the Adder drive to the planet. [*The Adders disengaged from the* Exsanguine *once it was determined the Spirit vessel was critically damaged. Star Admiral Ilse McFadden had several words for the departing Adders but could do nothing more than watch as the Adder fleet moved on towards the planet. –SK*] More Spirit vessels rose to defend against the oncoming force, including merchant and other civilian vessels that were armed with nothing more than the ship itself. The *Tehuantepec* slipped out of control as three merchant *Union*s slammed against its maneuvering drives, breaking up even as it jettisoned its remaining DropShips. All across the northern hemisphere, savage dogfights and aerial attacks pushed at the closing Adder invaders but could not divert the arrival of the remainder of the Adders' Alpha Naval Reserve Star.

Several DropShips landed at the Adder enclave, but rather than unload a ground force, the vessels opened their empty bays. The last remaining Adders on York streamed into the waiting ships as several fighter squadrons held off a weak strike by nearby Spirit forces. Before the Spirits could bring sufficient strength to bear, the Adder DropShips lifted from the planet's surface. The Adders had only come to extract the remains of their forces from York.

The Blood Spirits knew something was wrong when the Adder WarShips then spread out across the planet. On 6 August, the *Sovereign Right* fired the first salvo into New Tara, followed quickly by the rest of the Star. For twenty-two days, the Adders bombarded the surface of York, hitting every city and facility and breaking the back of the Clan. Combined with targeted airstrikes, the bombardment destroyed ninety percent of the Blood Spirits' industry and three-quarters of the planetary population. The amount of ash and debris thrown into the atmosphere had a nuclear winter effect on the planet's ecology. York began to slowly die.

Out of the two Galaxies still stationed on York, only the Sixty-sixth Blood Hussars and the 181st Crimson Guards managed to survive the mass bombardment. [*Even then, they did suffer moderate to severe damage but survived enough to maintain unit cohesion. –SK*] The Adders stopped short of completely destroying the Spirit capital world. [*My sources have never found any indication as to exactly why N'Buta halted the bombardment of York. It could have been for political reasons, the fact that the Spirits' genetic repository was supposed to be there (it had since been moved), or some measure of sick revenge for the Spirits' constant antagonism. The entire process seems to be, to our eyes at least, a colossal waste, justifiable only from the Adder perspective. Whatever the cause, it remains that the Adders failed to drive the knife into the Spirits' throat at a critical moment. It may well be, considering how things shook out, that was the plan all along: a showing of brutal mercy to a foe's last gasping breath. Make no mistake, however: the Adder's hesitancy actually helped keep the Spirits' hidden colonies and other gains a secret during this critical time. –SK*]

SPIRIT CHALCAS

For many years now, we have run afoul of Clan Blood Spirit's atrocious twisting of the Clan Way through their arming of the lower castes and their aggravating tendency to refuse integration into their new Clan if taken as *isorla* or bondsmen. Arming the lower castes is *chalcas*; a grossly unClanlike action that is grounds for Annihilation. This action is simply further proof that the Inner Sphere taint has spread beyond the Spheroid Clans and seeped into Clan space.

Such *chalcas* actions put the needs of their Clan above the needs of all the Clans. Those who do not have the strength to hold something lose their right to it; an opponent who takes it from them receives full rights to it and should receive cooperation and full integration into the victorious Clan.

With such gross actions, the Blood Spirits have shown for all time they are corrupted through and through with dishonor. Any further attempt by our Clan to capture and assimilate lower caste *isorla* should be deemed a waste of resources; it is obvious they will not honor the Way.

As such, it becomes increasingly obvious that the most efficient solution to handling the Spirits' lower castes that are included in our *isorla* is destruction. Orbital bombardment protocols are the most efficient use of our resources in these matters; our WarShip commanders should take care to avoid destroying what infrastructure they can in using such methods. Our recommendation in this matter should become standard protocol during these times, as it is apparent we are continuing to face opponents who have tossed the Way of the Clans aside like so much *surat* garbage.

—Clan Star Adder Loremaster Daniel Fletcher, *Recommendations, 15013074*



THE VIPER UNCOILS

In August, a Coyote fleet manifested over New Kent and Khan Kufahl arrived with a small contingent. Khan Andrews expected the Coyotes to ask for assistance as the Watch noted that many of the actions against various enclaves were carried out by Clan Coyote. [*Perhaps Andrews believed the Coyotes had taken heavy damage from the assaults and were in search of allies. –SK*] The Vipers were somewhat surprised when Khan Kufahl declared a Trial of Reaving against Brett Andrews' Bloodname. The reasoning put forth by the Coyotes was because Andrews had failed to rally the Clans against this internal threat, he therefore he had failed as ilKhan and was not worthy of the Andrews name.

Khan Kufahl learned quickly how wrong he was. Andrews slew him in less than five minutes within the Viper Council chamber once the Trial began.

Nonetheless, Andrews knew the Coyote accusations had some merit. He tasked Loremaster Stoklas and the Clan's allies in the Star Adder and Cloud Cobra Watch to gather further intel on the status of the other Clan systems. They discovered to their horror that many Clan worlds had gone silent, with rumors or scattered evidence they had fallen to the Dark Caste or some form of caste revolt. One other note came to light as well: Clan Ice Hellion had a curious lack of military force in the Homeworlds. Within the Hellions' largely unprotected enclaves lay resources for the taking, easy prey to quickly rebuild the strength of the Vipers and their allies. It was a conclusion similarly reached by Khans N'Buta and Steiner.

Each Clan—Steel Viper, Cloud Cobra, and Star Adder—declared a Trial of Absorption for the Hellions; Andrews, through his power as ilKhan, ruled that each of these three Clans could execute the Absorption due to the current crisis enveloping the Homeworlds. The message was sent out by JumpShip couriers and through the merchant caste, as several HPGs were still down. As long as the network remained broken, even the Grand Council could not convene to conduct business. The ilKhan did what needed done.

After handily defeating a Binary from the Forty-fourth Hector Cavaliers on New Kent, saKhan Hoskins arrived in September at Londerholm with Beta and Gamma Galaxies. A proper batchall was declared and an aging solahma warrior gave the Hellion response. No forces contested the Vipers' landing or the swift capture of the first four enclaves. When saKhan Hoskins arrived outside of Sprague, things turned for the worst.

The Hellions at Sprague put up a formidable defense, using static defenses not seen since the days of Operation KLONDIKE. When a chemical agent went off in the midst of saKhan Hoskins' bivouac, the Vipers immediately declared the Hellions *dezgra*. Gamma Galaxy razed most of Sprague in retribution. Only after finally conquering the city did Hoskins discover that it was not Hellion forces defending Londerholm but a group of scientists and Dark Caste allies masquerading as a Hellion force.

The Coyotes did not take well to the Viper intrusion on Londerholm. [*We suspect the Society had a large genetic testing center here, protected by Coyote warriors. The facility was most likely using the Hellion civilians as subjects. –SK*] The Twenty-seventh Strike and Forty-fourth Battle Clusters hit saKhan Hoskins' position on 10 September and did significant damage to Beta Galaxy, wiping out the 195th Striker Cluster and wounding the saKhan. With no batchall in place and no honorable combat, the fighting grew steadily worse for the attackers as the full might of Gamma Galaxy slammed into the Coyotes' left flank. The 428th Assault Cluster suffered horrendous casualties but managed to pin the Coyote force in place as the rest of the Galaxy rolled over them. Very few warriors were claimed as bondsmen.

The Vipers noted several oddities among those MechWarrior and Elemental pilots who were captured. They did not look or act normal, as if they were genetic castoffs rather than superior Clan stock. [*Our own scientists informed us later that these genetic deformities were indeed castoffs, loaded with exotic chemical mixes. Such information only fueled our insistence to exterminate these vile Dark Caste criminals. –SK*] With that knowledge, Hoskins proceeded to remove the rest of the apparent Taint from the system. Those Hellion and Coyote lower castes who surrendered immediately were spared Annihilation and dispersed to other Viper holdings. Those that did not—more than anticipated—were Reaved quickly and quietly. Londerholm was under Viper control by 17 September. [*Our estimation is that the Vipers slaughtered over two hundred thousand civilians through Annihilation practices. More telling is that the Vipers destroyed power stations, food storage, and other essential facilities that serviced several holdings, sentencing nearly seven million civilians to a slow death. It has been suggested by some of our sources that the Vipers believed that many of the planet's civilians were involved in some sort of genetic experimentation; they were so horrified by the prospect that they chose the extreme measure of Annihilation and letting the populace die off to remove the Taint, with plans to move in later after the Homeworlds returned to "normal." –SK*]

Alpha Galaxy liberated several Hellion enclaves on Atreus, Hoard, and Foster and faced little opposition other than the genetic castoffs seen on Londerholm piloting formerly cached equipment mixed with new OmniMech and ProtoMech designs. Such weapons were quickly captured; all of the genetic deformities found alive were destroyed.

As on Londerholm, the Coyotes took exception to the Viper seizure of the Hellion holdings on Foster. The remains of Gamma Galaxy [*the Seventh and Eighth Reserve Battle Clusters, made up of former Snow Raven warriors – SK*] ambushed the Alpha Newt Cluster outside of Tolson, decimating them. While both Coyote Clusters were destroyed shortly thereafter by the ilKhan and the rest of Alpha Galaxy, only one of the Coyotes' enclaves did not explode from self-destruct charges.

It became very clear to the Viper leadership that the Society, the Coyotes, and their corrupted warriors were tainted with madness. In November, the ilKhan presented the Vipers' evidence to the other Khans and declared the Society, the Dark Caste, and any civilians harboring or assisting them as equal in status to the Not Named and under a Trial of Annihilation. [*The Coyotes were not included in the ilKhan's Annihilation call because, despite the incidents*

on Foster and Londerholm, the Vipers had little definitive proof that the entire Clan was in collusion with the Society. Neither Viper Khan was willing to expose their Clan to any reactive measures if they were wrong, and decided to wait and see if the Coyotes would simply hang themselves. –SK]

In December, the worst came upon Clan Steel Viper.

SaKhan Hoskins was the first to fall. After several days spent suffering from a mysterious malady that seemed to boil her insides, she died. The ilKhan received reports of other Viper warriors suffering the same sickness, all confined to those of the Hoskins, Mercer, and Tamm genetic legacies. The Viper scientists quickly discovered the source—a genetically tailored blood virus—and formulated an antidote. Nearly ninety thousand civilians with those genetic ties died on New Kent, Londerholm, Foster, and Atreus before the antidote could be distributed, including nearly three Clusters of Steel Viper warriors.



LOSS OF SIGNAL

Throughout September 3072, various worlds in the Jade Falcon Occupation zone fell into disruption as Khan Pryde's Trial of Annihilation of Clan scientists began. To keep public perception and panic to a minimum, the Clan leadership had authorized the warriors of the Watch to begin the Annihilations. The intelligence warriors were ordered to carry out the executions from the shadows as much as possible. At the same time, Clan commanders on each world were ordered to tighten control over information going out through the HPG and various broadcast centers.

RULES OF ENGAGEMENT

One of the more effective Watch commands among the Clans, the Jade Falcons carried out the Khan's Annihilation order with no question or compunction. Each system within the Clan's OZ had a Star of Watch officers dedicated to carrying out intelligence analysis and other operations. The Khan had also authorized that several of the larger worlds could augment their Watch staff with washed-out Trueborns of the various castes and those freeborns who had proved themselves worthy of the Clan. So when the orders came down, each world could rely on a dedicated staff to carry out various Watch operations. Any combat-oriented missions remained the purview of those warriors in charge. Other missions, such as intelligence gathering, surveillance, and data analyses were then farmed out to appropriately skilled team members.

Most of the Annihilations occurred quickly, usually within a week of reception. The first to go were the Watch command's own Trueborn scientists on staff, followed by the ranking Trueborn scientists on the planet. In most cases, simple and effective lethal force was used; such action was quiet and the least disruptive in the short term. In a few cases, the execution was carried out in the public arena, often framed as a criminal act. And in one instance on Chahar, the entire top floor of an executive office building exploded, killing a conference gathering of the planet's top scientists.

Even with the fast actions of the Clan's Watch, they only accounted for 65% of the targeted list. The rest of those slated for Annihilation would take longer to finalize. They also caused the Clan the most problems.

—Clan Diamond Shark Loremaster Semi Kalasa, *Personal Addendum, 01073082*



FORCE OF POWER

On 16 September, we witnessed the arrival of yet another Clan Snow Raven naval fleet—or what was left of it. The *Corvidae, Drake, Lord Death, Magpie, Munnin* and *William Adams* arrived in varying states of damage, as if they had been involved in a tangle with a flock of claw-wings and barely survived. They were the escort to what we were told would be the last large convoy of Ravens, escorting nearly fifty JumpShips. Instead, they arrived shepherding only twenty-two. Without preamble, the DropShips carried by the Raven vessels disengaged and headed straight for the Antarian continent in our southern hemisphere, as our agreement with the Clan stipulated.

Rumors that slipped from our liaisons indicated that this fleet had faced some serious bandit opposition enroute. When we inquired about setting up increased patrols at our Lagrange points, they politely declined, mentioning something about the danger being well past.

While our Clan liaisons are quite cordial and polite in company, there remains a brusque roughness about them that sets much of my staff on edge. We've heard from their Clan Council the strong statements about executing a "swift and lasting justice" on the Word of Blake for their actions against the Clan over the last few years. Indeed, if the Alliance had lost nearly ten WarShips in that short of a time stretch, who knows how many heads would've rolled or what kind of warpath we could've set upon. It is times like this I am thankful for our pacifistic leanings and the level-headedness of our President.

Curiously, I have heard more and more the "Raven Alliance" moniker bandied about—and not a few times in communiqués from Alpheratz. While certainly very unofficial, it does seem to be a foregone conclusion that we are now in bed with this Clan, for ill or good. Such military force may well be necessary to shield us from the inevitable counterstrikes from the Combine—but I believe that many of my fair weather companions have forgotten that such strikes would be in retribution for actions taken by the Clan itself. We cannot deny that the mating of a peaceful stellar nation such as ourselves with such a Machiavellian culture as the Clans would be unusual but effective, but I do wonder at what cost.

No matter what I or other critics think, the reality is that the Ravens are here. Our decrepit orbital station is slated for complete refit, meaning thousands of jobs for our rather poor economy, and a boom of industry as well. There is talk that a much larger convoy of civilians and materials are due within the next several months. Until then, we must focus on the present and begin to recover the luster of our once-polished world.

I do not think our citizens worry much anymore about Combine aggression. Even with the battered fleet above our heads, they are still an intimidating force, and one that I personally think the Dragon would be foolish to strike.

We are safe. But in the quiet of my mind, I do wonder: At what cost?

-Jonas Poulson, Commerce Secretary, Quatre Belle; Personal Recordings, 20 September 3072

The Watch was given full authority to sanction any suspected intelligence agents, regardless of affiliation or pleas of innocence. Within the first week of a Watch team's arrival, Clan scientists were systematically eliminated. Civilian scientists who were identified as Spheroid in origin were left alone unless they held a position of high intellectual authority or were part of a Clan scientist research team. On most worlds, little attention was paid to the disappearance of Clan scientists as many of them often transferred from system to system as the Clan dictated.

Inevitably, the Clan's quiet Trial of Annihilation against its scientists spilled into the public view. On those worlds, the populace saw a brutal crackdown on intellectuals and media that cut a bloody swath. The attacks came from the shadows and was more violent than any conflict seen in centuries. As the lower caste purges progressed, civilians reacted and began pushing back. On these worlds—Beta VII, Derf, Alyina, Montmarault, and Sudeten—dormant anti-Clan guerrilla groups found new life. Violence broke out anew. Many Falcon worlds found normal operations completely disrupted. Etienne's Scientist movement also gained steam and new recruits within these hotbed worlds. It did not matter that the majority of the casualties of the purges were Clan in origin; large losses of life were occurring and the sensibilities of those Spheroids who remembered the freedoms of decades past were ignited into a violent fire.

THE HELLION FADES

Throughout most of the year, every Clan experienced upheaval of some variety. Begun in spurts at the start of the year, by August a large portion of the HPG and planetary communications networks tying Clan enclaves together was rendered inoperable. Some stations were down due to technical issues or from battle damage; many others were victims of a mainframe virus that jumped from system to system as each HPG conducted regular communications. Because of the virus' latency, it took several months before most of the network was affected in some manner. In a few cases, the virus integrated itself among several JumpShips and WarShips that carried HPG systems. Some found their HPG simply shut down, other vessels saw their entire network go haywire or offline, and in at least one case the virus managed to send ghost signals to the maneuvering drive, sending it tumbling into deep space on an unrecoverable trajectory.

Because the majority of the Ice Hellion touman was in the Inner Sphere [*being systematically slaughtered –SK*], the bulk of the Hellion's enclaves were the most affected by the mounting chaos. Other Clans who shared systems with the Hellions began looking at the Clan's sparsely defended [*or in some cases, completely devoid of defense –SK*] territory. With communications hampered to a large degree, several local Clan commanders made the decision to seize nearby Hellion assets, if only to provide food and raw material to their own populace.

On Tathis, both the Coyotes and Diamond Sharks trialed for and won large amounts of Hellion food stuffs for their civilians. The depletion of their stores to their neighbors left the Hellion enclave in a state of starvation; with their last warrior defenders dead from a Shark trial, the Clan had no way of gaining back any of its lost resources. [*The enclave was barely sustainable for short periods of time and fully reliant on monthly merchant caste shipments of foodstuffs from Hoard. –SK*] The HPG, a victim of the mysterious mainframe virus, was inert. A large force of Trueborn technicians and laborers moved on the nearby Coyote enclave to seize by force some sort of rationing for the starving populace and were cut down almost immediately.

COMMUNICATION BREAKDOWN

Loremaster:

We are still compiling data, but what we have been able to ascertain at the moment is that nearly 75% of the HPG network has been disrupted. Most of the stations are simply offline due to some form of network virus. A few have been silenced because the station itself was destroyed.

While interstellar communication can be accomplished via WarShip HPG systems, we have found that very few Clans are actively using this network. According to a Steel Viper Watch report, their New Kent facility actually transmitted several bad packets to three of the Clan's WarShips. As a result, these infected vessels were rendered inoperational due to the system virus; the CSV *Snake-in-the-Grass* ended up drifting out of control and then accelerated into deep space when its maneuvering drives were activated.

As such, very few of the Clans seem to be using HPG communications with any regularity. Needless to say, many of the Clan worlds and their leadership are now in the dark. The Dark Caste and whatever mysterious allies they have employed have taken advantage of the situation on some worlds. We ourselves have lost contact with our Marshall, Hoard, and Dagda enclaves. Merchant caste vessels are doing what they can to assist the Watch in data mining, but as we are all aware, Clan worlds are notoriously silent when compared to the volume of broadcast traffic that emanates from Inner Sphere worlds.

Worlds with active HPGs are Babylon, Homer, Kirin, Niles, Tamaron, Delios, and Londerholm. It seems that Clan Coyote has been taking advantage of this and by several reports have grabbed enclaves on other worlds. That is not to say no one else is. Every Clan has used this disruption in some manner to their advantage.

Our attempts to get the Coyotes to divulge how they are able to repair their systems—those few that were affected or inherited from their gains—have all met with silence. I suggest we begin preparations to take some of their enclaves by force, if only to acquire the information or knowledge necessary so we can effect repairs to our own holdings. If we do not, I am certain another Clan (or Clans) will do so, putting us further behind in overcoming this situation.

—Star Adder Watch Star Colonel Bresus, *Addendum to Watch Report 01093072*



The arrival of a standard merchant convoy in October proved to be too late. Over 80% of the enclave had died from suicide, starvation, or cannibalism. As the Hellions' various caste leaders began to discover, the situation on Tathis was not an isolated incident. Nearly every holding of the Clan came under siege in some form or another from its neighbors—or by a Bandit Caste invasion force.

On Huntress the Hellions lost their enclave not to outside forces, but to a Society cell operating from the nearby Brian Cache. The Society made its move in August when a Dark Caste force had arrived to raid the enclave. A Trinary from the 180th Attack Cluster moved to intercept the bandits and was surprised when they found themselves surrounded by a small Society force of advanced ProtoMechs. The Trinary was quickly destroyed, the bandits seized the enclave, and the Society imposed its order on the populace.

Many of the Trueborns in the lower castes of the Hellions' Huntress holding found the rebel group's call for combat appealing. The Dark Caste force quickly swelled to three Septs with new recruits and equipment from Brian Cache IH-902. [*As we discovered later, many of these Trueborns may not have had a choice after all. The application of the serums and drugs manufactured by the Society made them an addictive, bloodthirsty lot focused on combat. The Society quickly put that lust to use, turning them onto the Hellions' planetary neighbors. –SK*]

The Dark Caste bandits swept through the rest of the Huntress Clan enclaves, seizing all of the underdefended Fire Mandrill and Steel Viper holdings in quick succession. The Star Adders, however, did not go as quietly. With the planet's lone HPG in Society hands, the Adders' 983rd Sentinels fought to the bitter end, holding out in vain hope their brethren would arrive to beat back the aggressors. Star Colonel Onkar Polczyk's dogged defense held out for six weeks before the last warrior fell. [*It is worth noting that in this situation, the Adder Star Colonel authorized the arming of freeborns and Trueborns within the enclaves' technician and labor castes. Many of them filled the ranks of hastily-formed infantry stars, though several managed to gain some glory as MechWarriors and Elementals. The Adders never addressed their officer's actions, which clearly violated the Clan's own doctrines, because the entire force was destroyed. –SK*]

On Barcella the Hellions fared little better. Desperate for resources and to rebuild, Clan Blood Spirit pushed out—augmented with a few of their second-line forces stationed on Honor—and quickly seized three of the Hellions' four holdings on Barcella. Only a Binary of Hellion warriors existed on the entire planet and, having not heard from their Clan leaders in over six months, opted to defend their stations through a short series of wrestling matches. The Spirits eagerly accepted the bid.

The last Hellion enclave, Glacier Rock, was swiftly taken by Clan Steel Viper when wind of the Hellion and Spirit Trial reached them. Emboldened by their gain of the Hellions' largest city on the planet, the Vipers then struck out and seized Molten, a key Kindraa Mattila-Carrol industrial enclave. Nearly half of the Sixty-first Firestorm Cluster died defending the site before finally surrendering the fight to the Vipers. The retreating Mandrills met up with the First Fire Assault Cluster at Mockva. Desperate for revenge but wary of the Vipers, the Mandrills instead moved and slammed into Reston, only recently taken by the Blood Spirits' Seventy-ninth Blood Hussars. In the quick battle, several storage tanks near the *Ice Ferret* complex exploded. [*Each Clan blamed the other for the errant hit. Considering the Dark Caste assaults that happened shortly after, it is also possible the explosion was a calculated sabotage strike. –SK*] With each side claiming the other had violated the spirit of the Trial, the two forces ripped each other to shreds. The Blood Spirits emerged the victor, but at the cost of over a Trinary of troops.

In late October, less than a month later, a Bandit Caste force arrived at Barcella and landed near the new Blood Spirit enclaves. In less than a week, only the Viper enclaves remained outside of the Dark Caste's control and the battle lines were clearly drawn. Large losses on both sides forced a seething détente and with no way to communicate to the Clan leadership [*the Viper JumpShips were destroyed by Bandit Caste fighters –SK*], the situation remained a stalemate.

On Marshall and Hector, the Hellion enclaves were woefully underdefended. It was a situation that the Dark Caste and the Society took advantage of and they seized most of the Hellions' holdings quickly. The enclaves did not openly declare their new ownership but continued to run with simple Clan efficiency—not even the Ice Hellion monikers were changed. [*We will probably never know or understand why the Society maintained such a masquerade on these two worlds, co-opting the Hellion identity. Perhaps they were waiting for the Clan to return and corrupt it from within, or possibly opting to remain "hidden in plain sight." The deception was so good even the few Hellion enclaves that remained on Hector never knew they had lost control. –SK*]

The Fire Mandrills learned quickly in early December that the Marshall enclaves were more heavily defended than originally believed. Surging from their own starving cities, the 301st Firebrand Cluster struck both Immesha and Ommesha in force, hoping to roll over the Hellion defenders and seize the large storehouses of foodstuffs awaiting shipment offworld. No merchant caste vessels had arrived in nearly a month and the warehouses were close to bursting.

The 301st ran straight into the guns of two Dark Caste Septs at Immesha and were quickly disabled. The Mandrill warriors were extremely reluctant to join the Dark Caste's ranks and were instead given over to the Society for testing. [*A situation, we discovered, that became common among those Clan warriors captured during various skirmishes. Those who did not join willingly found themselves joining under the drip of a needle, or spirited away for use as "lab rats."—SK*] With the Mandrill enclaves now stripped of proper defenses, the Bandit Caste attacked. The cities were surrounded, Trueborn civilians rounded up and taken away, material of military value removed, and the raiders withdrew, leaving the remaining populace to fend for themselves. The Trueborns taken in the raids joined the Dark Caste and its Society allies in one way or another. Most were transported on to Tanis.



Clan Ice Hellion Loremaster Jonas Cage, concerned from the lack of communication from Khan Rood after June 3072, held a Strategic Council in early November on Hector. [*This "council" was an oddity, presumably held so that all of the Clan's warriors could attend, and not just the few Bloodnamed as required for a Clan Council. Cage would then take the Strategic Council's suggestions to the Clan Council for ratification. It is also very possible that Cage refused to hold an official Clan Council as such an action might be interpreted as declaring those not present and unaccounted for as dead. –SK*] The meeting consisted of fifty-three warriors, with only twenty-nine Bloodnamed, the bulk of the remaining force left to the Clan. With the Homeworlds disintegrating around them and several enclaves gone dark, the Loremaster put to the Clan the question of what they, the apparent surviving warriors, should do.

Discussion lasted the better part of two days; in the end, the Strategic Council voted to retain its current leadership, consolidate the Clan's holdings, and try maintaining some cohesion until the remainder of the Clan's forces returned. Loremaster Cage promoted Star Colonel Blaine Taney as his aide, a move that was received with strong approval. Orders were then issued for whatever Hellion forces remained to withdraw to Hector. Strong defense of the world was deemed necessary, as Cage knew the other Clans would strike quickly if they discovered the Hellion weakness on their capital world. [*Ironic that the Hellions were the last to figure out they were a target. –SK*]

By the end of 3072, the Ice Hellions could muster an additional Cluster of solahma and sibko warriors to augment the remains of Theta Galaxy. Only Hector remained in the Clan's possession. With the loss of so many enclaves, the Clan imposed strict rationing and manufacturing priorities while the merchant caste attempted to negotiate for whatever resources could be had. [*As word spread about the apparent collusion between the Hellions and the Dark Caste, those negotiations resulted in a lot of failures. When one Hellion merchant convoy arrived at Babylon, the small fleet was destroyed by a nearby Coyote WarShip. –SK*] The Hellions were forced to make do with what they could eke out on Hector. Fortunately for the Clan, saKhan Rood arrived six weeks later with the *Osis' Pride* and three additional Trinaries of Hellion survivors from the 200th Attack Cluster.

A Clan Council was held shortly after and the Hellions welcomed Jonas Cage as their new saKhan and Blaine Taney as their new Loremaster.

CONSTRICTION

As the year closed, the last of the Raven enclaves in the Homeworlds succumbed to the chaos. Hellgate fell when the Steel Vipers' Alpha Galaxy arrived to recharge the fleet's jumpdrives. A small Coyote fleet, quietly monitoring the planet for a future assault, panicked and attacked the Vipers. The naval battle was short and brutal; the Coyotes lost the *Howling* and only a single JumpShip managed to escape.

Curious as to why the Coyotes were lurking in the system, Galaxy Commander Kimberly Hoskins sent the Second Viper Guards to the planet to investigate. By the time the Vipers arrived, it was obvious from the few broadcasts the incoming Dropships intercepted that the entire planet had fallen into turmoil. With no warrior caste to rule the remaining civilians, the few Society cells embedded with the Ravens had asserted themselves and took over.

The Second landed outside of Gehenna City and prepared for battle, as they had received no replies to their opening communications. Star Colonel Geoff Mercer moved to take Gehenna and establish a firm beachhead; the only approach to the main Raven enclave was through a steep mountain pass. The Vipers did not expect much resistance, having detected little in the way of military communications on their burn into the system. The *chalcas* Raven bandits had other ideas and ambushed the middle of the Second's formation with mostly infantry and a few vehicular spider holes. The Vipers, though initially surprised, quickly recovered. As the bulk of the Viper



STALWART DEFENSE

On 18 October 3072, the Clan Star Adder Gamma Naval Reserve Star arrived at the Tamaron zenith point. The Clan intended to seize some of Clan Coyote's holdings in retribution for their complicity in several recent attacks on Adder enclaves.

What the Adders faced right from their arrival was an armed and ready Coyote defense force. Normally defended by the *Ancestral Home* and several assault DropShips, the Adders were unprepared for the addition of the *Rage* [*formerly of Kindraa Mattila-Carrol -SK*], several assault DropShips, and nearly ten Stars of aerospace fighters from a newly-constructed *Olympus*-class space station, the *Steppes*.

Star Admiral Gavin Turgidson issued a call for *safcon* to Tamaron's surface and was immediately rebuffed. The *Home* swiftly moved in and shattered the *Black Adder*. Both the *Eagle* and *Centaur* let loose on the charging Coyote vessel and were stunned when it absorbed both salvos with no appreciable damage. The delay in response worked to the Coyotes' advantage as the *Rage* "crossed the T" and crushed the *Eagle*'s nose. The strike did little damage beyond damaging a few weapon bays. A moment later, however, the *Eagle* went spinning out of control as Stars of aerospace fighters angled in. The fighters' assaults shattered the maneuvering drives and power plant, rendering the Adder WarShip inert as it tumbled through space. Later records indicated some form of localized HPG burst transmitted from the *Rage* to the *Eagle* before the Adder vessel went haywire.

The *Centaur* and the closing *Divine Conquest* broadsided the turning *Home*, to little effect. The *Home* executed a stunning high-G turn and roll, presented a full broadside to the *Conquest* and gutted the *Sovetskii Soyuz* from stem to stern. The *Centaur* pulled back what little aerospace fighter and DropShip support remained, signaling a request for *hegira*. The Coyotes accepted.

—Star Adder Watch General After-Action Report, *08113072*

force counterattacked, the Ravens blew the side of the mountain, causing a major rockslide that buried at least a third of the Guards and killed Star Colonel Mercer.

With the approach now inaccessible, the remaining Vipers withdrew back to their dropzone. They remained and observed; aside from some random and weak airstrikes, the Ravens ignored the interlopers—until the *Snake Leader* arrived.

Galaxy Commander Hoskins was incensed with the Ravens' actions and the apparent Taint that had consumed the citizens of Gehenna. The *Leader* opened up its guns and burned Gehenna City from the mountain. Over the course of the month, the *Leader* moved across the planet, striking various enclaves and destroying power plants, factories, and other important facilities. When the Vipers completed their scouring, less than 50,000 civilians remained to eke out a scavenger's existence amid the badlands of Hellgate.

In mid-November, the Star Adders received a shock. Three JumpShips and the CSA *Pompeii* jumped into the Tanis system to relieve the Clan's defensive force that was stationed there but had gone silent over the last several months. When the small group arrived, they discovered the system was no longer under Adder *or* Cobra control. Star Admiral Humphrey Truscott ordered the JumpShip *Cancer* to immediately jump out with the information as the Adder vessels came under attack. The nadir point was defended by three *Carrier* DropShips and attendant aerospace fighters, which set upon the Adder intruders. The Adder pilots were surprised to find Clan Burrock's insignia prominently displayed on the defending forces.

The two remaining JumpShips were destroyed in seconds even as they discharged their DropShips. The engagement was short and brutal, with only one *Carrier* and four fighters limping from the arrival point. The *Pompeii* managed to hot load its K-F drive and jump, but damage to its core was extensive enough that the vessel suffered a horrible misjump. It arrived at its destination nearly 8 months later, a dead and twisted hulk.

The *Cancer* managed to escape and made its way to SA-83 [*a Star Adder merchant caste waystation, mostly unused after the Great Refusal was first successful –SK*] during the first week of December. The JumpShip intercepted a Star Adder merchant caste convoy and passed on information regarding the Tanis system. The Clan's leadership received the news a few days later. Both Khans agreed that the recent string of naval losses—to the Ravens, Coyotes, and now apparently the Burrocks—forced the Clan to activate a few of its last mothballed WarShips. The vessels were located in a planetless system in between the Pentagon and the Kerensky Cluster. Khan N'Buta prepared a salvage team and arrived at Depot MKSC-2 in late December.

The Adders were stunned again upon their arrival as they found a Dark Caste salvage effort already underway. The Clan noted immediately that two WarShips were already missing: a *Riga*- and a *Kimagure*-class. Another mothballed vessel, a *Baron*-class, was already active and moved itself in front of the approaching Adder force. The *Cameron's Flame* and *Exodus Ranger* swatted the *Baron* aside; as the *Flame* slid past the venting hulk, the derelict vessel fired its main aft batteries. The *Flame*, critically wounded, moved slowly into position to finish off the *Baron* and instead the two ships inadvertently collided as the Bandit vessel fired its lateral thrusters. The Adder WarShip suffered catastrophic atmospheric loss that killed most of the vessel's crew.

With its singular defender out of commission, the Dark Caste attempted to escape to their lone nearby JumpShip. The retreating craft were destroyed one by one by the vengeful Adders, who saved the JumpShip for last. The Adders' salvage teams examined the last remaining vessels and activated the *Yorktown*, an older *Samarkand*-class carrier. Khan N'Buta then made a hard decision and ordered the other four vessels in the depot to be scuttled, along with the *Flame*. With the Dark Caste's knowledge of the system and the fact that the Clan could not spare the time or resources to prepare and reactivate the other WarShips, the Khan knew there was no other alternative. The WarShip depot, the last of the Clan's naval reserve, was destroyed.

SILENCE OF THE FALCON

At the beginning of 3073, the Falcons brought in the first of their hard-won scientists, acquired from Clan Wolf. Consisting of several small teams, the Falcons began rotating them through critical areas of research in an effort to jumpstart stalled programs. Several more scientist teams acquired from Clan Hell's Horses arrived in April but the Clan was still chronically short-staffed by a factor of a thousand as the Annihilations continued.

Falcon Scientist Etienne increased his assault on the Jade Falcons as 3073 unfolded. A network virus, similar to the one unleashed on New Kent the previous year, crashed the Clan's communications networks from Erewhon to Evciler. [*Many of the inferior Spheroid systems remained operational, though some had connectivity problems securing pathways to the planet's HPG station. –SK*] By March 3073, all of the HPGs in the Falcon OZ [*save Persistence, Morges, and Pandora –SK*] went offline. Nearly half of the Horses' worlds also went silent, as did several Wolf worlds. The sudden loss of intra-world communications was a complete shock. None of the Clans affected were prepared to handle such a cascading failure of their primary communications network.

In addition, over a third of the merchant caste's transportation fleet suddenly shut down, their crews locked out of their vessels' controls. The merchant caste was incensed with the attack on their own caste's operation. Merchant Factor Daniel petitioned the Clan leadership to allow the merchants to assist with the Clan's Trial of Annihilation. The Khans agreed and allowed those Trueborn warriors who wished to join the Clan Watch to pass a Trial of Position. Those who succeeded augmented the Clan's Watch but were not considered part of the warrior caste.

PREPARATIONS

My Khan:

Repairs and modifications continue apace at Alexandra, with our orbital yard now double in size thanks to the *isorla* claimed from the Diamond Shark raid. We have put most of the Sharks' battle equipment to general use and have beefed up our defensive Septs on each of the three Tanis worlds. Our civilian acquisitions are being parceled out and sorted as per your orders, and the Synaptic Project continues with what I hear are satisfactory results.

Zeta Galaxy is now at full strength at five Clusters. I recommend we do not convert the unit's order and system to our own, as these warriors are used to using Kerensky's base five. We have enough warrior material to form four Septs per world, though most of these warriors are lower caste Trueborns or part of the Synaptic Project. Nonetheless, I have been assured by our various Sept commanders that they are adequate enough for the eventual invasion from the Clans.

Your requested preparations are still underway and likely should be completed by July 3073. In the meantime, I advise we send out a salvage team to MKSC-2 and appropriate more tools; with the loss of the *Nikolai Tesla* to an unfortunate misjump we cannot adequately protect our main Lagrange points. The faster we gather new acquisitions, the better situated the system will be.

In your service,

Omega Galaxy Commander William Gastopiv, 03103072

—Intersystem Tanis memo, verified 09073075



VIRAL NEUROSIS

The virus that swept through most of the Clan worlds in the Inner Sphere was a self-propagating viral worm designed specifically to infect and disrupt HPG code. HPGs are notoriously difficult to infect with malicious code strings due to the multiple layers of security.

The worm, noted as SL.10.T.RWR32.000.82v.2 or "SLOT," was apparently transmitted to and received by the Erewhon HPG station in late January 3073. A slow acting worm, it replicated and piggybacked on subsequent HPG transmission strings, spreading to at least five other worlds before the Erewhon variant unfolded. The malicious virus expanded itself within the HPG's operating software, gobbling bandwidth and storage capacity at an exponential rate until the HPG was "full." HPG failsafes then force the system to go offline until the memory caches can be cleared. The virus had spread exponentially into the Falcon OZ before the first signs of it impacted Erewhon.

The problem was that once active, SLOT reconfigured the main system network access codes, effectively "locking out" the HPG technicians. Only a complete comprehensive system reboot through a backdoor program could clear the cache and reset the system. However, if the virus was not removed from the system directory, it simply repeated the process—and created a slightly new variant placed in a different location within the directory. As a result, the HPG would again reach standby mode and go offline, forcing a complete reapplication of the entire procedure. A comprehensive reboot took anywhere from 28 to 44 hours to complete.

It took Clan technicians nearly two months to isolate the cause of the disruptions and another six months to create an antiviral program that would locate and remove all of the SLOT variants infecting the network. Stations infected the longest were the ones which also required the most intensive software repair. With an astronomical number of directories and nodes in each HPG cache—thousands in each substation and remote network hubs—repair measures took upwards of a month or more.

One major side effect of the SLOT virus was that commercial Clan JumpShips that received broadcasts from an HPG batch file also found their command systems infected. A secondary code string within SLOT was keyed to specifically recognize Clan JumpShip system code. (Why WarShip systems were not targeted is something only SLOT's programmers can answer.) Once a positive match was made, the virus unfolded in much the same manner as the HPG version, only it did not piggyback on outgoing transmissions.

SLOT managed to corrupt over 95% of the Falcons' HPG network within a three-month period. The virus also spread into the Horse, Wolf, and Ghost Bear zones, depending on merchant and warrior caste traffic patterns between the various Clans. The Horses experienced a blackout of roughly 40% of its worlds, the Wolves 57%, and the Bears 22%. SLOT did not infect any of the Inner Sphere HPG stations. When the code was dissected, it was discovered that the virus had a detection key that examined the ratio of HPG transmissions that contained Clan encryptions and methodologies. Those that exhibited a high ratio—standard Clan worlds—initiated the virus.

Adding to the problem was the Falcons' standing Annihilation order, which had, at the time of the infection, already eliminated most of the Clan's top HPG and software scientists. The Wolf scientists acquired by the Falcons in March 3073 were immediately tasked with the problem and began installing the solution protocols by June.

Of all of the attacks initiated by the Society, the SLOT virus very nearly brought the Falcons—and possibly the rest of the Inner Sphere Clans—to ruin.

—Clan Hell's Horses Watch Star Colonel Unger Dwelley, *Analysis: SLOT, 17083079*

With a large percentage of the Clan's commercial transportation system shut down, standard trade and shipping between Falcon worlds came under intense pressure. With a dramatic shortage of vessels, many worlds that relied on their neighbors for goods and services found themselves without. The Clan redistributed some of its military JumpShips unaffected by the spreading virus to help alleviate the problem. Despite the short-term relief, a few worlds experienced major food shortages. On Leskovik, a major outbreak of yimpisi fever spread like wildfire. Unexpected, the outbreak required a large supply of antidote serum, which had to be manufactured offworld. By the time the necessary supply arrived over four months later, over 30% of the population was dead from the virulent strain.

In many ways, the Leskovik incident would be indicative of the future of Clan Jade Falcon and its neighbors.



TRIALS OF ANNIHILATION

This particular period of conflict was one rife with mass confusion; despite even the most meticulous records kept by some Clans, it has taken a while to dissect the flood of Watch reports and summaries received from our allies, and even more from the grips of our enemies. We have scoured the data thoroughly, though we do admit that some errors in data may have crept into our analysis.

Even then, we know we do not have the clearest of pictures. Several Clan worlds experienced some form of upheaval, assault, or other activity. Yet, because of the widespread data loss, we simply cannot piece together the entire picture; many enclaves or entire world histories during these two years are simply missing, what happened known only to the dead.

One thing became starkly clear during this period: each Clan believed it could handle the problem on its own. With communications extremely spotty, many of the Clans were forced into semi-isolation. Each Clan, upon discovery of the various revolts, attacks, and other issues, strove hard to keep the news from reaching their neighbors, lest they take advantage of their supposed weakness and apply the "Taint doctrine" to them. As such, think of each Clan operating in a near-vacuum and it is easy to see how disjointed this period truly becomes.

It is, however, the most accurate look at the complete chaos that engulfed the Homeworlds.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

INFESTATION

In March 3073, ilKhan Andrews assembled a Steel Viper task force, centered on the *Perigard Zalman* and its escorts, the *Anaconda*, *Martial Legacy*, and *Sanra Mercer*. The Vipers also added the whole of Alpha, Beta, and Delta Galaxies. With New Kent still suffering from technological failure, it was useless to the Clan as a staging area or communications center for the campaign in mind. The ilKhan moved the Clan's entire command structure to the *Zalman*. Its mission was simple: liberate those Viper holdings the Clan had lost contact with, and take more if opportunity presented itself.

The first target was Grant's Station, where two of the Vipers' six enclaves had been wiped out in January 3072. Two Clusters from Nu Galaxy had been tasked with defending the remaining fortifications, including Firebase 4; all contact had been lost with the world in August and none of the merchant caste's JumpShips returned from forays to the world.

When the Viper fleet arrived, they were met with silence. No other Clan had any type of aerospace presence within the system and communications traffic from the planet was scarce. The Clan's initial concern turned to wary joy when Station Zebra, the Vipers' main holding, returned the ilKhan's opening transmission.

The Clan's elation was short-lived, however, when Delta Galaxy's DropShips approached the planet. As they descended through the thin atmosphere, swarms of fighters and small craft rose up from the surface and slashed into the descending force. The Vipers fought down through heavy aerospace cover and managed to hold off the less-skilled bandits. [*The Vipers actually only lost one DropShip, a testimony to just how poorly skilled much of the Bandit Caste's pilots were. –SK*] Delta Galaxy linked up with a small contingent of warriors at Station Zebra; only a Binary from the Thirty-third Phalanx had survived. The Clan quickly moved the *Zalman* in as an orbital support platform.

According to the Clan's survivors, several DropShips had deposited roughly a Galaxy's worth of bandits in the northern badlands. The bandit force, consisting of mostly older Star League vehicles and formerly cached BattleMechs, rolled over the stretched defenses of Nu Galaxy and captured the firebase despite heavy losses. The bandits then sieged each of the Viper holdings in turn, cutting them off from their neighbors and destroying any small craft or DropShips that attempted to lift or land. By late August, the bandits had taken all but Station Zebra, including the valuable *Kirghiz* and *Sabutai* factories. Any forays from Zebra by the surviving Vipers was ruthlessly punished.

[*The survivors in the other enclaves reported that once the bandits had seized control, the civilians were used as slave labor with strict rationing. There was little resistance, as the bandits apparently applied lethal force to any infraction or signs of rebellion. The Vipers would never admit to such a fact, however. –SK*]

Using Zebra as the Clan's anchor, Alpha and Beta Galaxies grounded and the Vipers managed to push off

the Dark Caste infestation by the end of April. In their raging zeal, the Vipers offered their foes no form of civilized battles but instead executed them on sight.

What the Clan found as they regained their lost holdings was disconcerting. Thousands of the Vipers' civilian castes were slaughtered during the planet's blackout. Hundreds of thousands more were on the verge of death from disease and malnutrition. During clean-up operations, several enclaves were deemed useless. Most of the surviving castes were removed to Station Zebra. The rest were given an option of swift death or relocation to one of the deserted holdings to waste away with no additional support from the Clan. Over 300,000 chose the honorable route.

[*Also of note is that none of the Goliath Scorpion holdings exhibited the same level of decimation that hit the Vipers. While there were some bodies peppering various sites, it is notable that the death toll comes nowhere near the last known totals of the Clan's population on Grant's Station. It is difficult to determine where exactly these civilians relocated and if they were cooperative in the effort. Conversely, there were no Scorpion warriors located among the dead and nearly all of the Scorpion enclaves were devoid of military equipment. The massive BattleMech factories the Scorpions had wrested from the Wolves were either leveled or stripped of useful equipment. None of the Viper survivors had any idea what had occurred to their distant neighbors. –SK*]

Within a week of the healthy civilian transfer to Station Zebra, a viral plague swept through the mountain fortress. The wasting sickness ran rampant for weeks; medical scientists could not isolate the cause for the fast-acting virus. SaKhan Grimani ordered all of the Clan's warriors from Grant's Station and tasked the scientists and merchants to find a cure—or leave their fellow caste members to die. As Alpha and Delta Galaxies repositioned themselves among the orbiting fleet, warriors that showed any sign of sickness were immediately Reaved from the task force. Fortunately only a Trinary from the Ninety-third Assault Cluster contracted the plague and was removed.

The Vipers then laid course for Marshall, the Clan's next objective. It was to be the ilKhan's first wake-up call to the level of threat facing the Clans.

When the Vipers arrived in June, the entire planet was a wasteland. Marshall had been the victim of severe orbital bombardment sometime after the beginning of the year. The resultant destruction wiped out most of the major cities and several factories, including the largest facility that produced a majority of fusion engines in the Homeworlds. The catastrophic smoke and dust from the bombardments had disrupted the planet's delicate ecosystem and, since there were no DropShips left on the planet and no imports of food or other necessities, the survivors had turned on each other. The small Viper enclave remaining had held out to the end, their walls never breached. Those few Clansmen—mostly Ice Hellion civilians eking out a subsistence living—left scattered across the planet were ignored by the Vipers. The Khans refused to waste their limited resources on such a diseased lot.

With nothing of value remaining to the Clan on Marshall, ilKhan Andrews made ready to move on to Atreus. Though several of the Hellion enclaves had been recently claimed by the Vipers [*and had become the funeral world for several thousand civilians from a genetic virus – SK*], the system had gone silent shortly after the turn of the year.

SPLITTING THE SNAKE

When Khan N'Buta arrived back at Sheridan in January 3073, he called together the Clan's leadership to discuss the recent discovery of Clan Burrock in the Tanis worlds. The Khans were highly concerned with the sudden appearance of the Burrocks and the now-apparent defection of Upsilon Galaxy. The Watch had briefly analyzed the Clan's touman and had discovered the Burrock treachery.

The Clan leaders determined to keep their discoveries quiet from their allies in the Vipers and Cobras. N'Buta knew of Andrew's ambitions and if the Adders' current situation was made known, the Vipers could easily move against them and seize the Clans large resources. The Clan called a Clan Council on Sheridan to address the situation.

The main question that surfaced after the Khans presented the situation was of loyalty. While many of the warriors since absorbed into the Adders had acclimated without incident, there were some who had not. The Clan decided that those warriors associated with a Burrock Bloodhouse within the Clan must undergo a new Trial of Position to retain their status as a Star Adder warrior. Those who failed would find themselves cast down into a lower caste—if their codex was honorable—or annihilated. It was the only way the Clan could guarantee its purity.

Rho Galaxy Commander Kenneth Hutchinson declared a Trial of Refusal against the Council's decision. He argued that the *abtakha* warriors had now twice fought their "initial" Trial of Position, once when they graduated from their sibkos and again with the Adders after the Absorption. Their "persistent" honor would be proven on the field of battle for this Trial of Refusal; any who further doubted their honor beyond that point would be subject to a Trial of Grievance. Loremaster Fletcher Daniels accepted Hutchinson's Refusal and the battle was fought the next day on the Plains of Nolrov.

After a grueling three hour battle, Hutchinson's *Mars* shut down from excessive engine damage; a scant second later, Daniel's *Warhawk* did the same. Khan N'Buta, after review of the Trial's battleROMs, ruled that Hutchinson had failed in his bid and the Trials of Position would stand.

The Adder *abtakha* followed through with the Clan's edict; three-quarters of them passed their Trial of Position. [*The Adders maintained the retrial testing for nearly a year, after reconquering and reclaiming those enclaves lost from Societal or Dark Caste upheaval. –SK*]

With Upsilon Galaxy the lone holdout [*and still under the assumption the Galaxy was operating under Adder command in the Deep Periphery –SK*] and concerned that Galaxy Commander Tristyn N'Buta had not reported in for over six months, Khan N'Buta gathered a small task force to search out the wayward Galaxy. Fearing the worst, N'Buta



ordered Alpha Galaxy to accompany him. Once Upsilon was located, the Clan would then cleanse the Tanis system of Clan Burrock.

N'Buta's first stop was Homer to consult with Clan Cloud Cobra. The Adders relayed the information they had obtained in November regarding the Tanis system and were angered to learn that Khan Steiner had known about the resurrection of Clan Burrock for some time, including the defection of Upsilon Galaxy. The Cobra Khans offered no reason for keeping the information from the Adders, other than their own hopes to handle the situation themselves—and claiming the system for their own. Rather than ignite another petty war and alienate a needed ally, Khan N'Buta agreed to Khan Steiner's offer to fight a Trial of Possession for the system once it was retaken. The Cobras would begin pulling together their resources for an invasion but only after they had settled whatever issues had befallen their scattered holdings. As a token of good will, the Cobras gave to the Adders the current destination of the Burrocks' Zeta Galaxy: Nouveaux Paris. The Burrocks were after military resources and the wayward Hell's Horses Periphery station was reported to be stuffed with replacement parts, ammunition, and equipment.

SPREADING CONTAGION

In May 3073, the Hell's Horses Watch discovered evidence that part of its scientist caste was colluding with that of renegade Jade Falcon sect. As the reach of the SLOT virus slowly made its way into the Horse OZ, Khan Cobb tasked saKhan DeLaurel with the mission to locate and eliminate those scientists implicated in the scandal detected by the Watch. Because the renegade scientists had not attempted any type of power play—unlike what was ensnaring the Falcons—Cobb felt that targeted Annihilation was a better method than the bloodletting being carried out by the Falcons. [*While none of the other Clans had hard evidence the Falcons were involved in a systematic execution of their scientist caste, there was enough anecdotal evidence for the Horse and Wolf Watch to pick up on the situation. That, and our willingness to bargain information with them in order to secure our own interests. –SK*]

During the investigation, DeLaurel discovered that several prototype weapon projects, those deemed by the Clan Council as too risky or of limited use, had instead been continued in secret. The projects had been relocated to Falcon Scientist Etienne's Periphery world for continued experimentation and testing. Additionally, Horse genetic lines had been liberally traded among the Clans even before the Horse move to the Inner Sphere, without proper Trials and protocols. The possibility that several genetic lines were diluted or tainted in some way was a staggering proposition to the Horse leadership and made DeLaurel all the more determined to end the secret dealings.

[*In this instance, the SLOT virus attack actually assisted the Horses. Because of the failing HPGs and the destruction of the deep space HPG relays, word of the possible genetic taint could not reach back to the Homeworlds and stir up more trouble. It also hindered the spread of news of DeLaurel's mission, allowing the saKhan and her task force to often slip into a system. The Horse investigations could occur with little warning given to their prey, something that greatly helped the Horses track down the miscreant Society cells. If the HPGs had been functioning properly, those cells may have all but disappeared by the time the saKhan had arrived. –SK*]

The Wolves, however, had a more difficult time dealing with the suspected Society cells in their midst. Word filtered out somehow to the cells about the Wolf involvement in the destruction of the Kerensky genetic line. Incensed by the apparently childish actions of the Khan, one cell located on Zoetermeer unleashed a deadly chemical bomb on Iota Galaxy's main headquarters facility. Centered on the barracks, over half of the Seventeenth Wolf Regulars were caught in the blast and died a slow, lingering death. As the base scrambled to deal with the sudden terror attack, a group of Trueborn scientists emerged from the nearby research facility and opened fire. Only the timely arrival of Star Colonel Onyx and his command Star from the nearby firing range put an end to the massacre, though the research facility also went up in fire and ash.

Clan Wolf Watch Star Colonel Trevor Sradac, Zoertermeer's chief intelligence officer, recognized the attack for what it was. He ordered the remainder of the Seventeenth to conduct searches of the planet's other two research facilities. As the warrior approached their second objective, a DropShip blasted free and made its way to the system's nadir point where it docked with a merchant caste JumpShip. The Seventeenth followed and though eighteen hours behind, managed to arrive just as the merchant caste vessel departed. The DropShip appeared to jam the JumpShip's transmissions just before docking and the vessel jumped with no indication of its destination. It was nearly four weeks before the Watch located the vessel in Falcon space.

Star Colonel Sradac and his command Binary from the Seventeenth Wolf Regulars arrived at the Falcon world of Denizli six weeks later; their target had already made planetfall and gone to ground. As the DropShip reached the planet, the Jade Falcons challenged the incoming Wolf vessel. The exchange did not go well and the Falcons launched several fighters. The DropShip was destroyed as it entered Denizli's lower atmosphere.

In late June, the Jade Falcon Planetary Command Center exploded, unleashing a similar chemical blast as the one that had occurred on Zoetermeer. The blast wiped out the entire Falcon command presence on the planet, killing a Star of warriors and over 10,000 civilians from the chemical fallout. With Denizli now lawless with no commanding Falcon presence [*aside from a few merchant subfactors –SK*], the Society began to circulate the news that Denizli was a safe haven. Those scientists trying to stay one step ahead of the relentless pursuit of their Watch executioners began to reorient to the isolated Falcon world.

Hell's Horse saKhan DeLaurel's task force ran into several dead ends by the end of June. Several Horse warriors believed the Clan was actually immune from the renegade castes' influence, as there had been no



HONORLESS INVASION

[**Star Commander Pauline**]: I say again. Incoming Wolf vessel, state your intent and purpose for this unauthorized intrusion of Denizli airspace.

[**Star Colonel Onyx**]: This is Star Colonel Onyx of the Seventeenth Wolf Regulars in pursuit of a *dezgra* band of *surats* who have conducted heinous crimes within the Wolf Zone. Stand aside.

[**Pauline**]: Neg, Star Colonel. That is not our way—nor is it the way of the Clans. We do not have any such lower castes among our honorable citizenry. We do not harbor Wolf criminals here.

[**Onyx**]: I do not have time to go through this with a lowly Jade Falcon Star Commander. You will stand aside and allow us to conduct our ordered business. We will not bring harm to your precious Clan or your citizenry; we are not Ice Hellion trash.

[**Pauline**]: I believe you have a hearing deficiency, Star Colonel. This is a Jade Falcon world. There are no Wolf pups here. Any further persistence in this matter will only bring you and your Clan shame.

[**Onyx**]: So the Falcons collude now with lower caste *surats*? You cannot even keep track of who comes and goes on this planet? We know our quarry is among you. And we will seek them out and destroy them, with or without your cooperation.

[**Pauline**]: Threats will only take you so far, Star Colonel. And you have exceeded that line. This is your last warning: stand down, turn back, or arrive on Denizli in flaming pieces.

[**Onyx**]: Kiss my hairy ass, Falcon.

[**Pauline**]: Let the record show that this honorless invasion was provoked by a genetically-deficient Wolf warrior. May his death be one of lasting pain, knowing his pitiful cries wake nothing but the maggots awaiting his flesh. Raptor flight, you are weapons free.

—Communications transcript, *Denizli combat command; 13063073*

dramatic incidents on Horse worlds. [*These warriors conveniently forgot about the scant few holdings remaining in the Homeworlds, not to mention the scattered reports still being delivered to their Watch from the withdrawing Raven and Shark fleets. –SK*] What concerned the Clan more was the growing silence from their major supply station on Nouveaux Paris.

The few Society cells that had been trafficking genetic lines and technology had been tipped off to DeLaurel's investigation. Before going to ground, they notified a major cell that had been gathering at Nouveaux Paris. [*According to what scant facts we have gathered, these were Horse and Scorpion Society cells that had struck out from the Homeworlds over the last several months, hoping to make their way into the Inner Sphere via the Horse or possibly the Falcon OZ. For what purpose other than immigration, we will never know. –SK*]

The Society cell on Nouveaux Paris had acted back at the end of 3072. A targeted pathogen had been released in the military compound, incapacitating over half of the assigned garrison. Several more warriors were ambushed and killed if they resisted. Less than a Trinary of warriors managed to escape into the planet's wilds. Once pacified, the system—bursting with a large amount of Clan resources at this point—became an ideal forward colony for the Society and its Dark Caste allies. Many scientists converged on the world, some escaping the building war in the Homeworlds, others in search of solitude in order to carry out important and delicate research. With them came Dark Caste stragglers, Bandit Caste thugs, and warrior slaves captured from other Clans.

A Binary of Horse warriors for several months eluded those sent after them. They finally managed to capture and hole up in the HPG station and sent several messages towards the Horse OZ. Because two of the HPG relays between Nouveaux Paris and Ferris had been previously destroyed, only by chance did the *Blood Horse* intercept one of the last transmissions and send it along to the Hell's Horses leadership.

The valiant warriors were eventually killed. Once the HPG was back in the cell's hands, they initiated their own call for assistance, sent back along their Deep Periphery communications line. [*We still believe that these rebels had some form of HPG relay in place, utilizing a few of those systems not destroyed and several HPG-equipped JumpShips. It is the only way we can account for the apparent level of communication between the Dark Caste outposts like Tanis, Nouveaux Paris, and the Homeworlds. It is also the most logical way the Burrocks knew about the distress on Nouveaux Paris. We will never really know if this was indeed true or if some other technology was in use. –SK*]

In early June the Horses sent Eta Galaxy along with the *Black Knight* to rendezvous with the *Blood Horse*. On 5 July, the small Horse fleet arrived at their silent waystation



and was surprised to find a *Cameron*-class WarShip [*the* Tremor, *formerly the* Incense *–SK*] at the zenith point. The Burrock vessel, which refused all communication from the Horses, launched a large screening force that shadowed the Horse DropShip fleet to the planet. As the Horses began to enter the atmosphere, the Burrock squadrons attacked. Though the Horses were prepared for such an assault, they still suffered heavy damage before managing to establish a small landing zone.

At least two Clusters of Burrocks slammed into the Horses before a perimeter could be established. All pretense of honorable combat removed, the Horses fought viciously. Two Dark Caste Septs arrived under the cover of twilight and blew up one of the Horse DropShips, killing Star Colonel Kymma DeLaurel and turning the tide of the battle to the defenders' favor. The Horses managed to evacuate the bulk of the Thirty-ninth BattleMech Cluster, but little else.

The Horses were successful in one operation, however. A small Watch force, headed by Star Colonel Rex Malthus, slipped into the main warehouse zone that stored a large volume of ammunition and spare parts. Twelve hours later, several complexes exploded, setting numerous fires [*and more explosions –SK*] and forced the bandits to pull back or lose the entire zone.

As the Horses pulled back to the *Black Knight*, they were surprised again with the arrival of several Star Adder WarShips and JumpShips. The *Warlock* and *Absolute Truth* immediately burned in-system, escorting the bulk of Alpha and Beta Galaxies to the planet. Khan N'Buta sent a message to the retreating Horses and ordered them out of the Adder's way. [*It was less an order and more of a "find yourselves another orbit lest you get run over" suggestion. –SK*] Beta Galaxy's squadrons flew combat cover as Alpha Galaxy descended right on top of the scattering Burrock and Dark Caste defenders.

Loremaster:

Though it has been difficult with the loss of communications across our zone, we have been able to roughly track those targets fleeing our Annihilation crackdown. Many of those marked by the Khan's order have been moving towards Sudeten. More recently, the fugitives have also been noted as fleeing to Denizli, possibly in answer to the call put out by the rebel leadership after their coup.

We have, by your orders, let them flee. The wisdom in this is understandable. The Clan will await their gathering together before we carry out their sentence. It is more efficient to do so, rather than run them into the ground and risk losing them so they can cause future havoc.

What does concern us, Loremaster, is that some of these scientists are capable of latent damage. We do not think it is coincidental that four environmental domes failed on Roadside, killing over 250,000 civilians. Or that on Trell I, a deadly outbreak of Miller's Madness spread quickly among the population and forced a system-wide quarantine. Both of these incidents originated about a week after the known targets managed to leave the system on merchant caste vessels. What if others have set similar style of delayed attacks?

While I doubt our Watch can prevent such vile acts (aside from carrying out the Annihilations in a timely manner), the Clan would do well to be prepared for the worst.

—Clan Jade Falcon Watch Star Commander Ulysses, *Addendum 07073073*

The Burrocks had managed to rearm themselves in the two days it took the Adders to reach the planet, having free access to the undamaged portions of the Horses' stockpiles. [*The ammunition fires did limit the Burrocks from mounting their usual larger-bore weapons, which ended up dragging the battle out into the Adder's favor. –SK*] The Burrock Clusters then scattered into the nearby urban maze of Paris Prime, the main barracks and support services city that the Horses had built up over the last several years. Even with the hasty combat drop, the Adders faced a daunting challenge to root out their foes.

The Eighty-fifth Adder Cavaliers struck first, catching the bulk of the Eighteenth Warren Cluster in the open near a large copper quarry. The Cavaliers deflected a hastily set ambush by the Warrens and pinned the Burrocks in place as a Binary of aerospace fighters from the Tenth Armored Cavalry unloaded a full bombload onto their exposed positions along the quarry's roadway. The Warrens died to a warrior as the Eighty-fifth surged into the aftermath of the air strike.

The quarry battle was the only major engagement between the two forces over the next several days. Small battles raged in and among the vast complexes and warehouses of Paris Prime but neither Clan gained an advantage. In one particularly brutal engagement, Khan N'Buta and his Command Keshik found themselves surrounded by Bandit Commander Viceroy and his Ninth Sept. Viceroy managed to drop a reinforced rail depot on top of the Khan and two of his warriors before quickly withdrawing. The Keshik feared the worst as the Khan needed cut out from the cockpit of his *Night Gyr* but he quickly rejoined the fight. [*An impressive feat, considering Stanislov suffered four broken ribs, a shattered femur, and heavy blood loss. –SK*]

The Adder squadrons found and heavily damaged several of the Burrock's DropShips in the Seine Valley; the massed strike cost the Adders a good portion of their air cover. The Burrock's hopes for an orderly withdrawal were greatly diminished and a desperate plan hatched.

On 28 July, the Ninety-eighth Tanis Dragoons pressed against the Adder's grounded DropShips and communicated to N'Buta that they were in possession of a nuclear device. If the Adders refused to abandon their vessels and back off, the Burrocks would detonate it. The action would strand the Adders on Nouveaux Paris and possibly consign the Khan and his warriors to a slow death in an irradiated wasteland. Khan N'Buta had no choice; he ordered his warriors to leave the DropShips and pulled the Adder forces clear.

TRIAL OF CONVENIENCE

One of the smaller "secrets" that has come from this Clan-wide war is the fact that the Star Adders did not turn and slaughter the Horses on Nouveaux Paris when they had the chance. Considering the constant Reaving calls by the ilKhan and that the Horses were considered—by this point in time—a "tainted" Clan, the Adders would have done well to simply wipe out the remainder of the Horse outpost and the battered Eta Galaxy.

The problem was that of mutual respect. Khan N'Buta and Khan Cobb had formed a simple alliance of convenience many years prior; the Adders kept the Horse's invasion plans secret, and the Horses turned over several enclaves to the Adders. N'Buta mentioned to his staff several times the respect he had for the Hell's Horses and their attempt to enter the Inner Sphere.

Instead, the Adders approached Galaxy Commander Unther Cooper with an offer of revenge. The Adders had planted operatives on the retreating Burrock vessels; it was simply a matter of time for them to report back, through use of HPG relays or other communication methods, the Burrock location and possible destination. With such information, the Adders and Horses—both heavily damaged from the recent fighting—could intercept Zeta Galaxy and finish what they had both started.

It was a bold plan, and one that ultimately found success. But the collusion between the "tainted" Etas and the Adder leadership could be construed as something more by the more rigid Clan leaders in the Homeworlds. As such, Khan N'Buta would return to Sheridan with part of his force in tow and claim success. The remaining Clusters would be "loaned" to the Horses for the duration of the mission and return after its completion. N'Buta then promised the Horses that the Adders would not, if an invasion of the Inner Sphere was ever mounted, enter through the Horse OZ.

The deal was one of simple convenience, but also one that none of the Homeworld Clans would ever discover. The remaining Adder Clusters, the Fifth Assault and 191st Guards, would not return.

—Clan Ghost Bear Watch Star Captain Jerrod; *Deep Periphery Analysis 31013076*

The remains of the Burrock Clusters and the Dark Caste stormed the Adder ships once they were clear. They found that the Adders were forced to leave nearly two Trinaries worth of equipment from the Seventy-ninth Adder Dragoons on board the vessels. The remaining Bandit DropShips landed nearby, crews were transferred and divided, and the damaged ships scuttled with explosives.

The retreating force linked up with the *Tremor* and exited the system. Fortunately for the Adders, at least two Watch officers had successfully slipped onto one of the DropShips.

THE DEFAMATION OF ALBION

Early in 3073, Clan Blood Spirit had managed to quietly redeploy Omicron Galaxy's four new ProtoMech Clusters to Eden. The oversized Galaxy quickly overwhelmed the Star Adder and Hell's Horses enclaves, grabbing vital foodstuffs and parts. [*The Adders had taken control of the Horses' Eden complexes in mid-3071, as per their agreement. –SK*] The Spirits did not spare any of the Star Adders, removing them from existence in retribution for their Clan's actions on York. They then offered the captured Horses a choice: join the Spirits or face the same fate. The lower castes were warned that any trouble would result in immediate death as the Clan had no patience for troublemakers. The decision was an easy one for the Horse civilians.

With most of Eden secured, Omicron moved on to Arcadia and joined saKhan Constans Cluff and the remains of Omega Galaxy at the zenith point. [*Newly-minted Omicron Galaxy Commander Darrin Keller did play it smart and left the 171st Crimson Guards behind to keep an eye on the Cloud Cobras. –SK*] The reinforced Spirits moved in to assault the planet, only to discover that none of the Arcadian enclaves were active. SaKhan Cluff investigated further and found that none of the Clan holdings—Spirit, Cobra, Adder, and Viper—held *any* survivors. Most of the factories were stripped, resource warehouses emptied, and DropPads abandoned. The thousands of civilians who had been left behind died from exposure and starvation; only a few roving bands of Clansmen wandered the wastes between the various holdings. These survivors proved to be mostly insane *[from injections and testing, no doubt –SK*] and were shown Blood Spirit mercy.

Khan Boques ordered Omicron and Omega Galaxies to move on to Albion and strengthen the Spirit holdings there. With York a dying wasteland, their two colony worlds still struggling, and the other Spirit gains lost, the Clan was rapidly using up the few resources left to sustain itself. Albion had two things that would help sate the Clan: resources and a large contingent of Adders upon which to exact revenge. Or so they believed.

The Blood Spirit force arrived in late April and quickly secured orbit. The *Exsanguine*, only partially repaired from the brutalizing it had received at York several months prior, was challenged by the orbiting CCS *Hertzog's Staff* and *Nebulous*. Knowing full well the *Exsanguine* could not hold up against the Cobra naval defense, saKhan Cluff bargained down the Trial to a Star on Star duel, with the best of Omega Galaxy's pilots facing down similar warriors from the Cobra's Beta Reserve. The dogfight was ultimately won by the Spirits, securing safe passage to the world below.

Omicron Galaxy dropped on top of Indicass Beta, the smaller of the two remaining Adder enclaves. The Adders were caught unprepared for nearly four Clusters of ProtoMechs that swarmed the factory complexes and hastily reorganized their defenses. Galaxy Commander Keller quickly took advantage of the situation and cut the 1114th Gatekeeper Cluster in half. The Spirits secured the massive storage complexes in short order and began loading their empty DropShips with foodstuffs, parts, and other needed resources.

A week later, Omicron moved on to Indicass Alpha, an Adder holding of nearly a million civilians. The enclave boasted several BattleMech and battle armor factories and various processing facilities. Though ravaged by Dark Caste predations over the previous eighteen months, the Adders mounted a strong defense of their dying enclave.



ALBION CRUMBLES

The Indicass enclaves were all that remained of the Adder's vast hold of their system. In early 3072, the HPG had suffered a complete breakdown, rendering it worthless. Shortly after, a large Coyote and Dark Caste assault captured the Adders' main DropShip and aerospace facilities at Athens. The invaders then used a WarShip and a swarm of DropShips and fighters to destroy any vessels that entered the system, cutting Albion off from the rest of Homeworlds.

In early 3073, most of the bandits had left the system, save a small contingent of defenders that held Athens. They struck out at the Spirit and Cobra enclaves in targeted waves, bombing them bit by bit until only New Bergen, a small Cobra enclave responsible for the Clan's *Hydaspes* production. The Cobras had quickly absorbed the few thousand Spirit civilians who survived the firebombing of Ives, putting them to work in reopening the shattered mines outside the city.

The Cobras had sent the *Hertzog's Staff* and *Nebulous* to Albion in April with a small merchant caste convoy to scout the system and were in the midst of rebuilding New Bergen when the Blood Spirits arrived. Star Admiral Robert Spaatz cheerfully bombarded Athens from orbit once the information of the Dark Caste actions became known.

The Star Adders were on the verge of starvation, enacting severe rationing at the beginning of 3073. They had approached the Cobras at New Bergen and attempted to bargain for meager supplies. The Cobras, who were short themselves, could do little more than watch their allies begin to wither away.

As such, the Cobras were in no position to decry the Blood Spirit's actions after defeating the remaining Adder forces at Indicass Prime.

—Clan Diamond Shark Loremaster Semi Kalasa, *Annotation, 28073082*

The 286th Adder Sentinels rushed the Spirit flank as they approached the city, crashing through the Twenty-second Blood Cavalry and deep into Omicron Galaxy's rear echelon. The Twenty-first Crimson Guards reacted quickly and wheeled, trapping the remaining Nova between them and the beleaguered ProtoMechs of the Twenty-second. The 286th collapsed under the weight of the Spirit counterattack.

As the Ninety-eighth Crimson Guards breached the outer limits of the city, they broke through the crumbling Adder police cordons. Led by the remains of the 343rd Sentinels, the Clan civilians fell back from the Spirit onslaught, drawing the Crimson Guards further into the deepening urban canyons. Just outside one of the large OmniMech factories, the Adder defense stiffened. Caught well into the city, the Spirits realized their mistake too late; surrounded by hordes of armed civilians and backed up by the weapons of the 343rd, Star Colonel Nad Johns prepared to strike at the Adder line to the east, towards the distant ferrocrete pads of the main DropPort.

Before the Spirits could begin, the Adders dropped the city on top of them. Over twenty square blocks exploded with violence, collapsing heavy structures onto many of the Guards' 'Mechs. Over 7,000 Adder civilians perished in the ambush.

The Spirit advance halted as news of the disaster reached Galaxy Commander Keller. The last Adder aerospace Binary used the momentary confusion to conduct a low-level strike, dropping hundreds of tons of bombs across Omicron's Command Trinary and the First Blood Cavalry. The Adder fighters were then jumped by Blood Spirit fighters; in the resulting dogfight, only three Blood Spirit warriors survived.

Keller began to withdraw the Blood Spirit forces. The original objective was to capture several key locations within the city in order to grab needed resources and equipment. The Spirits knew after the ambush that the campaign would be a costly one with no guarantee of victory. [*With untold thousands or millions of civilians armed to the teeth, it is a prudent move for a Clansman to withdraw. –SK*] Once the remainder of Omicron was safely removed from Indicass Alpha, Keller gave the order and the *Exsanguine* unloaded all available batteries into the city. [*The WarShip had been maintaining a support orbit with the Galaxy, so the bombardment started within minutes of Keller's order. It caught the Adders completely by surprise. From hindsight the move seems rather excessive and wasteful, but taken in the context of how the Adders treated York, it is entirely possible Keller somehow justified it in his mind. –SK*] Within minutes the city was catastrophically crippled.

After the Spirits finished with Indicass Alpha, the *Exsanguine* moved to Indicass Beta and repeated the process. Once completed, the Blood Spirits left what remained of Albion to the stunned Cloud Cobras.



SCORPION GAMBIT

Clan Goliath Scorpion had quietly pulled back after their losses on Huntress, Brim, and Marshall. Albion was a complete loss early on, their newly-won enclaves unfortunate targets by the Dark Caste raiders. Demoralized with the additional contact loss of their enclaves on Dagda, Delios, and Foster, Khan Suvorov thought it prudent to mimic the Star Adder and Steel Viper strategy: pull in, consolidate, and then strike out with pointed force. [*While the Clan did know of the loss of its mines on Dagda from Hades' explosion, it had no word from its two major undersea manufactories. –SK*]

The Scorpions were forced to move in March of 3073. Word reached Khan Suvorov that the Scorpion enclaves on Foster were fighting for survival against a Coyote siege. In mid-March, Gamma Galaxy arrived at Foster and immediately made for the planet. The *Lei Kung* and *Collerane* settled into orbit as the rest of the Galaxy's DropShips dropped to the planet below. The last Scorpion enclave, Pillar Prime, had been surrounded by the Coyotes' Delta Galaxy. The Coyotes had mounted several artillery units on two hills overlooking the vast industrial center and were methodically shelling the large BattleMech facilities. The defending Eighth Scorpion Grenadiers had long since been destroyed [*on Brim –SK*]; the Coyotes seemed content to close off the city from the nearby agro domes and DropPort and destroy, piecemeal, the reason for the enclave's existence.

Loremaster Kyrie Ben-Shimon led her Galaxy into a frenetic charge [*reports that the Loremaster had encouraged excessive necrosia usage before the battle explains much here –SK*] against the Coyotes' southern flank. The charge quickly overwhelmed one of the artillery positions and the Coyotes quickly pulled back. Flushed with their easy victory, the Scorpions paused on the hilltop.

The momentary exposure was enough for the elite strike aerospace Binary of the Sixty-seventh Assault Cluster, already on their way to provide support, to flatten the hilltop and most of the Sixteenth Scorpion Dragoons. The Loremaster's own Third Cuirassiers chased off the Coyote flyers, but the damage was done—and precious momentum lost.

The rest of Gamma Galaxy pushed off the hill and pursued the withdrawing Coyotes. The remainder of Star Colonel Neal Hill's command stiffened, halting the Scorpion pursuit and engaged in close-quarter battles among the broken forest landscape. Unfamiliar with several of the new BattleMechs and ProtoMechs encountered, the Scorpions were slowly whittled down; with the arrival of the Ninth and Thirty-fourth Strike Clusters, the Scorpions were crushed.

As the Clan's ground and atmospheric forces were overwhelmed, both Scorpion WarShips found themselves also on the receiving end of Coyote violence. The system's small SDS activated as the two vessels swung near and launched several spreads of anti-ship missiles. [*The SDS was previously under the control of the Fire Mandrills but was now in the hands of Clan Coyote. –SK*] The *Collerane* suffered a direct strike to its starboard magazines and lost complete power. The *Lei Kung* managed to shrug off the first and second waves as Coyote fighters arrived from the planet below. The Scorpion WarShip destroyed nearly seventy-five percent of the system before it received a critical blow to its aft quarter from a daring aerospace run. Its main targeting systems damaged and half of its DropShip escorts destroyed, the *McKenna*-class vessel could do nothing to retrieve its battered ground forces. As the last of the Third Cuirassiers docked—without the Loremaster, whose *Khirgiz* had plunged into the planet's surface—the Scorpion force withdrew and returned to Roche.

The slaughter of Gamma Galaxy and the loss of their Loremaster further inspired the Scorpions to reassert themselves in the Clan Homeworlds. After Colin Yeh claimed the vacant Loremaster position, Khan Suvorov ordered the bulk of the Clan's fleet to Foster. The Alpha Naval Reserve Star [*A hastily organized Star consisting of the* Atropos, Serket, Corona Borealis, Bernlad*, and* Auriga. *–SK*] escorted Beta and the remains of Gamma Galaxy to the system in June 3073 and to their surprise, found it empty of all but the Steel Vipers.

Seeking some sort of victory, the Scorpions declared their intent to seize the Viper's two largest enclaves, Adele and Firebase Nu. Both locations were important industrial zones and would help the Scorpions quickly rebuild from their previous visit to the system. Star Colonel Ollos agreed to the forthcoming battle and granted the Clan safcon to the rocky plains outside Adele.

The 144th Phalanx did well holding the line against the Twenty-second Scorpion Uhlans. As the Trial concluded, a Scorpion MechWarrior placed its *Timber Wolf* 's barrels against the cockpit of Star Colonel Ollos' *Crimson Langur* and incinerated the Steel Viper officer. [*Interestingly, it was discovered later that the warrior in question was a former Inner Sphere warrior from the Eridani Light Horse and had, against the reported advice of her superior, ingested necrosia during the battle. Apparently it did not agree well with her and she acted without honor. The incident was, unfortunately for the Scorpions, well documented by the Vipers and became that Clan's latest catalyst in its orgy of purging their declared "Taint." –SK*] Enraged by the lack of respect and honor for their commander, the Vipers declared the Scorpions *dezgra* and overwhelmed the Uhlans, crushing them completely.

Khan Suvorov, caught off guard by the Viper's sudden assault, ordered the First Cateran Cluster and the remains of the Third Scorpion Cuirassiers to attack Firebase Nu as the *Atropos* and *Bernlad* moved into support positions. [*Khan Suvorov later admitted she was unaware of what exactly had occurred at the end of the Trial except that the Uhlans had admitted defeat. The actions of the 144th were completely unacceptable from her viewpoint, hence her equating them to bandits and authorizing orbital support as necessary to defeat them. –SK*] The 144th Phalanx could not hold back the Scorpion assault and pulled back, abandoning the firebase. Star Colonel Petere consolidated the 144th and the 167th Fang at Adele, occupying the large fortress that guarded the main approach to the city. The *Bernlad* opened up its main guns, bombarding the Viper's defensive position from orbit. With their defenses shattered, Adele quickly fell to the Scorpions.

SPREADING OF THE TAINT

My Khans:

We have located the requested battleROM footage from Foster. Merchant Factor Turhan recognized its value and managed to secure it from the salvage near Adele. Loremaster Stoklas has analyzed the footage and the codices of the warriors involved. He has determined that the Scorpion warrior Linda did purposely place her weapon pods on Star Colonel Ollos' cockpit assembly and fired with malice. This action occurred two minutes after the formal declaration of the end of the Trial initiated by the Scorpions.

The fact that said warrior was under the influence of the poisonous concoction used by the Scorpions is of no excuse for the dishonorable action. What has been noted—and should be of interest to you both—is that MechWarrior Linda was an *abtakha* from the Inner Sphere mercenary unit, the Eridani Light Horse.

That such an action occurred is disappointing from a Clan of Kerensky. That it was done by a Spheroid—from a mercenary unit, no less—is egregious. There had been rumors and speculation that the Scorpions had absorbed the remnants of the mercenaries on Huntress, though many of us had simply hoped they had simply been destroyed.

All of the relevant information has been attached for your perusal.

—Clan Steel Viper Watch Star Captain Emile; *After Action Report: Foster—addendum 29073073*

SaKhan Grimani:

It is apparent from this report that the Scorpions have been irredeemably tainted. I have noted that Khan Suvorov had been present at the battle on Foster and did nothing to stop the dishonorable actions of her warriors, despite her claims that she was unaware of the incident in question at the time. That the Scorpions have even allowed such Spheroid lowlifes into their warrior caste is reprehensible; their excessive use of orbital bombardment is inexcusable. Therefore, we will begin Reaving the Scorpions as they cross our paths. Once we have strengthened our holdings and removed the remains of the Inner Sphere Clans from the Homeworlds, we will deal with those Clans still among us that have tainted themselves with Inner Sphere *isorla* and so-called *abtakha*.

—ilKhan Brett Andrews, *Private Addendum, 30073073*

After replenishing their losses and merging Gamma and Beta Galaxies together, the Scorpions arrived at Glory in September 3073. They found the shattered remains of Kindraa Mattila-Carrol barely hanging on to Portage after repeated strikes from the nearby Steel Vipers. With Khan Suvorov having returned to Roche, saKhan Kelton Myers moved to assist their beleaguered allies.

As the Scorpion fleet moved to orbit, they were immediately opposed by the Steel Vipers. [*By this time, the incident on Foster was known to most of the Viper command. –SK*] The *Ophidian* and *Silver Snake* [*an* Aegis-*class brought out of the Vipers' naval reserve cache at New Kent –SK*] intercepted the approaching intruders and declared their presence as *dezgra*. Without waiting for a reply, the *Ophidian* then opened up at range and savaged the *Auriga*. The two fleets erupted with fighters and DropShips as the Scorpions quickly defended themselves.

The battle was brutal. The Viper vessels did their best to disrupt the Scorpion landing, losing the *Ophidian* but managed to destroy the *Auriga*, *Serket*, and *Corona Borealis*. The *Silver Snake*, heavily damaged, shepherded itself and the Viper's remaining fighters to the far side of Foster's primary moon.

SaKhan Myers landed Beta Galaxy near Portage, joining the battered remains of Kindraa Mattila-Carrol. Emboldened by the influx of forces, Khan Amanda Carrol laid out a plan to strike Ettiau, the Viper's main holding near SLF-32.

On 30 September, the Mandrills fired upon the Ninety-third Assault Cluster's position west of SLB-32. Star Colonel Anders Breen moved to intercept the Mandrills, hoping to gain honor by crippling or even destroying them. The Trinary left behind was then overwhelmed when Scorpion fighters from the Third Cuirassiers dropped several tons of bombs over them. Their defensive positions awash in flames, the Tenth Scorpion Dragoons then swept in behind the Ninety-third and crushed them against the surging Mandrills.

The two Clans soon discovered that the Brian Cache had been emptied by the Steel Vipers. Though unable to properly



STEINER'S FOLLY

After their confrontation with the Star Adders regarding the Tanis worlds, the Cobra leadership knew action needed to be taken. There was much glory to win by defeating the growing foe in the Tanis system; doing so before the Adders had time to prep their own assault would net them several technological gains. The treasure trove of power was just out of the Cobra's reach; removing the Dark Caste threat through decisive action and a string of military victories would vault the Clan into a position of power within the Grand Council.

The Cobras launched their invasion of the Tanis system in late 3073. Khan Steiner led Delta and Epsilon Galaxies into the system, escorted by the *Consequence*, *Cataclysm*, *Second Coming*, and *True Sight*.

When the Cobra fleet arrived at the zenith point, they were welcomed with the presence of an ancient *Olympus*-class station and the *Prinz Eugen*. The shock of seeing the Clan's prison ship stunned Star Admiral Rufus Kardaan for critical seconds. In that short span of time, the orbital station unloaded a devastating capital missile salvo. At least two Septs of fighters and DropShips followed.

The *Second Coming* reacted too late and took the full brunt of the first salvo. The *McKenna*-class WarShip charged forward, its bulk turned to shield the rest of the fleet from the station's follow-up attack. As it closed, Kardaan rolled the vessel and fired continual broadsides into the *Olympus*. As the two objects slid into short range, the space station broke apart.

As the *McKenna* charged forward, the *Prinz Eugen* slid underneath and engaged the *Consequence* at range. The Cobras were stunned for a second time as they found their energy salvos seemingly scatter across the hull of the former prison ship. Grasping quickly the danger of the situation, Star Commodore Brittany Hobbes ordered the rest of the Cobra fleet to hammer the *Eugen* and launched several DropShips and fighters as harassers. With the *Olympus* out of the fight and the few Bandit Caste fighters quickly falling to Cobra guns, it was only a matter of time before the *Eugen* was boxed in and then destroyed. Khan Steiner ordered the fleet to let it drift away, untouched and unsalvaged.

The *Second Coming* was out of the fight with a cracked K-F drive and partial power. It disgorged its remaining DropShips to follow the fleet in and provide support. [*The* Second Coming *was later seized by Tanite and Society marines and partially repaired over Alexandra. –SK*]

Two days later, the Cobra force approached Stacha at a high-G burn; the Khan was intent on committing the Cobra warriors to battle as soon as possible. The Clan grounded Delta Galaxy with a hard combat drop on one of the main fortress locations originally built by the Clan nearly a century ago. After a brutal firefight through the mountain passes, the Cobras reached the fortress walls. Khan Steiner ordered Delta Galaxy to occupy the position and await further orders. The Khan had led Epsilon Galaxy on a similar assault on Endico Station near the polar cap, intent on seizing the former Cobra research station. It was the last the Clan heard from their Khan.

Delta Galaxy held out against three separate onslaughts by various Dark Caste forces. Most of the planetary defenders consisted of infantry and conventional vehicles and fighters, backed up with advanced BattleMechs. The Tanites finally dropped a small nuclear device on the fortress, wiping out over two-thirds of the Galaxy in one stroke.

Star Admiral Hollyann Kardaan ordered both the *Consequence* and the *Cataclysm* to bombard the nearby city of Sydney, covering the retreat of Delta Galaxy's survivors. With Epsilon Galaxy and the Khan missing and presumed dead, the Cobras regrouped and withdrew from the system.

—Clan Star Adder Scientist Historian Laurent, *Tanis System—3073, 16093075*



rearm, Khan Carrol ordered the two Clan forces onward to Ettiau. SaKhan Myers publicly challenged the Khan's decision, arguing for settling in and bringing in supplies and munitions from Portage. Unwilling to back down, the two Khans moved to settle their differences on the field of battle.

As the Trial of Refusal unfolded, the Steel Vipers struck.

A Binary of fighters from Second Fang raked the assemblage, catching several from the Seventy-first Firestorm Cluster and the Tenth Dragoons off guard. As the Scorpions and Mandrills scrambled to react, the rest of Second Fang slammed into the Scorpion flank. With Khan Carrol dead, the Mandrills broke in disarray, fighting in small pockets but eventually overwhelmed. The Scorpions rallied near their wounded saKhan and pushed against the Second Fang and the arrival of the Thirty-eighth Phalanx. Withdrawing from SLB-32, the Scorpions called down support from the *Atropos*. The orbital strike broke the Second Fang's assault and allowed the Scorpions to retreat to their grounded DropShips.

Unable to dislodge the Vipers, the Scorpions Absorbed the Kindraa Mattila-Carrols' civilians at Portage and prepared for a counterassault.

Khan Suvorov, concerned with the dramatic losses of resources for the Clan, began to look for other alternatives. Ice Hellion Khan Connor Rood's arrival at Roche in November 3073 opened one door. In 3074, the return of Third Scorpion Seekers provided another.

In November 3073, an Ice Hellion merchant vessel arrived at Roche carrying Khan Connor Rood. The Hellion Khan had come to discuss the possibility of merging the two Clans. Initially insulted by the implication the Scorpions were weak, Khan Suvorov nonetheless allowed the Hellion leader to continue. Rood was open and frank regarding the Hellion's precarious status; the only options left for the health of the Clan was to either be Absorbed or Annihilated in a Grand Council power play, or seize what control remained over the Clan's fate and negotiate some form of merger.

The Scorpions were surprised with the honesty shown by the Hellions. Recognizing that the Clan would provide an additional Galaxy of troops, two factory complexes, and another half-dozen support facilities for nearly no cost to the Scorpions, Khan Suvorov considered the Hellion offer. SaKhan Myers initially opposed the idea and argued that a merger implied equality from both parties. The Hellions were decidedly weak; the Scorpions could forcibly Absorb the Clan with few losses. After some discussion, the Scorpions offered to Absorb the Hellions. Recognizing it was the best offer the Clan would receive that would preserve his people, Khan Rood agreed. Before the Absorption could occur, however, both Clans would put the issue before their Clan Councils.

In late November, Khan Suvorov took the Twenty-fourth Cuirassiers to Shadow in an attempt to communicate with whatever remained of Clan Fire Mandrill. There was nothing left of the Clan on their former Homeworld; orbiting the planet was a major Clan Coyote fleet that refused to respond to the Khan's repeated communications. Unwilling to face down a complete Naval Star with only the *Hephaestus*, Suvorov gathered what intelligence she could from the system nadir and then moved on to Dagda.





STELLAR SYSTEM WAYPOINT 531

[*Subfactor Helmes, please remind your historians to simply record the facts and not expound in some form of literary fashion. While the correlating logs and abstracts are included, it is unseemly that such flair is used for what is to be a factual highlight summary. We are not Clan Star Adder. –Factor Germon*]

Waypoint 531 shows up on early stellar cartography due to the relentless colonial expansion of humanity in the early days of the Terran Alliance. It is unremarkable save the loss of the THS *Yosemite*, a colony JumpShip that crippled its K-F drive in 2499 searching for a new colony world. With a red giant at its core, the only other stellar bodies in the system were a series of four large asteroids ("The Brothers") in varying orbits around the star.

The *Yosemite* and its cargo perished not long after its arrival, a lost footnote in the colonization history of the Hegemony. ComStar actually located the ghost ship in 2833, stripping it of viable technology (and DropShips) and leaving it to die in the star's relentless solar winds.

During the Clans' slow expansion, Waypoint 531 was visited by Clan Blood Spirit in 2880 as part of that Clan's limited exploration mission. Since then, the only other visitors to this insignificant dot on the stellar charts were an occasional Bandit Caste vessel on its way to raid the nearby systems of Nueva Castile.

Sometime in the late 3060s, a Word of Blake Explorer Corps ship arrived and verified the system was empty; within two years, a small space station was established in wide orbit around one of The Brothers. The station boasted minimal defense systems and was slowly built up with ammunition, BattleMechs, spare parts, and other tools of war.

In early 3073, several WOB JumpShips arrived on the outer edge of the system. Precentor Irene Gillick, concerned with the loss of contact with her superiors in the distant Protectorate, had pre-emptively gathered up and moved the bulk of the Word's personnel and supplies within Nueva Castile to Waypoint 531. Part of the Word's logistical preparations for an invasion of the Pentagon worlds, the total force gathered at the small station contained enough supplies and materials for a full Division. What Gillick planned to do at that point remains unknown.

In July 3073, a Dark Caste flotilla arrived and was surprised by the Inner Sphere JumpShips gathered at the jump point. The bandit fleet, escorted by the damaged *Fuchida*, reacted faster than the Blakists and swarmed the Spheroid vessels. With minimal fighter coverage and nothing to face even a partially functioning WarShip, Precentor Gillick surrendered after only one pass gutted two of her JumpShips.

The Bandit leader, known only as Jaguar, made use of the Blakist windfall. The prisoners were traded to the Tanites for food and other supplies. The stored equipment was put to use in bolstering Jaguar's bandit force; several of the Blakist designs were noted in raids across Nueva Castile and the Hanseatic League, as well as strike-and-fade raids on several Clan worlds.

In November, the *Andromeda* arrived with the Third Seeker Cluster on its return to the Clan Homeworlds from distant Rim Worlds space. They noted the presence of what appeared to be a derelict *Mako*-class WarShip near an orbiting space station. The Seekers approached the asteroid cluster openly, believing they had discovered an ancient Star League cache. When the WarShip moved to engage, disgorging a few fighters and DropShips, Star Colonel Enrique Yeh threw the small Scorpion force into the fray. The *Fuchida*, in its damaged state, fared poorly against the eager *Andromeda* and the Seekers dispatched what few bandits were in the system in short order.

After inventorying their conquest, Star Colonel Yeh left a Binary of fighters behind to guard their prize and returned to Roche with news of the find. It turned out to be the final piece required for Khan Suvorov's plan to salvage the Clan and its future.

—Clan Goliath Scorpion Scientist Historian Edward, *Summary Archive Report 18103075*

SCORPION POISON

With the recent reports of the Scorpion actions in the Deep Periphery, it is our conclusion that Clan Goliath Scorpion is indeed infected with the Taint that has plagued those other Clans touched by the Inner Sphere. The evidence is incontrovertible and so is the conclusion.

Undeniable evidence:

- The Clan violated proper protocols by not abiding by the results of the Trial on Foster, a Trial legitimately won by the 144th Phalanx.
- The Clan, through its Seekers, has had run-ins with pirate bands and Inner Sphere exploration missions along the Spheroid border.
- The Clan has absorbed nearly a battalion of Spheroid mercenaries, elevating most of them to warrior status in the Clan and has even validated the use of their surnames.
- The Clan used Spheroid deception-like tactics in its reconnaissance missions to the Castile worlds, acting like common bandits.

Such actions are unbecoming of a Clan of Kerensky. Our recommendation is thus: the Clan must be Reaved.

—Clan Steel Viper Loremaster Arthur Stoklas, *Watch Summary Goliath Scorpion 20123074*

At Dagda, Suvorov discovered a system in decline. The planetary ecosystem was unstable, due to apparently prolific orbital bombardment. With several of the undersea domes shattered and the eruption of Mount Hades on Satan's Table, very few Clan holdings were still functioning. [*The Goliath Scorpion mines were destroyed by Hades' explosion in late 3072. The loss of nearly 60% of their mineral and ore materials had severely hurt the Clan's production since then. –SK*] The Scorpions only managed to make contact with Fire Mandrill Star Colonel Hampton Schroeder near Folke. The few Mandrill survivors [*note these were mostly warriors, scientists, and technicians –SK*] were crammed into every available space on the *Hephaestus* and her DropShips, and Star Colonel Schroeder agreed to the Absorption-style offer made by the Scorpion Khan. A brief Trial of Possession was fought between the two leaders, with Suvorov knocking the Star Colonel unconscious after going several rounds in a boxing match.

The Scorpions sent three more convoys to Dagda to remove as many of their newly-gained civilians as possible. In late January 3074, the four JumpShip fleet was jumped by a Bandit Caste force and destroyed as it was preparing to depart. Over ten thousand civilians were killed.

The Clan convened its Council in February and the Khans put forth the tentative agreement bargained with Clan Ice Hellion. Recognizing the value of the additional Clan and its resources, especially in the light of the recent disaster at Dagda, the Council voted with an overwhelming majority to support the Khans' decision. Word was sent to the Hellions and, in March 3074, after a brief but intense Star-on-Star battle between the Clan Khans, the Scorpions emerged triumphant and formally absorbed the entirety of Clan Ice Hellion and its remaining holdings on Hector. [*It is worth noting that Scorpion saKhan Kelton Myers was killed in the Trial. –SK*] The united Clan then voted Connor Rood as the new saKhan for Clan Goliath Scorpion.

Concerned with the observed instability that rippled through the Homeworlds, both Khan Suvorov and saKhan Rood agreed that the Clan must move beyond its cradle worlds. With the discovery of a large cache of war material at Waypoint 531, the Scorpion leadership knew that it could execute a quick war of conquest of a Deep Periphery state rather than expend dwindling resources on risky exploration missions. Plans were made to invade and conquer the systems of Nueva Castile.

THE GOLIATH DECEPTION

SaKhan Rood was charged in April 3074 to take a small task force and reconnoiter the systems of Nueva Castile. While it was believed the technology level of the small space nation was paltry, the Clan would take no chances.

The Scorpions arrived at Waypoint 531 in June 3074. SaKhan Rood commanded Beta Galaxy and had the *Bernlad*, *Lei Kung*, and *Karttikeya* as escorts. Upon arrival, there was no sign of the Third Seeker Binary that had been left behind. There was, however, a battered *Black Lion*-class WarShip present, its crews in the process of transferring the bulk of the cache to its holds.

Aghast at the presence of the WarShip—its ID codes registering it as the CSJ *Streaking Mist*—the Scorpions hesitated before Rood ordered to engage. The *Mist*, missing nearly 75% of its armament, still posed a dangerous threat and would end Myers' mission quickly. The Scorpion task force widened its approach vectors and attacked.

The *Mist* refused all attempts at communication and evaded most of Star Admiral Torie's attempts to box it in.



It dealt significant damage to the *Bernlad*'s aft and engine decks and slipped to the nearby jump point. The *Mist* then vanished, taking half of the cache with it.

Forced to adjust his plan, Rood moved the rest of the cache's weapons to the DropShips of the *Lei Kung* and reassigned the First Cateran Cluster to the inferior BattleMechs and vehicles. The saKhan's first mission began in July.

Jumping to Cordoba on the fringe of Umayyad space and well outside the normal jump points so as to not be discovered, a DropShip containing a Trinary of Caterans made the long journey to the world. The voyage allowed the Clansmen to monitor the sporadic radio broadcasts from the planet for intelligence. When the vessel grounded nearly three weeks later, the Trinary split up and raided several settlements. The command star was intercepted by two lances of primitive BattleMechs and vehicles; the Clan warriors expended little effort putting them down. The "raiders" rounded up a few area leaders and then departed on the long voyage back to the jump point.

While the Cordoba raid was underway, the *Kung* had moved on to Valencia and repeated the process. By the end of September, the Scorpion raiders had managed to hit six worlds, including Castilian and Umayyad outposts, collecting various civilians and intelligence on the tiny nations. Rood had enough information near the end of the year to know that the Castilians and Umayyads were under a temporary truce, with several of their regiments moving towards Hansa space in some form of revenge assault.

By the beginning of 3075, the Scorpions were ready to invade but circumstances coming to a head elsewhere would delay their plans.

VENGEANCE ON VINTON

In January 3073, Clan Diamond Shark had largely moved most of its touman towards fresher waters in the Inner Sphere. Vinton was the Clan's last Homeworld bastion, defended by the CDS *Deal Breaker* [*She was a* Samarkand*-class carrier we activated from our Vinton naval cache. It was, sadly, the only one of the small cache we could get into proper order and crew; the other two vessels had suffered too much damage from a passing comet in 3011. –SK*] and the Eleventh Strike Cluster. Before the final mass convoy had left in 3072, Loremaster Semi Kalasa had authorized the opening of the last two merchant warehouse complexes on the planet and had granted all Trueborns who wished to retest as a warrior the right to do so. [*The test was simple; win a wrestling match against one of the Eleventh warriors. I had to maintain some semblance of Clan decorum, after all. –SK*] With nearly seven million Clansmen still on the planet, the Clan added over ten Clusters of warriors to Vinton's defense. The large response quickly exhausted the Shark merchant warehouses and the caste sped up the production of *Piranha*s, *Mad Cat II*s, and *Grendel*s, along with battle armor assembly, in order to properly equip the Vinton Defense Clusters.

The Loremaster's departing orders proved prescient. In late August, a large Coyote task force arrived in the system and began invasion procedures. Galaxy Commander Trevor Rodriguez activated the planet's SDS and prepared for the worst.

The Shark SDS made short work of the *Courage* and the *Broken Sea* before it was disrupted by some form of transmitted network virus. The *Deal Breaker* gutted the *Honor of Ages* but was smashed aside by the *Blood of the Coyote* while several Stars of fighters destroyed key components of the SDS. Once the system was completely offline, the path was clear for Delta, Epsilon, and Rho Galaxies. [*Accompanying the Coyotes were at least three Clusters of Society forces as well, though none of them were front line units. They swarmed across Vinton's landscape, poisoning our people and conducting* dezgra *assassination attacks. –SK*]

The Coyotes created two beachheads, one near the empty cache SLB-28 and one on Aquatine Island. Galaxy Commander Rodriguez did not hesitate, throwing the First and Fourth VDC at Aquatine Island. The two Clusters made the short underwater journey from nearby Ophilia Island and surprised the Coyotes long enough for the Fifteenth Cruiser Cluster's Attack Squadron to strafe the enemy's DropShips. The Coyotes responded without warning as the *Blood of the Coyote* vaporized Ophilia Island and half a million civilians.

Stunned by the Coyotes' action, the First and Fourth VDC lost all cohesion as they pressed forward in battlefield lust. Uncoordinated but fearless, the Sharks were cut down piecemeal though they sold themselves dearly. The Coyote's Ninety-fifth Strike Cluster was destroyed in the fighting.

At the abandoned cache, the Coyotes dug in and then spread themselves out as saKhan Clearwater landed with the task force's command staff. They quickly captured the nearby refineries and then the larger settlement of Venice. Within a week, Clearwater's force had secured nearly three quarters of the Askalon continent and its *Mad Cat II* factory. The Sharks threw several VDC strikes at the expanding Coyotes with little effect.

In a desperate gamble, Rodriguez led a Trinary through the heart of the Mako Mountain range, utilizing the large lava caves that honeycombed the ancient mountains. The small Shark force managed to penetrate deep into Coyote territory without being detected. The lava tunnels cut near SLB-28, the Trinary's objective.

Early in the morning on 31 January, the Sharks launched a major offensive at Pearl City, where the *Mad Cat II* complex resided. Four VDC BattleMech and one infantry cluster dropped from fast-moving DropShips into the city, savaging the Fifty-eighth Battle Cluster and destroying a major tank farm. As the Coyotes moved the bulk of Epsilon Galaxy to Pearl City, Rodriguez's Trinary blew the back wall of SLB-28 and surged through the complex into the heart of the Coyote headquarters. Though none of the Shark warriors survived to withdraw, they destroyed most of the invader's command and control and devastated the Forty-ninth Battle Cluster.

As the ground situation boiled, fourteen DropShips and several small craft lifted from the Sharks' polar base. The swarm, which contained two Inner Sphere *Excalibur* DropShips, launched a devastating counterstrike on the *orbiting Blood of the Coyote*. The *Cameron*-class battlecruiser took severe damage from the assault and was forced to withdraw as the *Windrunner* intervened. Most of the Shark strike force did not return to Vinton.

Emboldened by their successes, the Sharks continued to push back at the Coyotes through February. The invaders were able to win the battle of attrition and, by mid-March, had captured all of the major cities on the planet. The lone holdout was Verne, a deep-water dome sunk in the Razor Sea and protected by the remains of the Second VDC and a Trinary of Undine. Rather than dig out the embedded Sharks, the Coyotes proceeded to strip the world of its materials and resources. SaKhan Clearwater departed the world by the end of March with the *Blood of the Coyote* and both Rho and Epsilon Galaxies. Delta remained to conduct a careful selection of civilians for deportation; those who resisted were eliminated. Those who were not chosen were left to die. As the last of the Coyotes departed in July 3074, the *Windrunner* bombarded several of the larger cities, setting mass fires that ripped across the dry landscape. Vinton burned.

PUNISHING PRIORI

In late November 3073, Khan Stanislov N'Buta sent Gamma, Mu, and Sigma Galaxies to Priori. With the world out of touch for nearly two years [*according to the Adder merchants, no vessel that went there returned –SK*], it was time for the Adders to move. The Clan was in need of its resources, especially its orbital facilities and large volume of foodstuffs. The Clan leadership expected the worst.

Led by Loremaster Fletcher Daniels, the large task force arrived at the system zenith point and immediately began to burn insystem. Awaiting them was a sizeable defensive force under the banner of Clan Burrock. The Adders were surprised to find three of their previously mothballed reserve vessels now orbiting the planet along with a *Black Lion*-class WarShip, identified as the *Streaking Mist*. The planet's defense was supplemented by a small SDS system [*this was a small defense system originally put*

FIDDLING WITH FIRE

Looking back, the most obvious question is why most of the Clans did little to purge the caste revolutions that swept through several Homeworlds?

It is not an easy question to answer.

The primary difficulty was the matter of adjustment. Over two centuries of a near-constant reliance on "the way things are" fostered an unspoken reliance on near-instantaneous communications between enclaves. With many worlds boasting two or even three HPG stations, plus many HPG-equipped JumpShips and WarShips, such communication became a de facto occurrence. When REVIVAL was under way, the Invading Clans were forced to adjust to the longer time differential between their Inner Sphere conquests and the Homeworlds. Many valuable resources were devoted to creating HPG relay strings to help expedite the process, including enabling Clan leaders to virtually attend Grand Council sessions.

Take away that key underpinning of Clan society and there is major disruption.

It is akin to the philosophical theorizing by the late Twenty-third century sociologist Dr. Julie Miller. One of her key questions was how modern society would react if a man-made essential such basic electricity had suddenly been removed. At the time it was a thought exercise that spawned much debate in the Hegemony's academic circles and was even documented on a few colony worlds. Dr. Miller theorized that society would possibly experience confusion, fear, loss of direction, anger, and/or upheaval in some form; the exact direction would be determined by societal factors in play before the change.

In the case of the Clans, most of Miller's theorizing proved true. Some Clans, such as the Steel Vipers and Star Adders, pulled back into a protective mode, reaching out through various channels to test the waters around them and carefully formulating a plan of action. Others, such as the Ice Hellions and Fire Mandrills, entered a state of near-panic due to the absence of a larger portion of their warrior caste.

Those Clan cities and enclaves that reacted poorly to the sudden loss of communication were then ripe for assault from the Society and its allies. So when those Clans who were more prepared sociologically finally emerged with directed action, there was a significant change in the landscape across the systems of the Homeworlds.

—Clan Cloud Cobra Scientist Historian Kyle, *Upheaval Period Summation Report, 25113076*



in place by the Adders –SK] near the Clan's former shipyard. Though none of the Burrock vessels moved to intercept the incoming Adder force, it was obvious the usurping Clan was ready for them.

The two naval forces crashed together near Opal, Priori's second moon. Burrock Star Admiral Kirc Van Houten used the Opal as an anchor point and deftly outmaneuvered his outnumbered fleet to a superior position. The Burrocks concentrated their firepower on the *Pegasus* in a slashing attack and threw all of its fighters past the Adder WarShips to the waiting cargo DropShips in the rear.

The loss of fighter protection gave Star Admiral Lilith Paik an opening that she viciously exploited. The Adders launched three more Stars of aerospace fighters that savaged the *Streaking Mist*. The crippled *Black Lion* used the wounded *Arcadian Asp* and the moon to shield its retreat. The Adders, desperate to capture the fleeing vessel, pursued with the *Yorktown* and launched several small craft with marines to attempting boarding operations. The *Mist* reached a safe position and jumped, leaving several twisted Adder craft in its wake.

With the sudden withdrawal of the *Mist*, the Burrock fleet tried to withdraw from the Adder onslaught. Though its fighters did some damage to its DropShip targets [*the Adders lost half of Mu Galaxy in the attack –SK*], they were well out of position to cover Star Admiral Van Houten's retreat. Admiral Paik kept pace with the Burrocks all the way to the orbital yards. The sudden swath of lock-on warnings from the SDS batteries halted the Adder pursuit.

Using his fleet's superior range, the Adders sniped at the offending batteries for several hours. The Burrock fleet survivors continued their withdrawal to a pirate point and were well out of the Adder's reach by the time the Clan overwhelmed the orbital facilities marine defenses and captured the site.

Priori's orbital space secured, the Adders paused to repair their damage, supplementing with the few DropShip hulls found on site. After over a week of observation of the planet below, the Clan prepared to take the fight to the ground.

The battle for the surface of Priori was not an easy one. The Adders committed two full Galaxies [*including the remains of Mu Galaxy –SK*] to retake their former holdings. What they faced was nearly four Galaxies of mixed troops from the Society and Clan Burrock. While most of the defenders were simply armed civilians with a Burrock's dedication to survival, it was nearly twice the number of Star Adder warriors that grounded near Capeton.

The Adders quickly established a major foothold that encompassed Capeton, the nearby *Kingfisher* and *Man-O-War* complexes, and several outlying enclaves. Assistance from "renegade" Burrock civilians [*in reality, they were Adder Clansmen who had escaped the Burrock coercion, holding out for the Clan to arrive and support their resistance effort –SK*] helped the invaders settle in.

From there, Loremaster Daniels simply conducted a grueling, drawn-out ground war, systematically seizing every Burrock outpost and Annihilating any of the renegade Clan's supporters and defenders. Both forces utilized their holdings to replenish themselves, though the Adders began receiving merchant caste shipments in January of 3074.

By October, the final battles to seize Haderich were resolved and the system was fully under Star Adder control. Just under two million civilians remained in the system.

THE TREASON OF PRIORI

From what we can determine, Priori became a dumping ground of sorts for various castemen who were originally under the banner of Clan Burrock. At least two Factors and various SubFactors rearranged work assignments and over the course of a decade or more, maneuvered many civilians who still held their allegiance to their former Clan to various work sites and stations on Priori.

About a month after the HPG went silent and contact with Sheridan was severed, the Burrock sympathizers on Priori staged a revolt. The coup began in Capeton and spread through all of the smaller enclaves and cities. It culminated in a takeover of Haderich's governing council, turning the Adder's largest city and vast industrial complexes over to the Burrock's leadership. By April 3072, those Adder civilians who did not choose to serve their new Clan were rounded up and interred, eventually shipped out to the Tanis system or moved to other facilities deeper inside Priori.

Its orbital facilities were used to repair damaged Burrock and Dark Caste vessels as well as prep those few WarShips reclaimed from the Adder's last naval cache. The system's defenses were strengthened and prepared for their eventual discovery.

Whether their eventual attackers were the Adders or another Clan, Priori would be ready.

—Clan Star Adder Scientist Historian Jude, *Priori, Annotated Summation 06033076*

THE GHOST OF PRIORI

Loremaster:

From what we can determine, the plague seems to have an origin date around the end of September 3074. The weaponized virus—for that is what it truly is—quietly infected those of us who remained on the planet. Because of its apparent latency, we inadvertently spread this plague across some of our Clan holdings.

While most of our population does not seem affected by this sickness, we have pinpointed that those who have some variable percentage of the Mikino, Reller, Truscott, Cannon, and Talasko legacies are the most susceptible. The more true the legacy, the more lethal the plague apparently is. We have already lost your predecessor to the virus; it was his surprising death that initially prompted the investigation.

Based on other rumors and reports we have run across from other Clan Watches, there is strong agreement that this virus was unleashed by the few Society cells present on Priori before their extermination. Most probable vector is the water supply, as all of our DropShips utilized the fresh water reserves on the planet before lifting.

We are currently working with those scientists who have been deemed loyal to discover a cure for this plague. The current death toll has reached unacceptable levels among our warriros and we suspect it will climb higher before an antidote can be synthesized. It may also be in the Clan's best interest to halt any Bloodname Trials for the time being, as there is no guarantee the winner might survive long enough to honor it.

—Clan Star Adder Watch Star Captain William Paik, *Priori Analysis, 27073075*

RISE OF THE BLOOD SPIRIT

Flush with success after Albion, the Blood Spirit Khans refused to rest on their honor laurels. The Clan moved to Niles in mid-3073, hoping to either seize some much-needed industrial capacity from the faltering Horses or secure additional war material for their continued efforts. Khan Boques arrived with Alpha Galaxy in tow and found that the Coyotes had seized several holdings on the world. Included in the Coyotes' grip were several BattleMech and battle armor complexes.

Boques landed Alpha Galaxy without contest near Site Facility 3-C. The Spirit Khan attempted several times to declare proper batchalls to the nearby Coyote compounds but with no response. Less than two days later, the Spirit encampment was hit in a midnight assault that killed Galaxy Commander Jon Church and injured the Khan. The Coyote attackers used several new designs in their lightning attack and sowed confusion among the Spirit ranks.

Determined to not let the surprise—and *dezgra*—attack get the better of his Clan, Boques ordered the Spirits to seize 3-C. Alpha Galaxy's ferocious attack overwhelmed the Coyote defenses and the factory was under Spirit control by nightfall. Content only to rearm using what parts and materials they had secured before moving on, the Spirits then struck out and seized the mountain city of Raptis before the Coyotes could adjust their forces.

Khan Boques then sent a Star of warriors by DropShip to the Hell's Horses holdings on the other side of the planet. Star Commander Holand secured an alliance with the Clan in short order. [*Rumors are that the Horses simply required food –SK*] A full Cluster of Horses, consisting of the Clan's last Trinary on the planet and another two Trinaries of armed civilians, struck out using provided Spirit DropShips and seized the Coyote's DropPort at Wynn, pinning the Eighteenth Assault Cluster in place. Joined with the 202nd Firebrand Cluster [*the last remnants of Kindraa Mattila-Carrol -SK*] found at the polar cap mines, the Spirits then slammed into the Coyotes' defenses around the largest planetary industrial facilities on Abdegan Plateau. Unable to bring in reinforcements from Wynn, Star Colonel Elissa Nash held out for nearly a week before the Spirits broke through the southern defenses and captured the facility.

Thankful for their assistance, Khan Boques offered the surviving Horses and Mandrills the opportunity to be Absorbed by the Clan based on their battlefield prowess; both quickly agreed. [*The agreement, I suspect, was more from a need to provide safety and food for their destitute populations. Neither Clan had heard from their leadership in nearly two years. It was the best offer they could get, considering the Coyotes were—according to reports—periodically Trialing their enclaves for groups of civilians. We can only guess why. –SK*]

As the Blood Spirits consolidated their new gains on Niles, Khan Boques added both Clans' units to Zeta Galaxy. [*This made Zeta a truly mixed bunch, as it also incorporated those Raven Clusters acquired years prior—those who survived Circe, that is. True to Clan custom, none of the armed civilians were incorporated; they were simply reassigned to their proper caste assignments. –SK*] Zeta was then ordered



to Vinton. Acting on information gleaned from a passing Spirit merchant vessel, Khan Boques looked to see if the Coyotes had left anything of worth in the system.

Zeta Galaxy arrived in October 3073 and found Vinton largely abandoned. The Spirits made contact with Verne, the lone surviving Shark holding. The Clan moved quickly to provide assistance and rendered emergency aid to the survivors. It was impossible for the Spirits to not notice the devastation done to the other Shark holdings. The Spirits then transported Verne's surviving civilians [*and the lone Nova of the Second VDC –SK*] to Albion. Among them was Shark Merchant Factor Lorenzo.

THE SPHEROID CONSPIRACIES

By 3074, the Jade Falcons had found and Annihilated over sixty percent of its Trueborn scientists. As there were still many more unaccounted for on several systems, Loremaster Brian Pryde changed the Watchs' tactics. Operatives began scanning planetary spaceport databases, looking for suspected matches moving between systems. [*Surprisingly, the acceptance of the codex system by the Clan's civilian population in the late 50s helped streamline a lot of the problems inherent in the more open Spheroid society. For the Falcons, it was a boon that helped stem much of the Clan's inherent problem with carrying out the Khan's Annihilation dictum. –SK*] A pattern began emerging, showing that many of the missing targets were on the move, migrating towards either Sudeten [*where public resistance was growing –SK*] or the problem world of Denizli.

The Clan held off hunting down those targets and allowed them to continue their migration for the time being.

LORENZO'S RUN

After being rescued from the underwater city of Verne on Vinton by Clan Blood Spirit, Diamond Shark Merchant Factor Lorenzo quickly bargained for an entire JumpShip and two DropShips from the Clan. Khan Boques refused to deal with a lowly merchant and told Lorenzo he had to wait until he could meet with Spirit Factor Yasia.

Once Boques discovered the Shark's Fourth VDC were not, in fact, warriors, the Spirits immediately lay claim to the unit's BattleMechs and battle armor. Satisfied there were no warriors among the Shark survivors, the Spirits then moved off to their new colony world of Haven to regroup.

Factor Lorenzo and the Sharks assisted the Spirit forces in offloading and repairing their damaged equipment on Haven for roughly six weeks. The merchant leader was brought to the main city of Refuge to meet with Yasia. A deal was struck after a decidedly long series of contests involving chess, a game of trivia, and several complex economic problems; the merchant won transportation to Albion, where they would obtain the *Scout*-class JumpShip *Troy*, a lone *Condor* DropShip, and enough supplies for a journey to the Inner Sphere.

The Sharks began their journey in December of 3073. In February, they arrived in the middle of a Bandit Caste raider force that boarded the merchant vessel intent on looting. The Bandits were not ready for a defiant crew; though mostly unarmed, the Sharks mobbed and pummeled the boarders with whatever they could scrounge. Laying ambushes and using their vessel's systems to great effect, they subdued the bandits. Through guile and deceit, Lorenzo then led a force of now-armed civilians against the Bandit JumpShip, seizing it and two DropShips worth of cargo. The Sharks spaced their opponents and arrived at the Chainlaine Isles in July 3074. With them came the knowledge of the Spirit's secret colony system and a DropShip loaded with advanced ProtoMech technology—the Bandits had been in the middle of a transportation run from Tanis.

Factor Lorenzo then moved on to the Inner Sphere, stopping to meet with the Hell's Horses and trading several advanced ProtoMechs for long-term resource contracts and other choice mercantile agreements.

—Clan Diamond Shark Loremaster Semi Kalasa, *Report Addendum 16073082*

In looking back over the Society's machinations within the Inner Sphere Clans, it becomes readily obvious that the majority of the problem remained confined to that of the Jade Falcon OZ.

The Hell's Horses, a Clan known for its inter-caste cooperation and liberal freedoms (compared to other Clans), had little basis for the conspiracy group to take hold. Aside from some genetic manipulations, an act confined to collusion with the Falcon scientists during the reign of Malavai Fletcher, Horse scientists seem to have had little connection with the cell-based Society. This is supported by examining many of the Clan's own technological achievements, which have been slow but steady and with little corresponding breakthroughs appearing within other Clans.

Contrast the Horse involvement with the Wolves, and a different picture is revealed. The Falcons and Wolves consider themselves rivals in the case of the warrior castes and that rivalry cuts deep into each Clans' castes. While the Wolf scientists are superior in genetics, they pale in comparison to the Falcon's own weapons projects. With Scientist Etienne's lust for ultimate control of the genetic helix, it is natural that his jealousy for Wolf breakthroughs and research pushes his own machinations. Conversely, Wolf Scientist Rudi has formulated many covert attempts over the years to seize Falcon prototypes and development research in an effort to aid his Clan's dominance over the Falcons on the battlefield.

The Wolves moved little to their OZ over the years; the Falcons much. Clan Wolf relied heavily on their conquered worlds to provide and sustain their war effort, going to great lengths to keep one foot in both the Inner Sphere and the Homeworlds. Khan Ward's pronouncement in 3061 of keeping the Clan way of life separate from that of the Inner Sphere was carried down through the castes. While detrimental to the Clan by creating such a long logistical chain, it did save the Clan from major disruption by the Society. Whatever cells present within the Clan presumably died in the Homeworlds after their chain was severed.

Within Clan Ghost Bear, the gradual opening between the Clan castes and its conquered people has slowly blended the cultures together. With much of the Clan's civilians moved to the Inner Sphere long ago, the freedoms of research and science have overcome the original constraints that the Society opposed.

The Diamond Sharks, also a loose Clan with regards to caste alignment, felt little of the Society's effects in the Inner Sphere. Of course, few of the Clan's lower castes have been present in its newer holdings. How the cabal's efforts hampered the Clan in the Homeworlds remains nothing but conjecture, though some scattered reports remain of some enclaves siding wholly with the Society. An assumption can easily be made that such deals were merely matters of survival and convenience, as per the Diamond Shark nature.

—Clan Wolf Watch Star Commander Ollis Vickers, *Society Summation Report Beta, 10123083*

In September 3074, Khan Pryde ordered Alpha and Gamma Galaxies to accompany her to Denizli. By this time, the Clan's Watch had reported that nearly seventy percent of the unaccounted for scientists had fled to the sparsely populated world.

Khan Pryde broadcasted a simple message to Denizli. "This system is declared *dezgra* by Clan law for harboring known seditionists and revolutionaries who would depose the Clan. If you are innocent of these charges, report to the safety zone at the following positional coordinates. You have one week. Orbital craft will be allowed suborbital hops only; any vessel attempting to break the planet's gravity well will be destroyed."

By the deadline, nearly 50,000 people had arrived at the designated zone and begun the verification process. Those who failed to pass were eliminated with no questions. On 1 October, the Falcons assaulted three suspected Society strongholds. The 46,000 verified civilians were sheltered as the Falcons systematically moved from city to city across the planet. Once the cities were burning, Clan warriors from both Galaxies landed on Denizli and spent six weeks systematically hunting down any living person detected on the planet's surface.

On 17 November, the sheltered and verified civilians were released. At least half opted to transfer elsewhere within the Clan; the rest were given whatever tools and supplies necessary to rebuild.



Loremaster:

Your concern regarding any type of caste revolt within the Clan is warranted, based on reports gathered from other Clans, but unfounded within the Snow Ravens. At least, it is possible that the Society did maintain some inroads within our Clan during our years in the Homeworlds, including similarities between our technological achievements and those of other Clans. Certainly such collusion could explain it is possible that some of our recent advancements, of which had been slow to develop until our arrival within the Alliance, had been hampered by said cabal.

But to the level of violent upheaval and subversion that has taken place elsewhere? *Neg*.

The more paranoid of us believe some form of conspiracy or cell group is working among our lower castes. When taking the recent deaths of a few prominent members of the Alliance government—those who oppose our suggestions to form a beneficial partnership a coincidence only—some do think there is a greater plan in play. But what good would such Spheroid-style operations do? If we were responsible for such actions, it only lowers us to the level of the barbarian surrounding us. Our moral and societal superiority would mean little, if anything.

Consider such actions against the current successes we have brought to the Alliance. Advances in medical and terraforming technologies alone have saved thousands of people in the short time we have been here. Throwing our Clan into disarray does nothing for any conspiracy cells within us and would only cause their discovery and death.

Make no mistake; we do consider such conspiracy cells a viable threat. But it would be a future threat, and one we will remain vigilant of.

—Clan Snow Raven Watch Star Colonel Beckett Howe, *Personal Report, 13043075*

POKING THE BEAR

In late July, Star Colonel Boyd Truscott of the 191st Adder Guards received a message from a Watch operative. Clan Burrock's Zeta Galaxy, having slipped the Adder and Horse net on Nouveaux Paris had surfaced in the Ghost Bear Dominion. The operative, transmitting from Santander V, informed the Adders that the Burrock force was attempting to stir up trouble between the Ghost Bears and the Horses. The crux of the Burrock mission was to pose as a Horse Galaxy using much of the equipment taken from Nouveaux Prime and maraud through the Dominion border. The next few worlds on the target list were Damian, Holmsbu, Pinnacle, and Thule.

The Adder information was immediately shared with Galaxy Commander Unther cooper, who passed it along to the Horse's leadership. Khan Cobb passed the information along to the Ghost Bears through Star Colonel Jake Kabrinski and indicated that the Horses would be resolving the situation. In mid-August, using a series of Horse and Diamond Shark merchant vessels, Eta Galaxy's Thirty-ninth Cluster [*with its two Adder ride-alongs –SK*] arrived at Thule. The Horses received permission from the Dominion to await the arrival of the Burrock force on the planet's moon. [*Theta Galaxy had been split between Pinnacle and Holmsbu, in case the Burrocks had arrived there first. –SK*]

On 29 August, the disguised Burrocks arrived at a pirate point and made for the planet's primary industrial city on the shores of Lake Accotink, hot-dropping into the main complex. Galaxy Commander Unther Cooper followed the raiders down and intercepted the landing DropShip. As the Horses moved to secure the raider vessel, the Star Adders were quickly dispatched to capture or incapacitate the Burrock force. A Ghost Bear patrol also arrived, under orders to observe and intervene if any of the Bear's civilians or infrastructure was threatened. [*It did not take long for that to happen; the Burrock force was quick to move into the city to hamper the Adder's approach. Once both sides started blowing up buildings, the Bears had no choice but to intervene. –SK*]

The three-way battle that resulted destroyed much of the city, including most of the newly constructed *Miraborg* ground yard. The fake Horses crushed the intercepting Bear solahma Trinary. The Adders' Fifth Assault Cluster pinned the Second Burrock Cavaliers and pummeled them to destruction. The other three Clusters evaded the 191st by pushing through Accotink City, setting fires and destroying several buildings and infrastructure in their bid to escape. They reached the outer limits of the city near the lake's reservoir, meeting up with two of the three raider DropShips that had escaped the Horses. Under heavy fire from a Ghost Bear aerospace fighter Star and pressed by the arriving Horses and Adders, only one raider DropShip escaped Thule; the other was destroyed as it lifted off over the lake.

Galaxy Commander Cooper kept his forces in place within the Dominion through October. When the Burrocks failed to arrive, the Galaxy was recalled to Horse space and

the surviving Adder warriors were officially adopted into Clan Hell's Horses.

[*As a footnote to this, we know now that sometime during the battle, the Burrock force planted some form of genetic virus into the Thule water table. The virus was quickly distributed to other parts of the Dominion, as Lake Accotink's water is a major component of Thule's bottled water export business, thanks to its naturally occurring sweetness and heavy concentration of minerals. This virus was the apparent harbinger of the near-extermination of the Tseng and Snuka bloodlines, responsible for nearly 285,000 deaths of those with either genetic sequence within the Dominion.*

Fortunately, as of last year an antidote to this extremely virulent strain was synthesized and has begun distribution into the Dominion populace. While decimated, the Tseng bloodline is safe from this unnatural attempt at extinction. –SK]

TITANIC VOYAGE OF THE SWIFT STRIKE

In late August 3073, the CDS *Titanic* and *Swift Strike* arrived at York after a long journey from the Diamond Shark's Inner Sphere holding at Nyserta. The two vessels carried several DropShips full of supplies and materials for Clan Blood Spirit, one of the last bargained contracts between the two Clans. On board the *Titanic* was a special gift: several Stars of the Shark's new *Crimson Hawk* BattleMech, a design first conceived and developed by the Spirits but lost in an epic Trial of Possession. The Sharks had modified and improved the original design and was shipping the Clan the first of the lot off the production lines.

Unfortunately for the Sharks, the system was blockaded once again by Clan Star Adder. The planet, having suffered a tremendous ecological altering bombardment a year prior, was still technically held by the Blood Spirits. The Adders were blockading the system not necessarily to bottle up the last remaining survivors, but to hopefully intercept those Spirit warriors still at large, which included the CBS *Exsanguine*.

Star Admiral Fortunato Gena refused the Sharks passage, regardless of whatever arrangements had been bargained out. The Star Adder commander forced the Sharks to run the blockade in order to make good on their delivery. The CSA *Absolute Truth* and *Nygaard* maneuvered themselves into the path of the approaching *Titanic*. When the *Titanic* refused to deviate, the Adders unloaded on the passing vessel. The two broadsides critically wounded the *Titanic*, breaking it along its jump core. The *Potemkin*'s flock of DropShips scattered from their formation around the dying ship and attempted to bypass the Adders. Only half of the fleeing Shark vessels made it to the surface of York.

The *Swift Strike* attempted to flee as the *Titanic* suffered its fate. Long range fire from the *Truth* damaged the main drive and pierced the aft bays, venting nearly a quarter of the vessel to space. Star Admiral Nagasawa pulled the *Strike* into a high-G turn that split it from the vectors of the pursuing Adders, though the maneuver produced several hairline cracks in the *Swift*'s aged K-F drive. The Adders, unwilling to pull too far from the planet, broke off their pursuit and allowed the *Strike* to jump.

The WarShip jumped to Albion. It left ten days later and was never seen again until 3077. According to the survivors, the *Strike* misjumped to an unknown system. With its main navigational sensors damaged, a partial loss of power, a damaged K-F drive, and a malfunctioning jump sail, the Strike seemed all but doomed to its fate. The system's sole planet could barely sustain life, though it did possess tainted water and small forms of life that with purification provided the crew some measure of survival.

Drifting and powerless, the *Strike*'s crew gutted the broken main drive to repair the reactor and K-F core. The process took close to three years to complete and cost the *Strike* over half of its crew. After six months of a careful search pattern of the nearby star systems, the Strike finally picked up faint centuries-old radio noise from the Chainlaine Isles. Through careful shepherding and attention to duty, the *Strike*'s crew slowly navigated its way home. On 3 November 3077, it arrived at the Diamond Shark's naval base in the Chainlaine Isles.

It was not ready to re-enter Clan service until 3084.

—Clan Diamond Shark Scientist Historian Claude, *Lost Ship Report-Addendum 11103084*



DEATH OF A KINDRAA

In early 3072, the *Streaking Mist* arrived near Atreus. Commanded by the bandit leader Jaguar, two DropShips landed near the Mandrill's Firebase Gamma and crushed the defending Sixteenth Assault Cluster. Shortly after his departure after looting the facility, a deadly plague began to spread across the planet. The *Streaking Mist* destroyed several merchant vessels that stopped at Atreus, effectively blockading the planet. During the few months it remained, the Jaguar carried out various raids against both Mandrill and Viper holdings, taking material and slaves.

Decimated by the plague outbreak, both the Fire Mandrill and Steel Viper enclaves on Atreus barely clung to existence. Fodder for the occasional raid by Clan Coyote or the Dark Caste, both Clans' defenses were in shambles by the time the Steel Viper task force arrived in July 3073. Star Commander Freda Ahmed informed Khan Andrews of the plague and dismal conditions on the planet's surface. Rather than infect the rest of the Clan, the ilKhan ordered the Vipers below to remain on station; the Clan would send help when a cure was located. [*When inquired about supplies, the ilKhan replied, "You are Steel Vipers. Take what you need from your neighbors. Or die. Serve your Clan, or die as honorless dogs." –SK*]

When Clan Blood Spirits' Zeta Galaxy arrived over a year later, the Vipers were dead. All that remained on Atreus was several thousand civilians and the remains of Kindraa Faraday-Tanaga's combat arm, less than two Clusters strong. SaKhan Cluff, who lead the Spirit expedition, declared a Trial of Absorption for the remains of the Kindraa; the Mandrills accepted their fate willingly. By October, the enclaves were cleared out and Kindraa Faraday-Tanaga was no more. [*Interestingly, testing by the Spirit scientists showed the plague had run its course; it had affected mostly those with Tanaga, Hoskins, and Quesnel genetic coding. –SK*]

FALCON VENGEANCE

In November 3073, Clan Jade Falcon located the hidden base of its tormentor. For over a year, the Clan had been sending out exploratory missions headed by the Clan Watch. [*This was because a retribution strike led by Loremaster Kael Pershaw in 3072 had discovered that Etienne's original system coordinates had been falsified by the wiley scientist. When the Falcon strike force arrived, it found nothing but an abandoned Rim Worlds JumpShip. –SK*] The discovery had come in part from aggressive interviews with those few captured Society members snapped up in the Annihilation order.

Alpha Galaxy was dispatched with the *Falcon's Nest*, *Hawk Eye*, and *Turkina's Pride*. [*The Clan was taking no chances with this amount of firepower. –SK*] The Falcon fleet arrived at Etienne's Sanctuary [*Yes, the system name is really called Etienne's Sanctuary, which should explain much about the man. –SK*] in mid-December. While the system was not defended with a typical SDS, it did utilize a form of weaponized HPG pulse. The transmitted virus worked in similar fashion to the SLOT virus that currently enveloped the Falcon OZ, only it overwhelmed the Hawk Eye's operational systems and forced it to jump mid-transit. The resulting annihilation of the *Hawk Eye* did not deter the Falcon assault. Fighting through swarms of advanced ProtoMechs and static ground defenses, Alpha Galaxy fought with tremendous skill, taking down three or four of Etienne's forces for every one Falcon warrior. The 101st Battle Cluster breached the Society's fortress walls, holding off a vicious counterattack while the remainder of the Galaxy poured through. After a brutal four hours, a wounded Loremaster Kael Pershaw and several Elementals finally penetrated Etienne's inner sanctum and, upon visually confirming the traitor's presence, shot the scientist in the face.

The Societys' leadership gutted, Alpha Galaxy's surviving warriors withdrew. Once they reached a safe distance, the *Falcon's Nest* and *Turkina's Pride* began their bombardment. A salvo of nuclear-tipped SDS missiles lifted from a nearby ground launcher; though most of the missiles were intercepted before they left atmosphere, two managed to evade countermeasures thrown at them and struck the *Nest* just below the forward weapon bays. The nuclear explosion vaporized the ship's interior; its wreckage burned up in Sanctuary's atmosphere.

The *Pride* stopped its bombardment when not one thing remained in a ten kilometer radius around the original fortress' location. The Falcons spent another month searching the planet, scouring two more Society locations, before they were satisfied that the threat from the system was over.

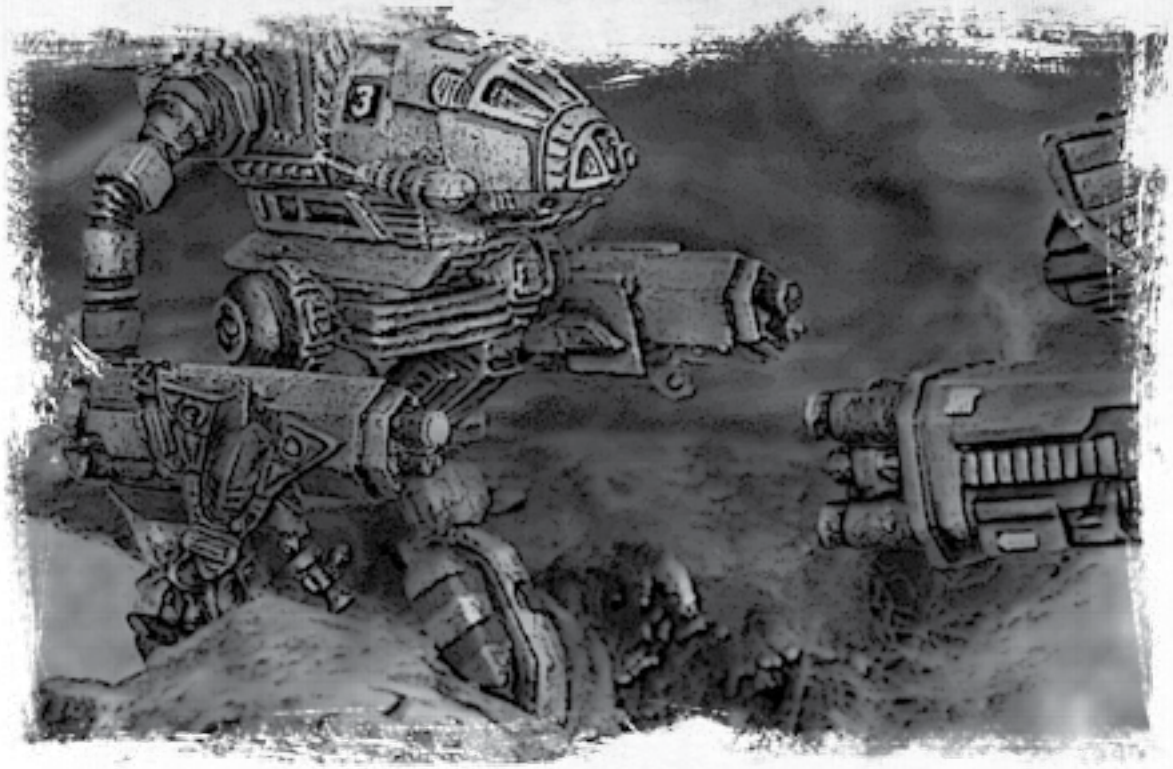
[*Loremaster Pershaw subsequently died from the injuries he had received in leading a small Falcon unit into the scientist's fortress. Galaxy Commander Pryde was elected to the position of Loremaster upon the task force's return. –SK*]

FALL OF TOKASHA

In late September 3074, the Steel Vipers arrived at Tokasha. IlKhan Andrews had brought several Viper Galaxies, confident that the threat to the Clan's capital world was past. [*There is little known about how exactly New Kent was able to recover from the crippling viral attack at the outset of the Society revolution. The easiest and most obvious explanation involves the Vipers completely destroying the few Coyote forces still present and seizing their sizeable manufacturing enclaves on Ionia. –SK*] The Vipers had arrived to determine the situation and, if possible, augment their war material from Tokasha's extensive manufactories.

What the ilKhan found, however, was Clan Blood Spirit occupying the former Viper holdings. Both the Horses and Scorpions had been reduced to a single city on the planet; the Spirits were in the midst of bargaining for those holdings when the Viper fleet arrived.

Having heard of the decimation of its forces on Atreus and that the Spirits had actually absorbed and removed a diseased population—something that threatened the lives of all Clansmen across the Homeworlds—the ilKhan declared a Trial of Possession for the entire planet. The Spirits rose to the challenge, standing in proxy for the weak Horse and Scorpion holdings, and declared their



three Galaxies—Omicron, Omega, and Zeta—as the system's defense. Pleased with Khan Boques reaction, the Vipers simply landed all four of their Galaxies and began their assault. Under orders from the ilKhan to not take bondsmen nor allow the Spirits to surrender, the Vipers gave little honor to their foes and broke *zellbrigen* at any offense seen [*or imagined –SK*].

The ilKhan targeted each Spirit Galaxy in turn, bringing tremendous force to bear on the Spirits. Zeta Galaxy was the first to fall, trapped in the Koche mountain passes near the large HH-8 battle armor complex. All six Clusters were crushed through a relentless combination of air strikes and combat drops.

The Blood Spirits' Omicron Galaxy [*entirely built around ProtoMechs, including some of the newer designs found in Coyote formations –SK*] flanked the Viper's Beta Galaxy, cutting them off from their support lines. The Vipers counterattacked hard after Nu Galaxy moved in behind Omicron, trapping the Spirits between the relentless push of the two Galaxies. Despite their maneuverability, Omicron Galaxy could not escape and was ground down to almost nothing when several Spirit aerospace fighters, stationed on Tokasha's moon, arrived and blasted a hole in the Viper line. Omicron's survivors managed to escape into the nearby canyons.

The Vipers maintained their battle momentum. Shortly before dawn, Gamma Galaxy slammed into the Spirit's Omega Galaxy and overran their defensive line in a matter of minutes. Led by the ilKhan himself, Alpha Galaxy reached Boques' headquarters position and surrounded it. Andrews called Boques out, demanding the Spirit Khan fight in a Circle of Equals. Boques initially refused, citing the dezgra tactics of the Vipers, but overran his common sense after Andrews tirelessly taunted Boques and his lineage. Determined to end the arrogance of the ilKhan, Boques met the Viper Khan on the field of battle…and lost.

His *Black Python* standing triumphant over the blasted shell of Boque's *Summoner*, the ilKhan declared the Trial complete, the Vipers the victors. Those Spirit warriors remaining could either accept their new fate within the Viper Clan as laborers or find death. Nearly all of the losing Clan's warriors chose the latter.

Andrews then turned to the assembled Scorpion and Horse warriors who had gathered for the Trial's conclusion, declared them *dezgra* and Tainted, and executed them. None of their civilians survived; their enclaves were stripped and then bombarded.

Flush with their latest victory, the Vipers prepared to finally take the fight to the Clan's true foe: Clan Coyote and their Society allies.

SURKAIREDE


HARK CHILDREN OF THE CLANS,
TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.


LOCKED

SURKAIREDE

Thanks to the efforts of various Clan technicians, some of the HPGs started coming back online in late 3074. With the re-establishment of their networks, Clan leaders began to piece together the picture of just what had happened to their own holdings as well as those of their rivals and neighbors. What they saw was grim indeed.

At the heart of it all emerged a pattern, one that became obvious even to the more stubborn Clans. The deceptions, the trickery, the massed chaos came from *within*, not without. Clan Coyote looked to be the catalyst for the chaos. Through the Coyote's dealings with the Society and the cabal's dealings with the Dark Caste, the Clans had nearly been brought to their knees.

No more. The Clans were awakening from the chaos and none of them would remain as they had once been.

I know I wax a bit eloquent for a simple report. Honestly, the doings of these next few years are so dark that a Clansman thirty years ago would be utterly appalled at how their future progeny would act. In a way, the Children of Kerensky were simply following the process of evolution. Time, pressure, and environment were intersecting with the martial utopia built by the Clans; they either adapted to the circumstances or died holding on to the old ways. Those Clans who hesitated were crushed by the inexorable roll of events.

It is my hope that the dark circumstances that surrounded these events are communicated clearly. Once again, where holes exist, we have filled them with the best assumptions we can make. Reports from the Homeworlds were far fewer than before, due mostly to the continual widening of the gap between communications with what few agents we have remaining. Unfortunately, it is this portion of history where details are not as exacting as we would hope.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*

CIRCIAN SUNSET

One of the last battles fought by the Vipers against the Society rebellion was the invasion of Circe. The planetary SDS posed little threat to the Viper fleet after a successful Watch operation deactivated it. The orbital space owned by the Vipers, it was easy for the Clan to ground a reconstituted Beta Galaxy with Chi Galaxy as support.

Scattered along Circe's surface were several Dark Caste groups that had enslaved a large portion of the population. The only significant resistance was a Cluster-sized force of Bandits and two Society Septs, none of whom worked together with any cohesion. While the Vipers had no problems achieving victory, they did spend nearly two months digging out the bandits and rebellious scientist caste forces from the mines scattered along the Cyclopian Mountains in the northern hemisphere.

What is most significant is the discovery of the genetic labs under the Medusan Sea. There, the Vipers found several different strains of genetic viruses—and experimental pens still in use.

—Clan Cloud Cobra Scientist (Historian) Jakob, *Circe Post-3067, 25113079*



VIPER'S VENOM

By the end of 3074, most of Clan Steel Viper's communications network was restored. Those worlds with HPGs that had suffered physical damage or destruction were attended by dedicated JumpShips equipped with HPG antenna or some of the Clan's last remaining HPG relays. After reviewing the news and reports from various Clan worlds, the ilKhan gathered the majority of the Clan's forces at Strana Mechty. Once there, Andrews imposed order punishing those Clansmen who had dared to taint the world further.

The ilKhan then led the amassed forces of Clan Steel Viper onward to Tamaron.

On 7 December 3074, the Viper flotilla arrived at a jump point close to the planet. Arrayed against the incoming invaders lay the system's complex SDS and two complete naval stars. Opposing the massive defense force was the bulk of the Vipers' touman, including nearly all of its surviving WarShips and six Galaxies. At the center lay the CSV *Perigard Zalman* and ilKhan Brett Andrews.

The naval battle that evolved around Tamaron was like one not seen in the Clan worlds since KLONDIKE. The *Perigard*

WHAT OF STRANA MECHTY?

With all of the Society's actions on other Clan worlds in 3073, Strana Mechty was a battleground of a different sort. The system was subjected to a massive propaganda campaign that called for those freeborns trodden on by the warrior class to rise up and demand a change. By and large, the campaign was more of an annoyance to the average Clan citizen. With the Society's intimate knowledge of planetary networks and communications, it was a simple matter for them to continually apply their message across the world's airwaves.

A key piece of propaganda was the sudden release of the "true revelation of the Not-Named Clan." The Society presented so-called evidence that the Not-Named was an honorable Clan scapegoated by the Founder to provide a common enemy of the still-new Clans. The Society propaganda insisted the Not-Named's honor was manipulated and sullied by Nicholas, that the Dhera Dun incident was a grievous Snow Raven error turned back on the purest of Clans. As such, the Clans united behind Kerensky's call and removed the cancer from their midst. The purpose of this Society fiction was obvious to most Clansmen: dishonor the Founder's name as they had already destroyed his legacy, and turn the Clans into something of their own design.

Very few answered the Society's call. Those who did were loaded into DropShips and sent elsewhere, most likely to Society camps or the Tanis system. Otherwise, it was an annoying distraction that interfered with the simplistic way of Clan life up until the end of 3073.

Much of the damage done to Katyusha during the "Wolf Crisis" had been repaired. Information brokering became the new pastime; with the HPG in ruins and only sporadic visits by various Clan merchants, finding out information outside the system became an exercise in competitive patience.

Violence was not unknown, however. Many brawls and even more violent confrontations became commonplace due to misunderstood or misinterpreted communications. In early 3074, two Clan Cloud Cobra warriors attacked the Goliath Scorpion enclave after hearing of a complete bombardment of Homer by Scorpion WarShips—a complete fabrication. In another unfortunate incident, a Star of Star Adder Elementals assaulted the Boques Bloodchapel after hearing "news" that the Bloodhouse Keeper had declared a Trial of Annihilation on the Truscott Bloodhouse for apparent illegal experimentation.

The Ebon Keshik had its hands full trying to keep the bigger confrontations from spiraling out of control. As the blackout continued, tensions and violence escalated. Soon enough, armed conflict was a common occurrence; before too long, Katyusha and the surrounding enclaves were burning again.

Order would not be restored until the arrival of the ilKhan and most of the Steel Viper fleet in December 3074.

And no one noticed the *Prinz Eugen* had gone missing.

—Clan Stone Lion Scientist (Historian) Lucas, *Strana Mechty, World Summary 11113081*

Zalman remained the lynchpin of the Viper assault, utilizing its broadsides to deadly effect. The *Leviathan Prime* left a string of broken hulls behind it as the fleet approached the planet. Star Commodore Terence Moffat utilized the Viper vessels well, keeping them outside optimum range of the SDS and opening holes within its coverage. As Viper DropShips began their descent [*with the ilKhan's command ship leading the way –SK*], the Coyote's *Ancestral Home* surged across the *Zalman*'s fore and struck deep. The *Zalman*'s return salvo was shrugged off and the modified *Home* drew the larger vessel's attention. Several devastating broadsides were exchanged, with the *Home* receiving the worst. The *Texas*-class WarShip maintained short range with the *Leviathan* despite the pounding. The Vipers registered a massive power spike from the *Home*'s K-F drive seconds before it opened a hyperspace bubble that engulfed half of the battleship. Feedback from the failed jump collapsed the Home in upon itself; the *Zalman* suffered far worse as half of the *Leviathan* was ripped from the rest of the ship and flattened in the collapsing hyperwave. Mortally wounded, the vessel tumbled slowly towards the planet and settled into a high slow-decay orbit.

As the naval battle continued to unfold, the Viper DropShips smashed their way to the ground. A few were caught in their descent by planetary defense batteries but neither those nor the swarms of fighters and aerial ProtoMechs could blunt the Vipers' approach. Alpha Galaxy led the way and secured a safe landing zone with swift assaults by Delta and Nu Galaxies. [*Note that the 423rd and 428th Assault Clusters had been reassigned to Delta after Gamma was disbanded. –SK*] Wasting no time, the Vipers moved north towards the planetary capital, less than two hundred kilometers away.

The six attacking Galaxies moved towards their objectives, securing several major factory complexes in the Apache Mountains and crushing both Epsilon and Lambda Galaxies. Though a few Coyote WarShips managed at times to maneuver into position, they rarely had enough time to fire more than one salvo in support of their troops. The first week of the assault saw the naval battle finally resolve itself as the last of the Coyote defenders, the *Great Coyote Spirit*, surrender. Only the *Midnight Star* and the *Solar Blaze* managed to escape; the two fleeing WarShips joined the *Spirit in the Sky* and *Relentless Pursuit* at Kirin.

On the planet's surface, the Vipers had slowly and methodically swept their forward approach to San Mateo, the Coyotes' capital city. What surprised the attackers was news that Zeta Galaxy had assaulted the remains of Epsilon, which had been lying in wait to ambush the Vipers' Alpha Galaxy. Rumors of open fighting in other locations were also noted.

By 16 December, the city was surrounded. Four Coyote Galaxies lay broken in the Vipers' wake, which lost three of their own in their relentless approach. [*The Coyotes lost most of Epsilon, Delta, Lambda, and Rho Galaxies; the Vipers, Delta, Nu, and Rho. –SK*]

Unwilling to commit the remainder of his forces into the snarled urban jungle of the ancient city, Andrews called out Khan Elliot McKibben and saKhan Raven Clearwater. A Trial of Possession was declared. [*The ilKhan was magnanimous in this decision, probably influenced by the reports of Coyote dissension. –SK*] Both Coyote Khans answered the ilKhan's challenge. Along with saKhan Grimani, the four Clan Khans met in the confines of Founder's Park. Only the two Viper Khans emerged, bloody but victorious. The Vipers had claimed Tamaron for themselves.

All of the Coyotes' warriors were ordered to drop their arms and gather at Ute City on the western shore of Dustland. The Vipers detained those who arrived—nearly two Galaxies worth—and shot on sight any warrior seen outside the makeshift prison camp. The ilKhan would decide their fate, but not until after the next scheduled Grand Council in February.

THE PAPER KHAN

Elliot McKibben was an interesting choice by the Coyotes for their Khan after the death of Silas Kufahl. While Kufahl authorized the Coyotes' collusion with the cabal, it was McKibben who led the Clan in their rampage across the Homeworlds as the HPGs went dark.

Elliot had initially washed out to the scientist caste in 3055. He proved to be a brilliant geneticist and climbed to the position of the Clan's Keeper shortly after the second Babylon Diet. His sudden ascendency to the Keeper of the Clan's genetic legacies was most likely the doings of the Society; it is obvious now that he was heavily involved with that secret cabal and possibly considered a key leader.

McKibben was allotted a retest in 3072, similar to other retests given to Society members in order to move them into key warrior caste positions, and achieved four kills in his Trial of Position. With Silas' death, he was vaulted into the Khanship; the votes were most likely through Society manipulation due to the corruption that already tainted a majority of the Coyotes.

—Clan Cloud Cobra Watch Star Captain Timothy Beckett, *Summary Notations, 29083078*



ADDER'S ASSAULT

As the Vipers gathered their touman to strike at Clan Coyote, Khan Stanislov N'Buta was gathering the might of Clan Star Adder at Dagda. [*Apparently the Adder's Watch finally put several groups of twos together and realized there was something seriously wrong in the Tanis system. –SK*] SaKhan Hannibal Banacek met the gathering fleet with two Cloud Cobra WarShips [*the* Hell Fury *and* Brimstone *–SK*] and several Stars of small boarding craft and fighters. The Adder saKhan had persuaded the Cobras to lend some sort of assistance in reclaiming the Tanis system or the Adders would consider the Cobras in violation of the spirit of their agreement from a few years back. The Cobras grudgingly agreed.

The combined Clan fleet arrived at the system's L1 point on 17 December and began their assault. The *Stellar Serpent*, *Divine Conquest*, and *Hell Fury* easily brushed aside the *Ingrid Bucharev* and the *Second Coming*, paving the way for Gamma, Delta, and Epsilon Galaxies to secure uncontested landing zones on Stacha. The *Brimstone* and *Exodus Ranger* escorted Alpha, Sigma, Xi, and Tau Galaxies to the surface of Alexandra, where they met intense surface-to-atmosphere fire. Half of Xi Galaxy was destroyed before their DropShips could drop them.

On Stacha, the Adders pressed for the planet's main fortress, located near the city of Khartom. They faced little opposition, sweeping through sparse collections of uncoordinated Bandits. The Adders then surrounded and rooted out a stubborn group of Society Septs located within Khartom Tower; the drug-crazed pilots surprised the assaulting Delta warriors, cutting down nearly half of the Galaxy before being leveled with multiple strafing and bombing runs. With the main opposition scattered, Gamma moved up and seized the command center as the rest of the Adder force spread out across the bluffs overlooking Khartom. After verifying the existence of a Burrock Cluster within the city and the location of the main "research" facility, the Adders leveled the city.

Khan N'Buta led Alpha, Sigma, and Xi Galaxies to the largest complex on the main continent. Fighting through the warren of industrial sectors and short, steep mountains, the Adders faced a dug-in and determined defender: the Bandit leader Jaguar. The former warrior used the large industrial complex to his advantage, ambushing the Adders at every opportunity and evading direct confrontation. [*It was later determined the Jaguar only had roughly two Clusters worth of BattleMechs and another Cluster of motorized infantry at his disposal; he used them extremely well against Khan N'Buta's forces, separating them and picking off smaller units as opportunity presented itself. –SK*] After nearly a month of constant hit-and-fade attacks and finding nothing of worth within the manufactory, N'Buta withdrew the battered Adders and ordered the *Exodus Ranger* to systematically destroy the Burrock facility. The Adders were disappointed when their wily foe was not flushed out from the constant orbital barrage.

Tau Galaxy secured Cocyra Island and discovered the large prison camp next to the previously known research station. The depth of genetic experimentation on unwilling Clan civilians by Clan Burrock and Tanite scientists enraged the Adders, who took their anger out by scouring the station to its foundation. Thousands of affected civilians were released from their misery as well. Sickened by the Burrock's depravity and the Tanite complacency, Khan N'Buta ordered both of Alexandra's major cities to be destroyed. He then ordered his task force to move on to Tanis, where they were joined by Delta and Gamma Galaxies.

As the Adder fleet repositioned itself over Tanis, Clan Burrock Khan Markus Polczyk signaled the planet's unconditional surrender. N'Buta ignored the Burrock leader's communication, locating and destroying the three cities on the surface with orbital fire. [*The attack also vaporized what appeared to be the rest of the Burrocks' Zeta Galaxy. –SK*] Once complete, the Clan landed three Galaxies worth of troops at the Burrocks' mountain fortress and surrounded it. When the Adders were in position, Khan N'Buta then accepted the Burrock surrender.

The leaders of the short-lived Clan Burrock exited the fortress and gathered at the Clan's designated location. As the last of the leadership—warrior and civilian—assembled, the Star Adder Command Keshik opened fire, slaughtering all of them.

By the end of January 3075, the three Tanis worlds were stripped of any useful war material and readily available resources. The Adder warriors also killed any civilian found, be they Tanite or Burrock; the Clan was unwilling to let any seeds remain. Once satisfied the system was sufficiently neutered, the Adders departed, leaving only the *Stellar Serpent* behind to monitor the system.



THE COUNCIL OF SIX CLANS

[**Khan Marthe Pryde**]: As such, I motion that the members of this body forswear any further contact with our wayward kin in the Homeworlds.

[**Loremaster Laurie Tseng**]: The motion is on the floor. Second?

[**Khan Lynn McKenna**]: So seconded.

[**Tseng**]: All present should now vote whether the Council of Six must avoid communications with those Clans not represented here. Those voting for the measure, raise your hand. [*pause*] Record shows nine for the motion. Those opposed, raise your hand. [*pause*] Record shows two against. There is one abstention. The motion is thus resolved. No Clan Khan of this Council will initiate communications with a Clan not on this governing body.

[**saKhan Alan Hawker**]: Clarification, please. Abjured Clans are also considered under this mandate?

[**Pryde**]: [*laughs*] They are not Clan, Shark. Always thinking of the profit line. Typical.

[**saKhan Ragnar Magnusson**]: To put it more simply, the Nova Cats and Exiles are not Clan in name, just in culture. They are too far gone down the Spheroid path—

[**saKhan Samantha Clees**]: [*snorts*] Look who is speaking, *quiaff*?

[**Khan Vlad Ward**]: We will move on. It is such wielding of slow wit that sapped the Grand Council of its power and reduced it to sibko bickering.

[**Tseng**]: I will remind Khan Ward that it is *my* duty to move discussion forward.

[**Khan Aletha Kabrinksi**]: Always the righteous voice of indignation, Ward. Spare us your pontifications. But I do agree; let us move on to actual business.

[**Tseng**]: Very well. The Council recognizes saKhan Samantha Clees.

[**Clees**]: The Jade Falcons motion for censure of Clan Wolf for their actions on Strana Mechty in 3071. The destruction of our Great Father's legacy is egregious and punishment is warranted.

[**Hawker**]: Seconded. Explain yourself, Wolf.

[**Ward**]: [*laughs*]

[**Kabrinski**]: This is no time for levity, Ward. What you did is tantamount to genocide. Explain why this occurred, lest we think the Wolves acted out of pettiness, letting no Clan have access to Kerensky forevermore.

[**Ward**]: You forget those legacies still living. Including your own Galaxy Commander Kerensky, Falcon. [*laughs*]

[**McKenna**]: Speaking of slow wit and sibko antics…

[**Ward**]: Very well, my Khans. [*A clatter as a box is laid on the Wolf table.*] Fear not. The legacy of the Kerenskys are safe and sound.

[*multiple gasps are heard*]

[**Ward**]: Those political *surats* in the Homeworlds needed to understand that the Wolves have always been willing to do whatever necessary to preserve the Founder's legacies from corruption. Even if it meant destroying it.

[**Khan Barbara Sennet**]: Well, message sent.

[**Ward**]: [*pause*] Watch commander Star Colonel Ramil Kerensky was to use whatever resources available to him to remove the Founder's legacy from the Homeworlds and deliver them to me. That he did so with such…flair bespeaks much of his heritage. As far as our wayward brethren are concerned, both legacies are nothing more than a memory. I have even received reports that our backup repository on Tranquil was destroyed by the Vipers.

[**Pryde**]: [*slow clap*] I am impressed. A Wolf with balls. Well done, Khan Ward. We Falcons may well yet respect you one day.

—Council of Six Transcript 18023075



RECONVENING THE COUNCIL

After the Vipers' victory at Tamaron, the ilKhan placed a moratorium on all inter-Clan fighting among the Homeworlds. A Grand Council was called to take place aboard the *McKenna's Pride* in February of 3075. [*The Great Hall had suffered recent damage after a Cloud Cobra* Visigoth *had lost control and crashed into the southern annex. –SK*] Any Clan violating the ilKhan's order would face severe consequences. Present were the Khans of the Clans Blood Spirit, Cloud Cobra, Coyote, Goliath Scorpion, Star Adder, and Steel Viper. Zeta Galaxy Commander Magnus DelVillar stood in representation of the Hell's Horses, the last Inner Sphere Clan still in the Homeworlds. [*DelVillar had challenged for and won command of Zeta in 3074. –SK*]

The Council's first action was to recognize the destruction of Clans Fire Mandrill and Ice Hellion.

The first motion was presented by ilKhan Andrews. He declared the Jade Falcons, Ghost Bears, Snow Ravens, and Diamond Sharks as Abjured Clans, their remaining assets void and open to any Clan. Andrews then reminded the assembled Khans that the Bloodnamed warriors of those Clans were still subject to a Trial of Reaving and that all genetic legacies specific to those Clans Tainted. [*Interestingly, the ilKhan failed to define what "Tainted" meant, leaving it open to interpretation to each Clan. With very few assets of these Clans remaining in the Homeworlds, the motion was more of an open authorization to actions already undertaken over the last few years. –SK*] Each Clan voted their support for the measure, citing rhetoric that damned those Clans for failing to help assist during the last two chaotic years. [*Conveniently they forgot how the Sharks suffered and were abandoned on Vinton, or the Ravens massacred on Bearclaw. –SK*]

Next on the table was an issue raised by saKhan Boyle Grimani. Citing several reports that the Goliath Scorpions had absorbed an Inner Sphere mercenary unit, Grimani motioned that the Scorpions who had contact with the mercenary Light Horse be subjected to Trials of Reaving.

Khan Suvorov rose to her Clan's defense and presented evidence that not only were all of the absorbed mercenaries dead, they had failed to succeed in any capacity in service to the Clan. They had effectively removed their own taint from within the Clan. [*Most likely, if the Clans were not as devastated as they were, Andrews would have pushed the issue and moved to possibly Absorb or Annihilate whatever was necessary to purify the Scorpions. There were, as the Council discovered, bigger issues that needed dealt with. –SK*]

The issue failed to gain traction with the assembled Khans, most of whom were content with Suvorov's evidence. She then informed the Council of the Scorpion's Absorption of Clan Ice Hellion. SaKhan Grimani objected to the Scorpions' temerity to pursue such an action without full authorization of the Council. Khan N'Buta defended Suvorov's accomplishment, citing the extraordinary circumstances of the time. He pointed out that a Trial of Refusal could be fought if any Clan disagreed; none came forward. The Hellion Absorption was given the Council's approval.

The next issue discussed was one of great concern. The Vipers—followed by the Adders, Spirits, and Scorpions—presented evidence of Clan Coyotes' collusion with the recent caste revolts and Dark Caste actions. The Blood Spirits put forth several motions to find some form of resolution.

First, the entire scientist caste of Clan Coyote was to be Annihilated. Most of the Society members captured alive [*scant few, actually; most committed suicide shortly after their capture –SK*] were from Clan Coyote, including those in charge of the laboratory research camps discovered on Tamaron, Priori, Ironhold, Glory and elsewhere.

Second, the issue of which warriors colluded with the underground movement needed addressed in some way. Those who had assisted the Society in their attempted coup needed to face justice for their actions, but those who fought against their Clan needed to be saved; clearly, the Clan had some redeeming value within it.

No one argued against the first measure, save the Coyotes. Both of the Clan's Khans, hastily elected after the Viper subjugation, objected strenuously to the complete gutting of an entire caste. Their protests fell on unsympathetic ears and the motion passed.

The ilKhan presented a proposal of his own to handle the Spirit's second concern. Each Coyote warrior that could not be positively identified as colluding with the Society would undergo a personal Trial of Refusal, facing the odds set by the Grand Council. [*The ilKhan's plan was most likely based on forward-thinking, rather than strict adherence to Clan law. With plans to re-launch a Clan invasion, Andrews had to know every warrior counted. Politically sorting out the Coyotes, rather than subjecting them to a deserved Trial of Annihilation, would retain additional bodies that could be "honored" with leading the new charge towards Terra. The ilKhan's plan was not genius, as ascribed by some Clan leaders, but one inspired solely by politics and Viper-centric thinking. –SK*]

The Trials of Cleansing were completed by mid-April, with nearly fifty-five percent losses to the Coyote touman. The Trial of Annihilation against the Coyote scientist caste was completed by the next Grand Council meeting on 30 April. [*According to various reports, both the Scorpions and Vipers presided as witnesses to the Annihilation. At times, entire scientific enclaves were simply bombarded from orbit. The majority of the time, however, the Coyote warriors simply went enclave through enclave, pistols at ready. –SK*]

With the Coyote situation resolved, the ilKhan then moved to the next issue facing the Homeworld Clans: the continued presence of a Tainted Clan, the Hell's Horses. With neither Khan nor the Loremaster able to attend, Zeta Galaxy Commander Magnus DelVillar continued to stand in their stead, though all of his votes on record were those of abstentions.

DelVillar rose to the ilKhan's use of the Tainted moniker. "I have studied this body's previous records; the original charge was against those Clans who had maintained extensive contact with the denizens of the Inner Sphere. The Hell's Horses have, at no time, come in contact with residents of the Inner Sphere in such a capacity to warrant the label of 'tainted.'" The statement played directly into the ilKhan's favor. With DelVillar's refutation, Andrews then presented evidence to the Council that the Horses had, in fact, made contact, bargained, designed, and were receiv-

THE COYOTE TRIAL OF REFUSAL

All Clans have suffered from the events enacted by certain elements within Clan Coyote. This Grand Council, however, has proof that not all of the Clan is responsible for the treasonous actions of its scientist caste and certain warriors. To ascertain which of the Clan's warriors are worthy of absolution, and which are guilty of the charges of treason (subject to a Trial of Annihilation), the following modified Trial of Refusal is proposed. Such Trial assumes that a certain percentage of the Clan's warrior caste is guilty. While the Coyote Khans have indicated they would prefer to handle the situation internally, because the Clan's recent actions have had external effects, the Grand Council motions with this measure to resolve the Clan's situation as follows:

- A Coyote warrior positively identified as acting on behalf of the Way of the Clans is to be considered Cleansed.
- A Coyote warrior positively identified as acting on behalf of the orders of the scientist caste, the Society, the Dark Caste, or other outside influence, is to be immediately Reaved.
- Any Coyote warrior who cannot be positively identified in working for or against the Way of the Clans must undergo a Trial of Cleansing.
- A Trial of Cleansing will see a questionable warrior face a Cleansed warrior in combat of the Cleansed warrior's choice.
- If the Cleansed warrior is victorious, the loser is declared Tainted and subject to a Trial of Reaving.
- If the Cleansed warrior loses to the warrior under question, the victor is considered Cleansed. The losing warrior will record the loss on their codex and lose one rank, but will not have their honor questioned.

This motion has been recorded into the minutes of the Grand Council session 17023075
VOTE AFFIRMATIVE: Steel Viper (2), Blood Spirit (2), Goliath Scorpion (2), Star Adder (2)
VOTE NEGATIVE: Cloud Cobra (2), Coyote (2)
VOTE ABSTENTION: Hell's Horses (2)

ADDENDUM A: Clan Coyote has declared a Trial of Refusal against this measure. Bargained Trial will be refuted by the Sixty-ninth Strike Cluster, Coyote Zeta Galaxy Commander Noemi McKibben commanding. The Measure will be defended at a ratio of 1:1.8 by the First Viper Guards, Steel Viper Alpha Galaxy Star Colonel Elias Andrews commanding. The designated battlefield will be the Plains of Katyusha on Strana Mechty at 0800 hours on 19 February 3075.

ADDENDUM B: On 21 February 3075, the Measure was upheld through trial by combat. The Trials of Cleansing will begin on 21 March 3075.

—Record of Measure GC17023075B

ing military aid and equipment from the Abjured Wolves-in-Exile and their mercenary masters, the Kell Hounds. [*This is in reference to the* Annihilator *and* Cygnus *BattleMech projects; how exactly Andrews acquired that information we do not know and it is not important now anyway. –SK*] With such people not deemed Clan but instead fully corrupted by the Inner Sphere, DelVillar's assertion was rendered moot. The Galaxy Commander shot back quickly, pointing out that none of Zeta Galaxy's remaining warriors had ever gone into the Inner Sphere.

The ilKhan, recognizing the truth of DelVillar's statement, changed his tone and approach and called instead to Abjure only the portion of the Horses within the Inner Sphere. Despite DelVillar's objections, the majority of the Council agreed, though only barely. Star Adder saKhan Banacek and the Khans of the Spirits and Scorpions objected to the measure, giving DelVillar nearly one-to-one odds to Refuse the vote. The Horse commander declared a Trial of Refusal, bidding the remainder of Zeta Galaxy as the defending force and offered up the remainder of the Horse's holdings as *isorla* to the winner. "No force in the Homeworlds today is capable of defeating the Horses at my command. In the event they do succeed, I offer, in my authority as the Clan's representative in the Grand Council, the remaining Homeworld assets of Clan Hell's Horses as *isorla* for such a victory."

The bidding to defend the Abjuration vote was fierce among the Vipers, Adders, and Cobras, though the Adders finally won the right to oppose the Horses. The Refusal





FEEDING FRENZY

As the Adders and the Horses danced through their drama on Strato Domingo, a couple of Clans looked to the recently Cleansed Coyotes and saw opportunities of their own. The Coyotes wisely began pulling their much-reduced forces back from their huge gains, consolidating their holdings around only sites of strategic value or rich in resources. Much of Tamaron was abandoned, the taint of the world still strong—and riddled with empty Society hidey-holes; distance from the unpleasantness was required to keep the Clan on a low profile.

What that meant for the rest of the Clans was opportunities to scoop up needed resources, facilities, and space. With many manufacturing sites suffering some form of damage, those enclaves that lay underdefended were fast routes to repairing and rebuilding. The Coyotes pulled back from Delios, Paxon, Tathis, and Tiber. Still in control of Babylon, the Coyotes relocated their center of power from Tamaron to the Pentagon world. The Clan began making plans to build a new genetic repository and relocate the one on Tamaron.

The retreats left a vacuum of sorts on several Homeworlds, something that nearly every Clan took advantage of. With the Coyotes departing, their enclaves and many of their lower castes were open for the taking.

—Clan Cloud Cobra Scientist Historian Mouchel, *Sidenote Annotation 22053077*



HELLION HELLRAISING

To: Watch Star Captain Russell

Re: Clan Ice Hellion sightings in the Deep Periphery

As per your request, we have sifted through several of our intelligence channels (such as they are) in running down the location of the last Trinary of the Third Hector Cavaliers. The unit, under the command of Star Colonel Olivia, was last reported on Nouveaux Paris near the end of 3072.

From what we can gather, we have noted that neither the Star Adder nor Hell's Horses accounts of the actions taken there against a group of raiders mention the Cavaliers. We can only assume the unit attempted to return to Clan space on its own but never made it. Up until recently, we had written the unit off as missing in action.

During saKhan Rood's mission to the worlds of the Nueva Castile, a small piece of information came to us by chance. One of the captured Castilian commanders mentioned in passing what they referred to as the "Lizard Clan" mercenary unit operating somewhere near San Mateo. The Castilian immediately recognized the Ice Hellion logo still visible on some of our unit uniforms. (We had not had proper time to acquire the appropriate gear, though that situation is now rectified.)

It is very possible that our wayward Cavaliers have lowered themselves to the level of barbarous money soldiers. If we do encounter them, I am not sure we can treat them with any honor or accept them back into the fold. That is, of course, a question for our leaders to answer; I am simply providing the information for them to be properly informed.

—Clan Goliath Scorpion Watch Warrior Marc, *Summary Report, Personal 19033075*

occurred on Strato Domingo near Rhyde. The Trial lasted nearly eighteen hours with DelVillar's *Thunder Stallion* the last of Zeta Galaxy to fall. Impressed with the Horses honorable combat and respect for the Adder forces [*and certainly with an eye to the political shift his decision would tilt –SK*], Khan N'Buta offered DelVillar a proposition that the Horse commander quickly accepted.

With the Refusal denied, all of the Horses that had vacated the Clan Homeworlds were Abjured. The Star Adders accepted the entirety of the Horse assets within the Homeworlds as per the agreement of the Trial. Khan N'Buta then declared the formation of Clan Stone Lion. [*Clearly this is in direct reference to the Tokasha stone lion, a nasty little feline mammal that lives in prides and hunts in packs. Vicious little beasts when backed into a corner but rarely a threat to larger predators. –SK*] The new Clan would begin with the *isorla* claimed in the Trial of Refusal. "And any Clan that finds the need to Absorb this new member to our kin will find the Star Adders standing to refute their right to do so," declared N'Buta. The Stone Lions would have all of the rights to those Horse legacies left in the Homeworlds.

DelVillar was quickly elected Khan of the new Clan, with Emilio Houan elevated to the post of saKhan. With the arrival of a new Clan, the balance of power within the Grand Council shifted ever so slightly.

VIPER'S END

On 29 July 3075, another Grand Council was called by the ilKhan. By then, much of the reclamations and resettlements across several Clan worlds were complete. Andrews believed the time was now right to lay the foundation for the Clans' next conquest: a new invasion of the Inner Sphere.

The ilKhan began to lay out his vision for the next several years for his peers. A crash reconstruction program would be necessary to rebuild the Clan toumans back to pre-revolt levels. The longer program would be necessary for two reasons: to take advantage of the new technological breakthroughs in some weapon designs uncovered during the revolts, and to allow a full generation of warriors to lay unborn.

Because of the multiple levels of viruses unleashed across several worlds that impacted nearly two dozen genetic lines, the Clans needed to pause and inspect all of their genetic samples. With the unheard of capabilities displayed by the Society during the brief war—the genetic deformities discovered on a few worlds, the drug-twisted pilots, the targeted viral strains, among other nightmares—it was important that all of the active lines be thoroughly examined for tampering or alterations. The Wolf actions in destroying the entire Kerensky line under the noses of other Keepers showed how lax genetic security was. "Who knows what vile genetic cocktails vengeful scientists might have created in place of the Clans' original founders?"

Andrews ordered that the entire Clan eugenics program would halt for a period no less than five years. During that time, every Clan would conduct a complete examination of each of its tendered legacies. Once the legacies were verified as untouched or untainted and five years had passed, the Clan could restart its iron wombs. [*Andrews probably established the five-year mark as more of a generic marker, as it was unknown how many latent viruses might be still in play on various worlds. The time gap would give the scientists additional time to examine and determine if the environment would be safe for resumption of genetic science and the eugenics program. –SK*]

THE TAINT IS AMONG US

"Our ilKhan boldly proclaimed that 'all Bloodnames and Bloodhouses of the Clans who currently resided in the Inner Sphere as tainted and worthless.' An interesting turn of phrase, 'who currently reside.' Would it not be logical to conclude that any Clan having contact with the Inner Sphere through its worlds and citizens—be they Clan or Spheroid in origin—be considered Tainted? Look around us. Every Clan who has had contact in some manner with the Inner Sphere—Homeworld or Spheroid—is no longer present among us. They are Abjured, Annihilated, or Absorbed. The Ice Hellions? Their weakness proven; they are no longer here except through the body of the Scorpion. The Horses? Did we not just Abjure them scant months ago? The obvious culprits as well: Sharks, Falcons, Bears, Wolves, Ravens…they are all no longer Clan, according to this body.

"But stop for a moment and look back along our Clan history. There is one Clan still here in the presence of this body that has the Taint clinging to it. As so defined so expertly by our ilKhan, yet so deftly turned.

"My Khans, this Clan is all that remains between us and our future. And, as our ilKhan reminded us nearly four years ago, our success in retaking Terra relies on the purity of the Clans.

"I therefore move that this Grand Council declare a Trial of Reaving upon Clan Steel Viper."

—Clan Star Adder Khan Stanislov N'Buta, *Grand Council 29073075*



The reaction in the Council chamber was mixed. While the wisdom and logic of the order seemed to fit, the sanity of halting one of the core pillars of the Clan Way seemed highly questionable. It was all the catalyst Star Adder Khan Stanislov N'Buta needed.

N'Buta reminded the Council of the ilKhan's words in 3071 regarding purity and the success of the Clans. Using Andrews' own words, he pointed the finger of Taint squarely at Clan Steel Viper and motioned for their Reaving. Seconded by saKhan Banacek, the motion went to an immediate vote. The Reaving call passes with a simple majority; only Clan Blood Spirit opposed the measure alongside the Vipers. Andrews declared a Trial of Refusal, which N'Buta accepted, offering to fight unaugmented as Andrews bid himself in his defense.

Andrews produced a laser pistol [*a direct violation of the Council's own rules –SK*] and shot the Star Adder Khan between the eyes.

The entire chamber was aghast at the violation of the chamber's longstanding rules and tradition. Clan Cloud Cobra Khan Hollyann Kardaan rose quietly and condemned Andrews for the flagrant breach of Clan law and etiquette. "It is clear before us now that Clan Steel Viper and its leaders are more than just tainted; they are corrupt to the core. A simple Reaving will not do.

"The Cloud Cobras call for an Annihilation of Clan Steel Viper."

Star Adder saKhan Banacek quickly seconded the motion and several of the other Clan leaders agreed. [*Most of them were more celebrating the fall of a powerful rival than the legalistic gymnastics being worked out in their midst. –SK*] The ilKhan was quickly stripped of his position as Andrews challenged Banacek with another Trial of Refusal. Rather than respond, Banacek wrestled Andrews to the ground and beat him in the face with the Adder's ceremonial mask. The saKhan's blows broke Andrews' nose and the bone shards shoved into his brain.

The death of another Khan in the Council chamber sent the assembly into controlled chaos.

[*Loremaster Stoklas was killed as the Viper DropShip* Shimmer *was overtaken by a Star of Cobra aerospace fighters. –SK*]

FOCUSED AGGRESSION

The Grand Council convened again two months later. Star Adder Khan Hannibal Banacek and newly-elected saKhan Tyros Cannon motioned that the Viper Annihilation be open to all of the Clans. Over the last two months, many Khans considered that the Adders were the only Clan strong enough to carry out the Trial and simply minimized their contact with the Vipers. The motion put forward by the Adder leadership was well received and only the Blood Spirits [*on general principle, probably – SK*] opposed. Scorpion saKhan Rood motioned that an ilKhan be selected to lead the Clans in the upcoming Trial; the motion passed unanimously. Both Khan Suvorov and Khan Banacek were nominated, with the Adder Khan receiving the Council's vote.

As the Clans gathered their forces at Strana Mechty, Watch intelligence showed that the Vipers, under the leadership of Khan Boyle Grimani, had pulled back the bulk of the Clan's touman to Circe and New Kent. Many of the Viper enclaves were simply left unguarded.

The multi-Clan fleet arrived at Circe on 30 October. The Cobras bargained for the honor to lead the fight and threw two naval stars directly into the teeth of the planet's SDS. Though they lost several WarShips [*the* Perdition's Flame, Hertzog's Staff, Consequence, *and* True Sight –SK], the Cobras punched a narrow hole to the surface. As the Scorpions fought off a Viper flanking attack, nearly two hundred DropShips swarmed down the gravity well and dispersed to their assigned landing zones.

Clan Blood Spirit lost nearly half of its landing force during the initial approach as several ground batteries previously unaccounted for suddenly opened up in their corridor. Alpha Galaxy dropped directly on top of one of the batteries, silencing it. Holding the shallow hill, the Alphas were soon joined by the Cobra's Delta Galaxy. The two Clans then pushed north, capturing Ides, Oberon, and Wales. A major Circian storm blew over the area, forcing the attackers to hunker down. The gale covered the approach of the Vipers' Beta Galaxy, which overran the Spirit position and broke Tau Galaxy. The timely arrival of several Cobra squadrons from Delta Galaxy blunted the counterattack.

Both the Lion and Scorpion advances stalled as they approached the main Viper enclave of Tash. Clan Star Adders' Fifteenth Armored Cavalry and Seventy-third Adder Cavaliers intervened to the east, opening up the Viper lines and the Lion's Twenty-seventh and Thirty-first Iron Guards poured through, securing the Vipers' rear area and destroying the main command bunker. Heavy bombing support forced back another counterattack by the Vipers' Thirty-eighth Phalanx, though the arrival of Clan Coyote's Eighty-first Strike Cluster and the Golden Keshik [*led by Khan Leo Koga –SK*] pinned the Vipers down. The Iron Guards slammed repeatedly into the defenders until the Vipers broke and ran. The survivors raced into the ruins of Dehra Dun, forcing the Coyotes and Lions to pursue. After nearly two days, the remaining Vipers skulking in the ruins of the bombed city were hunted down and destroyed.

The Scorpions and Spirits wheeled east and hit the rear of Tash, catching Viper saKhan George Mercer in the open. [*I find it amusing and yet sad that the Vipers, in the midst of facing Annihilation, took the time to vote for new leadership. –SK*] The Spirits overwhelmed Mercer and his Command Star and emerged victorious. With the death of their commander, the remaining Vipers in Tash attempted to surrender, but the Clans ignored the requests and carried out the proscribed Annihilation.

By mid-December, the Clans moved on to New Kent. Awaiting their arrival was the bulk of the Viper fleet, including the fully-repaired *Snake Leader* and nearly fifty Stars of aerospace fighters.

Opposing the Viper fleet was eight Clan naval Stars comprised of the combined Clans. At the head of the fleet was the *McKenna's Pride*. The presence of the sacred battleship hammered home to the Vipers that the Clans were united in their mission to stamp out the last of the impure among them. New Kent would be Clan Steel Viper's last stand.

The naval battle opened in controlled mayhem. New Kent did not have a functioning SDS, a victim of the network virus three years earlier. The *Leader* attempted to square off with the *Pride*, but ilKhan Banacek refused to grant the Vipers any sort of honor status. The five united Clans coordinated their attacks into staggered waves, pulling and tugging at the Viper's orbital defenses. Fighters and DropShips crossed the space lanes, sowing damage in every direction.

Within the first hour, the CSV *Anaconda* was boarded and captured by a Cobra marine Star. Though unable to gain complete control of the vessel, the Cobra warriors did force the ship out of formation, blocking the broadside arc of the *Leader* for a critical minute as the *Pride* slipped by. The *McKenna* then blew out the aft sections of the *Snake Leader*; a series of catastrophic explosions snapped the *Congress*'s keel and vented most of the vessel to space. With their flagship dead and their flotilla slowly being overwhelmed, the Vipers backed up to New Kent's atmosphere in a last-stand maneuver, targeting DropShips and fighters in a vain attempt to even the odds on the surface. One by one the Viper WarShips succumbed to the rolling Clan onslaught. Four hours later, only the *Constrictor* remained functional and was hunted down as it attempted to break away for the jump point.

Nearly two-thirds of the Clan fleet lay scattered across New Kent's cislunar space; with it lay also a quarter of the dedicated ground assault. The Blood Spirits led the way, as Beta Galaxy [*two Clusters do not make a new Galaxy, but then again, I am not a Blood Spirit, either –SK*] raced to the surface. Viper ground batteries pummeled the descending DropShips, killing saKhan Schmitt and most of the 258th Crimson Guards. Khan Forrest Campbell led the remains of the Spirits forward towards Eagle Crater. With the help of the Lions' Fortieth Iron Guards, the lightly-defended ground batteries were dismantled, allowing Star Adder and Goliath Scorpions to ground nearby.

By the end of the second day, all of the main factory complexes and storage zones in Eagle Crater belonged to the five Clans. The Goliath Scorpions' Alpha Galaxy managed to seize the Shandrake Massif research facilities, cutting the defenders off from the planet's main DropPort and DropShip yards.

Several skirmishes developed over the next few days as the Clans pushed their way forward to New Kent City. Clan Cloud Cobra began constant bombing runs against suspected Viper positions. After a week of sporadic fighting, the attacking ground forces had surrounded the Vipers' last remaining strength [*which included the bulk of Alpha and Omega Galaxies and Khan Boyle Grimani's Triasch Keshik. -SK*] within the major sprawl.

IlKhan Banacek called a halt to the exhausted assault force and allowed them to rest. For a full day, the two forces endured a standoff as the remaining WarShips maneuvered overhead. At dawn local the next day, Banacek ordered the aerial bombardment of several smaller Viper cities, enclaves that held nothing of value to the rest of the Clans.



On 20 December the ilKhan ordered the Mercer Building strafed until it collapsed, strewing debris and fires across the denser part of the city. [*This was probably more symbolic of a move than strategic, an attempt to demoralize Khan Grimani and the rest of the Vipers before executing the final assault. –SK*] At dawn on 21 December, Banacek ordered the Clans to attack.

The Clans found themselves separating into smaller firefights that ranged deep into the heart of New Kent City. They faced multitudes of armed civilians, hidden explosives, and Viper warriors seemingly around every bend. [*Interesting how fast and far the Vipers fell from the Clan Way when faced with extinction. Such actions probably spurred the rest of the Clans on, showing them that the Vipers were indeed deeply Tainted. –SK*] As reports reached Banacek on the increasing difficulties faced by the assault force, the ilKhan ordered a proper withdrawal at sunset.

On 22 December, Banacek ordered the *McKenna's Pride* to open up her batteries on New Kent City as the Clan forces watched from their original positions. The capital fiercely burned, sending choking billows of acrid smoke into the already tainted atmosphere.

Not one Viper warrior or civilian attempted to flee as the Pride turned New Kent City into a crater.

By 31 December, it was obvious there were no survivors. The city had burned to the soil, taking the remains of Clan Steel Viper with it.

Though some Viper enclaves remained on other Clan worlds, they were undefended and easily taken by the tired and brutalized Clans. On 10 February 3076, the ilKhan declared the Trial of Annihilation of Clan Steel Viper complete. For these six surviving Clans, the Wars of Reaving were finally over.

FOUNDER'S FUTURE

The following section is an addendum to our report on the Wars of Reaving first presented to the Council of Six in 3084. It is an attempt to update the status on those factions that survived through the last data dump we received from our sources in 3086. Regrettably, it is the last; I suspect our final Watch agent met an untimely end as she has not reported through any of our established channels in the eighteen months since.

I have divided this report into three subsections: those Clans who have since passed, those who remain, and the members of the Council of Six. All of these deal with Clan events after the Wars of Reaving. Information such as the operations against the Word of Blake are not relevant to this report's focus. I have also omitted Council of Six touman updates, as these are available through other means and need not repeated here.

With the recent ruling by the Council, we have closed down all active operations regarding the Pentagon Worlds and the Kerensky Cluster. A prudent move, as you will see: none of our former brethren have improved with age or distance.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum Supplemental 30013087*

THE SOCIETY

It would be remiss to neglect mentioning details regarding the Society and how it operated. Though the secret cabal is no more, understanding the organization and what drove them are lessons best learned so that they may not be repeated again. A more "sensationalized" report can be found in the Clan Jade Falcon Watch 3072 archives.

The Society was a secret cabal, conclave, organization, what-have-you buried within and stretching across the Clans' scientist caste. It, in its existence, cast aside normal Clan conventions and adhered to a hierarchy more devoted to science than to the Way of the Clans. Ruled in a pyramid-style cell structure, only a few among the top select members knew the objectives and directions the Society was moving in.

Though dominated by a larger number of scientists attributed to Clan Coyote, the Society had cells in nearly every single Clan. The number of cells per Clan varied; as far as we can tell, the more strict and rigid the Clan was in its adherence to Kerensky's tenets, the fewer cells present. Clan Coyote was the most influenced of the Clans; typically, as the Society dictated, so the Clan moved. After Silas Kufahl's death, a former scientist, Elliot McKibben, ascended to the leadership of the Clan. McKibben had apparently been given another chance at the warrior caste in the late 3060s after the failed Babylon Diets and then acquired his Bloodname in 3070. Through what can only be considered direct manipulation—and possibly threats—McKibben attained the Khanship and the Society had its first Clan 'ally.'

By and large, however, the entire scientist caste was not involved with the Society. Most of the lower-echelon scientists and sub-caste members still followed proper protocols and procedures; in a few cases they may have indirectly contributed to the Societys' gains, but in complete innocence of their actions. That a few Clans decided the entire scientist caste must be punished is a sad state of affairs, but a conclusion that is understandably reached; how would one know if a scientist was a member of this secret sect or not? It is not, even now in the wake of the rebellion, an easy question to answer.

The Societys' ideals, such as they were, seem to be predicated on the issue of "we know better." Apparently the top tier members believe in a vision of Kerensky's Way that is, in some ways, very different than that of the Way of the Warrior. Many seem to have felt that Kerensky's vision was incomplete due to lack of factual analysis and hypothesis and believed that as science advanced within the Clans, so did the understanding—the true understanding—of Kerensky's vision. To them, science is the key to civilization and without science, there is nothing. This dogmatic thought is held especially true when looking at the worlds selected by Kerensky for settlement: harsh landscapes barely capable of supporting humanity and in many ways, attempting to snuff it out altogether. Only through science such as terraforming, weapons, and manufacturing could the Clans survive.

Society members also believed they were the creators of the Clans, taking Kerensky's vision and propogating it through their manufacturing of the majority of the warrior caste. This perspective gave them the license and responsibility to have a greater hand in the course of the Clans. According to their reasoning, if the Clans were the epitome of Man, then the next steps forward would be achieved by the scientists. When ilKhan Andrews threatened to undo decades of work and research, the Society felt forced to act.

Hierarchy

The Societys' hierarchy was based around a classification of disciplines and ranked according to importance in the Clan Way. Genetic scientists are at the top of the pecking order, due to the emphasis on genetic engineering and manipulation. Armament is second, followed by Humanities, Space, and Conventional sciences. In some nod to a warrior code, or possibly as a parody of, the Society uses military-sounding titles and ranks such as Scientist-General, Control Commander and other nonsense with deference given to age and experience. A subcaste seems to exist as well, connecting the Society to the Dark Caste and its military bandits who acquire salvage and, most importantly, slaves and test subjects from the fringes of Clan civilization.

By and large, however, the Society ignored typical Clan nomenclature. To protect their identities and allay suspicions they would publicly follow Clan convention; in private, such distinctions disappeared. As far as can be determined, Society cell members never associated themselves with their Clan of origin but on their discipline. The lack of identifiers made it extremely difficult for various Watches to positively identify individuals in the rare documentation or recordings acquired. Even when the Society unveiled themselves, many of their soldiers used a form of ultraviolet paint or markers to identify themselves to compatriots. Such "invisible marks" were used to great effect in some battles, using false colors and markings to sneak up and backstab opponents.

The genetic science subcaste contained the largest ratio of Society members due to the intense focus given to the eugenics program as a whole. Such attention tended to fuel the egos behind the geneticists, elevating their own importance to unhealthy psychological levels. Some Clans, through their near-worship of genetics as a whole, gave these scientists near carte blanche in their operations and allowed the Society to blossom accordingly.

Not too long ago, Society geneticists split into two camps; one largely headed by Coyote Keeper Sifus within the Homeworlds, and a smaller splinter group headed by banished Jade Falcon Scientist Etienne. At some point in the late 3050s, the two groups had separated for some unknown reason, though many analysts suspect Falcon Khan Marthe Pryde's banishment of Etienne had a large part to play. As such, the Homeworld faction lost its pipeline to the Inner Sphere. Both groups diverged in their experimentation and objectives, though they did maintain periodic contact to share ideas, notes, and some experimental prototypes of medical and mechanical origin.

Goals

One of the main objectives of the geneticists was the continued experimentation of genetic crossbreeding, mixing various legacies beyond Clan boundaries. Small, illegal sibkos were established in remote areas such as Ironhold's deep forests and Delios' underwater caverns to test these experimentations. Those deemed successful were then released or transferred into a Clan's touman through deception and false codices.

Additional testing on new Phenotypes was also on the table. Success with these experiments was rare and eventually branched into mutagenic virotherapy, known as the Synaptic Project. Several Society cells went a step further, creating rough Phenotypes that were deficient as humans in most ways except in combat strength or ability. Such humans were a ready-source of slave labor in the more robust Society facilities, such as the *Septicemia* OmniMech factory hidden on Tamaron, becoming instant grunt soldiers when the Society made its move in 3072.

Other factions within the Society structure operated on similar projects within their area of expertise. Armaments, as we can determine, excelled in developing weapons systems that performed well enough for the authorizing Clan's specifications or were spectacular failures. Because the Clan Councils would cancel a project if deemed worthless or a letdown, it was a simple matter for some Society cells to remove the weapon project from the Council's eyes and continue refining it for future usage. Because the ultimate goal of the Society was an upheaval of the Clan caste strata, they knew that armed conflict would be necessary. Parity was not something to be achieved but overwhelmed; creating weapon systems that were superior to those available to the warrior caste would do much to further the Societys' hoped-for push to dominance.

The ProtoMech project is the most obvious example. After Clan Smoke Jaguar debuted the system during its failed defense of Huntress, the Society—unaware of the project due to extremely low-level involvement with the Clan—quickly ascertained its tactical benefits. As certain Clans attempted to create their own programs, Society cells intentionally stunted some projects to make them less appealing. Clan Jade Falcon, disgusted with their own progress, cancelled the program altogether. Scientist Etienne was free to continue developmental research and production on these systems outside of the Clan and gained a large number of them as they were "decommissioned" from active Falcon Clusters. This created not only a veritable selection of test beds for new projects, but also created an influx of weapons for his secret army. Very few of the Falcon ProtoMech recalls made it past Etienne's Sanctuary to the Homeworlds.

Operations

Secrecy was paramount to the Society until its revolt in 3072. Most members were unaware of just how large the organization was, knowing only those few people within their laboratory or research group. They quickly learned the arts of misdirection and deception to keep the warrior caste from guessing their motives and plans. Communication was done sparingly, usually through codes or in rare face-to-face meetings that required extensive security often staffed by Dark Caste brutes.

Training of its armies was done in secret, usually through simulators as large unit movement could be detected by the warrior caste. Knowing that their army's skill would be low, the Society developed systems to mitigate as much as possible the one strength the warrior caste would have over them aside from numbers: combat experience.



Other weapons were developed to help offset the power of the Clans' touman. System viruses transmitted by communications would incapacitate a world's HPG system and associated network; similar programs could neutralize JumpShips and WarShips. Genetic diseases were developed as sideline projects to their crossbreeding and Phenotype experimentations, which could incapacitate a Bloodhouse, genetic line, or even cross castes into the general populace, sowing confusion and sickness. Part of the key to the Societys' plan in the Homeworlds would rely heavily on creating as much chaos as possible and taking advantage of it to assert their authority and cement their position.

A similar approach was conducted by Etienne's splinter group. The geneticist had set his sights on taking over the entire clan, not just a mere caste revolt. The subtle difference of objectives changed Etienne's approach to that of brute force through sown chaos and resulted in a harsh sentence for millions of innocents: the complete Annihilation of Clan scientists within the Falcon Clan.

Results

Whatever the case, neither Society group succeeded in their ventures. The revolts were pushed into action based on the fears of the geneticist members and was destined to fail. While initially successful, the situation on several worlds spun out of control as diseases ran rampant, infrastructure collapsed, and many civilian castes refused to acquiesce to the upstart scientists. As the more powerful Clans got their proverbial feet back under them, it was a matter of time before they hammered the Society into Annihilation.

The same could be said about Etienne's personal war against the Jade Falcon leadership. While successful in some areas, ultimately his bid for power—launched for the same fears as the Homeworld revolts—completely failed. His secret world discovered and burned, Etienne lost his life and his goals, and took the lives and dreams of millions of other Clan scientists with him. Etienne's actions did ultimately hurt the Falcons by gutting their scientific core, putting the Clan in a scientific desert for decades to come.

In the end, it was human emotion that destroyed the masters of Science.

—Clan Coyote Scientist (Historian) Claude, *The Society, Preamble, 20043082*

CLAN BLOOD SPIRIT (ANNIHILATED 3085)



Capital world: Haven (Colleen system)
Primary support world: Honor (Colleen system)

LEADERS (3084)

Khan: Bryce Schmitt
saKhan: Lucas Campbell
Loremaster: James Vargras

By the end of the Viper Annihilation in 3076, Clan Blood Spirit was in shambles. Its touman had suffered hard losses from the invasions of Circe and New Kent. With nearly all of its industry destroyed on York and Albion, the Clan could not hope to quickly rebuild. After electing Bryce Schmitt to the position of saKhan, the Clan's leadership made the hard choice to take what it could from its holdings in the Kerensky Cluster and withdraw to Colleen.

Progress on both Haven and Honor was slow but steady and the Clan began to reconstruct. Spirit scientists reopened several of its genetic legacies during the Grand Council-imposed moratorium on active Bloodlines. Extensive testing over the next decade showed several genetic legacies tainted in some way from Society tinkering; the Clan Council voted in 3083 to extend the ban on using the Boques, Campbell, Church, and Johns legacies until they were purified. With limited equipment at the Clan's sole repository—relocated from York to Haven in 3070—the Spirit scientists made extensive use of the newly-built gene labs on Strana Mechty.

With so much damage done to the Clan's military and over half of its warriors lost in the Wars of Reaving, the Blood Spirits went into complete isolation. Only the Spirits' newly-repaired enclave on Strana Mechty remained in contact with the others; saKhan Schmitt spent more time acting in the Clan's behalf in the Grand Council than among his own brethren. Though many of the remaining Clans knew the Spirits had withdrawn somewhere nearby—York had become completely untenable by 3080—few cared enough to engage them. Duty on Strana Mechty was viewed not as an honor, but as a punishment. There were little chances for combat or Trials and eventually, saKhan Schmitt ordered only those warriors destined for *solahma* duty to serve.

The Spirits managed to keep Colleen hidden from the rest of the Clans until 3082, when a Stone Lion scout vessel arrived at the system's nadir point. Uneventful as that encounter was, it signaled that the Spirits' isolation was at an end. Khan Boques began to gear the Clan up for war, as none of the Clans would allow the Spirits to hold onto two bountiful planets as these without conflict.

The first to arrive was Clan Cloud Cobra. In respect to their earlier dealings, the Cobras simply Trialed for the right to set up two new enclaves on Honor's southern continent. The aerospace Trial was tight and controlled, with the Cobras handily defeating the Spirit defenders. By 3083, the Cobras had established two bustling colonies; both centered around strip-mining the nearby mountains of ore. The Cobras were in the process of constructing a large OmniFighter factory when disaster struck.

On 19 March 3083, Honor nearly split. Several earthquakes, measuring 9.0 and higher on Clan scientific scales, rippled through the highlands of the main continent, Baruna. The heavily volcanic chain, the largest mountain range in Clan space—stretching nearly three-fourths of the way around the north-south circumference—seemingly erupted at once. Every Clan holding on the surface felt the planetary tremors; none escaped major damage. Massive tidal waves rolled kilometers inland, wiping out both Cobra enclaves and the Spirits' largest city of Osterling.

The Spirits' response was swift, though ultimately ineffectual. With the Clan's scarcity of DropShips and both planets almost opposite each other in their orbits, fewer than 15,000 survived. The disaster was catastrophic for the Blood Spirits.

Still reeling a month later, the Clan faced the arrival of Clans Stone Lion and Coyote. Both Clans initiated several Trials for various enclaves on Haven, accounting for nearly every holding. The Lions bid Psi Galaxy in their conquest, the Coyotes fielded Nu. Opposing them was the bulk of the Spirits' three understrength Galaxies: Alpha, Omega, and Iota.

By the end of June, only two Spirit holdings remained part of the Clan, defended by a battered Alpha Galaxy. Khan Boques lay dead and the Spirits' last ProtoMech factory in the hands of others. The Lions had seized several mining and agricultural enclaves, including two ProtoMech factories near Lovell. They also acquired the Spirits' ProtoMech warrior Phenotype. Guarding their new holdings were the battered remains of two Clusters, enough to rebuff any Spirit counterattack.

The Coyotes, with the tattered remains of Nu Galaxy, held the Spirits' former capital of Glasgow and three newly-built BattleMech factory complexes. Both Clans knew a Spirit counterattack was unavoidable; Coyote Khan Leo Koga doubted the Spirits could muster enough force to dislodge them.

Khan Schmitt counterattacked the Coyote holdings in August after once again arming the Spirit's civilian populace. The Coyotes were ill-prepared for the assault, dealing with constant resistance from the Spirit populace to integration with their new Clan lords. Schmitt, using nearly a Cluster of armed lower caste infantry, infiltrated Glasgow at night and by morning the Coyotes were holed up in Glasgow's warrior quarter. Incensed at the extremely unClanlike display before him, Khan Koga declared all of the Spirits who held a weapon as *dezgra*. In a bloody surge, the Coyotes began systematically cutting down all who opposed them as they pushed from their makeshift fortress. Despite the arrival of the Spirits' Red Guards, the Coyotes slaughtered a large portion of the civilian populace as they made their way out of the city and to the nearby *Crimson Langur* factory.

Khan Koga contacted Stone Lion Loremaster Jackie Ravenwater, commander of the Clan's forces on Haven, and informed her of the situation. Both leaders agreed the Spirits were not deserving of continued respect. The Lions, who were also having problems integrating their *isorla* civilians—though not at the level of the Coyotes—immediately threatened their populace to stand down or suffer consequences. Several groups of civilians refused, firebombing the warrior's quarter in Lovell. With that action, the Lions began rounding up and executing those civilians found with a weapon—only a few hundred, as opposed to several thousand in Glasgow.

The situation continued to devolve and Khan Koga called for an immediate Grand Council to address the situation. Faced with strong evidence of the Spirit's unClanlike way of arming their civilians once again and that little of the Clan's population had acted properly by submitting to the rule of their victors, the Grand Council voted on Koga's measure to Abjure the Spirits. The Adders countered with a call for Annihilation but, even after several arguments, both Adder Khans knew they could not get the unanimous vote required. They switched tactics, calling instead for a Trial of Absorption. Only the two Cobra Khans stood by the Spirits in opposition to the motion.

Clan Star Adder, eager to exact revenge upon their enemy, easily won the right to carry out the Absorption, though in reality few of the Clans had a sizeable force to carry it out without gutting their own forces. In deference to the Adders both the Lions and Coyotes withdrew from Haven, stripping what they could from their captured holdings. The Blood Spirits prepared to receive their hated foe.

The Adders struck first on Strana Mechty and quickly wiped out the Blood Spirit enclave. Newly-elected saKhan Lucas Campbell managed to drop three Adder OmniMechs during a last-ditch defense of the enclave's small genetic laboratory before he joined the rest of the Spirit warriors in death. Knowing that none of the Spirits would



submit to being Absorbed into their enemy, the Adders simply executed those who remained. It was a sign of what lay ahead for the Spirits.

By this time, Clan Cloud Cobra had withdrawn what they could from still-trembling Honor, transporting what Spirit survivors and equipment they could to Haven. This included the woefully understrength Beta Galaxy. With Honor mostly abandoned, the Spirits concentrated what they could on Haven, mustering together three Clusters of warriors and nearly five Clusters of armed civilians.

The Adders arrived on 5 October 3084. The *Sovereign Right* and *Absolute Truth* smashed aside the Spirit's *Karianna Schmitt* and *Stooping Kite* at the zenith point and delivered Gamma, Epsilon, and Xi Galaxies to Haven. The Spirits threw everything they could into space to blunt the oncoming rush of force but could do little to blunt the Adder's aggression.

Grounding ten kilometers from Glasgow, Gamma and Epsilon moved quickly to engage Khan Schmitt and Alpha Galaxy near the outskirts of the city. Both the Forty-second Adder Cavaliers and the 212th Battle Cluster were overwhelmed as they crossed the Sidhe River as nearly four Clusters of armed civilians surged from ambush. Though the Adders fought their way through, the Forty-second took the brunt of the assault and withdrew. As they made their way back towards the Adder DropShips, two Spirit *Broadswords* strafed the surviving warriors. One was critically damaged from concentrated ground fire and the Spirit crew forced the DropShip into a crash landing that took three Adder 'Mechs with it.

Word of the ambush and strafing attack reached Adder saKhan Wyatt Talasko, who spurred Gamma and Epsilon forward straight into the teeth of Khan Schmitt's defensive line. Both sides engaged in five-kilometer line in some of the most vicious fighting seen by either Clan since York. Exploiting the weakened line before him after bringing down Schmitt, Talasko led the Third Assault Cluster directly into Glasgow proper, gunning down anyone in view. Within an hour of Schmitt's fall, the Spirit line had collapsed into small pockets of fighting; none of the besieged Clan's warriors surrendered or asked hegira. By nightfall, Alpha Galaxy was no more. Neither was most of Glasgow, which began burning in mid-afternoon and had completely caught fire by morning of the next day.

Xi Galaxy, led by Adder Loremaster Fletcher Daniels, pressed nonstop into Lovell where the remains of the Spirit civilian Clusters ambushed them. Daniels fell first as a large building exploded next to his *Hellfire*, burying him and his command Star. The 522nd Sentinels immediately began targeting the buildings around them, dropping a few and igniting several natural gas lines. The explosions set off several mines laid nearby and as the noise died down the last remaining armed civilians flooded into the area.

The ambush was the start of a forty-eight hour execution as every warrior in Xi Galaxy strode through Lovell gunning down anyone who moved. Buildings were crushed and burned while the two factories nearby were systematically cleansed by Elemental Stars.

Using what Spirit DropShips remained, the Adders loaded as much *isorla* as they could from the ProtoMech factories and other warehouses, using as much of the Clan's transport assets as possible. Their objective completed at the end of November, saKhan Talasko pulled the Adders back to their landing zone as the *Absolute Truth* began targeting and destroying key infrastructure locations at the Spirit enclaves across Haven. What little resistance put up by the Spirits was intercepted and put down by the Adder forces.

By mid-December, every Spirit holding on Haven was crippled, burning, or outright destroyed. With the Spirits' military presence eradicated from the planet, the Adder task force moved on to Honor and repeated their actions. Because of the still-active volcanoes and continuing aftershocks, very little remained. The Seventeenth Crimson Guards, the last of the Blood Spirits' military, were destroyed from orbit.

The Adders left the *Sovereign Right* in the system to watch for activity. Though a few DropShips did attempt a month later to escape the system, they were destroyed by the watchful WarShip. No Clan dared enter the system and by July 3085, Haven only emitted minimal signs of life; Honor had gone "dark" a few months prior. The Adders recalled their WarShip but make a point to visit Colleen on an irregular basis to survey the system. In October 3085 as a final act of contempt, the Adders targeted the side of Mount Schmitt near Glasgow and buried the Spirit's genetic repository under several hundred thousand tons of rock and ice, destroying the Blood Spirit's legacy forever.

For the Clans, the Blood Spirits were no more.

MILITARY COMMANDS (3084)

Barely three Galaxies limped home after the Viper Annihilation. Totaling a miserly ten Clusters, Alpha, Omega, Iota and newly-created Beta Galaxies were severely depleted and understrength. It was partly from the abominable shape of the Spirit's touman that then-Khan Boques had enacted the Clan's complete withdrawal from Clan space, save Strana Mechty. Little remained on York to salvage and the Clan abandoned their long-time capital, relocating to their two secret worlds in Colleen.

WARSHIPS

Before their destruction in 3083, the Blood Spirit navy consisted only of two WarShips: the *Carrack*-class CBS *Karianna Schmitt* (*nee* CSV *Pride of New Kent*) and the *York*-class *Stooping Kite*. The Spirits had no infrastructure in place to handle maintenance and repair duties for either vessel. The crippled CBS *Exsanguine* was destroyed by the Coyote's *Spirit in the Sky* in 3082 after the Spirits bid the WarShip in their defense.

CLAN BLOOD SPIRIT TOUMAN (3084)

	Exp	Strength
Alpha Galaxy (The Blooding)		
Commander: Khan Bryce Schmitt		
Red Guards	E	45%
(CO: Star Colonel Katja Keller)		
7th Blood Drinkers Cluster	V	35%
(CO: Star Colonel Rudolph DeLuca)		
66th Blood Hussars	V	40%
(CO: Star Colonel Nancy Cluff)		
Beta Galaxy (Blood Reavers)		
Commander: Galaxy Commander Stok Campbell		
55th Red Vanguard Cluster	V	55%
(CO: Star Colonel Isis Dumont)		
181st Crimson Guards	R	30%
(CO: Star Colonel Elisabeth Johns)		
Iota Galaxy (Retribution)		
Commander: Galaxy Commander Boris Johns		
88th Crimson Guards	E	10%
(CO: Star Colonel Stephen Pitcher)		
158th Crimson Guards	R	40%
(CO: Star Colonel Bryson Lewis)		
Tau Galaxy (York's Revenge)		
Commander: Galaxy Commander Trace Boques		
258th Crimson Guards	V	25%
(CO: Galaxy Commander Trace Boques)		
17th Crimson Guards	E	15%
(CO: Star Colonel Charles Carmichael)		
79th Crimson Guards	V	30%
(CO: Star Colonel James Faraday)		

ESCORPIÓN IMPERIO (PERIPHERY NATION)



Capital world: Granada
Primary support worlds: Asturias, Castile, Cordoba

LEADERS (3085)

Khan: Colin Yeh
saKhan: Connor Rood
Loremaster: Sargon Ben-Shimon

Having avoided most of the brutal fighting in the assaults on Circe and New Kent, Clan Goliath Scorpion was positioned as the second-largest Clan in the Homeworlds. The Clan was one of the few successful ones to emerge from the Wars of Reaving, having Absorbed the remains of the Ice Hellions and established a forward position on the cusp of the Nueva Castile worlds. But rather than parley their strength into something that would vault them into a seat of power, the Scorpions frittered it away in the decade since, finding themselves not at the top of the heap but cast out of the Kerensky Cluster altogether.

The Scorpions attempted to return to their own status quo after the Wars, organizing new Seeker Clusters and consolidating their gains. In 3076, three Seeker Clusters moved back out into the Deep Periphery in search of other possible lost colonies in the distant remains of the ancient Rim Worlds Republic. The Scorpions strengthened their hold on Waypoint 531 and disseminated the remains of the Blakist caches into the departing Seekers.

In December 3078, the Scorpions defended their holdings on Hector against a rather determined Cloud Cobra assault. The defense of Bright Ledge genetic research station was particularly brutal, as the First Cateran Cluster



fought off two strong Cobra pushes. An inopportune salvo from a Scorpion *Matador* collapsed the main bridge—already weakened from a week of close fighting—dropping half of the Seventy-third Cobra Guards into the ravine. That set off a chain reaction; the rest of the Cobras immediately declared the Scorpions *dezgra* and crushed the rest of the First Cateran.

Upon claiming their *isorla*, the Cobras discovered why the Scorpions had put up a spirited defense. Scorpion scientists had begun experimenting with the integration of Eridani Light Horse genes into the Clan's legacies. While not using them as formal genetic partners, the Scorpions were testing the combinations of various sequences with Scorpion Bloodnames in an effort to infuse the bloodlines of the ancient Star League into the Clan's own. What was worse was that the Scorpion's leadership and most of the Clan Council were unaware of the testing.

Disgusted with their discovery, the Cobras brought the matter before the Grand Council and demanded that the Scorpions at the very least be Abjured for their tinkering. Cobra Khan Kardaan equated the Clan's scientist actions on par with various activities so recently carried out by the Society as well as introducing Inner Sphere taint into the Clan bloodlines. Many of the Clans had imposed a form of genetic moratorium on certain genetic lines to search for other Society-implanted taint. That the Scorpions to do such experimentation, even in the name of the Star League's ancient ideals, was too uncomfortable for the assembled Khans. The Coyotes agreed and no Clan stood in the Scorpions' defense as a Trial of Abjuration was passed. Faced with long odds, Khan Suvorov nonetheless declared a Trial of Refusal and died trying to overturn the Council's ruling and save her Clan.

Despite the immediate result, the Clans moved slowly in carrying out the Abjuration. The Adders and Coyotes quickly seized the Scorpions' assets on Strana Mechty while the Stone Lions moved to eject them on Tokasha. The Scorpions had come through the Wars of Reaving as one of the stronger Clans; ejecting them would take brute strength that most of the remaining Clans hesitated to use. The Adders moved the quickest, snapping up Scorpion enclaves on Foster, Hector, and Glory. Rather than spend energy on ejecting the Clan, the Adders simply moved to take what they wanted and destroyed key infrastructure facilities to let the enclaves wither. Once the Adder strategy was understood, the Scorpions that remained fought a vigorous defense as they evacuated what they could to Roche.

The Scorpion capital world soon became a fortress that even the Adders were hesitant to assault. The Cobras quickly stepped in and negotiated with the Adders for the honor of taking the world. Sated with their gains, the Star Adders backed off and let the Cobras try their hand against Roche. The Cobras entered combat with the Scorpions in October 3079. SaKhan Raymond Steiner took his time during the approach and landings, which allowed the Scorpions to evacuate their development work on captured Society technology, Clan relics, and other cultural necessities.

Scorpion Khan Colin Yeh, elected to the Clan's senior position at the outbreak of the Abjuration, had begun streaming supplies to the Scorpion's distant Waypoint 531. Careful deliberation by the Clan Council had resulted in the idea of seizing the underdefended Castile worlds and leaving the Homeworlds behind. In the meantime, as much of the Clan's essentials and relics were gathered at Roche, preparing to move onward.

The Cobras found only half of the Scorpions' touman present at Roche when they began their assault. Sporadic fighting broke out between the two Clans as the Scorpions withdrew quickly from the invaders. The remaining Scorpions gathered the rest of their might—one entire Galaxy of solahma, Watch personnel, police subcaste, and malcontents—at the capital. The fighting was desperate and brutal, destroying over half of the city before the Scorpions finally succumbed. The Cobras then Absorbed the survivors, sterilized them, and integrated them into their Clan. The Scorpions were fully ejected from Clanspace.

Clan Goliath Scorpion faced a serious crunch in resources as they gathered in the systems around Waypoint 531. In order to survive the Clan needed to act in decisive faction. There was no time for the Seeker Clusters to find other avenues, so both Yeh and Rood led the Scorpions past Waypoint 531 and into Nueva Castile.

Tau Galaxy landed on the Umayyad Caliphate's capital of Granada in late January 3080 and quickly overwhelmed the First and Third Corps. Though the Clan did take some damage—most notably the death of Galaxy Commander Evelyn Buhallin in a duel with Atabeg Andrew Faulkner—the world was in the Clan's possession within a week. Faulkner's victory actually served the Umayyads well, as it forced the Scorpions to accord the Caliphate leadership with some measure of respect.

At the same time, Rho and Beta Galaxies hit Cordoba and Valencia, swiftly taking control of both systems. Cordoba was already embroiled in a fight between the Umayyad's Second Corps and the Castilian's Second Brigada over some trivial matter. The Scorpions easily rolled over both squabbling forces and temporarily stripped both sides of their weapons. On Valencia, the Fourth Brigada surrendered as the first Scorpion Star stepped on the planet.

The Clan moved quickly thereafter, seizing all of the remaining worlds and facing little serious opposition. The Scorpion's leadership met on Granada with Umayyad and Castilan leaders to discuss what to do next. Khan Yeh, having studied at length how the Invader Clans had approached their own conquests within the Inner Sphere, knew that the key to the Clan's survival was not conquest, but integration. With nowhere left to go—Roche fell completely to the Cobras at the end of January—and the next closest target worlds in the Hanseatic League a good distance beyond Neuva Castile, Yeh tried a different approach.

Because the Clan had been Abjured, many of the Clan's warriors felt that they should simply forge their own Way forward, instead of adhering to a system that had cast them aside. The Council voted for Khan Yeh's plan to integrate with the people of Nueva Castile in a manner similar to what the Ghost Bears had done. As the first of



HELLION REMNANTS

Loremaster Kalasa:

I respectfully submit this as an addendum to your supplemental report for the Council of Six.

The rumors of Clan Ice Hellions' survival among the stars of the Deep Periphery are not without merit. While research of various Watch reports does indeed peg most of the devastated Clan's forces returning to Hector and subsequently absorbed by the Goliath Scorpions, there are two anomalies of note that should be mentioned.

Sometime during Rood's return, the Hellions lost two JumpShips. Normally when such losses occur, it is chalked up as a catastrophic misjump rather than any form of desertion. Such an action is dishonorable in the extreme and no Clan Council would tolerate such activity.

One of the JumpShips was the *Permafrost*. A smaller *Tramp*-class, it carried a Trinary of warriors and their equipment from the Third Hector Cavaliers. The vessel jumped from Nouveaux Paris in 3072 and had not been heard from since.

In 3075, the Goliath Scorpion Watch reported secondary contact with the unit in question. According to their source, the Hellions had been sighted near San Mateo, operating as a mercenary unit with high-tech equipment. The Watch's source recognized both the unit patch and the Hellion logo, saying they were exactly the same as the recently-arrived mercenaries.

Unfortunately, the Scorpions could not locate the missing Trinary during their brief mission in Nueva Castile. The Clan has made it known among its touman that if the Trinary is ever sighted, it is to be destroyed for its dishonorable actions in newfound career as barbarian money soldiers.

Of equal note is the situation regarding the missing nova from the 121st Hellion Lancers. The Lancers had withdrawn from Toland in 3071 after a devastating Hell's Horses counterattack. SaKhan Rood then ordered the unit to withdraw to Bensinger, unaware the world had already fallen to the Horses. Upon their arrival, the Lancers discovered the situation and chose to depart, heading for the Dark Nebula.

One jump from their arrival, the Lancer's JumpShip was attacked by the Green Ghosts, a unit that has plagued only Inner Sphere forces. The last transmission from the Lancers indicated the unit was about to be overrun by a Ghost marine assault; when the Hellions never arrived, the Clan simply assumed they had been destroyed.

In 3076, several 'Mechs and Elementals bearing markings from the 121st hit a scattered number of Hell's Horse and Ghost Bear worlds along their Periphery border. The attackers were much larger in size than the last reported strength of the Lancers, so it was assumed by both Clan Watches that they were most likely a pirate force using the former Hellion's equipment.

Our Watch assumed the same until the Green Ghosts hit Nyserta in 3079.

The Ghosts had attempted to destroy one of our newer facilities located on an old colony site but were rebuffed with the timely arrival of Star Colonel Hanna Colston and her Sixteenth Strike Cluster. The Cluster was on temporary assignment to Nyserta as part of a trade delegation with the Dominion. The Sixteenth handily defeated the Ghost company and destroyed their DropShip as well. Only one pilot was taken alive; his genetic coding matched that of Star Colonel Irt Bragg, though his facial features had been altered somewhat. Several pieces of equipment among the salvage was that of Clan origin; at least two of the machines had manufacturing marks from Ice Hellion factories.

While scant, the evidence does point to the fact that the Lancers were either Absorbed into the Ghosts, or joined with them as some form of "last option." That the mysterious Ghosts have been parading around as a dead Clan's Cluster is disturbing, as our best analysts cannot come up with any scenario that would provide profit.

Aside from these two instances, all other missing Hellion units from their Inner Sphere campaign have been accounted for.

—Clan Diamond Shark Watch Star Captain Derik Borghev, *Update 10013087*



the Scorpion JumpShips arrived carrying the bulk of their scientist and technician caste leaders, the Scorpions held a general council session on Granada, inviting Caliph Lise Burrill, King Joseph Noye, and several leaders from both sides. Over the next month, as Scorpion civilians were shifted to small enclaves established on each world, the three groups began to forge their destiny. For the Castilans and Umayyads, the opportunity to accelerate their technological and economic base vastly outweighed the stricter caste structure of the Clan. With dreams of finally exacting strong vengeance on the Hansa, it was an easy choice on both sides.

The Scorpions had found an established resource base to build and mold as they saw fit. Not wanting to make the same mistakes as the Burrocks with Tanis, the Vipers with the Lyrans, or the Bears in the earlier part of the Crusade, the Scorpions' Council voted not to rule as conquerors but as partners. In one spirited discussion, the suggestion was tossed out to rename the new domains as the Escorpión Imperio. The Scorpions would maintain the Imperios' military arm, utilizing the Clan's ways and philosophies. The Castilians and Umayyads would then reshape the government into a political and administrative arm. The castes would be loosely defined with some freedoms disappearing, but overall the effect would benefit everyone in Imperio space.

The first five years of the Imperio's existence was not easy. Breaking decades of mistrust between the two former powers was a long process and there were many political power plays. Fortunately, the Clan established very quickly the "might make right" mentality and duels became a common way to handle disputes. The Castilians especially adapted to the more honorable traits of the Clan way and soon many tenets of Kerensky's vision had filtered down through Castilian society. The Umayyads have had a harder time adjusting and soon ended up populating the lower ends of the caste structure. This has spawned some continued resentment towards their Castilian and Scorpion neighbors and fueled a few riots. Rumors of an underground movement to overthrow the new invaders have showed a margin of truth in them; Merchant Factor Hector was assassinated in broad daylight during a trade delegation mission to several Castilian union leaders on Cordoba.

In order to quell some of the growing dissent, the Khans have begun moving forward on their preparations to invade and conquer the Hanseatic League. While the prospect of a full-fledged invasion has appeal, it is also caused several in the Imperio's political circles some pause; with the bulk of the Clan's touman away, the embers of dissent could either blow out or fan into something dangerous. Whether the Imperio goes through with their plan remains to be seen.

MILITARY COMMANDS

One of the first orders of the new regime was to integrate the bulk of the Umayyad and Calistan armies into the Clan's touman. Several rounds of trials were held to give those who wished it the opportunity to earn a slot within one of the three Clusters in the newly-formed Omega Galaxy. The response was underwhelming; barely fielding two Clusters of freeborns worthy of Clan warrior status, Omega swiftly resembled more of a militarized police force. The Scorpion Khans added an additional Cluster of *solahma* warriors—attached as "advisors"—to give the Galaxy some semblance of military order.

WARSHIPS

The Imperio possesses three operational WarShips: the *McKenna*-class *Lei Kung*, *Aegis*-class *Corona Austrina*, and the *Congress*-class *Bernlad*. The *Nightlord*-class *Atropos*, *Carrack*-class *Collerane*, and *Potemkin*-class *Karttikeya* were lost during the Viper Annihilation. The *Cameron*-class *Hephaestus* was lost at Roche holding off the Cobras' last attack, giving the Abjured Clan an honorable sendoff as it took down the *Hell Fury* and *Inquisitor* before succumbing. The former Hellion WarShip *Osis Pride* was dismantled for parts in 3077 to repair the Scorpion's other vessels.

While the three WarShips present the Imperio with tremendous naval power among the lesser-developed Periphery nations, the Imperio does not currently have any facilities to maintain or repair them. While constructing such facilities is a priority, it will most likely be several years before the Imperio is in a position to even begin planning such projects.

IMPERIO MILITAR DEL ESCORPIÓN (AS OF 3086)

	Exp	Strength
Alpha Galaxy (The Rock Minders)		
Commander: Khan Colin Yeh		
24th Scorpion Cuirassiers	E	20
(CO: Star Colonel Samuel Posavatz)		
14th Scorpion Hussars	V	45
(CO: Star Colonel Kevin Kirov)		
35th Scorpion Cuirassiers	E	50
(CO: Star Colonel Ires Coddington)		
Beta Galaxy (The Sand Runners)		
Commander: saKhan Connor Rood		
1st Cateran Cluster	E	20
(CO: Star Colonel Stefan Taney)		
3rd Scorpion Cuirassiers	R	45
(CO: Star Colonel Bridget Scott)		
5th Scorpion Cuirassiers	R	35
(CO: Star Captain Manuel)		

	Exp	Strength
Tau Galaxy (Alexandretta Garrison)		
Commander: Galaxy Commander Orvin Kirov		
2nd Scorpion Hussars	R	35
(CO: Star Colonel Drago)		
4th Scorpion Cuirassiers	V	40
(CO: Star Colonel Gabrielle Dinour)		
4th Scorpion Uhlans	R	60
(CO: Star Captain Aileen Wick)		
Mu Galaxy (Queensland Garrison)		
Commander: Galaxy Commander Pavan Ben-Shimon		
11th Scorpion Dragoons	R	45
(CO: Star Colonel Anna Wick)		
12th Scorpion Cuirassiers	V	75
(CO: Star Colonel Lorraine Suvorov)		
33rd Scorpion Grenadiers	R	40
(CO: Galaxy Commander Pavan Ben-Shimon)		
Chi Galaxy (The Eternal Quest)		
Commander: Galaxy Commander Lukas Shaffer		
1st Scorpion Seekers	V	35
(CO: Star Colonel Shanti Baba)		
2nd Scorpion Seekers	V	60
(CO: Galaxy Commander Lukas Shaffer)		
3rd Scorpion Seekers	G	15
(CO: Star Captain Bronte Scott)		
Omega Galaxy (The Caliph Brigada)		
Commander: Galaxy Commander Lise Burrill		
1st Imperio Guards	G	90
(CO: Galaxy Commander Lise Burrill)		
2nd Imperio Guards	G	80
(CO: Star Colonel Edgar Buck)		
3rd Imperio Guards	V	50
(CO: Star Colonel Randi Scott)		

CLAN CLOUD COBRA



Capital world: Homer
Primary support worlds: Brim, Hellgate

LEADERS (3085)
Khan: Hollyann Kardaan
saKhan: Raymond Steiner
Loremaster: Aldrich Spaatz

When the dust settled on Circe and New Kent, the Cobras were hurt, but not badly. Equal in strength to their sometimes rivals Goliath Scorpions, the Cobras were content to pull back and let events sort themselves out. The Khans began to gear up production levels in anticipation for a new invasion into the Inner Sphere.

In June 3076, the Cobra scientists delivered grave news to the Clan Council. Back in 3072, when the Cobras had competed with the Scorpions in taking territory on Huntress, the Society had unleashed some array of genetic virii that decimated several Cobra Bloodnames. Both Clans had developed an antivirus and headed off a widespread plague.

The Society, however, had gone much further in their war with the Cobras. The secret cabal managed to tamper with several additional Bloodnames, many exclusive to the Cobras. As the Clans picked up from the devastation in the few years afterward, the Cobras' loyal scientists and Keepers completed a full check of roughly eighty percent of the legacies in the Clan's possession. The news was worse than bad: it was almost catastrophic. Most of the genetic legacies were tainted through gene mixing with unidentified strains. In some cases, the legacies were untouched except through heavy radioactive exposure. Roughly nine percent of the Clan's genetic heritage was pure; the rest were suspected or conclusively corrupted in some manner.

Khan Kardaan ordered the Keepers and Scientist Factor Oleg to keep the news internal. While the Cobras still maintained a cordial alliance status with the powerful Star



Adders, she was unsure how ilKhan Banacek would react if the Cobra's genetic weakness was exposed.

The Cobras began to slowly flex their muscles by the end of 3077, sending small forays out to various Clan systems to evaluate their condition. Hoping that their continued presence and carrying out small Trials in front of the others, the Cobras were buying time. In early 3078, Cobra scientists had finished their secondary project on Strana Mechty and identified a large number of Ice Hellion genetic legacies (now held by the Scorpions) that would help rebuild the Cobra's genetic stock.

Cobra trials began to change in tonality from basic resource and military equipment forays into that of genetic harvesting. Often, the Clan would target specific individuals, looking to claim their *giftake* or, if possible, their personage as a bondsman. The Trials escalated towards the end of 3078 when Khan Kardaan ordered a bold move: seizing the Scorpion's genetic research lab on Hector, also the site of the former Hellion genetic repository. After a hard-fought battle that included *dezgra* tactics by the Scorpions, the Cobras discovered several unclean genetic experiments in progress. The Scorpions were testing several new genetic strains that included samples from several former Eridani Light Horse mercenaries.

Furious at their nominal ally's actions, the Cobra Khans also saw opportunity within the horrifying news. Arguing hard for the Scorpions to be Abjured for their actions, Khan Kardaan won the sympathies of the Grand Council. As the other Clans went after the Scorpion's resources, the Cobras targeted the Clan's genetic legacies and Blood Chapels.

By the time the Cobras reached Roche, they had built up a solid stock of Scorpion and Hellion Bloodname legacies from facilities on Strana Mechty, Hector, and Dagda. After hard negotiations with the Adders, the Cobras moved forward to take the entire world. While Abjurement clearly allowed the Cobras the opportunity to assault their opponent as *dezgra*, their methodical approach on the planet using strict *zellbrigen* was meant to impress the Adders and Lions. Even though the full invasion took a few months, the Cobras came through with minimal damage to their touman and had garnered a healthy dose of respect from the others in the Grand Council.

Over the next few years, the Cloud Cobras consolidated their gains. They moved several thousand civilians from their devastated enclaves on Delios, Albion, and Eden to Roche, fortifying the former Scorpion world and rebuilding several industrial centers. The Cobra merchant caste was relentless in their pursuit of claiming JumpShips and DropShips for transport; with many of the Clan's former "breadbasket" holdings in ashes from Society rebellions and tampering, the Clan needed to maintain a consistent flow of goods. With JumpShips now rarer due to the exodus of several Clans and their destruction at the hands of Bandit and Society forces, Merchant Factor Humar saw opportunity for the Clan to gain power through economic flow.

In 3082, a routine patrol through the Tanis system noted a higher emissions count from Stacha. The Fifty-ninth Cobra Guards were sent to investigate and discovered a sizeable Dark Caste settlement near the ruins of one of the planet's ProtoMech assembly plants. The Guards engaged with prejudice, cutting down two DropShips and collapsing the hasty defense thrown up by the bandits. After destroying the entire settlement and burning it to the ground, Star Colonel Keith Hobbes discovered several hardened underground bunkers underneath the ruined complex containing several *Boggart* and *Sprite* ProtoMechs. The *Boggart*s were immediately destroyed while the enterprising Hobbes removed the *Sprite*s from their assembly cradles and brought them to Roche. After nearly two years of reverse-engineering by its scientists and technicians, the Cobras began producing limited runs of the design.

The move to create more ProtoMech forces for the Clan was a calculated choice. With BattleMech factories in short supply or producing far more limited stock than pre-Reaving, alternative combat options were required. As the Cobras did not hold nearly as many 'Mech factories as its rivals, it had returned to its aerospace roots. The problem was that fighters could not hold ground. Though combat vehicles could, the Clan still retained inherent prejudices against them and, with a larger aerospace Phenotype base to pull from, turned to the smaller and more versatile ProtoMech.

In 3077, the Clan's scientists acquired the Blood Spirit Phenotype project that had perfected the genetic sequencing for capable ProtoMech warriors. In 3084, the first sibkos were already showing promise, though with a very high mortality rate. The Clan was on track to increase its touman at a faster rate; estimates showed that the Cobra touman could grow by an additional twenty-five percent within the next decade, giving it more power to back up its growing political influence.

MILITARY COMMANDS

The Cobras emerged from the ruins of the Wars of Reaving with nine ground-capable Clusters and lost a staggering twelve out of sixteen naval and aerospace clusters, most in the push to Annihilate the Steel Vipers. Khan Hollyann Kardaan reorganized the touman into four Galaxies and set about to redefine the Clan's military prowess. Each Galaxy now has at least one Cluster each of BattleMechs, battle armor/ProtoMechs (Striker Clusters), and aerospace. With a greater emphasis on combined arms, the Cobras have made excellent use of the reorganization, showing a higher kill ratio against the Scorpion Abjurement than in their Reaving engagements.

WARSHIPS

The Cobra WarShip fleet took a pounding during the Wars of Reaving, losing over half of its fleet to sabotage, Trials, and combat loss. What remains is the *Lola III*-class *Cataclysm*, the *Potemkin*-class *Wisdom of the Ages*, and the *York*-class *Brimstone*, *Nebulous*, and *Protector*. The Cobras recently brought out of mothballs two *Sovetskii Soyuz*-class vessels, the *Damascus* and the *Budapest*. Technicians also attempted to re-start the *Samarkand*-class *Beijing* but gave up in 3081; it now sits over Roche as a training vessel for live-fire squadron exercises.

CLAN CLOUD COBRA (AS OF 3085)

	Exp	Strength
Keshik and Naval Reserve		
Commander: Khan Hollyann Kardaan		
Cobra Pharaoh Keshik	E	50
(CO: Khan Hollyann Kardaan)		
Alpha Reserve	R	80
(CO: Star Admiral Natacha Kardaan)		
Beta Reserve	V	80
(CO: Star Admiral Ejau Hasbrin)		
Alpha Galaxy		
Commander: saKhan Raymond Steiner		
33rd Battle Cluster	E	50
(CO: Star Colonel Lovell Norris)		
149th Cobra Guards	E	80
(CO: Star Colonel Chris Kon-Dakar)		
214th Cobra Fangs	E	90
(CO: Star Colonel Carl Bar-Fetstein)		
89th Cobra Stalkers	R	40
(CO: Star Commander Richaud)		
Beta Galaxy		
Commander: Galaxy Commander Bruce Moore		
45th Cobra Grenadiers	V	80
(CO: Galaxy Commander Bruce Moore)		
111th Cobra Stalkers	G	90
(CO: Star Colonel Robert Beckett)		
97th Cobra Guards	V	95
(CO: Star Colonel Andre Djerassi)		
116th Dragoon Cluster	V	70
(CO: Star Colonel Wainani N'Buta)		
Gamma Galaxy		
Commander: Galaxy Commander Dyane Hedemeyer)		
59th Cobra Guards	E	100
(CO: Star Colonel Keith Hobbes)		
1st Cobra Coil	E	75
(CO: Star Commodore Mica Loew)		
512th Cobra Guards	G	85
(CO: Star Colonel Trip Tyler)		
Omicron Galaxy		
Commander: Galaxy Commander Julia Danforth		
254th Cobra Guards	R	50
(CO: Galaxy Commander Julia Danforth)		
441st Cobra Guards	G	80
(CO: Star Colonel Peter Spaatz)		
62nd Cobra Stalkers	R	70
(CO: Star Colonel Kylie Suvorov)		
222nd Cobra Fang	V	100
(CO: Star Colonel Olson Khatib)		

CLAN COYOTE



Capital world: Kirin
Primary support world: Babylon

LEADERS (3085)

Khan: Leo Koga
saKhan: Laura McTighe
Loremaster: Carl Heller

Clan Coyote was nearly dead after their brutal defense of Tamaron against a determined Steel Viper force and the subsequent Coyote Trials enforced by the Grand Council. From the ruins of the Clan remained a steadfast core of warriors that had not betrayed their caste, instead throwing in on the side of Kerensky's children and taking down the Society-led Clan from within in the waning months of the Wars of Reaving.

Their actions, though lauded, were not enough to stem the questions of loyalty that stuck within the minds of every Clan leader. Forced to undergo a Trial of Cleansing, the Coyotes suffered nearly fifty-five percent loss of their touman from those judged unclean. In addition, roughly ninety-five percent of the Clan's scientist caste was Annihilated in order to remove the Society's influence from the Clan. Those who remained were wash-outs from Coyote sibkos over the last few years with no time to become entangled in the Societys' schemes.

Nearly broken, the Coyote warriors that remained sold themselves dearly in the battles brought against Clan Steel Viper. Those who survived did mitigate some of the dishonorable damage brought upon it by the Societys' manipulations, but overall the Clan was shunned by many within Clan space for their brethren's traitorous actions.

The Coyotes found kindred allies in the newly-formed Stone Lions. Offering the use of their remaining space docks over Kirin, the Coyotes negotiated several mercantile transport deals with the Lions in exchange for repairs to the Lions' last WarShip. Two of the Coyotes' holdings on Kirin—former Horse enclaves—were traded to the Lions



as well, gaining the Coyotes additional BattleMechs from the still-operating Tokasha MechWorks factory. Slowly but surely, the Coyotes began to rebuild.

Of paramount importance to the Clan was picking up the shattered pieces of its genetic lines. Many of the legacies were considered by Khan Leo Koga to be tainted; these were the ones that had predominately sided against the Way of the Clan. Coyote scientists—what few remained—agreed that either new legacies needed obtained or older, "defunct" lines within Coyote control should be re-examined and brought into the pool.

One of the key legacies retained by the Coyotes was that of the Winson Bloodhouse. The line, belonging to the wife of Nicholas Kerensky, Jennifer Winson, had been quietly gifted to the Coyotes during negotiations with Clan Wolf in 3070. Acquired along with two WarShips in exchange for a Galaxy of troops, the Coyotes kept the agreement quiet after news that the Winson Blood Chapel had burned to the ground. Now the only genetic legacy of the three great founders of the Clans remaining in Clan space, the Coyotes unveiled their possession in a 3077 Grand Council meeting.

Assured that the legacy had remained unused and untainted, Clan leaders began to bargain for access to the line. The Coyotes held the upper hand with the Winson legacy and their revelation did much to absolve the Clan's tarnished image. The first Trials began later that year, with both the Goliath Scorpions and Star Adders winning aggressive bids for two generations of use.

The next obstacle facing the Coyotes was replenishing their devastated scientist caste. The Khans authorized the few scientists left to select various research teams and other subcaste groups in other Clans as targets for Trials of Possession. Slowly, the Clan began to rebuild their scientific core, though even a decade after the Reavings it still stands at less than a quarter of its pre-3068 size. The other Clans watch with sharp interest, making sure the Coyotes are not secretly rebuilding the cabal.

With their scientific base rebuilding and the Clan's honor on the road to recovery, the Coyotes adopted a conservative wait-and-see approach. The Clan Council voted unanimously to authorize special hunter-killer missions for Clusters to bid on undertaking. The missions would serve a three-fold purpose: to hunt down any other suspected or existing Society holdings, to keep its warriors' combat skills sharp, and to show the other members of the Grand Council that the Coyotes were "cleaning up their own mess." The missions were an unequivocal success. Three additional Society holdings, located on Ironhold, Babylon, and Barcella were located and destroyed—including any resident technology. Additionally, the Clan's Watch discovered the location of a Bandit Caste group near System 671-H, one jump from the Pentagon worlds.

Zeta Galaxy's Sixty-ninth Strike Cluster landed on Ironhold in March 3077 near one of the suspected Society sites. Galaxy Commander Noemi McKibben was eager to erase some of the stain done to her Bloodname's legacy from the "false Khan" Eliot McKibben's Society-fed policies. McKibben led two Trinaries to the first location and ordered the rest of the Cluster to the second.

As McKibben approached it was obvious the Society cell was prepared; one of her flanking Stars was ambushed by a Trey of *Septicemias*. As she reacted to the threat, a full Sept collapsed her opposite flank, smashing through the light Star and engaging McKibben head on. The Coyote warriors, seeing tangible evidence of their honor plague before them, struck back with a vengeance. The enemy forces were crushed, though McKibben spent nearly half of her group for the victory.

Refusing to call for reinforcements, the Coyote warriors pressed on, breaching the enclaves perimeter in short order. They moved from building to building, eliminating every person encountered. None were shown mercy. McKibben later reported that one entire sibko of malformed humans was found in one bunker building and annihilated on the spot. She also reported the discovery of at least five Falcon genetic bloodlines at the location, which were destroyed when the Coyote Salamanders cleansed the ruins with fire.

The rest of the Sixty-ninth ran into similar resistance at the other location in the Perigrine Mountains. Ambushed twice by roving Treys, the three Trinaries still managed to seize the mountain enclave with minimal losses. The Coyotes moved room to room, burning everything in sight. The last Society Trey counterassaulted the Coyote position to no avail, and by dawn the next day there remained nothing of the rebel position but ashes.

Such assaults were replayed on Babylon and Barcella, though the Coyotes did keep from destroying the one OmniMech factory located on Babylon. The Clan's leaders authorized the building of a new enclave nearby, though the ruins of the Society station overlooking the facility was left as a reminder of what the results of internal dissent could do.

SaKhan Laura McTighe led what remained of the Coyotes' naval forces to System 671-H. The Coyote Khan was surprised to discover three Star League vessels at the system's nadir and prepared for combat. Upon further inspection, the task force discovered the WarShips were nominally joined together, forming a crude equivalent of a space station. The WarShips were later identified as those from Clan Mongooses' old naval cache and were in no condition for self-defense.

The small Dark Caste enclave threw what meager defenses they did possess at the approach Coyote fleet but did not stand a chance against three Clan WarShips and a few fighter Stars. The Coyotes blitzed directly through the ramshackle station, scattering it to pieces. Coyote fighters vaporized those few DropShips and small craft that attempted to flee into the void. Using those escape vectors as the basis for an impromptu search, saKhan McTighe discovered two bandit JumpShips, destroying one as it prepared to jump. The other escaped into the unknown.

In 3082, the Stone Lions informed their nominal allies of the location of Clan Blood Spirit. Eager to gain access to more manufacturing and possibly additional transportation assets and resource agreements, the Coyotes joined the Lions on a joint expedition to the Colleen system in April 3083. The Clan was also eager to put its touman back

into combat and a strong showing on Haven would help restore their confidence and prowess.

They were surprised by the Blood Spirits' subsequent *dezgra* actions in using armed civilians to attack a hard-won Coyote holding. Both Clans were besieged and, after careful deliberation, Khan Koga publically declared the Spirits honorless and ordered the newly-gained factories stripped of everything transportable. The Coyotes then fought their way through the city of Glasgow and withdrew, Nu Galaxy battered and bloodied but still alive.

The Clan currently remains on a hard track to replenish its heavy losses from the Society upheaval and Cleansing Trials. Most of its holdings were either declared forfeit or abandoned; Coyote leadership believed with its smaller touman, a smaller holdings footprint was required to better defend itself. Progress has been made on rebuilding the damage on Babylon and Tamaron, though by Clan Council decree they will not produce or field ProtoMech forces of any kind. Rebuilding efforts have gone into revitalizing the Clan's BattleMech and Elemental factories, and expanding the Kirin shipyards in hopes of negotiating repair services with the other Clans.

MILITARY COMMANDS

Clan Coyote emerged from the Society-led insurrection in worse shape than newly-created Clan Stone Lion. With only six total Clusters, the Coyotes would have been quickly Absorbed by another Clan save the malignant stain of dishonor coloring them. Many Clan leaders privately believed the Coyotes would simply die off a slow death, a fate that neither of the new Coyote Khans was determined to follow.

Over the next decade, the Coyotes repaired what few OmniMech and Elemental factories remained in their possession. The Clan boosted its iron womb production, reopening genetic lines that had been dormant for decades and closing the few involved in the majority of the Society uprising. As a result, the Clan has begun stockpiling its military production in anticipation of its new generation of warriors within the next five to seven years. The stockpiling has caught the attention of its neighboring Clans, giving Coyote warriors additional practice in defending against the increasing Trials of Possession.

WARSHIPS

With only Kirin as the Clan's main shipyard—the Tamaron yards were demolished by the Steel Vipers—much of the Coyote's initial focus was on increasing their capabilities. As a result, the Coyotes now have the largest naval yard in Clan space, though only half the size of the former Raven yards at Lum before they were destroyed. While no WarShip production is capable there for at least another decade, the Clan is slowly repairing the three WarShips remaining in its possession: the *Carrack*-class *Solar Blaze*, the *Liberator*-class *Spirit in the Sky*, and the *Vincent Mk. 42*-class *Relentless Pursuit*. The *Potemkin*-class *Midnight Star*, due to heavy damage sustained fighting the Steel Vipers, has been decommissioned in the last year and is slated to be stripped of useable parts before being scuttled.

CLAN COYOTE (AS OF 3085)

	Exp	Strength
Naval Reserve		
Commander: saKhan Laura McTighe		
Alpha Naval Reserve	R	25
(CO: saKhan Laura McTighe)		
Nu Galaxy (The Desert Survivors)		
Commander: Khan Leo Koga		
92nd Fighter Wing	E	85
(CO: Star Colonel Yvonne McTighe)		
202nd Battle Cluster	R	50
(CO: Star Colonel Jorges Drewsivitch)		
330th *Solahma* Attack Cluster	V	90
(CO: Star Colonel Lawrence Hoffman)		
650th Reserve Strike Cluster	G	35
(CO: Star Colonel Bruce Robbin)		
Zeta Galaxy (The Redeemers)		
Commander: Galaxy Commander Noemi McKibben)		
69th Strike Cluster	E	40
(CO: Galaxy Commander Noemi McKibben)		
81st Strike Cluster	R	60
(CO: Star Colonel Frank Koga)		
72nd Reserve Battle Cluster	V	85
(CO: Star Colonel Illith Heller)		
900th *Solahma* Fighter Wing	V	95
(CO: Star Colonel Reese)		

CLAN STAR ADDER



Capital world: Hoard
Primary support worlds: Sheridan, Tathis, Dagda, Arcadia

LEADERS (3085)

Khan: Hannibal Banacek
saKhan: Wyatt Talasko
Loremaster: Sepha Paik

After seeing the destruction of their most powerful rival, Clan Steel Viper, the Star Adders became the undisputed power within the Clan Homeworlds. Nearly forty-three Clusters remained in combat condition, more than any two Clans' touman combined. Despite this, the Adders' leadership recognized that following through with an invasion of the Inner Sphere—now possible after the overturning of the Great Refusal in 3071—would be the death of the Clan. With every surviving Clan suffering various levels of damage to their touman, infrastructure, resources, and society, a renewed invasion would do nothing but repeat the failure of REVIVAL.

IlKhan Hannibal Banacek, also the senior Khan of the Adders, ordered a minimum twenty year "pause" for the Clans, giving each power a chance to replenish, rebuild, and rearm. He ordered a full debate on halting the eugenics program for each Bloodname until they were conclusively proven clean by the various Keepers. The debate was long and loud in the Council chambers. The measure narrowly passed, with adjustments: those legacies that had remained dormant over the last decade could be activated after a cursory check; legacies that were declared 'clean' by the Keepers before 3086 could re-enter the eugenics program; and after 3086 all eugenics programs could restart, though if any showed any sign of genetic anomalies, they would be subjected to Reavings.

Several Clan Khans were privately concerned with the Star Adders' considerable power both militarily and politically. To diffuse the tense political atmosphere that was building among the other five Clans, ilKhan Banacek voluntarily stepped down from his post. Citing that the conflict for which he had been elected had passed, the move was calculated to ease concerns among the weaker Clans, keeping them from banding together into a powerful political bloc. It was also to keep the Clans' overall focus on building up to a new invasion, not tear each other apart.

With a new invasion now at least four generations away, the Adders knew that keeping their warriors' skills at top condition was paramount to maintaining their edge. Knowing that several Dark Caste groups still existed—the Reavings had only taken care of those bandits that had seized Clan holdings after the Societys' uprising—the Adders took it upon themselves to root out the rest of the Clan rot. The Adder Watch went into high gear, infiltrating various Clan holdings and searching for information on the Dark Caste, its operations, and other possible locations.

Initially, the operation seemed to be a giant waste of resources. After a year, the Adders had only located one Dark Caste holding on Vinton, established after the Shark abandonment. Star Colonel Tamur Gena was overeager in his approach to the situation and wiped out the entire site without capturing a single bandit. Little information could be gleaned from the ruins, though one important fact was discovered: some of the bandit equipment was of Smoke Jaguar origin.

Then-Loremaster Fletcher Daniels and Merchant Factor Ulysses formed a specialized Watch group to run down this latest lead. The merchant caste had become highly active in the year since the fall of New Kent, using the Clan's considerable economic might to help the other Clans rebuild. Their contacts within the other Clans were useful in tracking as much equipment as possible and after an exhaustive effort, managed to trace the discovered Smoke Jaguar equipment back to a cache on Huntress.

The Adder Watch established surveillance at the site, a remote and desolate location on the southern point of the Abysmal continent. Protected against any lingering virus, the Watch teams maintained their scrutiny for sixteen months. In October 3079, a battered *Lion*-class DropShip landed near the cache and the bandits began to loot the cache.

Acting swiftly, Star Colonel Wyndham Earle led his strike Nova from the 471st Sentinels straight to the unsuspecting bandits. The Adders damaged the *Lion* first, preventing it from lifting and then rounded up the scattering bandits. After a few days of intensive questioning, Earle learned of the location of the Bandit JumpShip and more importantly, that the raiders were part of a familiar enemy's force: the Bandit leader Jaguar. The Sentinels repaired the *Lion* enough for operations, executed all but the raider leaders, and loaded themselves onto the DropShip. Earle exacted enough information from his captives to assist with his plan and then ejected them from the ship. The *Lion* rejoined the bandit DropShip a month later.

Earle and his Watch operatives captured the JumpShip with little problem. The Star Colonel contacted the Clan and passed on the vessel's navigation data before jumping out to conduct its own search. Loremaster Dan-

iels ordered the bulk of Kappa, Sigma, and Tau Galaxies to conduct searches of the jump data, hoping to find other Dark Caste groups.

Star Colonel Earle won the race. Jumping into Ghent, now a wasteland of a system after its abandonment by Clan Diamond Shark, the captured JumpShip arrived near a familiar vessel, the *Streaking Mist*. The former Jaguar WarShip was in bad shape, undergoing patchwork repairs using salvaged parts from the scattered wreckage in the system. Using subterfuge and the promise of quality technological salvage from the Huntress cache, Earle conned the bandit crew to allow the *Lion* to dock with the *Mist*.

After a brutal three-hour firefight that raged through the still-pressurized sections of the WarShip, the Watch team overcame the last of the crew holdouts and seized the vessel. Star Commander Portia Lahiri, taking over for the now-dead Star Colonel, learned of Jaguar's location in the system Ghent and ordered the JumpShip to return to Clanspace and notify the Adder leadership. Lahiri and a select crew remained behind in case the Jaguar returned to the *Mist*.

Three weeks later, Kappa Galaxy arrived at Ghent. The *Mist* had disappeared; a communications buoy indicated that Lahiri had jumped the WarShip out of the system to prevent Jaguar from leaving. [*At the time of this Supplemental, the* Mist *has never been found. There have been rumors that it was spotted near Nouveaux Paris, but nothing conclusive. According to the Adder's post-operational report, the vessel was in very bad shape; it most likely did not survive. –SK*] After an extensive orbital search, Galaxy Commander Jenica Turgidson located three possible sites occupied by the bandits and allowed the Cluster commanders to bid for each one. The 300th Sentinels won the bid for the location on a large volcanic island, which turned out to be the Jaguar's hiding place. A pitched battle established a firm beachhead for the Adders but the bandits had retreated into a maze of caves that dotted the mountainside. Recognizing similar tactics to those used against the Adders on Stacha, Turgidson ordered the rest of Kappa to the site and, using overwhelming force, slowly cleared out the mountainous warrens.

Star Captain Freya's patrol Star from the 884th Gatekeeper stumbled onto the Jaguar and two of his bandit kin on the shore of an underground river. The pitched battle nearly buried the combatants in a cave-in before Freya dropped the Jaguar and his *Osteon*. The Star Captain dragged the broken body of the bandit leader back to the Galaxy Commander to prove that the Adder's enemy was indeed deceased.

With the loss of their leader, the bandit force broke down and, by the end of the week, had been slaughtered. The other locations on Ghent were investigated with minimal Dark Caste found. Before departing, both the *Arcadian Asp* and *Vicious Fang* bombarded the volcanic island to eliminate any further secrets that may have remained.

As Kappa Galaxy was removing the last of the Dark Caste threat, the Adders were dealing with a Society situation on Sheridan. In August 3079, a virus had been discovered in the planet's main underground aquifer after a series of coincidental reports from warriors of the Oqriq, Daniels, Lahiri, Talasko, Linn, and Gaiba lines stationed on Sheridan began to sicken and in some cases, die. After some study—and one laboratory mishap—Adder scientists discovered that the virus was a version of Sept-Delta-4 that had been augmented to produce results similar in nature to the Feralize drug. The result was a genetic virus that attacked various glands and, after infection, began to produce a mutation that mimicked the Feralize effect. Worse, there were at least six different mutations of the virus in the Sheridan water supply.

Working backwards, scientists determined the introduction point to be no more than six months prior, as only the aquifer and its tributaries contained traces of the virus; the world's water supply had not been overtly affected. The Clan Watch determined that no scientists had moved to or from the system in at least a year, meaning that the Society cell who initiated the attack was still in the system. To quickly handle the situation and eliminate the threat, the Clan Council voted to Annihilate the entire scientist caste on Sheridan. The extreme measure spoke volumes of the Clan's continued commitment to stamping out the remaining embers of the rebellion; after the cleansing was completed, there were no more Society incidents in Adder space.

As a cure was developed to rectify the poisoning, the Adders relocated their capital and their genetic repository to Hoard. The entire planet came under Adder authority after defeating the Stone Lions and Cloud Cobras for their meager holdings. With the Dark Caste and Society threats subdued, the Adders turned to increasing their resource and manufacturing base with an eye to creating additional overages. Banacek intended to trade the Adders' surplus war material to the weaker Clans when the time came for the invasion. The next order of business was to increase aerospace and naval assets as the Wars of Reavings had seriously depleted that particular combat arm.

Salvage teams were directed to New Kent to dismantle the Viper's former *Leviathan* slip near the system's edge. The process was slow going, as the shipyard was larger than previously believed. Progress was halted when word reached the Clans of the discovery of the Blood Spirits' hidden system. The evidence provided by Coyote Khan Koga regarding how far the Spirits had fallen from the Way included their persistence in arming and militarizing their lower castes and their cowardly attempt at separating themselves from Clan Unity. An Abjuration vote was all but guaranteed, the Adders bid to carry out the Trial. No one truly opposed them, knowing full well to stand between the Adders and their prey was to invite destruction or worse.

Once again, the two hated enemies clashed. With nowhere left to go, the Blood Spirits were backed into a corner in Colleen. The Adders sent three Galaxies to the system in 3084 and over the course of two months, finished what Khan Cassius N'Buta had begun twenty years prior. The Adders executed whichever Spirits raised a weapon in defiance, destroyed the Clan's military industry and infrastructure, and then buried its genetic repository under





thousands of tons of mountain. The Adders maintain an eye on the Colleen system in case of some reappearance of the Clan, but remain confident that the Spirits met their fate and died a slow death in dishonor.

The Adders now look to the future as the end of the imposed genetic deadline approaches. Though a renewed invasion is still at least another decade or two away, the Adders remain confident of the Clans' success. With the Clans cleansed and purified, they firmly believe that nothing will stand in the way of the liberation of Terra, as Kerensky intended it to be.

MILITARY COMMANDS

The Adders maintain a large number of units, spread across several systems to defend their holdings. Except for the occasional Trial for resources by the weaker Clans, however, there is little for them to do to keep their edge. With a renewed invasion a few generations distant, many Clan warriors have clamored to bring the fight elsewhere for the time being. Khan Banacek has authorized on occasion for a Galaxy to conduct raids against the new Escorpión Imperio or the more distant Hanseatic League. There has been discussion in the Clan Council to authorize some small forays to various Deep Periphery Clan systems to ascertain their condition, but aside from an occasional trip to Ghent, none have been undertaken. The Adders have made it known they would openly destroy any Clan vessels found in the Deep Periphery heading to or from the Inner Sphere, an effort to keep the taint from re-emerging among the Clans.

At the moment, Adder warriors seek to sharpen their skills on each other. Several of the Clan's holdings have undertaken extremely violent competitions against their fellow Clan neighbors in recent months as younger warriors single out older ones to test their skills. From an outside perspective, the violence is disturbing. The Clan Council has spoken out against the practice, assigning the perpetrators to help civilian workers with construction and rebuilding projects. Whether these violent confrontations will gut the Clan or increase its power is undetermined at this time.

The Adders currently view themselves as the shepherds and wardens of the Clan Homeworlds, ready to defend them against an outside invasion as the weaker Clans rebuild. The other Clans resent this attitude, but none save the Cobras are in any condition to seriously challenge it for the time being. As such, the Adders have become the *defacto* arbiter of what is and is not proper in accordance to the Clan Way.

WARSHIPS

Clan Star Adder lost fourteen WarShips during the Wars of Reaving. More importantly, the Clan lost its main shipyards over Albion and discovered extensive damage to the captured Priori yard. The losses have reduced much of the Clan's maintenance and repair capabilities. Even with the new Hoard yard being constructed, the Adders are still critically short in naval support resources. Extensive bargaining sessions recently gained the Adders some access to the Coyote's new yard at Kirin, which will help. With its naval cache exhausted and no current construction facilities available, the Adders will no doubt use their naval fleet in more of an escort and defensive role in any future invasion plans.

Currently, the active Adder fleet consists of the *Aegis*-class *Ares' Might* and *Stellar Serpent*, the *Fredasa*-class *Arcadian Asp* and *Vicious Fang*, the *Lola III*-class *Hagar* and *Warlock*, the *McKenna*-class *Sovereign Right*, the *Nightlord*-class *Absolute Truth*, the *Vincent Mk. 42*-class *Centaur* and *Pegasus*, and the *York*-class *Exodus Avenger*, *Exodus Crusader*, and *Exodus Sentinel*.

CLAN STAR ADDER (AS OF 3085)

	Exp	Strength
Alpha Galaxy		
Commander: Khan Hannibal Banacek		
Adder Command Keshik	E	80
(CO: Khan Hannibal Banacek)		
11th Armored Cavalry Squadron	E	45
(CO: Star Colonel Luc Truscott)		
73rd Adder Cavaliers	V	75
(CO: Star Colonel Philo Shi-Lu)		
85th Adder Cavaliers	E	90
(CO: Star Colonel Ethan Banacek)		
Beta Galaxy		
Commander: Galaxy Commander Sepha Paik		
4th Assault Cluster	E	85
(CO: Galaxy Commander Sepha Paik)		
10th Armored Cavalry Squadron	V	30
(CO: Star Colonel Dabir Truscott)		
15th Armored Cavalry Squadron	V	30
(CO: Star Colonel Marck Cannon)		
80th Adder Cavaliers	R	65
(CO: Star Colonel Rita Marghar)		
Gamma Galaxy		
Commander: saKhan Wyatt Talasko		
Adder Quasar Keshik	E	50
(CO: saKhan Wyatt Talasko)		
3rd Assault Cluster	E	25
(CO: Star Colonel Qi N'Buta)		
69th Dragoon Cluster	V	30
(CO: Star Colonel Iniko Cannon)		
79th Dragoon Cluster	R	45
(CO: Star Colonel Gregory Gena)		
133rd Hussar Cluster	R	20
(CO: Star Colonel Gerard Holliday)		

Delta Galaxy
Commander: Galaxy Commander Kim N'Buta

	Exp	Strength
6th Adder Assault Cluster	R	60
(CO: Star Colonel Osman Turgidson)		
17th Strike Cluster	V	75
(CO: Star Colonel Carson Paik)		
18th Armored Cavalry Squadron	G	15
(CO: Star Colonel Jiri Linn)		

Epsilon Galaxy
Commander: Galaxy Commander Carlos Hutchinson

	Exp	Strength
13th Adder Assault Cluster	V	50
(CO: Galaxy Commander Carlos Hutchinson)		
42nd Adder Cavaliers	R	35
(CO: Star Colonel Lencho Danforth)		
212th Battle Cluster	R	20
(CO: Star Colonel Brooke Shi-Lu)		
471st Adder Guards	R	15
(CO: Star Colonel Yosef Connery)		

Kappa Provisional Galaxy
Commander: Galaxy Commander Jenica Turgidson

	Exp	Strength
1st Star Sentinels	E	55
(CO: Galaxy Commander Jenica Turgidson)		
300th Adder Sentinels	V	35
(CO: Star Colonel Gretchen Talasko)		
417th Adder Sentinels	R	55
(CO: Star Colonel Olms)		
421st Adder Sentinels	R	40
(CO: Star Colonel Peter)		

Mu Provisional Galaxy
Commander: Galaxy Commander Emerson N'Buta)

	Exp	Strength
383rd Adder Sentinels	R	75
(CO: Star Colonel Ophilia Phoushath)		
935th Gatekeeper Cluster	R	80
(CO: Star Colonel Dak)		
1001st Adder Sentinels	G	30
(CO: Star Colonel Ivan Earle)		

Xi Provisional Galaxy
Commander: Galaxy Commander Zachariah Truscott

	Exp	Strength
97th Adder Sentinels	V	40
(CO: Star Colonel Tabitha Kingston)		
522nd Adder Sentinels	E	10
(CO: Galaxy Commander Zachariah Truscott)		
1015th Adder Sentinels	V	35
(CO: Star Colonel Everett)		

Omicron Provisional Galaxy
Commander: Galaxy Commander Brock Gena

	Exp	Strength
271st Adder Sentinels	V	100
(CO: Galaxy Commander Brock Gena)		
312th Adder Sentinels	R	90
(CO: Star Colonel Marshall Pryde)		
460th Adder Sentinels	R	100
(CO: Star Colonel Wallace Meytani)		

Rho Provisional Galaxy
Commander: Galaxy Commander Kylie Linn

	Exp	Strength
152nd Adder Sentinels	G	40
(CO: Star Colonel Boran Cathis)		
362nd Adder Sentinels	R	85
(CO: Galaxy Commander Kylie Linn)		
1129th Gatekeeper Cluster	R	30
(CO: Star Colonel Maia Nga)		

Sigma Provisional Galaxy
Commander: Galaxy Commander Selma Mikino

	Exp	Strength
471st Adder Sentinels	E	15
(CO: Star Colonel Dimitri Linn)		
504th Adder Sentinels	R	35
(CO: Galaxy Commander Selmi Mikino)		
822nd Gatekeeper Cluster	V	50
(CO: Star Colonel Rachelle Paik)		
1143rd Gatekeeper Cluster	G	40
(CO: Star Colonel Andrew)		

Tau Provisional Galaxy
Commander: Galaxy Commander Brynn N'Buta

	Exp	Strength
899th Gatekeeper Cluster	G	35
(CO: Galaxy Commander Brynn N'Buta)		
1008th Adder Sentinels	R	95
(CO: Star Colonel Luke Siddiq)		

CLAN STONE LION



Capital world: Tokasha
Primary support worlds: Kirin, Niles

LEADERS (3085)
Khan: Magnus DelVillar
saKhan: Emilio Houen
Loremaster: Jackie Ravenwater

Whether named as an insult or as a point of respect, Clan Stone Lion got its name from the Tokasha stone lion that inhabits the northern mountain ranges. A pack animal of smaller stature, the feline mammal is an exceptional hunter in small bands and ferocious when cornered. The Clan was born from the ashes of the Hell's Horses that had remained in the Homeworlds after losing a Trial of Refusal to the Star Adders. Faced with Abjuration, Zeta Galaxy Commander Magnus DelVillar offered up the entirety of the Horses' holdings in the Homeworlds if they lost the Refusal. Adder Khan Stanislov N'Buta was so impressed with the tenacity of the Horse warriors—they had survived numerous assaults on their meager holdings during the Wars of Reaving—that after Absorbing the remainder of the Clan, he then formed a new Clan altogether. While many within the Grand Council see it more as the Adders creating a political alliance for support, the fact remains that a new Clan was born among Kerensky's children.

The Stone Lions were not oblivious to the Adder manipulations. The Lions were guaranteed some measure of survival, as the Adders made it known they would protect their new allies for the time being. Inheriting all of the remaining Horse holdings, the Lions quickly set about rebuilding their Clan.

Eager to show their martial prowess, the Lions threw themselves into the Viper Annihilation on Circe, accounting for the final extermination of the Vipers among the ruins of Dehra Dun. The Lions participated sparingly in the assault on New Kent, conducting flanking and support missions and rounding up Viper stragglers. Even with the careful application of their forces, the Lions barely scrapped together three Clusters by the end of the campaign.

Rebuilding and repopulating the Clan was of paramount importance. The Lions retained a sizeable portion of Tokasha after quickly seizing the majority of the Viper's holdings. The Viper civilian castes readily welcomed their new Clan and within a year, the Lions had enough equipment to bring their strength back to four full Clusters.

Of vital importance, however, was the low number of warriors in the Clan and no genetic legacies. Because the Horses had long removed their main genetic repository to their Inner Sphere holdings, all that remained to the Lions were the undamaged Blood Chapels of Horse legacies. Careful examination of these by the various Keepers found that, as with many other Bloodnames, several legacies were tainted in some fashion. It would take time for the Lions to catch up to its peers, especially with the agreed-upon eugenic "pause."

Khan DelVillar decided that the Lions needed to jumpstart their eugenics program ahead of the other Clans. He began declaring a series of Trials of Possessions for several dormant legacies across the remaining Clans as they were declared clean by their Keepers. Through this proactive action, the Lions got several sibkos started by 3078.

Next, the Lions began seeking out warriors in the other Clans with above-average codices and Trialing not only for those warriors, but their Stars. By doing so, the Lions would quickly inflate their warrior caste numbers to match the increasing output from Tokasha as well as claim several established Bloodnames. By 3081, the Lions had acquired enough legacies and warriors to form a solid eugenic core and a budding repository.

Politically, the Lions knew it was best to remain on the good side of the Star Adders and generally voted along their line. The Clan's leaders knew they would only need to do so for a few generations until the Lions could stand on their own as a power. In the meantime, the Clan Council ordered its Factors to seek opportunistic alliances with the other weakened Clans: the Blood Spirits and the Coyotes.

The Blood Spirits proved to be difficult. With their withdrawal from York shortly after the Viper Annihilation, no one knew where the Clan had disappeared to. Their only contact was with the Spirit enclave on Strana Mechty, though relations remained cold. After one too many insults by the Spirit saKhan, Loremaster Jackie Ravenwater struck back with a Watch operation that secured from the Blood Spirit enclave network the coordinates of their secret Collen system.

The Stone Lion JumpShip *Iron Horse* jumped into Colleen in late 3082 to extend a mercantile olive branch. Soundly rebuffed, the Lions returned to Tokasha and allowed the Cobras to Trial for the information in exchange for a few JumpShip transports. In April 3083, the Lions and the Coyotes arrived back at Colleen to forcibly take holdings from the Spirits, partially for their consistently bad attitude, and partially to continue their own rebuilding program.

Loremaster Ravenwater was appalled at the depths the Spirits had gone in distancing themselves from the Way of the Clans. She and Coyote Khan Koga declared the Spirit forces *dezgra* and fought their way off Haven, stripping what they could from their hard-won gains. Returning to Clanspace, the Lions supported Koga's call for Abjuration of the Spirits, knowing their Adder allies would

follow. The Lions backed out of the bidding quickly, making the way for the Adders to exact their revenge.

The Lions are aggressively pursuing a ten-year plan to triple the size of their touman in preparation for the assumed invasion of the Inner Sphere. To that end, the Lions have concentrated on conducting small Harvest Trials, acquiring various Stars from the remaining Clans and meshing them together through other Trials. Content with their small core of holdings, the Lions have begun to use their Tokasha facility as a bargaining chip in negotiations for transportation assets and raw ores.

MILITARY COMMANDS

The Stone Lions retain much of the same combat philosophies of their former heritage, the Hell's Horses. Vehicle stars are common, partially due to the ease of availability. Elemental and battle armor Stars are a common sight, as the Clan still has affinity for Elemental heritages and tactics. What the Lions lack, and are attempting to now rectify, is aerospace forces of quantity. Only one dedicated aerospace Cluster is in the Clan's touman, a situation the Clan Council hopes to fix in the next two years.

WARSHIPS

The Stone Lions began their life as a new Clan with only the damaged *Lola III*-class *Red Knight* in their possession. The WarShip's K-F drive developed severe cracks and must be overhauled in order to conduct any mission outside of Tokasha. In 3079, the Clan discovered the CFM *Anathema* on the outer edge of Marshall. After a year of salvage work, the *Lola III*'s systems were repaired and brought back online from an apparent system-wide shutdown during the Wars of Reaving. It currently occupies the lone repair bay of the Lion's only naval station located at Niles. Plans are underway by the Clan to restart the last Horse naval cache of two vessels in the Homeworlds, though the Lions will need extensive assistance from Clan Cloud Cobra.

CLAN STONE LION (AS OF 3085)

	Exp	Strength
Zeta Galaxy		
Commander: Khan Magnus DelVillar		
40th Iron Guards	E	100
(CO: Khan Magnus DelVillar)		
229th Iron Guards	V	100
(CO: Star Colonel Stone Moreau)		
101st Battle Cluster	R	100
(CO: Star Colonel Gideon Hedemeyer)		
102nd Battle Cluster	R	110
(CO: Star Colonel Louis Koga)		
Psi Galaxy		
Commander: saKhan Emilio Houen		
31st Iron Guards	V	50
(CO: saKhan Emilio Houen)		
27th Iron Guards	E	55
(CO: Star Colonel Curtis Hawker)		
100th Mechanized Assault	R	80
(CO: Star Colonel Bridgett Lassenerra)		

COUNCIL OF SIX CLANS

Begun as a suggestion in 3075 by both Khans James Cobb of the Hell's Horses and Marthe Pryde of the Jade Falcons, the Council of Six Clans—now called the Council of Six—was formed to provide common governance of the Inner Sphere Clans. Neither the Exiled Wolves nor the Nova Cats hold any status within the Council, being Abjured Clans through proper Clan law.

Modeled along the lines that Kerensky used to form the Grand Council, there is little difference between the new Council and the original. One of the most obvious changes is the venue size; instead of a large amphitheater-style arrangement, a simple round table is used for the twelve member Khans. To keep the Clans' focus, members are required to attend in person unless extenuating circumstances require otherwise. The location of the council chamber is on Nicholas Island on Tukayyid, a fitting location symbolizing these six Clans' ability to overcome the adversity of the past.

As on Strana Mechty, the council building is considered neutral territory. Andery, the sprawl that has sprung up to support the multiple Clan enclaves, is structured in a similar manner to Katyusha, though the Council chamber occupies the center of the city and there are no Blood Chapels present.

Each of these Clans has suffered in varying degrees from the Wars of Reavings. Nonetheless, the varying routes that have led these six Clans to abandon their Homeworlds has been one of pain and growth; how each uses the events since the Invasion will be judged by future generations.

The current Council of Six Loremaster is Laurie Tseng, Loremaster of Clan Ghost Bear.

-Clan Diamond Shark Loremaster Semi Kalasa, Addendum Supplemental 30013087

CLAN DIAMOND SHARK



LEADERS (3084)
Khan: Naomi Nagasawa
saKhan: Alan Hawker
Loremaster: Semi Kalasa

Though many within the Clan refuse to discuss it, the Sharks were hit just as badly with Society revolt as the rest of the Clans in the Homeworlds. The scientists' animosity most likely stemmed from the near-dominance the Clan gives to its merchants and the art of economics, rather than the cold, hard facts of science. As a result, many of the Shark JumpShips and WarShips that attempted to move from its last bastion on Vinton were struck with a form of the SLOT virus similar to that which plagued the Adders and Vipers. Fortunately, the Sharks have been slowly upgrading their naval assets and systems for nearly three decades and avoided irreparable damage to the fleet.

Even so, several JumpShips were lost on their move from Vinton to the Chainelaine Isles. While much of the material was eventually reclaimed from the incapacitated vessels, some were lost to the void—or, more likely, to marauding Dark Caste bandits or the accursed Burrocks. Many vital facilities, technologies, and resources were lost when the Coyotes seized and stripped Vinton.

Progress within the Inner Sphere continued apace. Tukayyid and Ramora in the Clan zones, as well as Halfway in the Lyran Alliance, were established as "trading post" worlds, though access is still limited to Clan merchant and warrior caste members. Halfway remains a special case for the time being, catering to mercantile elements outside of crowded Arc-Royal, and the site of the Sharks' current liaison offices with various Inner Sphere corporate powers.

The Sharks approached the Draconis Combine through the Clan's relations with Chandrasekhar Kurita for a similar arrangement for Nykvarn. It was Kurita's influence that arranged an audience with the Combine's various Corporate and Commerce department heads. The Combine was exceedingly eager to conduct business with us—desperately so—and forged a deal that would augment their stalled naval program with factory ships. In exchange for Shark technical expertise, the Clan would receive the continent of Ethiopia on Nykvarn. The Clan planned to establish a Corporate Liaison's office for Combine corporations and would be a trade and development location for joint Nova Cat–Diamond Shark projects.

Unfortunately for the Combine, the breakdown in communications between various factions within the nation caused a major incident in 3075. The Twelfth and Twenty-second Dieron Regulars, discovering that Clan forces had landed on the world, arrived to repel our merchant and technician survey teams. Over four hundred personnel were slaughtered by the Regulars. When Galaxy Commander Blake Hawker learned of the wanton destruction, he dropped the Coral Skate and the Fifty-seventh Combined Assault on top of the two regiments and came within a hairsbreadth of destroying them before Warlord Pesht intervened. After news of the Sharks' counterstrike got out—an act conducted by Loremaster Kalasa's Watch—the DCMS gave Nykvarn and every other Shark vessel within the Combine a wide berth.

Several new factories came online in the Clan's new holdings within the Chainelaines. While incapable of building JumpShip or WarShip assets, the Sharks could conduct repairs to its naval vessels and in 3081 began work on repairing and maintaining Falcon and Wolf ships. The bargain, one of the first negotiated by former Khan Barbara Sennet, required the Sharks to crew the vessel from a designated world in the Falcon or Wolf zones, to maintain some operational security. While not entirely happy with the deal, neither Clan has backed out. The Falcon's *Jade Aerie* and the Wolf's *Rogue* are currently filling two of the three repair slips.

In 3075, the Shark Watch returned to the Clan Homeworlds. Manning two small JumpShips, the Watch departed with two salvage teams, technicians, and merchants to augment their escort of a dozen *solahma* warriors. Their objective was partially to infiltrate the remaining Clans and to visit the Shark's only naval cache on the outskirts of Babylon. Most of the Clan's WarShip fleet had been activated decades ago; the Babylon cache contained only two military vessels and several older JumpShips.

The operational team arrived at Babylon in August, using the Shark's extensive navigational data to avoid most of the Clans' outposts and stations. They located the cache with ease but only one of the two vessels appeared to be in decent condition, the *Essex*-class WarShip *Marseilles*. The other vessel had developed severe system problems and was too large a job for the small group to handle.

The *Marseilles* was quickly prepped for the journey back to the Inner Sphere and staffed with a skeleton crew. Several *solahma* and lower castemen then volunteered to take a small craft on a journey to Babylon. The group would disseminate among the Clans and report back information as they could; the last of these spies transmitted their final report in early 3086.

The salvage operation's next stop was Lum, arriving on the outer edge of the system. Using data acquired from the Ravens and a short search vector pattern, the Shark team located the battered hulk of the *Potemkin*-class *Snowflake*. With the K-F jump drive in working order despite missing large portions of its hull, the salvage team conducted emergency repairs to its auxiliary controls and conducted a successful test jump. The crew then renamed the vessel the *Titanic*, in honor of the recently-destroyed WarShip of the same name. The *Marseilles* was re-christened as the *Architeuthis*.

On the cautious journey home, both work crews continued with what repairs they could muster. Along the way the Sharks visited several Deep Periphery Clan outposts via distant jump points and noted that all of them were silent. The crews were relieved when the small flotilla arrived at Ramora in 3076 where the Sharks had recently secured the use of the Raven's repair bays. Neither WarShip remained longer than necessary and returned to Twycross in 3080.

Last year, the tremendous damage done to the *Devourer* at Twycross caused considerable debate among the technician and merchant castes. Using the limited orbital facilities available to conduct the Labov Project has slowed down the slated conversions and accidents have risen dramatically. Losing the *Devourer* to such a simple miscue like a misfiring thruster has been an embarrassment of sorts. A new plan submitted to Khan Nagasawa may change that.

Under the Labov Project, the Clan's WarShips have been undergoing a modification and retrofit, permanently sealing and reconfiguring DropShips to extend the space on the vessel and create specialized "hubs" to conduct business, repairs, and more. Such modifications will require more extensive repair and refits down the road and Scientist Factor Marcel has offered up a new series of plans to rectify the situation. The new yards may eventually be used to service other Clan vessels, but for the moment will be specialized to the Shark's needs. Tukayyid was selected as the primary location and work has already begun near the outer edge of the system.



CLAN GHOST BEAR



LEADERS (3085)
Khan: Aletha Kabrinski
saKhan: Ragnar Magnusson
Loremaster: Laurie Tseng

The tale of the Ghost Bear after slamming the Periphery door is one of violence and power directed mostly towards the Inner Sphere. Shortly after agreeing to closing off communications with the Homeworlds and the tentative agreement to establish a unified Council body, the Ghost Bears received envoys from ComStar. The Bear leadership was in a foul mood after losing their beloved Khan Bjorn Jorgensson in a cowardly bombing on Arc-Royal but was in a state of hostile neutrality as they continued to consolidate their Dominion holdings. The process of merging with the former Free Rasalhague Republic was not going well and the Clan had heard rumors that several Galaxies of Nova Cats had disappeared from their mutual border.

The Ghost Bear was not in a mood to be trifled with.

That mood darkened after a visit by Chandrasekhar Kurita and Devlin Stone in January 3074. At that time, a document was relayed to the Clan regarding their most sworn enemy, the Not-Named Clan. The information took the Clan Khans by complete surprise. As an act of good faith, Stone's intelligence apparatus passed on to the Clan Watch regarding subversives gathering on Radstadt. When the Clan investigated, it discovered that the 'subversives' were actually a full-blown Manei Domini division and hired mercenaries. When the Bears moved to smash the Forty-third Shadow Division with the Third Claw and Fifth Bear Regulars, the Blakists set off several biological WMDs and at least three neutron bombs that obliterated the Clan forces and most of the planetary capital of Munich. The resultant fallout contaminated the planet's largest air and water channels for months. Roughly three

million died in the initial fighting, with an additional four million sickened within a week after the battered Blakists retreated from the planet in late April.

The sudden and brutal action by the Blakists seemed to confirm to the Khans the authenticity of Kurita's report, though extensive testing on what few surviving remains [*more bits than remains, actually –SK*] proved inconclusive. The Clan Council, after considerably lengthy discussions, eventually authorized the further gathering of proof through an operation into Draconis space. The Dominion would move to "liberate" Luthien and Pesht but would ultimately use the battlefields to give their scientists the chance to authenticate the disturbing report given to them by Kurita. [*It was also mentioned that the operation would be done as a favor to the late Chandrasekhar for bringing the Clan that information. –SK*]

The extensive testing did spark one discovery, though not of the Not-Named. Using several of the Clan's genetic legacies as its control group, the scientists did discover an unusual anomaly occurring within those warriors of the Tseng legacy. A malignant virus, originally thought to have originated from Radstadt, had infected most of the legacy's warriors. Discovered in time to head off the infection, the virus nearly wiped out the Clan's own founder's line. The discovery was another piece of circumstantial evidence that pointed to the vile nature of the Word of Blake; it was not until 3080 that the viral outbreak—long since terminated—stretched back to Thule and its tainted reservoir.

Eventually, the Ghost Bears plunged full-force into the war against the Blakists and their self-claimed Jihad. Every battle was one of savage violence as the Bear warriors acted out of their own fears and assumptions regarding the nature of the enemy—despite no discovery of conclusive genetic evidence. The Khans trusted Stone more for his honorable dealings with the Clan than his personality; when the invasion of Terra was complete and the Bear touman exhausted, the Dominion began to withdraw behind its borders once again. The people of Rasalhague were restless and, unlike Clan civilian castes, would not be ignored or unheard.

Society presence within the Dominion was nearly nonexistent. The Clan Watch acted on the Falcon's warnings early, but no overt activities were discovered. Most of the terror-style bombings and attacks that occurred over the next few years were those by dissident Rasalhague groups such as Motstånd. A few scientists were apprehended on Courcheval trying to defect with Clan weapon secrets to the Combine; they were publicly tried and executed as a warning to others.

CLAN HELL'S HORSES



LEADERS (3085)
Khan: Jake Kabrinski
saKhan: Sasha Mitchell
Loremaster: Temuchin Amirault

Agreeing to sever communications with the Homeworlds in 3075 was a difficult choice for the Horses to make. What was already sporadic communications with Zeta Galaxy and its remaining enclaves turned sparse, as the last messages received indicated the Horses in extreme danger of being overrun on Tokasha.

With their proverbial back door closed, the Horses concentrated on securing their place within their new surroundings. Their new mobile orbital repair stations were set into place deep within the Toland system. Several new OmniMech and battle armor factories were begun and the remains of its civilians that had travelled the distance from the Homeworlds were scattered across the former Wolf worlds, establishing a strong core of Clan citizens and beginning the long road of reforms to bring the worlds into sync with the Clan.

Part of Khan James Cobb's ten-year plan—started with the invasion of Clan Wolf—was to better integrate the Clan with its nearby neighbors. While not looking to ally with any Great House or other Spheroid power, the Khan knew that a wealth of knowledge could be gained from worlds a short distance away across the border with Clan Wolf.

In early 3073, shortly after the Horses arrived in the Inner Sphere, Merchant Factor Hollonna embarked on a clandestine tour across several Inner Sphere worlds that brought the aged Horse Elemental into contact with a few prominent corporations. As the urgency among the Spheroids increased due to the war raging around Terra, many of those who met with the quiet, intimidating Factor were eager to forge various ties and contracts with the Clan.

In 3072, Jade Falcon Khan Marthe Pryde approached Cobb regarding the apparent uprising of elements of the Clan's scientist caste within the Falcon OZ. Cobb, who had received similar intelligence from his Watch regarding the Homeworlds, shared the information with the Falcon leader. The two Clans, working in an alliance of convenience ever since the failed Ice Hellion invasion, began unraveling the deeper issues of the Society and its reach within the Clans.

Determined to correct the problem within her own Clan—but failing to discuss at the time her Clan's drastic actions to excise the caste from its worlds—Khan Pryde bargained with Cobb to acquire several thousand Horse scientists from its incoming civilian convoys. In return, Pryde offered a ten year truce between the two Clans and the the worlds of Persistence and Winfield to the Horses. Cobb readily agreed and in 3074, the Horses took possession of the two Falcon worlds.

With their Homeworld convoys drawing to a close, the Horses shifted their attention to maximizing their Spheroid and Clan output. Though the war between the Great Houses and the Word of Blake was recognized, the Clan did little to involve itself in the conflict—until Khan Cobb met with David Lear in late 3075. Impressed with the freeborn's intelligence and acumen, Cobb accepted Lear's offer of a Trial of Possession for the use of a few Horse Clusters in a task force being built by General Devlin Stone. Lear proved to be a superior chess player and within a month, the Eleventh Mechanized Cavalry was on its way to join in Stone's Coalition. Cobb quietly added a Trinary of Horse Watch warriors to the Cluster, ordering them to observe as much as possible of the worlds, units, personalities, and other datum they would encounter in their trek towards Terra.

The Eleventh showed themselves well, their honorable service culminating in the Luna and Mars invasions. The returning warriors brought back tales of glory for their codices and jealous brethren. Several had taken battleROM stills from the Terran system and shared them with their peers. The actions, while understandable, sparked a short-lived movement among the more Crusader Horses and had them clamoring for the Clan to take advantage of the Protectorate's weakness. A drive on Terra was conceivable in their eyes and they used the Ghost Bear's relentless drive into the heart of the former Blakist nation as proof that a Clan could do just that.

The Horse leadership let the movement burn itself out; what had escaped their notice was the building strength along the Wolf border. Any Horse drive to Terra would encompass shoving through a very determined and angry Clan Wolf. Khan Cobb allowed the Crusader Wolves to vent themselves out, authorizing several strikes across the border on Planting, Mozirje, and Unzmarkt. None of the raids were successful, though Cobb did remove several more of his more ardent detractors from the Clan.

In 3080, the Wolves began pushing back. Elements from Clan Wolf Gamma Galaxy hit two Horse worlds, Harvest and Seiduts. The Wolves smashed the Seventy-seventh and Ninety-ninth Mechanized Cavalry Clusters on Harvest in less than a week. On Seiduts, the 333rd Mechanized Strike and Beta Galaxy Command Cluster held the determined Wolf forces for nearly a month, finally claiming victory by mid-August. The rest of the Horses' Beta Galaxy then landed on top of the Wolves as they settled onto Harvest, driving Gamma Galaxy off by the beginning of October.

The Horses prepared to counter the Wolves actions but preparations were halted in mid-October after Khan James Cobb died in his sleep. Initially figured to be a simple act of age, the Horse Watch discovered evidence in 3081 that Cobb had been murdered. While no concrete evidence existed that pointed to any one faction or person, it was assumed by the warrior caste that the anti-Clan guerilla group that had recently begun surfacing on Csesztreg, Verthandi, and Chateau was responsible. Loremaster Amirault tasked the Watch with hunting down and rooting out the dissenters, which they finally accomplished in late 3084.

In January 3081, Clan Wolf struck again. Their target was Kirchbach, Liezen, and Bruben—three worlds that the Horses had been using as staging worlds for their own delayed assault into Wolf territory. The Wolves dropped both Gamma and Kappa Galaxy on Kirchbach and split Beta Galaxy between Liezen and Bruben.

Kirchbach became an immediate bloodbath. The Wolves came in declaring a Trial of Possession for the planet; the Horses refused *safcon* and declared they would defend with all Clan forces in the system. Confident they were only facing Delta Galaxy, the Wolves accepted the bid in arrogance and pressed the attack. The CWS *Rogue* was hammered by the *Stampede* (formerly the CIH *Pack Leader*) and the *Bucephalus* as the Wolf flotilla pushed to the planet. Nearly half of Kappa died as their DropShips were broken apart on their approach.

The Wolves managed to land near the Opal Canyon with Gamma Galaxy establishing a strong defensive position, their backs to the sheer cliffs of the volcanic canyon network. Kappa Galaxy, strung out across several hundred kilometers, rallied near the city of Kircher.

The Horses quickly moved Beta Galaxy from their staging area near New Kiel and engaged the Wolves at Opal Canyon. The Ninety-ninth Mechanized Cavalry exacted a measure of revenge by slipping into the Wolf rear area, using the canyon as cover. The sudden appearance of Horse vehicles, battle armor, and fast OmniMechs bursting from the seemingly impenetrable canyon overwhelmed the Nova assigned as rear guard and Gamma was hard pressed to fight off two fronts of Horses. Smartly, Galaxy Commander Cathleen Jorgensson surrendered before she lost most of the Galaxy.

After pinpointing the various Wolf Kappa positions as they streamed to their rally point, the Horses dropped several Trinaries from Delta Galaxy near a few key positions. The Horses struck with varying degrees of hit-and-fade attacks, pushing and directing the Kappa warriors away from Kircher and into the depths of the Kirch Woodlands. The Horses then struck the wandering Wolves in a series of lightning ambushes, using their knowledge of the forest pathways and the massive trees to maximum effect. Five

days after Gamma had surrendered, Kappa followed suit.

Similar scenes played out on Liezen and Bruben. The Wolves, sending only two Clusters to each world, were shocked to find at least a Galaxy's worth of troops at each location. The Horses bid smartly and, save a successful Trial of Possession on Bruben that netted the Wolves a Trinary's worth of *Cygnus* BattleMechs, the Wolves were turned away.

The Wolf assault did accomplish one thing: the Horses suddenly found themselves slightly off balance from the Wolves' sudden attack. Despite their victories, the Wolves managed to savage nearly four Galaxies and took the life of saKhan Tanya DeLaurel. Khan Kabrinski, recently elected by the Clan Council, opted to redistribute the Horses along the Wolf border and call off the new assault. It proved to be the right call, though at the time many of the more vocal members of the Council derided him for the decision. Fortunately, Kabrinski handily won all seven challenges brought against him for his decision.

For the next few years, the Wolves and Horses flirted across their border, seizing various resources—or, in the Wolves' case, completed production runs of various Horse 'Mechs and vehicles. The attacks kept the Horses on their toes and, with barely a whisper of activity on their Periphery border, began pulling their garrison forces forward to give their troops battle experience.

Many of the border worlds along the Periphery, most former pirate kingdoms and lacking much in the way of modern Spheroid technology, were slowly abandoned as Horse holdings. Nominally, the Horses still claimed Manaringaine, Ferris, The Rock, and Von Strang's World as Clan territory but rarely stationed more than a Star of *solahma* on those worlds. Tasked more with making sure no Homeworld Clans suddenly appeared in the Horse rear, these worlds slowly slid back into economic decline as many of the more industrious and Clan-centric civilians petitioned and were granted relocation to the more prosperous worlds in the Clan's OZ.

At the moment, Clan Hell's Horses has settled into a state of alert complacency. The agreed-upon truce with the Falcons expires within a year and Khan Kabrinski expects the Falcons to make a play for their worlds still held by the Horses from the Hellion invasion nearly 15 years ago. With the Clan's industry hitting its stride, inroads are being made among the merchant castes of the Council of Six, increasing trade presence among its Clan neighbors and Arc-Royal. There have been rumblings of possibly opening channels into Lyran space, but with tensions still somewhat high due to the Falcon and Wolf aggression, the Khans have forestalled such activities for the time being.

CLAN JADE FALCON



LEADERS (3085)
Khan: Samantha Clees
saKhan: Diane Anu
Loremaster: Brian Pryde

The years following the complete annihilation of its scientist caste were not easy for Clan Jade Falcon. The Falcon OZ suffered as communications partially broke down due to several HPGs still suffering from Scientist Etienne's SLOT virus attack. While the blackout did help the Clan contain the news of the "disappearances" of its most prominent scientific minds and leaders, it also fostered discontent among various planetary populaces. Riots became common on several worlds known in the past for harboring Lyran dissenters, which only forced the Falcons to crack down even harder, often with brutal violence. These acts tarnished the Clan's already-poor reputation with its Inner Sphere subjects.

To refocus the Clan, Khan Pryde authorized selected Trials against Clan Wolf and a few Alliance border raids. The incoming Horse scientists were immediately tasked with going through the Clan's genetic repository on Sudeten to search for defects, a process that took nearly two years to complete. The Khans reluctantly authorized the induction of several leading Inner Sphere scientists into the scientist caste as well in hopes of reinvigorating the Clan's stalled technological progress.

Khan Pryde was approached by agents from the Precentor Martial regarding an Inner Sphere coalition of force to fight the Word of Blake. Caring little for Spheroid politics beyond the Clan's borders, Pryde did see some opportunity in the request. She authorized Loremaster Brian Pryde to take Alpha Galaxy—mostly filled with Watch operatives and *solahma* warriors—and join the Spheroid coalition. His primary objective was that of reconnaissance; the route of General Stone's advance would be straight to Terra, so any information the Clan could get firsthand on the route to Terra would be ben-

eficial. Secondary to that was the fact that Clan Wolf had also agreed to release a Galaxy of warriors and it would not do to have the Wolves show up the Falcons in any endeavor.

Though Factor Etienne's death had eliminated the Society threat within the Clan's occupation zone, several anti-Clan groups had found new life from the bloody purges, the communications blackouts, and the building recession across several worlds. These groups began to lash out, often violently, against Falcon targets. The worst attack came on 15 May 3076 as Khan Marthe Pryde toured the foundation of a new OmniMech manufacturing facility. A bomb detonated as she and her Starmates passed a construction trailer, killing the Khan and three warriors instantly.

Officially, the Clan admitted nothing but a freak accident. However, the Clan Watch reported to the Clan Council that the bomb had been placed and set by a Lyran nationalist group sponsored by Loki, part of the state-run intelligence agency. The sudden loss of the Clan's most dynamic leader in decades threatened to put the Clan into a complete tailspin. The Clan quickly elected saKhan Samantha Clees into the Khanship but disagreed on the choice of saKhan. Uvin Buhallin, who was elected by a slim margin of two votes.

With uneven leadership, Clan Jade Falcon looked ready to tip into chaos, a fact that the Alliance attempted to take advantage of in 3080. The Alliance sent forces to Newtown Square and Kikuyu to test the Falcon's defenses and was soundly rebuffed. Buhallin was incensed at the Alliance's temerity so soon after the "peaceful" Coalition's actions in eliminating the Blakist threat and ordered Epsilon Galaxy over the border. Galaxy Commander Diane Anu struck Mogyorod, Clermont, and Machida in quick succession, flattening the larger Lyran defenses before withdrawing. The assaults netted the Clan a much-needed morale boost, though the Falcons were not able to fully seize the systems.

Tragedy struck when saKhan Buhallin led Delta Galaxy to Graus in order to remove the Lyrans' penetration into the Falcons' zone. Taking the system would remove the close threat to the Falcon capital and help silence Buhallin's critics. Grossly underestimating how much force would be needed, Buhallin jumped in with only the First Falcon Striker and "Fifty third Battle Clusters. The Falcons drove hard for the planet, punching their way through a heavy fighter screen and grounding outside Olliton City. Intent on taking the world, the Falcons announced their presence and waited for the planet's defenders to challenge them.

The planetary militia hit the Falcon attackers just before dawn the next day, unloading several volleys of artillery and airstrikes on the Clan's position. As Buhallin readjusted his forces, Rubinsky's Light Horse emerged from a nearby arroyo and drove into the Falcons' weakened flank. A short firefight later saw the smoking remains of Buhallin's *Summoner* hit the ground and the remains of the First Falcon withdrawing to their DropShips.

Buhallin's death sparked mixed measures of joy and rage among the Clan's warriors. The Clan Council debated for hours over the next candidate, rejecting Galaxy Commander Quinn Kerensky in favor of Galaxy Commander Diane Anu. Kerensky immediately issued a Trial of Refusal, which Anu defended. The two met unaugmented in the Council chamber and within five minutes, Anu proved her worth by knocking Kerensky unconscious.

Determined to prove her worth to the Council, she then took her First Falcon Jaegers to Graus. After two weeks, she had bested the Light Horse and seized the system for Clan Jade Falcon. By taking the world with half of the force brought by Buhallin, saKhan Anu had cemented the Clan behind their decision. Three months later, the Falcons lost Graus again after the Thirty-second Lyran Guards returned with the Second Donegal and forced the understrength Falcon garrison from the planet.

The last few years have been nominally quiet for the Falcons. With the HPG network now fully restored, the Clan has begun to stabilize its economy through aggressive merchant caste tactics. The current priority for the Khans is to continue acquiring JumpShip assets, as they remain critically shorthanded. The Council has since authorized the seizure of private JumpShip vessels found in the Falcon OZ, regardless of their corporate affiliation or licensing body. The merchant caste has begun distributing commercial permits to select Spheroid corporate concerns within the OZ, setting up an impromptu hierarchy and bidding war between them, indebting the winners to the Clan in exchange for a freer hand in transportation and commerce.



CLAN SNOW RAVEN



LEADERS (3085)
Khan: Alberto Crow
saKhan: Thorsten Magnus
Loremaster: Klaus Harper

Forced from the Homeworlds before they were ready, Clan Snow Raven arrived within the Outworlds Alliance in a dispirited and broken state. Millions of its lower caste had been forced to stay behind and its largest convoy, carrying critical parts and supplies for Clan infrastructure, had been ambushed and destroyed by Clans Steel Viper and Star Adder. Worse, negotiations between the Clan and the Alliance were still tenuous; at times, it looked as if the Clan would either need to carve out its own space in the midst of the Alliance or remove itself yet again. It took all of the political skill and savvy possessed by Raven leaders to help settle the Clan into its new Periphery partnership.

Given Quatre Bell by treaty and Dante by conquest, the Clan also negotiated shared use of Ramora and Rushaven. With the Alliance's agreement, the Ravens moved in. Quatre Bell, the site of an ancient Star League shipyard, garnered the most attention from the Clan's technician caste. Though in critical disrepair, the facility became the Clan's primary focus; until the refurbished station came online, there was nowhere the Clan could go to repair the damage done to its fleet as it escaped the Homeworlds. Numerous setbacks plagued the revitalization project, though it finally became fully operational in 3082.

Dante was chosen as the site for the Clan's genetic repository. Though many of the Clan's legacies had made it intact, the Clan had lost the Crow Bloodline completely; the few samples remaining and the computer files had been corrupted in transit. Loremaster Harper suspected some form of Society collusion, though at the time such conjecture was based more on rumors chasing the Ravens out of the Homeworlds. It was not until 3079 that conclusive evidence came to light that the Society had corrupted not just the Crow legacy, but also the Shu bloodline. While new samples were taken from the living Bloodnamed warriors of both lines, there were too few to ensure their genetic diversity and were restricted to use as only a genefather.

The Ravens gave the Ghost Bears the use of several WarShips for their press into the Word of Blake Protectorate but the Clan refused to offer up any other forces. Everything it had remaining to it was necessary to defend not just the Clan's assets, but also the breadth of the Alliance. Rumors and news of Black Dragon atrocities just over the stellar border sparked waves of concern among the pacifist Alliance leadership, demanding their Clan protectors remain in place. The Ravens sat out most of the Jihad defending the Alliance from increased pirate attacks, the occasional raid from House Davion, and escalating Combine aggression.

Angry over the loss of several worlds to the Raven's early assault over a decade prior and the horrendous atrocities committed on Galedon, the DCMS sponsored several illicit pirate and mercenary raids over the Alliance border, keeping Raven and Alliance forces on edge. In October 3082, the DCMS hit Goubellat and Schirmeck, raiding the worlds with little opposition. Weisau was next and the Third Proserpina ran headlong into the Sixth Raven Regulars and the Twelfth Garrison Cluster. After a pitched three-week battle that ranged up and down the eastern coast of Holik, the Third Proserpina withdrew. The Combine's impromptu assault was stopped cold, though at the cost of the Twelfth Garrison.

Two months later, the DCMS threw the Second Dieron and the Fifth and Sixteenth Galedon over the border, hitting Weisu, Valentina, and Budingen. The Ravens put up a hard defense, having recently placed the rest of Gamma Galaxy among those worlds, though without the Circe Battle Star. The Ravens held all three worlds and again threw off the Combine offensive, though the DCMS' ferocity nearly destroyed the Galaxy.

Recriminations from the Alliance for the Combine's attack fell on deaf ears on Luthien. Khan Crow promised the Alliance that the Ravens would strengthen the border and defend Alliance worlds. In order to cement the deal, the Ravens pressed hard for a formal alliance and on 6 November 3083, the vote passed in the Alliance Parliament by a narrow margin.

In the aftermath of the contentious vote, Baliggora, Raldamax, and Valasha seceded from the Alliance. Ferris followed at the beginning of 3084 and Trimaldix has been indicating it may as well.

Though formalized, the newly-formed Raven Alliance is still one of a slowly-cementing partnership. The Ravens ultimately want to forge a nation-state similar to that of the Ghost Bear Dominion. Rather than continue the political power-plays, something Khan Lynn McKenna excelled at before her death in 3080, the Raven Khans have turned to a more carrot-and-stick approach. With several of the Clan's Eden Rose Transport Star stationed over important Alliance worlds, the Clan has been streamlining several planetside industrial sites. While none are of military value, the influx of 'new' technologies for basic living, construction, and mining has brought economic growth and prosperity. The addition of a large number of Clan mercantile JumpShips has increased trade opportunities within the Alliance and allowed it to begin forging trading ties with the Federated Suns. By using its technological edge in more benign ways to benefit the Alliance's populace, the Ravens hope to swing their politicians' minds more in line with the Clan's ideals. While the softer approach grates on saKhan Magnus' own sense of urgency, he acknowledges that the young Khan's approach has worked well so far.

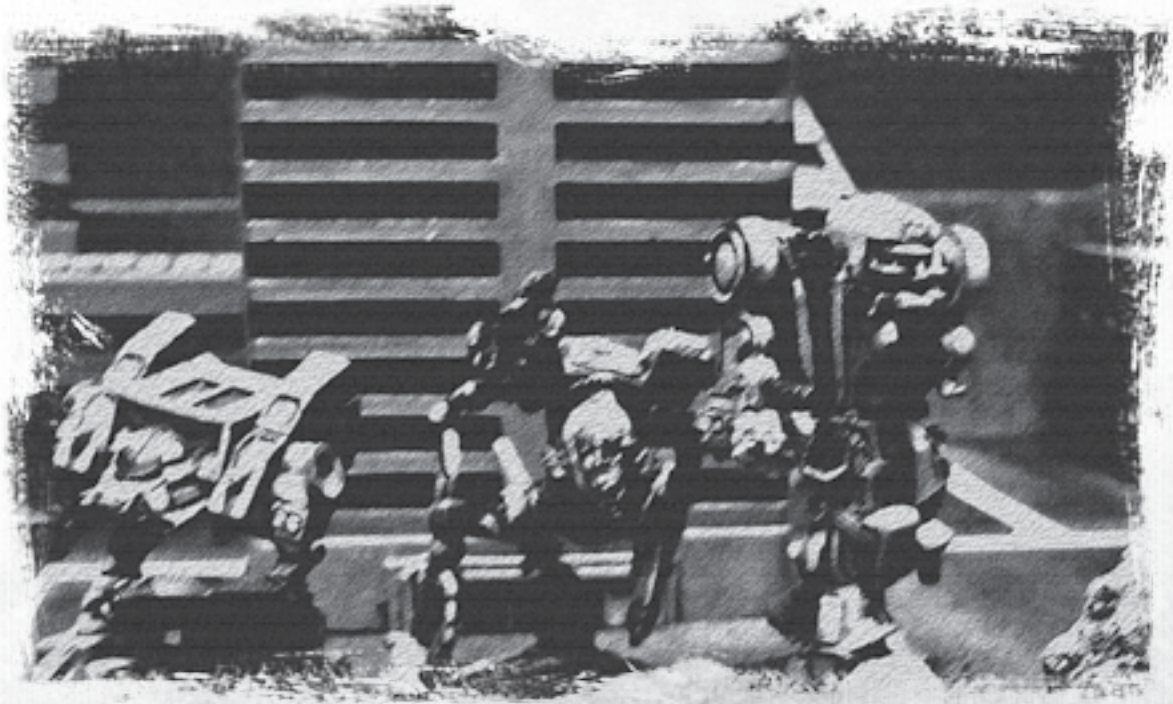
CLAN WOLF



LEADERS (3084)
Khan: Ivan Kerensky
saKhan: Anatoli Kerensky
Loremaster: Katya Kerensky

Though forced to leave the Homeworlds, the Wolves left with their fangs bared. Most of Theta and newly-acquired Omicron Galaxy were wiped out, but the Clan left with the genetic legacies of both Andery and Nicholas Kerensky while leading the remaining Clans to believe that the Founder's genes were destroyed. Though the Grand Council Annihilated the remaining Wolves, neither Khan Ward nor his Invader Clan peers paid attention to the pronouncements of the impotent ruling body.

The outbreak of the Societys' rebellion played little within Clan Wolf's occupation zone, though the Denizli incident nearly sparked another Falcon/Wolf war. Khan Ward, sufficiently warned by Falcon Khan Pryde, took





steps to mitigate any Wolf cell activity. In the process, they discovered two Word of Blake terror cells on Weingarten planning on detonating a dirty bomb near the Clan's new government facility.

Falcon Scientist Etienne's release of the SLOT virus did penetrate into the Wolf zone, taking down several HPGs along the Ghost Bear, Falcon, and Alliance border. Many Wolf worlds began to experience an economic recession as the Clan's JumpShips began pulling double-duty as messengers and transports. The sudden loss of the Clan's logistical train into the Homeworlds compounded the problem as the warrior caste suddenly found themselves short of parts, materials, and vital equipment.

The Wolves had, up to that point, relied on well-established trade connections and a steady stream of assets and transports from the Homeworlds. Such material was augmented by a variety of merchant caste-run mobile manufacturing sites. While in the past it gave the Wolves a finely tuned support system that followed Clan philosophies of flexibility and efficiency, it proved to be the Clan's Achilles heel after the combined loss of Tamar and being cut off from its Homeworld assets.

Initially, the merchant caste attempted to broker continual deals with the Wolves' neighboring Clans, but their own problems—not to mention occasional hostile actions—made such deals untenable. The Wolf Khans' inability to address the situation compounded the problem, as the last of the Wolf reserves was distributed to the field in 3074.

With no real choices left available to the Clan, Khan Vlad Ward released the ban on limited Clan manufacturing in the Inner Sphere zone and launched a progressive industrial program. The Clan recruited Spheroids with technical expertise into work teams headed by members of the technician caste and these ad hoc work teams swarmed over the derelict military factories that dotted the worlds of the Wolf OZ. In between constant raids and attacks by its neighbors and the Word of Blake, the Clan managed to upgrade several smaller factories to handle initial manufacturing specifications which were then transported to the massive Weingarten Industriplex. None of them outside of Weingarten have been capable of fully manufacturing of Clan OmniMechs, Elemental armor, or even Clan vehicles until the early 3080s. [*Interesting that several Inner Sphere intelligence agencies seem to think that the damaged* Gargoyle *factory was untouched by the Blakist attack. Though the assemblage buildings were completely destroyed, several of the factory's satellite facilities manufactured enough spare parts to refit and refurbish many old and damaged machines. The illusion apparently worked on the Spheroids; none of the Clan Watches were fooled. –SK*]

The Wolves sent Delta Galaxy to join the gathering Coalition in 3076; such action was also the brainchild of Katherine Wolf. Many within the Clan's Council were becoming more concerned with the Khan's building reliance on the former princess-turned-bondswoman. In fact, Ward faced constant challenges to his authority after Katherine's bondcord was cut. Some were silenced after she passed her Trial of Position when her *Warhawk* fired all its weapons and destroyed a nearby *Ice Ferret* before her 'Mech shut down and ended the Trial. Ward faced constant criticism for his association with the Spheroid noblewoman, an attitude that slowly grew among the Clan's more ardent Crusaders.

As the rest of the Inner Sphere turned towards the Coalition's advance into the Protectorate—and some of Delta Galaxy's actions in testing Stone's leadership—the Wolves quietly sat back and rebuilt. With the Falcons and Bears occupied, the Wolves began preparations to push back against Khan Cobb and his Horses. In 3080, the Wolves hit Seduits and Harvest; despite initial successes, the Wolves were shoved back. Six months later, the Wolves tried again but hit worlds being used as Horse staging worlds for their own invasion of the Wolf OZ. Kirchbach, Liezen, and Beruben were all hard-fought failures that succeeded only in stopping the Horse invasion before it even started.

To keep the Horses off-balance and Wolf troops sharp, Khan Ward authorized several raiding actions designed to grab resources and Horse production runs of various military goods. Many were successful. One in particular cost the Clan its most cunning leader.

In 3083, Khan Ward led his rebuilt Golden Keshik on a raid to Rodigo, declaring a Trial of Possession for the entirety of the Fifty-third BattleMech Cluster. [*Apparently Vlad was trying to scoop up a large portion of the Horses' latest generation of warriors. –SK*] The Horses were initially taken aback by the arrival of the Khan but agreed to the Trial, meeting the Wolves on the Red Platte with Theta Galaxy Commander Broderick Lassenerra's Forty-second BattleMech Cluster. The fighting ranged across the large, canyon-filled plateau for over three hours. Vlad and his Starmates accounted for several non-lethal decisions, expertly dropping Horse 'Mechs and Elemental points. The Khan did not anticipate the arrival of two Horse BattleMechs from a narrow cliff ledge behind his position, however, and suffered the consequences. The Khan of the Wolves died as the Horse *Hellstar* made its presence known before unloading all four PPCs into Ward's damaged *Timber Wolf*.

The Wolves, devastated from the loss of their leader, nearly launched a full-scale assault across the line. Khan Ivan Kerensky stayed the Wolf's aggression, citing that the Clan was still unready in material though not in heart. A full-scale war, even with the weaker Horses, would open the floodgate for its neighbors to take yet more valuable Wolf worlds. The Clan Council heeded Kerensky's words and then elected young Beta Galaxy Commander Anatoli Kerensky [*winner of Erik Kerensky's Bloodname in 3078 –SK*] as their new saKhan.

One of Khan Kerensky's first actions was to remove Katherine Wolf from the Clan's capital on Tamar. She was reassigned to the honor guard of the Clan's rebuilt genetic repository on Weingarten, serving with a Star of older unblooded *solahma*. The move was lauded by many within the Clan Council, though Loremaster Kerensky has taken to holding several meetings with the former Archon Princess of late. As the Watch has had many successful operations against the Alliance and the new Republic, it is assumed the Loremaster is simply milking Katherine for information, rather than being manipulated by Spheroid musings.

MAJOR PERSONALITIES OF THE WARS OF REAVING

For consistency and history, our Watch analysts have compiled a short dossier list of the various power players involved within the Wars of Reaving and beyond. I have included them here not as an afterthought, but as a study. Motivations and perspectives from the key players are necessary to understand how events often unfold. We have strived to present these individuals in as bright a light as possible so that our future progeny can hear their voices from the past and, hopefully, learn from their mistakes. If so, then we have completed our mission.

-Clan Diamond Shark Loremaster Semi Kalasa; Addendum Supplemental-B, 30013087

BRETT ANDREWS

Faction: Clan Steel Viper
Rank/Title: ilKhan of the Clans
Born: 3028
Died: 3075

Brett Andrews held a high standing within Clan Steel Viper, making his mark early in his career as a Star Colonel of the Fourth Viper Guards. Known for his tight, controlled temper and his near-constant scowl of disapproval, Andrews' personality made him a difficult warrior to deal with on a personal and political level. His combat skills helped him stand out on the battlefield and won him the position as master of the Andrews Bloodhouse. With enough political acumen to retain his commands, Andrews roughly navigated the harsh political jungle of the Steel Vipers' Clan Council with some success. He excelled at making more political enemies than allies the inevitably brought his detractors to the field of battle, where they were more than often proved wrong by Brett's adept use of brute force.



In 3058, acting as Khan Perigard Zalman's Champion, Andrews slew Viper saKhan Christopher Ahmed and was elected to the position with Zalman's full backing. The Khan and Andrews were two complete opposites and did not get along; the situation was made worse due to Andrew's lack of social skills. The two respected each other, however, and worked well together as the leaders of the Vipers.

After the Vipers were ejected from the Inner Sphere by their Jade Falcon opponents, the Khan Zalman came to see that their defeat was symptomatic of the ways in which the Clans were changing while being exposed to the Inner Sphere, but not for the better. During the trip back to the Homeworlds, and while facing numerous challenges to his leadership from angry Viper Warriors, Zalman convinced saKhan Andrews that the Spheriod "taint" was spreading among the Clans, and a serious threat to the Ways of Kerensky. While he initially believed Zalman's concerns to be exaggerated, by the time Zalman died above Lum in 3065, Andrews knew that his former mentor's vision was accurate. Andrews became convinced over the next few years that the Clans needed a fundamental shift in their ways, a return to the original ideals of Kerensky. The Clans had failed in REVIVAL because they allowed themselves to be tainted by the Inner Sphere, a disease that only grew more prominent with time.

Andrews knew that in order to find success in his plan to cleanse the Clans of taint, the Vipers could not do it alone. Knowing that the Star Adders held similar ideals and were strict in following the Way of the Clans, Andrews began feting Star Adder Khan Stanislov N'Buta. With the Adders—and by political alliance, the Cloud Cobras—agreeing to back the Vipers' political play, Andrews knew

he had enough strength to carry out a purge of the taint amidst the Homeworld Clans.

Khan Andrews reached the pinnacle of his career when elected ilKhan in 3071. With the position secured, he announced his ultimate goal to purify the Clans. His brash pronouncement led to the death of Shark saKhan Angus Labov, an execution that cemented Andrews' statement and launched the various conflicts and Trials of Reavings.

Like many other Clan leaders, Andrews was caught off-guard by the Society's uprising in early 3072. While never relinquishing his position as ilKhan, Brett stepped back into his role as Khan of the Steel Vipers as chaos descended. His leadership, and that of his like-minded saKhan, kept the Vipers focused on the external threats of caste rebellion among other Clans, Dark Caste raids, and the sudden reappearance of Clan Burrock.

After navigating his Clan through the bloody chaos in the Homeworlds, the ilKhan was taken aback by Khan N'Buta's declaration that the Vipers were the last remaining taint in Clan space. His anger getting the better of him, Andrews pulled a gun—illegal to hold within the Grand Council chamber—and killed his one-time ally. The action cost him the respect of several khans and, in the minds of many, only amplified N'Buta's claims of taint. Andrews was killed minutes later as Adder saKhan Hannibal Banacek bludgeoned the once-mighty leader of the Steel Vipers into a bloody mess on the deck of the *McKenna's Pride*.

[*It is worthwhile to note why Andrews had a weapon in the first place. The fact that such a hidebound personality such as Andrews would knowingly break Clan law is extremely puzzling. Andrews had started showing strains of schizophrenia towards the end; it is possible that played a part. Another possibility is that Andrews simply used what was in the room at the time; they were using the officer's conference room on the* McKenna's Pride*, not the normal Grand Council chamber. Or it is entirely plausible that Andrews was prepared to call out another Clan—possibly the Stone Lions or Star Adder—to eliminate and was prepared to handle the circumstances in a similar manner to the method he disposed of saKhan Labov. What we know for sure is that he had access to a small laser pistol, and he used it. –SK*]

ETIENNE (BALZAC)

Faction: Clan Jade Falcon/Society
Rank/Title: Scientist-General
Born: 2987
Died: 3073

A reclusive individual from his decanting, the scientist known as Etienne washed out of his warrior sibko just shy of his tenth year of life. He was reassigned to the scientist caste rather than as a laborer due to his exceptional intelligence test results. Scientist Etienne thrived in the laboratory environment and quickly moved into genetics, becoming the top genetic scientist in Clan Jade Falcon before the age of twenty. He took his labname from the late twenty-second century neurosurgeon Rinaldi Balzac, whose work mapping the neural pathways of the brain would become the foundation of neurohelmet science and construction.



Etienne became bored with the Clan eugenics programs sometime around the mid-3020s. The boredom was more from the rigid guidelines enforced upon the geneticists by the warrior caste, disallowing experimentation beyond matching DNA strands and creating more warriors. To satisfy his own keen intellect, Etienne began conducting small genetic experiments in secret, often utilizing discarded gene programs. It was during this time he was made aware of the Society cabal.

Intrigued by the possibilities, Etienne saw more than just opportunities to expand his experimentations but also a route that could lead to power over the warrior caste and the Clan. With Etienne's addition to the cabal, the Society leaped ahead in operations and other goals as the young scientist began suggesting changes and different areas of focus. He quickly moved to the top echelon in the secret organization. His position secured as Scientist-General of Clan Jade Falcon, Etienne also began authorizing one-off DNA matches using genetic strands of warriors from outside the caste, including "clone sibkos" that attempted to duplicate past Falcon heroes. While the benefits might be more immediate to the Clan, the results of such testing would be used to further refine the Society's own research.

Etienne's sharp attention to detail helped the Society pinpoint various avenues of scientific study that would be of benefit in the eventual war with the warrior caste. The core of the Societys' agenda remained rooted in genetic manipulation; with Etienne's own assistance, strides were made in developing genetic modifications to humans in order to adapt to hostile environments or specialized jobs. While none of the experiments reached fruition, the scientists involved were pleased with the direction. An offshoot of the program turned to mutagenic virotherapy to initiate such changes within humans.

Such genetic experimentation required human subjects. Through Etienne's urging, the Dark Caste was used as a conduit to provide a ready test base for various experimentations and as a route to acquiring more "pure" Clan Trueborns. The undesirables were also used as a "brute labor" squad, fulfilling roles such as bodyguards, chain gangs, and other needs as defined by the Society. As the Falcons settled into their Inner Sphere holdings, Etienne and the Society found a fertile new environment to expand their operations and experiments.

When his genetic manipulation of several Falcon Bloodnames was brought to the attention of Khan Marthe Pryde, Etienne was banished from the Falcon's Inner Sphere worlds. Undeterred, Etienne withdrew to an abandoned Rim Worlds Republic system where he had established several laboratories and testing facilities. Removed from his position as Scientist-General, his contacts with other Falcon scientists were limited and his connection with the Society mostly severed. Fortifying himself on Etienne's Sanctuary, he changed his focus to that of removing the Falcon leadership and replacing them with himself and his fellow Society scientists. By corrupting the Falcon's nascent ProtoMech program, Etienne siphoned Clan resources using the extensive Falcon bureaucracy—a necessary evil considering the vast number of worlds now needing oversight—and began building and equipping his own army. The Society in the Homeworlds provided what assistance they could, including several Dark Caste transplants, until the cabal erupted in force in 3072.

Etienne made his own move shortly afterward, concerned that the Homeworld rebellions might force the Inner Sphere Clans to look more closely among its castes for similarities. Though the assault had some initial gains, spreading a HPG blackout among the Falcon, Horse, and Wolf OZs, it only stirred the Falcon's ire. For all his planning, Etienne did not predict Khan Pryde's ruthless action of Annihilating the entire scientist caste. The Falcon Watch, headed by its tenacious Loremaster, backtracked Etienne's forces to his private world. Nothing within Etienne's control saved him from the Falcon's rage and the brilliant scientist died in his laboratory, shot in the face by Jade Falcon Loremaster Kael Pershaw.

HANNIBAL BANACEK

Faction: Clan Star Adder
Rank/Title: Khan
Born: 3037 (44 in 3086)

Born from a mix of Banacek and Talasko genetic legacies, Hannibal Banacek was the only one of his sibko to test into the Clan's warrior caste. His quiet demeanor is often misinterpreted as shyness and hesitancy, two traits that in no way define the successful Adder warrior. His determined rise through the ranks of the Clan would be considered that of a *ristar*, save his decidedly pro-Warden leanings. His harsh criticism of the Crusader viewpoint earned him many Trials during his early career, though his keen sense of tactics and battlefield awareness brought him repeated success. That success translated into the Banacek Bloodname in 3057 and the command of the Fifth Assault Cluster in the Adder's prestigious Alpha Galaxy shortly thereafter. His resourcefulness and tactical ingenuity earned him the respect of his peers and he won the position of Galaxy Commander after Dante Truscott's elevation to saKhan.

It was with little reservation that Khan N'Buta put his support behind Hannibal's elevation to the position of saKhan after Truscott's death on Strana Mechty. Banacek led the Adders' Alpha and Delta Galaxies to clean its holdings on Brim, Homer, and Tathis from Dark Caste and Society taint. The tremendous loss of life found at the Adder enclaves had a distinct impression on the young saKhan, morphing his Warden-esque philosophy to apply to that of the Clans.

When it came time for the Adders to invade Tanis and remove the Burrock stain, Khan N'Buta turned to his younger partner for the Adder's strategy. Because the Burrocks were technically not Clan, they would not receive the benefits of *zellbrigen* and would face the brunt of the Adder's war machine. His first action was to convince Clan Cloud Cobra to lend assistance and firepower to the Adder's task force. The assault and landings on each of the three Burrock worlds were difficult as the Adders faced not just Clan Burrock, but organized Dark Caste and Society forces as well. Hannibal was responsible for the subjugation of Stacha and the elimination of the Societys' main laboratory complex and human prison pens on Cocyra Island.

Banacek never fully understood why Khan N'Buta had allied with the Steel Vipers until the elder khan made his pronouncement against the ilKhan in July 3075. The saKhan recognized the multiple layers of politics in play when N'Buta turned the Clans on the Vipers, using the ilKhan's own words against him. By removing the Vipers, the Way of the Clans could finally flourish and prepare for a



smarter, constructed invasion of the Inner Sphere. SaKhan Banacek's decisive actions in eliminating the ilKhan after his unClanlike killing of the Adder Khan won him a great deal of respect from the other khans.

His election to ilKhan was inevitable, based partly on Banacek's stellar battle history and his pragmatic approach in addressing the case for Viper Annihilation. He strongly urged the Clans to work in concert and their cooperation in taking Circe and New Kent limited the potential for catastrophe against the strong Viper defenses. The Clans opted to leave Hannibal in the ilKhanship afterwards, hoping to use his expertise in preparing the Clans for the renewed invasion. Instead, the ilKhan stepped down after setting several guidelines in place to foster Clan growth and repair, determined to not let the position gather Clan opposition. He returned to his post as Khan of the Adders, a seat the Clan left open for him rather than fill it temporarily with a less-worthy leader.

The Khan has since morphed his Warden viewpoints into that of protecting the Clans and not the people of the Inner Sphere. A first-hand observer of the naked destruction that can be caused by loose caste supervision and corruption from every area of Spheroid civilization, he is determined to use the Adder's power as that of a protector until such time the Clans' power can be harnessed to return to the Inner Sphere and claim victory on Terra.

AMANDA CARROL

Faction: Clan Fire Mandrill
Rank/Title: Khan; leader of Kindraa Matilla-Carrol
Born: 3020
Died: 3073

In life, the fiery Mandrill leader was as stubborn as she was calculating. Only the second Carrol to ever hold the position of Fire Mandrill Khan, Carrol rose quickly to power as the leader of Kindraa Matilla-Carrol. Known for her exceptional temper early in her career, she learned to harness her caustic wit and scorn to great benefit. Amanda's desire for Clan unity did not expand past the Mandrills; in the Grand Council, most of her votes were abstentions or of no importance. It was her apparent lack of involvement that eventually prompted Kindraa Beyl-Grant to act, leading to the removal of the hotheaded Carrol from the khanship.

Possessing some traces of Kerensky blood in her Bloodname, Carrol managed to unite three Kindraa during the Burrock Absorption. Her quick thinking netted three important Burrock enclaves for the Mandrills before the Adders could snap them up. Her successes opened the door for her Kindraa's rise to power, but only briefly. In 3066, the Kindraa slid from its position of influence after Kindraa Beyl-Grant instigated a power play within the Clan. This ultimately threw the longstanding Khan into a vote of no-confidence by the Clan Council. Rather than defend her position, she simply stepped down.

Carrol's lack of apparent spine rankled many within her Kindraa, prompting several Trials against her leadership. Though stripped of her power, she was still a powerful MechWarrior and retained her rank through the brutal challenges. Khan Garret Sainze, elected in 3067, saw Carrol's value as an advisor and entered a nominal alliance between the two Kindraa through his continual reliance on the former Khan.



Amanda was elected saKhan after Samantha Kline's fatal bout of spinal cancer. After Khan Sainze's death in 3071, the Clan re-elected the former Khan to lead the Clan. Recognizing the growing turmoil, Amanda pushed the Kindraas towards Clan unity. She authorized the absorption of Kindraa Sainze by Mick-Kline-Kreese, urging the two groups to merge quickly. They heeded the Khan's advice and managed to blunt a Scorpion Reaving trial against the former Khan's Bloodname.

Despite her efforts, the Clan remained fragmented as the various conflicts increased. With each Kindraa operating on their own, they were torn apart. Kindraa Matilla-Carrol succumbed to a Steel Viper counterattack on Glory in September 3073. Khan Carrol, embroiled in defending her strategic decisions from the upstart Goliath Scorpion saKhan, died as her *Crimson Langur* was ripped apart by Steel Viper fighters.

RAVEN CLEARWATER

Faction: Clan Coyote
Rank/Title: saKhan
Born: 3031
Died: 3074

SaKhan Clearwater was typical of most Clansmen, infused with a suppressed rage that manifested itself in the heat of battle. Outside her cockpit, however, the saKhan was exceptionally thoughtful and observant, often seen in gatherings on Strana Mechty perched in the corner of a room and observing other patrons. She was driven with a blistering passion for the Clan as a whole, setting aside her own personal convictions for the betterment of her fellow Coyotes.

Raven Clearwater achieved the command of Epsilon Galaxy in 3055 and spent much of her early years playing peacemaker with those who disagreed with the restructuring of the unit. After a successful series of battles to forcibly eject the Jade Falcons from Tamaron in the early 3060s, Raven found herself facing down her political and personal rival in Silas Kufahl, recently elected to the khanship after the death of Sullivan Koga. After a brutal and close Trial of Refusal fought to end their political disagreements—feelings that had begun to divide the Clan as a whole—Clearwater was elected to the position of saKhan. Despite her loss to her rival, the two functioned well in bringing Clan Coyote into power, positioning the Clan as the de facto Warden power in the Homeworlds.

Initially against the suborning of Coyote forces to work in alliance with the Society, Clearwater acquiesced when Khan Silas Kufahl and the Coyote Scientist-General convinced her that the ilKhan's Reaving announcement would effectively destroy generations of Clan eugenics. Once committed, the saKhan threw herself and Epsilon Galaxy into the fight with abandon. After seizing several key enclaves on Babylon, Grants Station, Marshall, and Paxon, the saKhan's crowning glory came with the subjugation of the Diamond Shark capital world of Vinton.

Raven was opposed to the elevation of Elliott McKibben after the death of Silas Kufahl on New Kent. Convinced the vote was rigged in some way, she fought a difficult Trial of Refusal against the new Khan's election but failed when her *Savage Coyote*'s gyro gave way after a grueling eight hour battle among the badlands of Tamaron's equator. Sufficiently humiliated, the saKhan remained on Tamaron to strengthen the system's defenses against the inevitable counterattack. Her change of heart rallied the few Coyote warriors that had voluntarily stood down from the original mandate to support the Society. When the Steel Vipers finally arrived in 3074, several Coyote warriors opted to stand for the Clan and turned on their compatriots who had sided against the Way of the Clans.

The Coyote saKhan stood with Khan McKibben when challenged by the Vipers on 16 December 3074. According to Clan rumor, saKhan Clearwater offered her life to the ilKhan in *surkairede* for the Coyotes' wayward choices. The ilKhan chose to honor Clearwater's last request and allowed her to kill McKibben before Andrews took her life.

CONSTANS CLUFF

Faction: Clan Blood Spirit
Rank/Title: saKhan
Born: 3047
Died: 3075

A typical Blood Spirit Elemental, Cluff's Trial of Position for a command in Clan Blood Spirit occurred on the hellish battlefield of York in 3066. He successfully dropped two Star Adder Coronas in a pitched battle near New Tara; the second kill came when Cluff crammed his battle claw into an armor breach at the Adder's midsection. The Corona tore Cluff's arm off at the elbow in his struggle to escape just as the Spirit warrior jammed his arm laser into the breach and disemboweled the enemy. To get back into the fight as quickly as possible, Cluff opted for a cybernetic limb instead of waiting for a vat-grown replacement.

The cybernetic arm was never a hindrance to the Elemental, who worked constantly at keeping the device in fastidious order. His attention to detail was exceptionally sharp, assisted by his eidetic memory. His one luxury was his hair; the normally obsessive-compulsive warrior was





known among the Clan for his wildly varying coifs. Those around Constans learned early that to insult his hair was to incite a Trial of Grievance, an event that Cluff always won with extreme violence.

His valor on York vaulted him up the Spirit ranks to that of Star Colonel of the newly-acquired Second Spirit Chasseurs. His lone Elemental Star became a feared component of the medium and heavy ProtoMech Cluster, often leading by combat dropping into their objective and holding the breach until joined by the rest of the unit. He was elected Loremaster of the Clan after Bayle Campbell's unfortunate death on Barcella in 3070. Cluff's unwavering devotion to the art of combat and to the Clan was rewarded with his election to saKhan in early 3072 after Karianna Schmitt was removed due to her extensive injuries and Troy Boques confirmed as the new Clan leader.

Cluff was placed in charge of the Clan's forward offensives during the Reavings, securing enclaves and holdings of some value to the Spirits and then conferring as much of the *isorla* to Colleen. At Albion in April 3073, Cluff managed to secure direct passage to the planet's surface through shrewd negotiations. Once grounded, the Spirit task force exacted revenge for York on the resident Adders but was nearly killed in the Adder ambush at Indicass Alpha. However, the young saKhan took exception to Galaxy Commander Keller's orders to bombard the Adders' Albion enclaves while Constans was unconscious. In the subsequent Trial of Refusal, he nearly killed Keller in an unaugmented duel aboard the *Exsanguine*.

Leading the Blood Spirit forces on Circe, Cluff perished along with two Clusters of Alpha Galaxy as the Spirit DropShips were destroyed during the upper stages of their approach. Rumor among Blood Spirit warriors insisted that Cluff and his command Star cleared their burning DropShip and plunged to the planet below; only the fires of re-entry could extinguish the saKhan's warrior heart.

MAGNUS DELVILLAR

Faction: Clan Stone Lion
Rank/Title: Khan
Born: 3045 (41 in 3086)

Sibmate of Theta Galaxy Commander Tammy DelVillar, Magnus followed a more pragmatic arc within Clan Hell's Horses than his more aggressive kin. Newly assigned to command the Twenty-seventh BattleMech Cluster after challenging Lucias Mendoza in 3068, DelVillar did his best to follow Khan James Cobb's orders and hold the Clan's vital enclaves on Niles and Tokasha.

DelVillar and his command Nova were on Strana Mechty when the Wolves began their epic stand at the Kerensky Blood Chapel. Incensed, Magnus and his Horses charged into the developing fray, hopeing to bring down as many Wolves as possible. Months of pent-up frustration stuck watching as his Clan rolled over the Wolves in the Inner Sphere, the Horses contributed to the growing carnage that eventually enveloped Katyusha. DelVillar and his Nova contributed to the fray, accounting for the death of a Wolf *Night Gyr* and several Elementals. The Horses also defended several of their Clan's exclusive chapels, demolishing a Goliath Scorpion assault that nearly destroyed the Fletcher Blood Chapel.

As the Wars of Reaving grew, the Horses fended off several attempts to take the Tokasha MechWorks from their grip. The loss of nearly 300 sibko cadets on Niles enraged many Horses, prompting Loremaster Temuchin Amirault to depart for the Inner Sphere to inform Khan Cobb personally of the Horses' tenuous position. The Loremaster appointed DelVillar as the Clan's Homeworld representative on the same day he won command of Zeta Galaxy.

Consolidating the remains of the Horse forces in the Homeworlds, DelVillar set about to defend Niles and Tokasha, determined to hold out until Khan Cobb could send reinforcements. As the months wound by, the Horse warriors' determination never flagged, finding solace in their lone stand of one of the most expansive and important BattleMech facilities in Clan space. Zeta Galaxy learned every nook and cranny of their territories at DelVillar's urging and used their knowledge of the terrain and the planetary weather to their advantage.

In 3075, DelVillar and the Horses faced their most trying test. The Steel Vipers called for the Abjuration of the Horses from Clan space; Magnus objected. The Trial of Refusal that followed was fought as a proxy for the remainder of the Horses and their enclaves in Clan space; DelVillar and his warriors fought hard against the Star Adders—who won the bid to fight for the Grand Council—but ultimately lost. Khan Stanislov N'Buta, impressed not just with the Horse's effort but also their deeds during the Wars of Reaving, accepted the Clan as bid. Then, partially in respect and partially from political savvy, he created a new Clan, the Stone Lions, that included all of the former Horse holdings, warriors, equipment, and civilians that remained in Clan



space. The Adders then pledged their protection over the Lions, giving the new Clan a degree of breathing room.

DelVillar was quickly elected as the Stone Lions' first Khan. His first objectives put the Lions on a path of solidity and direction, designed to eventually pull the Lions from outside the shadow of the Star Adders. The Lions quickly settled into the business of being Clan: gathering and cementing their legacies, acquiring new trade deals, solidifying their holdings, and showing the other Clans that their warriors were equal to their peers.

Khan DelVillar rules the Lions with an iron hand, single-handedly dictating the Clan's policies and procedures. He has a voracious appetite for history and recently acquired several containers of theses and artifacts from Clan Cloud Cobra after their repurposing of Roche.

BOYLE GRIMANI

Faction: Clan Steel Viper
Rank/Title: saKhan
Born: 3050
Died: 3075

One of the first Viper warriors to be decanted after the start of REVIVAL, Boyle Grimani quickly rose to the top of his Elemental sibko. He was the only survivor to pass his Trial of Position, landing as a Point commander within the Ninety-third Assault Cluster. Grimani's value was quickly noticed by saKhan Nicole Hoskins, who mentored the young warrior in the art of politics by assigning him to her staff. He acquired his Bloodname in 3071, the fastest in the Grimani Bloodhouse. Grimani viewed his rise to power as inevitable, believing to be the culmination of a true Steel Viper warrior. During his down time, he honed his personal hobby of crafting and throwing elegant black iron knives, using them as part of his own personal bidding ritual. More than one of his subordinates felt the sharp wounds of Grimani's expertly-thrown weapons when they hesitated to carry out his orders.

A quiet hulk of a man, the mix of Breen and Grimani heritages were seen in his calm demeanor and coldly calculated decisions. Elevated to the position of saKhan in 3073, he was ice to Khan Andrew's fire. Recognizing his capacity for patience and strategy the ilKhan tasked Grimani with the seemingly impossible endeavor to resuscitate New Kent from the Society's cowardly attacks. As Andrews prepared the Clan to venture forth and reclaim its severed holdings, Boyle quickly organized the Vipers' holdings on New Kent to a semblance of sufficiency. He led several assaults on the Hellion and Coyote enclaves within the system, capturing essential resources for Viper civilians. He tasked the populace with the building of various defensive fortifications under the assumption that other Clans may attempt to prey on the Viper's perceived weakness.

Grimani's steady hand and laser-like focus helped the Clan persevere through the Reaving crisis. He learned politics from Andrew's mentorship and personal treatises on leadership. During the Grand Councils of 3075, Grimani showed his political acumen when he helped seal the end of Clan Coyote's perfidy and removed the Hell's Horses' claims from Clan space. Shocked by the sudden death of



his mentor at the hands of the Vipers' former allies, Grimani barely escaped Strana Mechty and was quickly elected as Khan upon his arrival at New Kent.

Despite his grasp of strategy and the defensive build-up of New Kent, Boyle did not envision the downfall of the Steel Vipers when ilKhan Banacek ordered the burning of New Kent Prime. The young Viper warrior and leader stood with his Clan to the bitter end, refusing to surrender or flee the increasing flames. He died with the Vipers and their dreams at the end of 3075.

JAKE KABRINSKI

Faction: Clan Hell's Horses
Rank/Title: Khan
Born: 3041 (45 in 3086)

Decanted, raised, and trained in Clan Ghost Bear, Elemental warrior Jake Kabrinski was a remarkable *ristar* within the Clan. He faced down and defeated Horse Khan Malavai Fletcher, led the boarding team that captured the DCS *Urizen II*, and even dropped a DCMS *Atlas* in single combat. His notoriety against the Horses brought him to that Clan's attention; in 3068, Horse Loremaster Temuchin Amirault led a multi-objective raid into Ghost Bear territory and successfully departed with Kabrinski in tow as bondsman.

Khan James Cobb exercised his right to take the Bear warrior as his own bondsman and, over the course of the next several years, mentored the young firebrand as a Horse *abtakha* warrior. As a testimony of his commitment to his new Clan, Kabrinski undertook the Branding rite and earned the prestigious Mark of the Horse. He is the only known Clan warrior to have survived both the Ghost Bear rite of the Clawing and the Horse Branding rite.



Kabrinski served the Horses well during their invasion of Clan Wolf worlds, operating as a Nova Captain within Alpha Galaxy. Under the Khan's beck and call, Jake served as the Horses' official envoy to Clan Ghost Bear, spending several months at a time with his Nova training and operating with the Bears along the Bear-Wolf border.

Elected saKhan of the Horses after Tanya DeLaurel took over Khan Cobb's position in 3081. Kabrinski led the Horses in the valiant defense of Kirchbach. He broke the Wolves' Gamma Galaxy by leading the Ninety-ninth Mechanized Cavalry through a complex box canyon into the Wolf rear area. The pincer move caught Gamma completely off guard and with the Wolf surrender, netted the Horses nearly three Clusters of *isorla* and bondsmen.

When Khan DeLaurel was killed on Bruben defending against a Wolf Trial of Possession, the Horses' Clan Council elected Kabrinski as their khan. Determined to keep the Wolf honest, Jake has allowed his Galaxy Commanders to rotate to the front on a periodic basis. These commanders continue to conduct short raids and Trials on nearby Wolf worlds. As a result, the khan has slowly pulled the Horses off the lesser Periphery worlds on its border, transferring those civilians who wish to move deeper into the Horse OZ. The abandoned worlds remain Horse in name only and serve as a buffer and early warning system against a Homeworld Clan invasion.

Kabrinski's youthful edge has only slightly diminished; his zeal for battle remains a strong portion of his personality. These skirmishes have taken its toll on the Khan, however, as Kabrinski has acquired several cybernetic replacements for his more critical battlefield wounds. His battle acumen is still quite sharp, much to the chagrin of his Wolf opponents.

RAINA MONTOSE

Faction: Clan Ice Hellion
Rank/Title: Khan
Born: 3035
Died: 3072

Considered the runt of her sibko, Raina Montose defied all of her detractors and ascended quickly within Clan Ice Hellion's hierarchy. One of the Clan's youngest Star Colonels at the age of twenty, she tenaciously held onto her command of the Fortieth Hellion Lancers. The Cluster became one of the most feared in Alpha Galaxy, their heavy reliance on rapid advances and assaults a specialty of their Star Colonel.

A hot-tempered and stubborn warrior, Montose was never afraid to speak her mind even in the midst of the Clan Council. This often led to her facing a number of Trials of Grievances throughout her career, a situation Montose seemed to relish. Her defining moment as a Hellion warrior was her Trial of Grievance against Hellion Khan Asa Taney for his ineptitude in handling a retaliatory attack on Brim against the Cloud Cobras.

Taney, confident that none of his warriors could beat him in an aerial dogfight, accepted Montose's challenge. Raina fought the khan with her *Viper* OmniMech. Nearly every Hellion warrior considered her either mad or suicidal. She used her terrain to her advantage, however, jumping from a tall sandstone peak in the Wick Steppes and timing her jump to land on the tail of Taney's fighter. As the *Viper* slid off the out-of-control *Visigoth*, she unloaded all of her weapons into the fighter's spine. Her salvo crippled the fighter and she jumped her 'Mech clear before Taney's fighter clipped another peak and crash-landed.



Though Montose was also injured from her *Viper*'s freefall, she managed to crawl from her cockpit and stagger away.

Stunned by her audacity and radical tactics, the Clan Council moved immediately to elect Montose as the Clan's new Khan. Determined to retain her hold on the Clan leadership, Montose kept her warriors abreast of the Clan's progress, including warrior heroics and constant reminders that they would soon return to the Inner Sphere.

Montose's plan to invade the Inner Sphere was one concocted on her own and shared with her saKhan only a few months before undertaking her grand plan. She grudgingly allowed Rood to negotiate an alliance of convenience with the Hell's Horses after discovering their own invasion route. Raina assigned the bulk of the Hellion's invasion force to herself, leaving her saKhan to firm up the Hellion's rear area and prepare to subjugate their new conquests in the Falcon OZ.

The Hellion's assault followed many similar tactics familiar to the khan's strategic preferences. She kept her forces constantly on the move, assaulting worlds in quick strikes. When the first wave was completed well before her own admitted timetable, she accelerated her plan in the belief that the Falcons were simply too weak and fat to properly defend themselves and thus proving the perfect target for the Ice Hellions.

When the Falcons did strike back, Raina barely acknowledged the flaws in her strategy. During the Falcon counterassault on Evciler, Montose's ejection seat was smashed in mid-air by a Falcon *Goshawk*. The resulting roll down a steep hill broke seven bones in her leg; a piece of her cockpit chair embedded in her shattered femur saved her from bleeding out, but only just. Refusing amputation and rebudding the leg, she had the Clan's medical technicians repair it enough so she could function and began taking large doses of medication to dim the pain.

After the accident, Montose became even more driven. Every disagreement seemed a question of her authority and she turned insular. The Clan would find victory; only after achieving that goal would other issues be addressed. Her single-minded obsession and rage came to a head on Vantaa, where her poor strategy and bad judgment got the remains of her Clan killed. She died under the guns of the Falcon Loremaster's *Jupiter*, a fitting end to the undone Khan.

STANISLOV N'BUTA

Faction: Clan Star Adder
Rank/Title: Khan
Born: 3035
Died: 3075

Identified as a *ristar* within the Adders after his heroic actions on Albion, Stanislov N'Buta rose to the Khanship of the Clan in 3067. He challenged his mentor Cassius N'Buta for the Clan's leadership and after a four-hour battle, took his place at the head of the Adders.

Khan N'Buta knew that his Clan was poised for greatness among the Homeworld Clans but recognized the continued obstacles of the Spheroid Clans. With the Grand Council in a constant state of political flux—often becoming a parody of itself at times—Stanislov quietly prepared



for the possibility to carry out a drive for Terra without the assistance of other Clans. N'Buta formed Upsilon Galaxy to scout out various routes and potential supply points, giving them free reign to conduct raids and Trials as necessary.

With rumblings of discontent among several Burrock lower castes, mostly those who were used to their former Clan's looser ways, N'Buta transferred several thousand of the more problematic cases to the Tanis system. The Adders formed several heavy mining enclaves and put the recalcitrant Burrocks to work under the watchful eyes of the Cloud Cobras. The khan had hoped the heavy labor would break the Burrock spirits; at the worst, it would keep them and their attitudes separate from the rest of the Adder population. For all his ability to extrapolate the future, Stanislov never saw the Burrocks' rise and rebellion.

The Khan always saw the Star Adders as the true protectors of the Way of the Clans. Stanislov, as his predecessors, saw that the way to gather true power within the Homeworlds was not by force of might, but through steady pressure as a stalwart support. By allying with the more overt Steel Vipers, N'Buta knew he could position the Adders as the conscience of the Clans, wielding their touman as a rapier while the Vipers and their ilk bludgeoned their opponents before them. N'Buta provided Adder clout—and that of their allies—in the Grand Council and let the Vipers flush out the Spheroid Clans.

While the subsequent Wars of Reaving caught all of the Clans off-guard, N'Buta used the situation to his Clan's advantage. The Burrock malcontents were formally removed along with their Dark Caste stains. The Blood Spirits were punished in full for their continued flouting of Clan law and culture. And the Coyotes were broken into a shell of their former selves. Stanislov also took advantage of the Hell's Horses' incredible

stand, forming a new Clan from their ashes and giving the Adders more political power within the Grand Council.

As the Wars of Reaving progressed, Stanislov hardened his resolve to mold the Adders as the guardians of the Clan Way. While the motive of the Clan remained ardently Crusader in view, N'Buta believed the Clan could also be a "neo-Warden," a protector of Clan culture as the Clans rebuilt themselves into something more, a force that could one day smash its way to Terra and re-establish the true Star League under Kerensky's ideals.

With all of the pieces in place after the Wars faded, the Adders made their boldest strike and pulled the Steel Vipers into destruction. The call for the Vipers' Annihilation was precipitated by Stanislov's death, an action he anticipated. After his death aboard the *McKenna's Pride*, Loremaster Daniels gave N'Buta's personal journals, detailing his long-term plans for the Clan, to the Adder's new leadership. Clan Star Adder fully recognizes that its current power and position within the Homeworlds has been largely due to N'Buta's policies and adherence to the Way of the Clans, a path that the Clan willingly maintains.

CONNOR ROOD

Faction: Escorpión Imperio
Rank/Title: saKhan
Born: 3038 (48 in 3086)

Born from a mix of Rood and Hawker lines, Connor Rood garnered a lot of attention from his fellow Ice Hellions as well as several other Clans. It is rare for an Ice Hellion warrior to drop three assault OmniMechs using only an *Ice Ferret*, and it is an achievement no other Hellion ever repeated. His Trial of Position earned him the rank of Star Captain and command of a Trinary in saKhan Sellen Cage's 200th Attack Cluster after winning his Bloodname in 3058.



Though never fully vested in the Crusader mindset, Rood by no means worked contrary to his peers. Using his intelligence and innate relational skills—no doubt traits gained from the Hawker blood in him—he garnered his reputation as a competent and wily commander. He earned the respect of Trueborns and freeborns alike in his command, something that served him well during the Hellion's faltering campaign among the Jade Falcon worlds in the Inner Sphere.

Elected to the position of saKhan at the same time as Raina Montose's elevation to Khan, Connor had his hands full rebuilding the morale of Beta Galaxy and other Hellion units devastated by various Harvest Trials. In 3068, Rood approached his Khan, inquiring about the sudden flurry of random rotations of select units in the touman while others began to disappear. Though infuriated that Montose had kept her invasion plans a secret until he questioned her, he admired her daring and agreed to take over the slow assemblage of the Hellion's invasion fleet.

In 3070, Rood stumbled across the Horses' own gathering fleet and, working on his own initiative, reached an alliance of convenience with Khan James Cobb. The Hellions would focus on the Falcons and the Horses the Wolves, leaving a truce of sorts between them until they were established in their new zones. When Khan Montose was informed, her reaction was unexpected; she accused Rood of overstepping his authority in the planning process and challenged him to a Trial of Grievance. The two fought several months later when Montose arrived with the bulk of the Hellion's force. Rood outmaneuvered his Khan and knocked her cold. The temporary alliance would stand.

Connor's continual ability to look out for his people saved the Ice Hellions from complete destruction at the hands of the Jade Falcons. After accepting the Jade Falcons' offer of *hegira*, he cobbled together the remains of the Clan's invasion force and limped back to the Homeworlds. Along the way, Rood stumbled across and captured the CSJ *Osis' Pride*. His arrival at Hector with the fragments of the Clan's touman and a decrepit WarShip gave the disintegrating Hellions hope.

After their merger with the Goliath Scorpions, Rood's codex was recognized for the honor and valor it contained. The warrior found himself again thrust into the leadership role as saKhan of the reconstituted Scorpions. He led a successful reconnaissance-in-force to Nueva Castile and provided detailed reports to the rest of the Clan regarding the backwards Periphery nation. Seeing opportunity, Connor continually pushed for the Clan to invade and occupy the small stellar nation. His persistence was rewarded in 3080 when, out of desperation, the Clan found itself Abjured from Clan space and nowhere else to turn.

Rood continues to serve the Clan with distinction, leading the efforts to merge to the Scorpions with their new charges. The bulk of the integration of the Imperio with the Scorpion touman has come largely from Rood's efforts. Many insiders believe that Rood may successfully challenge Khan Yeh for leadership of the Imperio before long. The two khans work together out of necessity; their dislike for the other is mutual and sometimes expressed in violence.



GARRET SAINZE

Faction: Clan Fire Mandrill
Rank/Title: ilKhan; leader of Kindraa Sainze
Born: 3027
Died: 3071

A former Mandrill *ristar* with an impressive kill list, Garret Sainze was a man of impulse. His impressive combat codex is tempered by the large number of Trials of Grievances and Refusals placed on him, often caused by his own rash decisions. Even so, his brashness served him well, vaulting him to the head of Kindraa Sainze by 3053 and into the position of saKhan in 3055. Garret followed the Crusader philosophy for the most part, though on occasion would surprise his political allies through abstentions or voting along Warden lines, often at his Khan's suggestion.

At times, Sainze suffered from severe headaches that led to minor blackouts. The illness would strike mostly after periods of heavy stress, often after dealing with the strife-filled Clan Council. He fought several challenges to his authority because of the affliction, all with success. The challenges ended after he defeated and killed Star Captain Martha Payne in spectacular fashion, coring out her *Black Lanner*'s cockpit with one well-placed Gauss rifle shot at the beginning of the Trial. Clan medical technicians operated and removed a sizeable tumor from the Khan's head in early 3067; his medical afflictions ceased soon after.

In 3067, Sainze was thunderstruck when several Khans made discrete suggestions that he would be a viable candidate for the ilKhanship. Though the nomination of Sainze was more to polarize the Grand Council and discover various political leanings, Sainze believed it to be affirmation of his leadership of the Mandrills and set about to further cement his chances. To Garret, the Mandrills represented the Clans as a whole in microcosm and his being able to lead such a disagreeing assembly was proof he was capable of handling the entirety of the Clans. In 3071, he was narrowly elected as ilKhan as the Diamond Sharks played their own political card and vaulted him into the role.

His ascension caused an immediate rift. His abilities were called into question by the Cobras and suddenly, the former *ristar* saw everything come apart. Though Kindraa Sainze fought hard against the bidded Scorpion force, he fell with most of Kindraa Sainze's warriors. With the death of their Khan and their most powerful Kindraa, the Mandrills began a slow slide into oblivion.

ARIEL SUVOROV

Faction: Clan Goliath Scorpion
Rank/Title: Khan
Born: 3018
Died: 3079

One of the first aerospace pilots to be elected Khan of the Goliath Scorpions in over a century, Ariel Suvorov served her Clan well through the turmoils of the Wars of Reavings. Her downfall proved to be that of ignorance, allowing Scorpion scientists to conduct illegal genetic testing without accountability. The lesson was a deadly one, leading to the Abjuration of the Scorpions from Clan space and forcing them down a different destiny.

Ariel Suvorov's early career within the Scorpions was one of mediocrity. A fair pilot, she slowly advanced through the ranks to the command of the Fire Wheel Battlegroup in 3042. Her actions against the Wolves at Tiber in 3043, netting them several Stars of Wolf aerospace fighters and assault DropShips, brought her to the attention of several prominent Clan Council warriors and in 3052 she was elected as Khan of the Scorpions.





After the Great Refusal, Suvorov did attempt to restructure the Scorpion touman, but to little effect. Though fewer Seekers were chosen and sent abroad, the Clan maintained its status quo until they clashed with the Hell's Horses on Tokasha. Losing most of their enclave there, including a vital OmniMech facility and several support services for their mammoth Elemental production sites, shook the Clan up and forced them to rethink their approach to battle. As the conflicts among the Homeworld and Spheroid Clans escalated, Suvorov kept her Clan in neutral to deflect attention. Instead, the more ardent Seeker supporters were allowed latitude in approaching the Second Star League embassy and its Eridani Light Horse garrison. Suvorov, intrigued by her long talks with Colonel Sandra Barclay, eventually authorized the final Trial of Possession that absorbed the remains of the embassy staff and the Spheroid mercenaries. Though a few of the more experienced and intelligent soldiers were dispersed into other Clusters, the majority of the mercenary unit and a few Scorpion Seekers were merged into two light Clusters and added to the touman.

Khan Suvorov was involved in almost every aspect of the Clan's actions through the Wars of Reaving and beyond. The opportunity to absorb the broken Ice Hellions provided her with opportunity for additional power and genetic growth, replacing the heavy losses incurred throughout Clan space. Knowing that the Scorpions may not come out of the conflict in a position of strength compared to the Vipers, Adders, and their allies, she acquiesced to saKhan Rood's suggestion to survey the worlds of Nueva Castile.

Despite her consistent intrusiveness into all activities of the Clan, her one oversight regarding the Scorpion's scientists turned fatal. Unaware of their recent work in mixing in select genetic strands taken from the now-dead mercenary warriors, Suvorov nonetheless defended her Clan in a subsequent Trial of Refusal. Aware that it may be her last battle, the Khan ingested necrosia for the second time in her life. It is rumored that she foresaw her own death in the resulting "vision" and wrote down her final orders for her successors: "Leave behind the husk of our history and move onward to carve a new path." It is said that these words, when relayed to Khan Colin Yeh months later, is what drove the Scorpions to take and secure new opportunities in Nueva Castile.

OTHER PERSONALITIES OF NOTE

SAMANTHA CLEES

Faction: Clan Jade Falcon
Rank/Title: Khan
Born: 3019 (67 in 3086)

Once obsessed with the idea that her gender was holding her back in developing as a warrior, Samantha grew past her misconceptions into a capable Jade Falcon warrior and leader. As Galaxy Commander of Delta Galaxy in REVIVAL, Clees quietly ascended the Clan's power ladder behind Marthe Pryde and was unanimously elected as the Clan's senior khan after Pryde's death in 3076.

A no-nonsense commander, Clees expects her orders to be carried out without question or reservation. With the Clan still rebuilding after the events of the last fifteen years, Clees remains intensely focused on staying ahead of the neighboring Wolves. Of late, she has begun allowing her warriors to conduct hard strikes along the Alliance border to keep the Lyrans continually off-balance. Her primary focus is to quickly repopulate the Clan's aging warrior caste, a process only recently begun after the Clan's scientists certified several genetic lines as safe for breeding.

Clees is the quintessential Falcon warrior. Her soft features hide her fiery temper, a trait that often comes out at the controls of her *Nova*. She is typical of most Falcon warriors, putting her attention on the matters at hand and not on appearances or adornments.

"THE JAGUAR" (RUSSOU HOWELL)

Faction: Dark Caste
Rank/Title: Bandit Leader
Born: 3019
Died: 3079

The bandit leader known only as "the Jaguar" showed up as early as 3063 in a Dark Caste raid on Vinton. The bandits were bold in their attack on the Diamond Sharks, killing at least a Binary of warriors. The bandits made off with several tons of parts and supplies, including two pristine *Warhawk* OmniMechs recently acquired from Clan Wolf. Only one of the warriors survived the attack, describing the bandits' unusual tactics of dragging the downed pilots from their machines and then executing them. The witness had been left alive to convey the news of the threat preying on the fringe of Clan space.

Since then, there have been hundreds of reports and sightings of the Jaguar and his band, most of which are usually dismissed as fanciful thinking or misidentification. A few reliable reports, most gained from a short-lived Watch operation that inserted a warrior into the band for a brief time, showed the Jaguar to be a very capable tactician. Described as vicious and vindictive, the Jaguar spent nearly half of his waking hours in some form of drunkenness, raving on about traitorous companions and the death of the Clans.

In 3079, Clan Star Adder cornered the bandit leader on Ghent and spent several weeks pinning him down. Caught in an underground firefight with several Adder *solahma*, the Jaguar found defeat. Star Captain Frey Star Adder managed to drag the Jaguar's body to the surface as proof of the bandit's demise. More for curiosity than standard procedure, Khan Banacek had the Jaguar's DNA tested. The Adders discovered their opponent had been missing Smoke Jaguar Galaxy Commander Russou Howell, last seen on Huntress in 3060.

SEMI KALASA

Faction: Clan Diamond Shark
Rank/Title: Loremaster
Born: 3016 (70 in 3086)

Loremaster of the Sharks and head of the Clan's Watch, Semi Kalasa has always been wary of the inhabitants of

the Inner Sphere. Known throughout her warrior career as low-key and reliable, she was elected to the position of Loremaster just before REVIVAL began. She wielded the merchant caste as an extension of her Watch, using them to gather both military and economic data on all things Inner Sphere. Through her tireless efforts, the Sharks have amassed a sizeable amount of information that is unparalleled by any other Clan and several Inner Sphere agencies.

Until recently, her network of intelligence assets reached far back into Clanspace, using the few older *Bug Eye* surveillance vessels still operational and a large network of merchant caste volunteers. [*Alas, all of the Council's* Bug Eyes *were corrupted by a version of the SLOT virus tailored for them; none remain functional and were eventually destroyed. –SK*] Through Kalasa, the Council of Six Clans has been able to ascertain the true magnitude of the events in the Homeworlds. That information, gathered and sorted in great detail, crystallized the Councils' decision to severe all connections to the Homeworlds. Nonetheless, Kalasa continues to listen for any intelligence coming from that region of space, so that the Sharks—and the rest of the Council—will not be caught off guard from future Homeworld activities near the Inner Sphere.

HOLLYANN KARDAAN

Faction: Clan Cloud Cobra
Rank/Title: Khan
Born: 3041 (45 in 3086)

The youngest Clan warrior to ever command a WarShip and Clan Cloud Cobra's youngest Star Admiral in history, Hollyann Kardaan's short stature belies her keen tactical mind. Her use of differing naval strategies has led to an impressive string of naval victories and has earned her great respect among many of the Clans' warriors.

Kardaan ascended to the senior khan position in 3074 after Din Steiner's disappearance in the Tanis system. Her political skill is equal to her naval abilities and she has successfully plotted the Cobra's course over the last twelve years. It was her quiet admonition of ilKhan Brett Andrew's actions in slaying Stanislov N'Buta that led to the Viper's Annihilation. A few short years later, she again brought devastation to another Clan, the Goliath Scorpions, for their role in mixing Spheroid genes with those of the Clan.

Now in her forties, Kardaan spends less time on the bridge of her flagship, the *Cataclysm*, than she would like. Her days are spent plotting the future course of the Cobras, carefully shaping the Clan's increasing power and looking to the day when they can fully stand outside the influence and support of Clan Star Adder.

KAEL PERSHAW

Faction: Clan Jade Falcon
Rank/Title: Loremaster
Born: 2996
Died: 3073

A typical warrior from the Pershaw bloodline, Kael recorded a solid career as a warrior before his dabble in the political arena shunted him to some of the most undesirable commands within the Clan. Pershaw saw many raids by Dark Caste and other Clans. One Star Adder raid caused multiple injuries. Because of a rare condition that made him highly allergic to genetherapy treatments, he embraced cybernetics and continued to replace parts of himself with metal and machine. His grotesque appearance made him a figure of genuine disgust to many Falcon warriors.

Despite his looks and his disagreeable personality, Pershaw was respected by many senior commanders for his codex and his sharp analytical mind. His tactical coordination proved useful in the Falcon's draw on Tukayyid and his skills soon served the Clan in its intelligence arm. Within a decade, he turned the nominally functional Watch into a vital part of the Clan's functionality. Pershaw was one of the first to discover Scientist-General Etienne's duplicity. His Watch Operations arm, with the addition of the experimental Alpha Galaxy, proved highly useful to the Clan in defending its holdings from the Ice Hellion invasion and subsequent "Etienne's Rebellion." Pershaw led the assault on Etienne's Sanctuary and made sure he permanently ended the scientist's threat to the Clan before he died.

KARIANNA SCHMITT

Faction: Clan Blood Spirit
Rank/Title: Khan
Born: 3026
Died: 3075

A striking figure and bearing an eerie resemblance to Blood Spirit founder Colleen Schmitt, Karianna possessed near-similar qualities in intelligence and temper. Her contempt for the other Clans was well-known; her belief that the Blood Spirits were superior in every way a driving force in her leadership. When the Spirits lost to the Draconis Combine in the Great Refusal, something snapped within the Khan.

The fall of Clan Blood Spirit can be traced in parallel to the fall of its most dynamic Khan. The poorly executed attempt in interfering with Clan Star Adder's Absorption of Clan Burrock led to the siege and eventual devastation of York. Their misguided attempts at manipulating the spirit of Clan law—best seen in their arming and training of its civilian castes—earned them not respect, but further ire. Their withdrawal into isolation after the end of the Wars of Reaving, putting themselves ahead of the Clans, was the final catalyst in their destruction.

Schmitt's own actions accelerated the process. Her misguided attempt to force the Ghost Bears into some form of alliance at the end of 3071—done for the sake of grabbing more holdings to offset the continued loss of York—led to her grievous injury. Her broken back, a near-fatal blow that took almost three years for her to recover from, led to her removal as Khan. Her bitter attitude had separated her from her subordinates; often, her vitriol-laden advice to the Clan's new leaders went unheeded. After Boques' death, she was elected as saKhan; no doubt the Spirits were looking for any way to regain their former glory.

That hope died with Schmitt during the combined Clan assault on New Kent. Schmitt's DropShip was blown apart during descent, ending all Spirit hopes for redemption.

BLOODNAMES OF THE HOMEWORLD CLANS

These lists indicate major Bloodname heritages that are held in exclusivity by the Homeworld Clans as of 3085. There are many other Bloodnames not listed; these are considered to be of minor usage or rendered dormant within the eugenics program. Bloodnames marked as Limited (*) indicate a Bloodcount of five or less active Bloodrights.

General Bloodnames are those commonly used in any phenotype eugenics program. Mechwarrior, Elemental, and Aerospace Bloodnames are those most likely to be used for specific phenotype programs; it is rare for a warrior of that heritage to be of a different phenotype, but not unknown. ProtoMech Bloodnames are those genetic legacies that have been identified as possessing superior genetics for the new ProtoMech phenotype; these are also used for Aerospace Bloodnames.

SHARED NON-EXCLUSIVE BLOODNAMES OF THE HOMEWORLDS

Ahmed (Coyote, Stone Lion)
Arbuthnot (Imperio, Cloud Cobra)
Daniels* (Cloud Cobra, Star Adder)
Elam (Imperio, Cloud Cobra)
Grimani (Imperio, Coyote, Star Adder)
Hasbrin (Imperio, Cloud Cobra)
Hordwon (Imperio, Cloud Cobra, Stone Lion)
Hoskins* (Imperio, Star Adder)
Klien (Imperio, Cloud Cobra)
Koga (Coyote, Stone Lion, Star Adder)
Levien (Coyote, Cloud Cobra, Stone Lion)
Masters (Cloud Cobra, Star Adder, Stone Lion)
Mikino* (Star Adder, Stone Lion)
Moore (Imperio, Cloud Cobra)
Moreau (Star Adder, Stone Lion)
N'Buta (Cloud Cobra, Star Adder)
Steele (Coyote, Stone Lion)
Suvorov (Imperio, Cloud Cobra)
Wick (Cloud Cobra, Star Adder)
Winson* (genefather only; Cloud Cobra, Star Adder, Stone Lion)

ESCORPIÓN IMPERIO

General
Dinour
Kirov
Rood
Scott
Taney

Mechwarrior
Myers
Norizuchi
Posavatz
Yeh

Elemental
Baba
Shaffer

Aerospace
Ben-Shimon

CLOUD COBRA

General
Cage
Crow
Khatib*
Steiner

Mechwarrior
Lienet
Riaz*
Telinov

Elemental
Djerassi
Mannix
Quong*

Aerospace
Kardaan
Spaatz

ProtoMech
Hobbes*
Tyler

COYOTE

General
Nash*
McKibben*
Rosanke
Tchernovkov
Winson*

Mechwarrior
Jerricho*
Kozyrev
Mercer*

Elemental
Heller
Kautz
Roland

Aerospace
Gruber
Masino
McTighe

STAR ADDER

General
Banacek
Breen*
Guidice
Hutchinson
Marghar
Talasko*
Turgidson
Zalman

Mechwarrior
Andrews*
LeFabre
Linn*
Truscott

Elemental
Cannon
Holliday
Opriq*

Aerospace
Columbo
Gena
Lahiri*
Paik

ProtoMech
Columbo*
Nga*

STONE LION

General
Cobb
Mutola

Mechwarrior
Lassenerra
Moffat
Ravenwater

Elemental
Houan
Montose*
Steding

Aerospace
Boit
Cochraine
Dwelley
Tamm*

ProtoMech
Grimheald
Dannvers

BLOODNAMES OF THE COUNCIL OF SIX CLANS



These lists indicate major Bloodname heritages that are held in exclusivity by various Inner Sphere Clans as of 3085. There are many others not listed; such Bloodnames are considered to be of minor usage or remain dormant within the eugenics program. Bloodnames marked as Limited (*) indicate a Bloodcount of five or less active Bloodheritages.

General Bloodnames are those commonly used in any phenotype eugenics program. Mechwarrior, Elemental, and Aerospace Bloodnames are those most likely to be used for specific phenotype programs; it is rare for a warrior of that heritage to be of a different phenotype, but not unknown. ProtoMech Bloodnames are those genetic legacies that have been identified as possessing superior genetics for the new ProtoMech phenotype; these are also used for Aerospace Bloodnames.

Note that existing Nova Cat and Wolf-in-Exile Bloodnames and heritages are not used by the Council of Six Clans.

SHARED NON-EXCLUSIVE BLOODNAMES OF THE INNER SPHERE

In 3084, several Bloodname Trials of Possession were conducted as per the Council of Six Clans. As a result, several formerly exclusive Bloodnames are now being shared to help infuse some fresh life into each Clan's eugenics program.

Cooper (Snow Raven, Wolf)
Faulk (Diamond Shark, Jade Falcon, Snow Raven)
Gilmour (Ghost Bear, Wolf, Snow Raven)
Hawker (Diamond Shark, Ghost Bear, Hell's Horses, Wolf)
Horn (Diamond Shark, Jade Falcon)
Icaza (Jade Falcon, Hell's Horses, Ghost Bear)
Lankenau (genefather only; Hell's Horses, Ghost Bear, Wolf)
Lassenerra (Hell's Horses, Snow Raven)
Mehta (Wolf, Jade Falcon, Hell's Horses)
Sender (Wolf, Diamond Shark, Snow Raven, Jade Falcon)
Sradac (Wolf, Ghost Bear)
Thastus (Jade Falcon, Diamond Shark, Ghost Bear)
Vewas (Diamond Shark, Hell's Horses, Snow Raven)

DIAMOND SHARK

General
Clarke
Kalasa

Mechwarrior
Hammond*
Rodriguez
Sennet*

Elemental
Coston*
Maine
Oshika

Aerospace
Nagasawa
Sutherland

ProtoMech
Fowler*

GHOST BEAR DOMINION

General
Gurdel
Magnusson
Snuka*

Mechwarrior
Bekker
Hall
Jorgensson
Tseng*

Elemental
DelVillar
Kabrinski
Vong*

Aerospace
Bourjon
Devon

HELL'S HORSES

General
Cobb
DeLaurel

Mechwarrior
Amirault
Mitchell*
Ravenwater

Elemental
Cooper
Fletcher
Houan*
Seidman*

Aerospace
Dudzinsky
Dwelley*

ProtoMech
Grimheald
Johnston*

JADE FALCON

General
Chistu*
Hazen
Malthus*

Mechwarrior
Helmer*
Buhallin
Pryde
Roshak

Elemental
Mattlov*

Aerospace
Binetti*
Von Jankmon

SNOW RAVEN

General
McKenna*
Siegel

Mechwarrior
Howe
Magnus

Elemental
Chand*
Harper

Aerospace
McCorkell*
Shu*
(genefather only)

Naval Commanders
Lankenau
Sukhanov

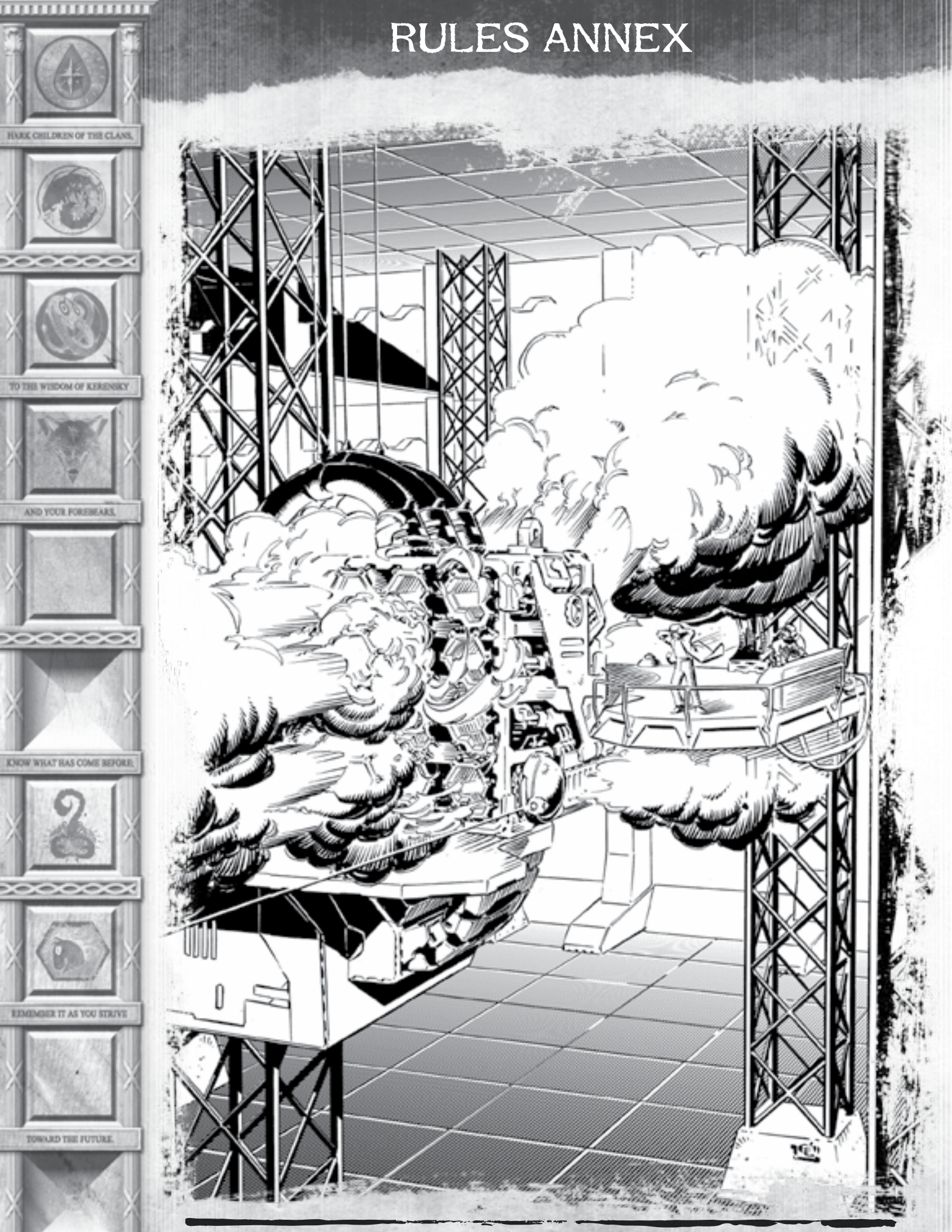
WOLF

General
Conners*
Fetladral
Kerensky

Mechwarrior
Carns
Radick
Vickers
Ward

Elemental
Shaw*
Tutuola

Aerospace
Ch'in*
Leroux*
Rhyde


HARK CHILDREN OF THE CLANS,
TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.

RULES ANNEX

This section provides new rules for regular campaign play using the unique technologies and tactics found during the War of Reaving. These rules are for use in concert with the rules found in *Total Warfare* (*TW*), *TechManual* (*TM*), *Tactical Operations* (*TO*), *Strategic Operations* (*SO*) and *A Time of War: The BattleTech RPG* (*AToW*). *Evolving Armament* details new gear introduced by the Society. *Precision Instruments* describes several new ProtoMechs and BattleMechs, including rules for advanced ProtoMech construction. *Molecular War* illustrates the technologies used by the Society to combat the Clan warrior caste, as well as several ways in which they enhanced their own small army. Lastly, *Repelling Void Monsters* discusses some of the unconventional ways in which the Society dealt with the WarShip threat.

INTRODUCTION

Over the last decade we have culled various Watch reports and constructed a picture of what new technologies, innovations, and … horrors were unveiled during the Wars of Reaving. Some of them the Council of Six had direct contact with. Others were only vague rumors and scattered reports trickling from the Homeworlds. Through unprecedented cooperation between the Council of Six Watch organizations, we bring you this addendum to our report on the Wars of Reaving. While most of this technology will never see the light of day within our Clans, this report should be retained in order to remind us of what our lower castes can be twisted into if we loosen our grip. And if we ever return "home," we have a foundation of technology to review so we can prepare properly.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum 01013084*



EVOLVING ARMAMENT

NEW PROTOMECH EQUIPMENT

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

R&D Start Date: 3066 (Clan Fire Madrill)
Prototype Design and Production: Circa 3071 (Society/Clan Fire Madrill)

ProtoMech pilots are taught to engage their enemies in close proximity, and often resort to physically attacking their opponents. While such behavior was occasionally capable of causing serious damage, more frequently it was deemed a waste of assets. Scientist Glenneth of Clan Fire Madrill sought to find a means by which this waste was mitigated, drawing inspiration from the taser weapon deployed by the Word of Blake. Drawing power from the ProtoMech's fusion engine into a compound capacitor sewn through the unit's armor, the system succeeds in shielding the carrying unit from adverse effects. Rather than an offensive weapon, Glenneth instead used a system of short spikes on the armor itself as the delivery mechanism. While marginally successful, the system did not see widespread use until combined with the Society's feral ProtoMech pilots.

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

Rules Level: Experimental
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack (see p.187, *TW*), consult the BattleMech Taser Effects Table (see p. 346, *TO*) using the BattleMech Taser type columns. Apply a –2 penalty to the 2D6 roll used to determine the EDP armor's effects. Resolve the effects using all normal BattleMech Taser rules, as found on pp. 346-347, *TO*.

Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack against conventional infantry, add +1 damage to the base damage value of the Frenzy Attack for that ProtoMech. If the infantry unit is cybernetically enhanced, add +2 damage to the base damage value of the Frenzy Attack for that ProtoMech

The capacitor of the EDP armor needs 6 turns to recharge, during which time none of the ProtoMech's weapons that require heat sinks will function. These 6 turns need not be consecutive, and the ProtoMech's player can elect in every End Phase to not charge the EDP armor in the following turn. Each turn that the EDP armor is charged must be marked on the ProtoMech's record sheet.

Whenever the Torso Location of a ProtoMech with EDP armor suffers one or more Critical Damage following a check on the Determine Critical Hits table, immediately assign 5 points of damage to that location subsequent to the resolution of that Critical Damage as a result of the capacitors in that location discharging violently.

Construction Rules: Reduce the Maximum Number of Items in the Torso Location by 1. Each Point of EDP armor weighs 75 kilograms.

EXTENDED JUMP JET SYSTEM (XJJ)

R&D Start Date: 3067 (Clan Snow Raven)
Prototype Design and Production: Circa 3071 (Society/Clan Snow Raven)

Clan Cloud Cobra's Sylph battle armor impressed Clan Snow Raven with its sustained VTOL capability. The Ravens sought to use the technology as a springboard to provide similar capabilities for both of their ProtoMech and BattleMech programs. While they continue to be unsuccessful in replicating that capability, the Clan's scientists have created jump jets for ProtoMechs that are significantly more efficient and powerful. Shortly after the Snow Ravens deployed working prototypes, the Ravens' Society cell siphoned the project for proliferation among its own ProtoMech efforts.

EXTENDED JUMP JET SYSTEM (XJJ)

Rules Level: Experimental
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: ProtoMech Extended Jump Jets are the effective analog to BattleMech Improved Jump Jets, offering a maximum jump distance equal to the unit's Running MPs, rather than its Walking MPs.

Construction Rules: Glider ProtoMechs cannot use Extended Jump Jets. Extended Jump Jet systems weigh twice as much as the standard ProtoMech Jump Jet weights (100 kilograms per Jump MP for ProtoMechs under 6 tons, 200 kilograms per Jump MP for Protos 6 to 9 tons in total mass, 300 kilograms per Jump MP for ProtoMechs over 9 tons in total mass). Unlike standard jump jets, ProtoMechs may mount as many XJJs as they have Running MPs.

FUSILLADE

R&D Start Date: 3068 (Clan Coyote)
Prototype Design and Production: Circa 3072 (Society/Clan Coyote)

Seeing a need for greater firepower on ProtoMechs, Clan Coyote invested considerable resources to develop a version of the advanced tactical missile system for ProtoMechs. While mass and physical limitations made it impossible to make full use of the ATM system's flexibility, scientists hoped that a simplified launcher would be able to deploy a single ammunition type effectively. Efforts to miniaturize the system and provide it with the same modular flexibility as can be achieved with LRM, SRM and Streak SRM launchers failed. A series of compromises resulted in a three-tube launcher that could reload once using internal stores. Maintaining a damage and range profile similar to standard ATM missiles, the system was bulky and undesirable compared to Streak or LRM launchers.

It was not until the assault-class ProtoMech became available that the weapon found its niche. Even on those designs, the Fusillade's reputation suffers. It cannot be considered a mature technology, and further development would be needed to fully unlock its potential. Unfortunately, the main design lab for the Fusillade was located on Tamaron and destroyed in the Steel Viper assault in 3075.

FUSILLADE

Rules Level: Experimental
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: Fusillade launchers have only one reload, but include an integral Artemis IV targeting system at no cost in space or tonnage; add +2 to the Cluster Hits Table die roll for the weapon. The integral system functions exactly like standard Artemis IV, and may be jammed by enemy ECM. When mounted on ProtoMechs, Fusillade missile launchers are treated in the same manner as missile weapons on vehicles, and so do not generate heat. Fusillades may make use of all ATM and iATM munitions, and both salvos need not be of the same missile type.

Weapon /Item	Type§	Heat Std (Aero)	Damage Std (Aero)	Range Min/Sht/Med/Lng (Aero)	Ammo (per Ton)	To-Hit Modifier	TC Comp	Rules Level	Ref
Fusillade	M, C, S*	NA (NA)	6 (6)	4/5/10/15 (Medium)	NA	0	N	Exp	199

Weapon /Item	Tech Base	Tech Rating	Latest Intro (IS/Clan)	Item/Ammo Costs (C-bills)	Weight (Tons)	Space§§ M	P	CV	SV	F	SC	DS	JS	WS	SS	MS
Fusillade	Clan	F/X-X-F	NA / 3068	100,000	1.5	NA	1	NA	NA	NA	NA	NA	NA	NA	NA	NA

§See *Weapon and Equipment Types Table (Expanded)*, (p. 410, *TO*)
§§ See *Space Column Abbreviations Table* (p. 410, *TO*)
*See Weapon Rules for this equipment

MAGNETIC CLAMP SYSTEM (MCS)

R&D Start Date: 3063 (Society)
Prototype Design and Production: Circa 3070 (Society/Clan Fire Mandrill)

When the Society began utilizing and improving the ProtoMech programs of several Clans, the mobility limitations of the suit became an obvious bottleneck to widespread Clan adoption. Scientist groups in charge of adapting the system to existing Clan warfare paradigms were given priority. Obvious opportunities existed in incorporating some form of delivery system similar to the Elemental/OmniMech combat pairings, but the physical realities imposed by the substantially heavier ProtoMechs seemed insurmountable.

The Society became aware of House Liao's Fa Shih battle armor in 3065. Research efforts up to that point were focused primarily through the scientific assets of Clan Fire Mandrill's Kindraa Kline. Lead Researcher Pavel was able to convince Kline leadership to acquire an operational Fa Shih suit through Clan Diamond Shark. This allowed several breakthroughs in the system, which was eventually passed on through Society channels to Tamaron. The first examples of the system began testing in 3070 and soon became widespread among the several Clans who favored ProtoMech technology. Clan Diamond Shark acquired several early prototypes of the system during the last months of their evacuation, and the MCS has found its way to Horse and Raven researchers in the Inner Sphere.

MAGNETIC CLAMP SYSTEM (MCS)

Rules Level: Experimental
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: Quad and Glider ProtoMechs cannot use this equipment. When functional, ProtoMechs may use the Magnetic Clamp System to mount any BattleMech (Omni or otherwise) per the Mechanized Battle Armor rules (see pp. 226-227, *TW*). However, a BattleMech may carry no more than two ProtoMechs in this fashion, with the ProtoMech occupying the front or rear Center Torso locations only. Ultraheavy ProtoMechs can only be mounted singly, and occupy the front Center Torso Location. If the 'Mech receives damage to a location mounting a ProtoMech, that location receives half the attack's damage (round down). The remaining damage is applied to the ProtoMech to a random location. Reroll the Near Miss locations until the damage is resolved. The ProtoMech is then immediately dismounted in the BattleMech's current hex.

While transporting ProtoMechs, a BattleMech's speed is reduced in accordance with the standard rules for carrying unprotected external cargo (see p. 261, *TW*), using the total weight of the ProtoMechs being carried to compute the change in MPs. OmniMechs—which can accommodate up to six battle-armored troopers without affecting their speed—may subtract 3 tons from the weight of each ProtoMech carried in this fashion when computing the external cargo weight (to a minimum of 0 tons per ProtoMech). ProtoMechs may not be transported by vehicles or aerospace units in this fashion, even if said units are Omnis.

Any critical hits to a ProtoMech's torso automatically destroy the MCS.

Construction Rules: The Magnetic Clamp System weighs 250 kilograms for ProtoMechs under 6 tons, and 500 kilograms for ProtoMechs 6 to 9 tons in total mass. It weighs 1,000 kilograms for ProtoMechs of 10 tons or more. The MCS occupies one weapon slot in the ProtoMech's torso.

PROTOMECH QUAD MELEE WEAPON SYSTEM (MWS)

R&D Start Date: 3064 (Society)
Prototype Design and Production: Circa 3066 (Society)

The ProtoMech Quad Melee Weapon System is a combination of physical modifications to quadruped ProtoMechs. The MWS drastically improves their damage potential in melee attacks. The system looks like a large cosmetic change, such as a large, sweeping tail or other free-flailing appendage, tusk or horn-like projections along the head and shoulders area, and/or battle claws on all four feet. In addition to delivering additional damage in a Frenzy attack, the MWS enhances the animalistic look of a quadruped, which amplifies its terror factor in battle, particularly against infantry and civilians.

The system was initially implemented in the few quad ProtoMechs developed and built by the Society at its polar station on Lum. It did not appear on the battlefield until the Society's uprising in 3072, to the surprise of many civilians on Babylon, Delios, and Hector. Several ProtoMech suits were salvaged by the Diamond Sharks during the Coyote assault on Vinton and, though they made their way to the Inner Sphere, only the Hell's Horses seemed interested in studying the modifications.

PROTOMECH QUAD MELEE WEAPON SYSTEM (MWS)

Rules Level: Advanced
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: ProtoMech Quad Melee Weapons add 2 points of damage to the ProtoMech's base damage in a Frenzy attack for every 5 tons of ProtoMech weight (or fraction thereof). A critical hit to the ProtoMech Quad Melee Weapon slot destroys enough of these physical mods to render the system useless.

Construction Rules: The ProtoMech Quad Melee Weapons system weighs 1 ton (1,000 kg) and must be mounted in the ProtoMech Quad's torso. ProtoMechs built using a biped configuration may not install this item.

NEW BATTLEMECH EQUIPMENT

IMPROVED ADVANCED TACTICAL MISSILE (IATM)

Introduced: 3070 (Society)

When the Coyotes debuted the advanced tactical missile system to the warrior caste in 3054, the design was presented primarily as a stopgap measure to eliminate political haranguing from the Clan Council. The ATM did receive some critical acclaim from many Clan warriors in the years since, but the Society—free to continue developmental improvements of the weapon system in secret—maintained their technological research and eliminated some of the ATM's original design flaws. In the process, they increased the power and capability of the system and introduced two new devastating payloads to the iATMs arsenal.

The improved micro-electromagnetic pulse (IMP) missile salvos detonate on contact, discharging a powerfully localized electromagnetic pulse. While the weapon's explosive charge does minimal damage to armor and structure, the EMP overrides the target's electronic systems and, in some cases, shorts them out altogether. Conversely, the improved inferno warhead (IIW) delivers a specialized form of inferno gel to its target.

IMPROVED ADVANCED TACTICAL MISSILE (IATM)

Rules Level: Experimental
Available to: BM, IM, CV, SV, AF, CF, SC, JS, DS, SS, WS, MS
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: iATM attacks are resolved in the same way as a standard ATM with the following exceptions:

- The iATM's targeting system functions in a similar manner as a Streak launcher. A player attempting to fire an iATM must make a standard To-hit Roll during the Weapon Attack Phase. If successful, the player immediately fires the iATM at the locked-on target. All iATM missiles automatically hit (no roll on the Cluster Hits Table is required), and the player rolls as normal to determine the hit locations. If the roll fails, the player does not achieve a lock and so does not fire the iATM or built up any heat.
- The player must roll for a targeting lock each turn, even if he achieved a lock in the previous turn. A separate To-hit Roll is necessary for each individual Streak system being fired.
- The iATM can make use of *Indirect Fire* (see p. 111, *TW*). While firing using Indirect Fire, the iATM functions as a regular LRM launcher, and will have to use the Cluster table to determine the number of missiles that hit.
- An iATM can use any of the three ammunition loads available for the ATM (standard, extended-range, and high-explosive) as well as two additional custom-made ammunition loads: improved magnetic pulse (IMP) and improved inferno (IIW). These latter two loads are unique to the iATM; other launchers cannot use them. As with other special munitions, they must be carried in full-ton lots and the controlling player must announce the missile type to be used during weapon attack declaration.



IMPROVED ADVANCED TACTICAL MISSILE (IATM)

Weapon /Item	Type§	Heat Std (Aero)	Damage Std (Aero)	Range Min/Sht/Med/Lng (Aero)	Ammo (per Ton)	To-Hit Modifier	TC Comp	Rules Level	Ref
iATM 3	M, C, S*	2 (2)	6 (6)	4/5/10/15 (Medium)	20	0	N	Adv	201
iATM 6	M, C, S*	4 (4)	12 (12)	4/5/10/15 (Medium)	10	0	N	Adv	201
iATM 9	M, C, S*	6 (6)	18 (18)	4/5/10/15 (Medium)	7	0	N	Adv	201
iATM 12	M, C, S*	8 (8)	24 (24)	4/5/10/15 (Medium)	5	0	N	Adv	201

Weapon /Item	Tech Base	Tech Rating	Latest Intro (IS/Clan)	Item/Ammo Costs (C-bills)	Weight (Tons)	Space§§ M	P	CV	SV	F	SC	DS	JS	WS	SS	MS
iATM 3	Clan	F/X-X-F	NA / 3070	100,000	1.5	2	NA	1	2	1	1	1	1	1	1	1
iATM 6	Clan	F/X-X-F	NA / 3070	250,000	3.5	3	NA	1	3	1	1	1	1	1	1	1
iATM 9	Clan	F/X-X-F	NA / 3070	450,000	5	4	NA	1	4	1	1	1	1	1	1	1
iATM 12	Clan	F/X-X-F	NA / 3070	700,000	7	5	NA	1	5	1	1	1	1	1	1	1

§See *Weapon and Equipment Types Table (Expanded)*, (p. 410, *TO*)
§§ See *Space Column Abbreviations Table* (p. 410, *TO*)
*See Weapon Rules for this equipment

IMPROVED MAGNETIC PULSE (IMP) AMMUNITION

IMP missiles have the same range as ATM HE missiles and inflict one point of damage, as well as the following effects:

ProtoMechs: For every 3 missiles that strike a ProtoMech, the unit must act as if affected by a hostile ECM, receives a +1 modifier to all To-hit Rolls and reduces its Walk/Cruise *and* Jump MPs by 1 through the End Phase of the following turn (to a maximum To-hit roll modifier of +3, and –3 Walk/Cruise/Jump MPs). Additional IMP missile strikes that hit the ProtoMech after it has suffered the maximum modifier effects will still inflict standard damage, but will not change its roll or movement modifiers further. Additionally, a ProtoMech struck by IMP missiles will suffer +1 heat for every 2 IMP missiles that strike it, following the *Outside Heat Sources* rule (see p. 159, *TW*).

Infantry: Resolve as a standard LRM attack. All DE-class field guns are rendered inoperative through the End Phase of the following turn. All infantry equipped with cybernetic enhancements of any kind suffer double damage.

For battle armor squads, each missile that hits disables one battle suit trooper through the End Phase of the following turn. Additional hits have no additional effects beyond damage. Reduce the Ground and Jump movement of an affected battle armor unit by –1 for each disabled trooper. When the battle armor unit resolves weapons fire, it rolls on the Cluster Hits Table based on the number of active battle armor troopers available.

'Mechs, Vehicles, Conventional Fighters, Aerospace Fighters, and Small Craft: For every 3 missiles that strike one of these targets, the unit must act as if affected by a hostile ECM, receives a +1 modifier to all To-hit Rolls, and reduces its Walk/Cruise/Safe Thrust *and* Jump MPs by 1 through the End Phase of the following turn (to a maximum To-hit roll modifier of +2, and –2 Walk/Cruise/Safe Thrust/Jump MPs). Additional IMP missile strikes that hit the unit after it has suffered the maximum modifier effects will still inflict standard damage, but will not change its roll or movement modifiers further. Additionally, a unit struck by IMP missiles will suffer +1 heat for every 3 IMP missiles that strike it, following the *Outside Heat Sources* rule (see p. 159, *TW*).

Units not powered by fusion engines may ignore the MP reduction and heat effects of IMP missiles entirely, but none of the other effects.

DropShips, JumpShips, WarShips, Space Stations, and Mobile Structures: Each IMP missile inflicts 1 point of damage. No additional effect.

Weapon Type: iATM
Tech Base: Clan

IMPROVED INFERNO (IIW) AMMUNITION

IIW missiles use the same range as standard ATM missiles. Each successful IIW missile attack is resolved using the standard *Infernos* rules (see p. 141, *TW*).

Weapon Type: iATM
Technology Base: Clan

NOVA COMBINED ELECTRONIC WARFARE SYSTEM (CEWS)

Introduced: 3065 (Society)

Several Society cells focused on warfare technology specifically ignored or marginalized by the Clans' warrior caste. One area that had piqued their interest was an upgraded application of the Inner Sphere's C3 system. Combining their efforts with redesign of Clan Smoke Jaguar's Watchdog CEWS, the resulting Nova CEWS appears an epitome of mankind's capabilities with electronic warfare. The Nova CEWS not only provides the capabilities of an active probe and ECM suite, it also allows the dynamic creation of a modular C3 network with two other entities, a feat not replicated by the Inner Sphere. Physical limitations prevented the Society from making the network exceed three connections, a circumstance that contributed to their Trey and Sept organization. In their effort to compress as much high-powered electronics gear into a compact suite as possible, Society engineers were unable to create a system that eliminated waste heat to the carrying unit.

Despite the drawbacks, the system is elegant in function. When a network is broken, it quickly reconfigures itself and connects to other nearby operating suites. The functionality and increase in target data did much to close the gap between the Society's inexperienced pilot corps and Clan warriors. Such technology allowed the Society's forces to quickly overwhelm overconfident warriors and force new tactical paradigms.

NOVA COMBINED ELECTRONIC WARFARE SYSTEM (CEWS)

Nova Rules Level: Experimental
Available to: BM, IM, CV, SV, AF, CF, SC
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: The Nova CEWS operates as a combination of ECM, active probe and C3i equipment, with the following exceptions.

The Nova CEWS can link up to two other units mounting a Nova CEWS. A unit wishing to link with another unit must declare the connection in the End Phase. Beginning in the next turn, the two units are linked and operate per the rules for C3i (see p. 131, *TW*). Units may not link to more than two other units at a time. ECM does not affect the link, unless it originates from another hostile, active Nova CEWS.

The Nova CEWS does not have Target Acquisition Gear capability.

The Nova CEWS can be mounted on units with the Null Signature System. Both systems will function normally.

Units with multiple Nova CEWS may only use one at a time in game play. Fighters and Small Craft may only use Nova CEWS when interacting with ground units. Nova CEWS can be turned off in any End Phase. While active, Nova CEWS' effects are considered active even if the unit's pilot/crew is rendered incapable of acting in combat, but will shut off if the carrying unit is shut down or destroyed.

The Nova CEWS generates +2 heat while active.

Construction Rules: Can only be mounted on units with a fusion engine (Standard, Compact, Light, XL, XXL)

Weapon /Item	Type§	Heat Std (Aero)	Damage Std (Aero)	Range Min/Sht/Med/Lng (Aero)	Ammo (per Ton)	To-Hit Modifier	TC Comp	Rules Level	Ref
Nova CEWS	E*	2 (2)	0 (0)	--/--/--/3 (Short)	NA	NA	NA	Adv	203

Weapon /Item	Tech Base	Tech Rating	Latest Intro (IS/Clan)	Item/Ammo Costs (C-bills)	Weight (Tons)	Space§§ M	P	CV	SV	F	SC	DS	JS	WS	SS	MS
Nova CEWS	Clan	F/X-X-F	NA / 3065	1,1100,000	1.5	1	NA	1	1	1	1	NA	NA	NA	NA	NA

§See *Weapon and Equipment Types Table (Expanded)*, (p. 410, *TO*)
§§ See *Space Column Abbreviations Table* (p. 410, *TO*)
*See Weapon Rules for this equipment

PRECISION INSTRUMENTS

As a key element of the Society's arsenal, ProtoMech technology received a number of innovations that had long been stifled by the warrior caste's resistance to change. In the wake of the Wars of Reaving, several of these concepts ultimately trickled out to the few Clans who retained ProtoMechs. The fact that these technologies persisted—despite their taint as weapons first used by traitors to Kerensky's vision—is a testament to their effectiveness in battle. What remains to be seen, however, is if such systems will continue to be manufactured, or if the Clans who possess them will simply use what they have until their stockpiles are depleted.

NEW PROTOMECH TYPES

Three new classes of ProtoMechs emerged during the Wars of Reaving: Ultraheavy ProtoMechs (Ultras), ProtoMech Quads (ProtoQuads), and Glider ProtoMechs (Gliders). Each of these offered specific advantages that further enhanced their combat potential.

Ultraheavy ProtoMechs (Ultras)

Pushing ProtoMech design techniques to their limits, Ultraheavy ProtoMechs can reach a maximum weight of 15 tons (15,000 kilograms), overlapping the tonnage of Ultralight BattleMechs. Achieving this without using BattleMech-scale components—including gyros—meant creating a larger control system based around a modified PA(L) suit. In addition to giving the Ultra the same flexibility of control, this suit-based cockpit and control unit doubles as an escape system for ProtoMech warriors, something not possible for lighter, standard-weight ProtoMechs.

ProtoMech Quads (ProtoQuads)

Though conceived as early as 3065, quadruped-style ProtoMechs faced numerous minor design hurdles, not the least of which was the unique quirk of the pilot-ProtoMech interface that virtually demanded a human-style gait and mobility. When these issues were worked out—either through intensive training or the use of the Society's infamous Feralize treatments—the four-legged ProtoMechs that resulted achieved faster mobility and greater payload capacity than their bipedal equivalents. ProtoQuads could even make use of turret-based weapons similar to the Inner Sphere's four-legged battlesuits, and could be built in both the standard weight range as well as the Ultraheavy category.

Glider ProtoMechs (Gliders)

Uniquely designed for bipedal Ultras as a consequence of the design's specialized motive systems, Gliders are low-altitude, limited-flight ProtoMechs that rely on a combination of thrust and glide wings that effectively mimic how Land-Air 'Mechs operate in AirMech mode. Their elaborate flight systems, which include an adapted form of ProtoMech partial wing technology, modified jump thrusters, and a specialized musculature, are specifically designed to give them greater mobility in the air. As a result, Gliders have very little ground speed.

Glider ProtoMechs can be deployed in vacuum or underwater, but they are incapable of using their WiGE-style movement capabilities in either situation.

ADVANCED PROTOMECH GAMEPLAY RULES

In tactical gameplay, Ultras, ProtoQuads, and Gliders are all considered to be Advanced Level rules, suitable for games using *Total Warfare* rules but not in tournament play. Their use is also compatible with *A Time of War* role-playing rules. In general, all three of these unique ProtoMech types operate using the same organization and rules of play as standard ProtoMech units, except as noted below:

Advanced ProtoMechs in Combat (All Advanced ProtoMechs)

Glider ProtoMechs using WiGE movement apply a +1 attacker To-hit modifier when using WiGE Cruise MP, and a +2 attacker To-hit modifier when using WiGE Flank MP. When resolving attacks against a Glider ProtoMech using WiGE MP, treat the Glider ProtoMech as a Jumping 'Mech.

For Glider ProtoMechs on the ground, and all other Advanced ProtoMech types, use the standard rules for resolving attacks based on the appropriate movement modifiers.

EXPANDED PROTOMECH WEAPON CRITICAL HIT TABLE

1D6	Weapon Critical Hits			
Roll	Standard (Biped)	Standard (Quad)	Ultra (Biped)*	Ultra (Quad)
1	Torso Weapon A	Torso Weapon A	Torso Weapon A	Torso Weapon A
2	Torso Weapon A	Torso Weapon B	Torso Weapon A	Torso Weapon B
3	Torso Weapon B	Torso Weapon C	Torso Weapon B	Torso Weapon C
4	Torso Weapon B	Torso Weapon D	Torso Weapon B	Torso Weapon D
5	No Effect	No Effect	Torso Weapon C	Torso Weapon E
6	No Effect	No Effect	Torso Weapon C	Torso Weapon F

*Includes Glider ProtoMechs

Expanded ProtoMech Weapon Critical Hits (All ProtoMechs)

When any ProtoMech suffers a critical hit to the Torso marked with an asterisk (*), a torso-mounted weapon (if any) may be destroyed. To determine which weapon is hit, roll 1D6 and consult the Expanded ProtoMech Weapon Critical Hit Table. If the listed weapon does not exist or has already been destroyed, no additional weapon critical effects occur.

Ultraheavy ProtoMech Ejection System

The pilot of an Ultraheavy ProtoMech (biped, Quad, or Glider) may use the same ejection rules as a 'Mech (see pp. 196-197, *TO*). Because the cockpit location is in the torso, the ejection modifiers based on damage to the 'Mech's head structure instead apply based on the damage done to the ProtoMech's Torso structure.

If an Ultraheavy ProtoMech suffers its third critical hit to the Torso (Proto Destroyed) location, or suffers a complete loss of all Torso structure, the pilot will auto-eject using the same rules as a 'Mech that has suffered the destruction of its head location (see p. 197, *TO*).

An ejected Ultraheavy ProtoMech pilot follows the same rules as an ejected MechWarrior. Because there is no room in the Ultraheavy ProtoMech's cockpit for hostile environment gear, ProtoMech warriors who eject into hazardous environments—such as vacuum, underwater, toxic atmospheres, and so forth—will suffer their full effects.

Ultraheavy ProtoMech Physical Attacks

The base damage for an Ultraheavy ProtoMech's Frenzy attack is 3 points. Any melee weapons the ProtoMech mounts will modify this value according to the standard rules for such equipment.

Despite their greater weight, Ultras still lack the ability to effectively carry and wield clubs the way 'Mechs can.

ProtoMech Quad Hit Locations and Firing Arcs

Because four-legged ProtoMechs do not have arm locations, hits to the arm locations automatically strike the legs. Like bipedal ProtoMechs, ProtoQuads only have one hit location for their legs, which covers all four of them.

ProtoQuads use the same firing arcs that four-legged BattleMechs do. If equipped with a Main Gun mounts, any weapon(s) placed in that location may be treated as though they are housed in a vehicle turret, complete with a full 360-degree rotation arc.

While Ultraheavy ProtoQuads may carry two weapons in the Main Gun turret, a single critical hit to this location will still destroy the mount completely—and with it, both weapons installed therein. Both of the weapons in an Ultraheavy ProtoQuad's Main Gun turret will share the same firing arc.

Glider ProtoMech Movement Rules

Glider ProtoMechs that have landed may only move 1 MP (Walking) on the ground in any turn. All normal movement costs for terrain and turning apply to Glider ProtoMechs as they do for other ProtoMechs on the ground.

Glider ProtoMechs use their thrusters and wings to glide in a fashion similar to a miniature Land-Air 'Mech (LAM) in its hybrid (AirMech) mode. To reflect this, they use a modified form of the WiGE rules in *Total Warfare* (see p. 55). However, Glider ProtoMechs only require a minimum of 4 WiGE MP (and working legs) to take off, and must spend a minimum of 4 WiGE MP per turn to remain aloft. Glider ProtoMechs may increase (or decrease) their gliding altitude by spending 1 WiGE MP per elevation change (akin to VTOL movement rules), and can even hover in one hex by spending 4 WiGE MP in that hex doing so. Lacking the thrust power of LAMs, Glider ProtoMechs may not glide higher than 12 levels above the underlying terrain in this fashion.

To safely land, a Glider ProtoMech with functioning legs must simply return to the level of the underlying terrain and make a special Landing Check, rolling 2D6 against a target number of 4. If the roll result is less than 4, or if the Glider ProtoMech has suffered leg destruction (or leg damage resulting in a No Movement critical), the landing fails, and the Glider ProtoMech will suffer damage equal to 2 times the total number of levels it descended during the turn its landing was attempted, allocated directly to the Glider's legs. (Excess leg damage will transfer to the Torso as per the normal rules.)

Glider ProtoMech Hit Locations

Any successful attack against a Glider ProtoMech that strikes a "Near Miss" hit location will still inflict no armor damage to the Glider itself. However, the attack will strike the Glider's more delicate wing structure or flight systems in this event, regardless of the attacking weapon's actual damage value. This will reduce the Glider's WiGE Cruise MP by 1 (to a minimum of 0). The Glider's WiGE Flank MPs must then be recomputed accordingly.

If a Glider ProtoMech is reduced to less than 4 WiGE MPs while in flight, it will be unable to remain aloft and must immediately follow the rules for crash-landing as noted under *Glider ProtoMech Critical Hits* below.

Glider ProtoMech Critical Hits

In addition to the other modified rules for Ultraheavy ProtoMech critical weapon hits, any Jump MP loss created by critical hits to a Glider ProtoMech's Torso instead affect the Glider ProtoMech's WiGE Cruise MP. Recompute Flank MPs accordingly any time a Glider's WiGE Cruise MPs are reduced.

Crash-Landing: If critical damage reduces the Glider ProtoMech to less than 4 WiGE Flank MPs while airborne, the Glider ProtoMech will be unable to remain aloft and drops to the level of the underlying terrain, at which point the pilot must make an emergency Landing Check against a target number of 8. If this check fails (of if the Glider ProtoMech has suffered leg destruction and/or a No Movement critical hit), the Glider ProtoMech will suffer 2 damage points for every level of height it has fallen. Apply this crashing damage randomly in 5-point clusters.



***A Time of War* Role-Playing Addendum (All ProtoMechs)**

When necessary in games where *A Time of War* rules are in use, ProtoMech pilots may make Pilot/ProtoMech Skill Checks in place of the standard ProtoMech Frenzy attack and landing check rolls. When doing so, apply a +0 to the Frenzy attack roll or to Glider ProtoMech landing attempts, and a –4 to rolls for avoiding a Glider ProtoMech crash due to insufficient WiGE MP and/or damaged legs. If the ProtoMech is built using a quadruped design, a +2 Skill Modifier applies to all Pilot/ProtoMech Skill rolls.

ADVANCED PROTOMECH CONSTRUCTION RULES

The following additional rules modify those presented for constructing ProtoMechs using *TechManual* (see pp. 80-89).

Maximum ProtoMech Weight

The maximum weight for a ProtoMech is now 15 tons (15,000 kilograms). ProtoMechs are still built in 1-ton (1,000-kilogram) increments. ProtoMechs weighing 10 to 15 tons are classified as Ultraheavy ProtoMechs (or Ultras).

Chassis Type Restrictions

ProtoMechs of all weights (including Ultraheavy ProtoMechs) may be constructed using either the bipedal or quadruped (quad) chassis types. Glider ProtoMechs may only be constructed using the bipedal Ultraheavy ProtoMech chassis type.

ProtoMech Structure and Armor Table

The Expanded ProtoMech Structure and Armor Table shows the weight for each ProtoMech's internal structure (by ProtoMech tonnage), as well as the number of internal structure boxes per location, and the maximum armor limits of each location.

As with standard ProtoMechs, Ultraheavy ProtoMechs, ProtoMech Quads, and Glider ProtoMechs may install a Main Gun at their option. Even though the ProtoMech Quad Main Gun functions as a turret, it does not require any additional tonnage devoted to its turret mechanisms.

EXPANDED PROTOMECH STRUCTURE AND ARMOR TABLE

		Internal Structure Boxes (Max. Armor)						Maximum
ProtoMech Tonnage	Structure Weight	Head	Torso	Arms* (Left/Right)	Legs* (Both)	Legs* (Quad, All)	Main Gun**	Armor Factor (Without/ With Main Gun)
2	200 kg	1 (3)	2 (4)	1 (2)	2 (4)	4 (8)	1 (3)	15/18
3	300 kg	1 (3)	3 (6)	1 (4)	2 (4)	4 (12)	1 (3)	17/20
4	400 kg	1 (4)	4 (8)	1 (4)	3 (6)	5 (14)	1 (3)	22/25
5	500 kg	1 (4)	5 (10)	1 (4)	3 (6)	5 (14)	1 (3)	24/27
6	600 kg	2 (5)	6 (12)	2 (4)	4 (8)	8 (16)	1 (3)	33/36
7	700 kg	2 (5)	7 (14)	2 (4)	4 (8)	8 (16)	1 (3)	35/38
8	800 kg	2 (6)	8 (16)	2 (4)	5 (10)	9 (18)	1 (3)	40/43
9	900 kg	2 (6)	9 (18)	2 (4)	5 (10)	9 (18)	1 (3)	42/45
10	1,000 kg	3 (7)	10 (20)	3 (6)	6 (12)	12 (24)	2 (6)	51/57
11	1,100 kg	3 (7)	11 (22)	3 (6)	6 (12)	12 (24)	2 (6)	53/59
12	1,200 kg	3 (8)	12 (24)	3 (6)	7 (14)	13 (26)	2 (6)	58/64
13	1,300 kg	3 (8)	13 (26)	3 (6)	7 (14)	13 (26)	2 (6)	60/66
14	1,400 kg	4 (9)	14 (28)	4 (6)	8 (16)	16 (28)	2 (6)	65/71
15	1,500 kg	4 (9)	15 (30)	4 (6)	8 (16)	16 (28)	2 (6)	67/73

*Quad (four-legged) ProtoMechs do not have arms; to find the Internal Structure and Max. Armor Boxes for a Quad ProtoMech, use only the Legs (Quad, All) column in place of the standard Arms and Legs columns.
**The Main Gun is an optional ProtoMech component, which provides no internal structure boxes (or armor) when not installed.

EXPANDED PROTOMECH LOCATION RESTRICTIONS TABLE

ProtoMech Location	Maximum Items (Combined Weight)* Standard (Biped)	Standard (Quad)	Ultra (Biped)**	Ultra (Quad)
Head	0 / 0 kg	0 / 0 kg	0 / 0 kg	0 / 0 kg
Torso	2 / 2,000 kg	4 / 5,000 kg	3 / 4,000 kg	6 / 8,000 kg
Arms, Each	1 / 500 kg	N/A	1 / 1,000 kg	N/A
Legs	0 / 0 kg	0 / 0 kg	0 / 0 kg	0 / 0 kg
Main Gun	1 / Unlimited	1 / Unlimited	1 / Unlimited	2 / Unlimited

*Ammunition is not counted toward combined weight or item slots; missile launchers comprised of multiple same-type missile tubes are counted as one weapon for purposes of determining item limits.
**Includes Glider ProtoMechs

ProtoMech Weight and Space Limits (by Location)

The slot and weight limits for each Advanced ProtoMech type is shown on the Expanded ProtoMech Location Restrictions Table.

ProtoMech Engine Rating and Mobility Formulas

When finding the desired Engine Ratings of a ProtoMech, determine the ProtoMech's desired Running MPs. For Glider ProtoMechs (which have a maximum Walk and Run MP of 1, regardless of Engine Rating), use the desired WiGE Flank MPs. As with 'Mechs and vehicles, the Running/Flank MP of a ProtoMech is equal to 1.5 times its Walking/Cruise MP.

For bipedal, non-gliding ProtoMechs (including bipedal Ultraheavy ProtoMechs), the ProtoMech Engine Rating formula remains unchanged. Quadruped and Glider ProtoMechs receive an efficiency bonus due to their unique designs, enabling them to get more MPs out of a given Engine Rating. To reflect this, subtract 2 from the desired Running/WiGE Flank MPs for ProtoMech Quads and Glider ProtoMechs. (Glider ProtoMechs must also receive a minimum WiGE Flank MP of 4; ProtoQuads must have a minimum Running MP of 3.)

No ProtoMech may receive an Engine Rating of 0 or less.

As with standard ProtoMech construction rules, Engine Ratings of 39 or less weigh 25 kilograms per point of Engine Rating. ProtoMech Engine Ratings of 40 or more must round up to the nearest 5 points, and then use the weight for the appropriate standard fusion engine shown in the Master Engine Table (see p. 49, *TM*).

PROTOMECH JUMP JETS AND OTHER MOBILITY ENHANCEMENTS

Under these rules, all ProtoMech types except for Glider ProtoMechs may install Jump Jets (standard and extended), ProtoMech UMUs, ProtoMech Partial Wings, or the ProtoMech Myomer Booster System per those systems' standard rules. (Note: Jump Jets and UMUs for Ultraheavy ProtoMechs weigh 150 kg per Jump MP).

Because of their incorporated thrusters, lifting surfaces and specialized musculature, Glider ProtoMechs may not mount any special motive enhancements, including jump jets, partial wings, UMUs or myomer boosters.

PROTOMECH CONTROL SYSTEMS

For all ProtoMechs under 10 tons, the standard 500-kilogram control system must be used. ProtoMechs over 9 tons must assign 750 kilograms to their cockpit systems, to reflect the enhanced power armor-style control and ejection system these units use.

WARS OF REAVING BATTLE VALUE ANNEX

The following additional Battle Value rules cover the new equipment featured in this book.

ADVANCED PROTOMECH BATTLE VALUE RULES

The Battle Values for Advanced ProtoMechs may be computed using the same rules as established for standard ProtoMechs in *TechManual*, but with the following exceptions:

Glider ProtoMechs

When calculating the defensive factor and the speed factor for a Glider ProtoMech, use the unit's WiGE Flank MP. Glider ProtoMechs are considered airborne.

ADDITIONAL WEAPON AND EQUIPMENT BATTLE VALUES

Consult the New Weapon and Equipment Battle Values Table to find the Battle Value effects for the various new equipment items in this book. Battle Values for the new ammunition types offered in this book appear in the Alternative Munitions Table.

EXPANDED PROTOMECH ENGINE RATING AND MOBILITY FORMULAS

Running/WiGE Flank MP = Desired Walking/WiGE Cruise MP x 1.5 (round up)
Biped Non-Glider ProtoMech Engine Rating = ProtoMech Tonnage x Running MP
ProtoMech Quad Engine Rating = ProtoMech Quad Tonnage x (Running MP – 2)
Glider ProtoMech Engine Rating = Glider ProtoMech Tonnage x (WiGE Flank MP – 2)*

*Glider ProtoMechs always receive a Walking and Running MP of 1, regardless of Engine Rating, for ground movement. Remember that a Glider ProtoMech requires a minimum of 4 WiGE MP to take off.

EXPANDED PROTOMECH JUMP JET WEIGHT TABLE

ProtoMech Weight	Jump Jet Weight
2 to 5 tons	50 kg/Jumping MP
6 to 9 tons	100 kg/Jumping MP
10 to 15 tons	150 kg/Jumping MP

NEW WEAPON AND EQUIPMENT BATTLE VALUES TABLE

Equipment/Item	Battle Value	Ammo BV
Armor		
Electric Discharge ProtoMech Armor*	32	—
Weapons		
ProtoMech Quad Melee Weapon System	(Dmg x 1.25)	—
Fusillade	11	—
Improved ATM 3	83	21
Improved ATM 6	165	39
Improved ATM 9	231	54
Improved ATM 12	333	78
Other Equipment		
Nova CEWS	68**	—
Magnetic Clamp System	1	—
Extended Jump Jets	†	—

*EDP Armor does not apply an armor type modifier; instead, count armor points as per standard armor, and add the listed 32 BV as a weapon.
**Defensive BV
†Compute ProtoMech BV as normal for its respective Running and Jumping MPs

ALTERNATIVE MUNITIONS TABLE

Ammunition Type	BV Modifier
Improved ATM Munitions	
Improved Magnetic Pulse (IMP)	x2.0
Improved Inferno Warheads (IIW)	x1.3

NEW PROTOMECHS

While the Society's efforts at creating and modifying BattleMechs benefited from centuries of research, development, and experience, ProtoMech technology continue to be relatively complicated. Smoke Jaguar scientists had pursued the design philosophy in complete silence; their unveiling during the Star League's assault on Huntress was a surprise to everyone. The Society quickly seized upon the implications of the new technology and managed to acquire several different models for continued study and application with the warrior caste's tentative approval.

Society efforts were hampered by infrastructure. In order to gain an adequate amount of ProtoMechs to test outside the Clan Council's observance, the cells would need to interface directly with existing Clan infrastructure. This significantly reduced the ability of the Society to optimize its creations and make best use of available technology. Still, the secret cabal persisted in their efforts; the most notable was Jade Falcon Scientist-General Etienne, who managed to dissuade the Clan from pursuing the program further. With the Falcon Council assuming the project disbanded, Etienne's Society cell relocated their remaining experiments to a Periphery world, covering the move as standard disposal of discarded technology. The Society benefited greatly from Etienne's continued research, with some Clan Councils seeing lower-end results of several experiments to show "progress."

One advantage of the Society-propelled designs was that their configurations often preyed on the tactical rigidity of many Clan warriors. With ProtoMech facilities somewhat easier to disguise or hide on certain Clan worlds due to their smaller footprint when compared to a BattleMech or OmniMech factory, the Society produced more ProtoMech designs than their BattleMechs. This numerical disparity was also partially governed by the extent to which the Society could reliably acquire discarded trueborns in the aerospace phenotype. Through their highly questionable Synaptic Project, the Society could also convert a number of freeborns for ProtoMech adaptation, which only cemented the strategic decision to accept sub-optimal but numerous designs.

Even in their weakness, the various Society ProtoMechs were not to be underestimated. While several models were salvaged on the battlefields, the taint of the horrifying Synaptic Project has left a distaste for the designs and what they represent. Only the severe damage to the Clans' military infrastructure forces them to use what they acquired at the moment; it remains to be seen if they will be engineered for future production or tossed aside forever.

BASILISK (QUAD)

Mass: 7 tons
Chassis: BSL/Q ProtoType
Power Plant: 45 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: G2 EDP Armor
Armament:
1 SRM 4 Launcher
1 ProtoMech Quad Melee Weapon System
Manufacturer: Chiaroscuro Testing Site
Primary Factory: Ironhold
Communications System: PMT-429
Targeting and Tracking System: Ribaldi 402 TTS

Overview

Previously, experimentation had proven to the Clans that quadruped ProtoMechs were a non-viable technology. Though mechanically feasible, none of the test pilots proved adept at controlling a compact war machine that did not match their own humanoid form. This was a logical consequence of the control mechanism used with ProtoMechs and Smoke Jaguar scientists encountered no opposition from the warrior caste when they presented this conclusion.

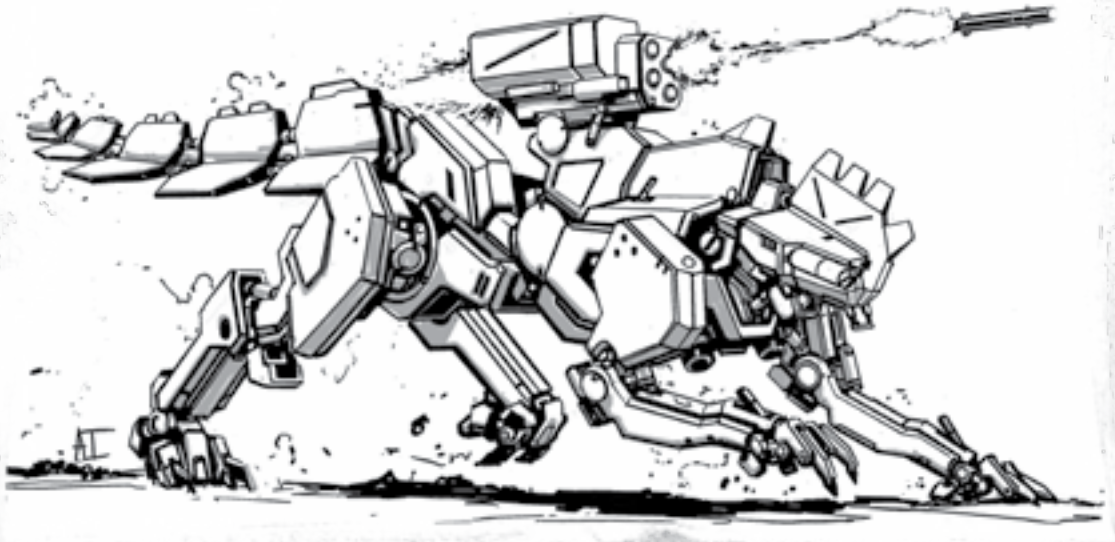
More recently, the Society revisited the concept, attacking the primary barrier to Quad ProtoMechs: the human brain. Scientist Mariko (a Cloud Cobra) used a discarded aerospace phenotype warrior, surgically adjusting and removing brain function associated with higher thinking. The result was a more "animalistic" individual prone to using all four limbs for mobility similar to numerous mammalian primates. The specimen proved successful in controlling the mobility of a Quad ProtoMech test bed, though only with Mariko handling the required cognitive functions.

The experiment proved conclusively that the human brain could operate a ProtoQuad, and work began toward creating a chemical duplication of the experiment. The final product of this Synaptic Project was the potent drug called Feralize. While still able to communicate on a lower intelligence level, long-term Feralize recipients behaved as if in a constant fit of drunken rage. Dosages were adjusted in order to retain tactical use. Feralize was a highly addictive concoction, however, and those treated with even the smallest dosage often became highly addicted.

The first Quad ProtoMech created for the Society was adapted from the *Basilisk* ProtoMech by Scientist Mariko and retained the exterior resemblance. Its most prominent features include the periodic discharges of its EDP armor, and the application of the ProtoMech Quad melee weapon system: an elongated tail, clawed feet and a spiked head ridge.

Capabilities

Intended for close-quarters combat, the *Basilisk* relied on a dorsal-mounted SRM 4 launcher while closing with its enemy. Once closed, the *Basilisk* used Frenzy attacks almost exclusively to inflict severe damage. This attack was particularly effective against unarmored infantry, though in some cases, Quad *Basilisk*s were able to severely disrupt battle armor, ProtoMech and vehicle formations with minimal support. It is speculated that the Quad *Basilisk* would have been particularly effective against cybernetics-enhanced infantry such as the Word of Blake's Manei Domini, but there were no opportunities to test this theory.



Deployment

The Quad *Basilisk* was a major component of the ProtoMech forces deployed by the Society and featured prominently in their campaigns, including the sack of Foster. A key factor appears to be the substantial extent to which the Society was able to leech parts off of regular *Basilisk* production.

Type: **Basilisk (Quad)**
Technology Base: Clan (Advanced)
Tonnage: 7
Battle Value: 258

Equipment		**Mass**
Internal Structure:		700 kg
Engine:	45	1,000 kg
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	0
Heat Sinks:	0	0
Cockpit:		500 kg
Armor Factor (EDP):	32	2,400 kg

	Internal Structure	*Armor* Value
Head	2	5
Torso	7	14
Legs	8	13

Weapons and Ammo	**Location**	**Mass**
ProtoMech Quad Melee Weapons	T	1,000 kg
SRM 4	T	1,000 kg
Ammo (SRM) 10	—	400 kg

HOBGOBLIN ULTRAHEAVY PROTOMECH

Mass: 10 tons
Chassis: HOB/11 with MagClamps
Power Plant: 60 Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: ProtoMech Standard/2
Armament:
1 Anti-Personnel Gauss Rifle
1 Fusillade Launcher
Manufacturer: Chiaroscuro Testing Site
Primary Factory: Ironhold
Communications System: PMT-429
Targeting and Tracking System: Ribaldi 402 TTS

Overview

In order to make the most of its limited martial resources, the Society was strongly motivated to find a way to exceed the nine-ton limit of standard ProtoMech structure. A key bottleneck was the extent to which a limbed vehicle could be enlarged without needing a gyro, a problem creatively solved by Jade Falcon Scientist Oscar.



The first prototype was dubbed the *Hobgoblin* in part because of the shape the Ribaldi 402's primary stereo sensor array imparted on the ProtoMech's head. Initially intended as a test-bed for new ProtoMech magclamps and the Fusillade launcher, the start of the conflict with the warrior caste pushed efforts to produce the *Hobgoblin* in numbers.

Capabilities

The *Hobgoblin* failed as an example of what the Society hoped to achieve with heavier ProtoMech designs. It was never intended to function as a line unit. Although its AP Gauss was a proven weapon, the *Hobgoblin* had too little firepower compared to standard ProtoMechs a few tons lighter. The Fusillade likewise had not yet achieved its full operational potential. The design would have failed to make a difference on the battlefield, except for the addition of the new ProtoMech magclamps. These allowed friendly BattleMechs to shuttle *Hobgoblin*s effectively about the battlefield. Given the unimpressive speed of the ProtoMech, this proved critical in allowing Treys utilizing the *Hobgoblin* to redeploy it based on tactical changes.

Deployment

The *Hobgoblin* was an important component of Etienne's efforts, and was particularly numerous on Etienne's Sanctuary. While the *Hobgoblin* was only used by the Society during the Wars of Reaving, there is speculation that enough examples were acquired by the Hell's Horses to enable their *Svartalfa* project. It is not clear whether this indicates that the Homeworld-based Horses moved any such specimens to the Inner Sphere, or whether an Inner Sphere Society cell forcibly yielded the design.

Type: **Hobgoblin Ultra ProtoMech**
Technology Base: Clan (Advanced)
Tonnage: 10
Battle Value: 271

Equipment		**Mass**
Internal Structure:		1,000 kg
Engine:	60	1,500 kg
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	0
Heat Sinks:	0	0
Cockpit:		750 kg
Armor Factor:	55	2,750 kg

	Internal Structure	*Armor Value*
Head	3	7
Torso	10	20
R/L Arm	3/3	6/6
Legs	6	12
Main Gun	2	4

Weapons and Ammo	**Location**	**Mass**
AP Gauss Rifle	RA	500 kg
Ammo (AP Gauss) 40	—	1,000 kg
Magnetic Clamp System	T	1,000 kg
Fusillade	M	1,500 kg

BOGGART ULTRAHEAVY PROTOMECH

Mass: 13 tons
Chassis: BGR13
Power Plant: 45 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: MegaTan Lifters
Jump Capacity: 150 meters
Armor: Proto-Standard B
Armament:
1 Plasma Cannon
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Proto-Type A
Targeting and Tracking System: SAT-PM 1

Overview

The *Boggart* was named after the disparaging nickname given to ProtoMechs by Task Force Serpent on Huntress. An earnest attempt at a purpose-built quad ProtoMech, the *Boggart* was specifically intended to neutralize and disrupt hostile forces. Its clever communications system (with the uninspiring Proto-Type A identifier) adapted existing communications capability to gather tactical data from allied units concerning the observed targeting behavior of hostile forces. The *Boggart*'s interface displayed information visually for its operators, allowing them to get an indication of where the enemy's attention was directed. This was then exploited to engage distracted enemies, or units that might have been at risk of shutting down due to excessive heat. This unusual tactical approach proved effective, with small groups of *Boggart*s roaming the fringes of the main battle and lunging when a weakened enemy became sufficiently vulnerable. The effects of several plasma cannons proved extremely effective at neutralizing BattleMechs or destroying other combat units, and in some instances even allowed the Society to capture overexposed 'Mechs.

Of note is the *Boggart*'s grotesque features, which appeared decidedly unnatural. This was the consequence of the input of Scientist Alice, who observed the extent to which existing ProtoMech aesthetics were successful in breaking the morale of unarmored troops. Finding the aesthetic too focused on folklore and mythology, she instead argued for a physical appearance that appears anatomically impossible or unnatural as to unsettle its opponents.

Capabilities

The *Boggart* relied heavily on its mobility to be effective in combat. Though well armored, it typically avoided direct confrontation, preying on exposed or weakened enemies to great effect. This cerebral approach to combat demanded ProtoMech pilots who were capable of independence from Feralize in combat, though there were numerous instances of a *Boggart* operator resorting to the drug when cornered.

Beyond the preferred tactic of preying on the weak, *Boggart*s were also frequently used to shield advancing or retreating troops. During one engagement on Babylon, a Star of *Boggart*s deceived their opponent by creating the appearance of a large advancing force by burning a path perpendicular to the advance of their main force.

Deployment

The *Boggart* has only been deployed by the Society, and it is unlikely that a design similar to it will be used by the Clans other than the infrequent usage by Clan Coyote during the Wars of Reaving. Its unsettling appearance and Spheroid tactics have thoroughly soured Clan warriors against the design and its concept.

Type: **Boggart Ultraheavy ProtoMech (Quad)**
Technology Base: Clan (Advanced)
Tonnage: 13
Battle Value: 538

Equipment		**Mass**
Internal Structure:		1,300 kg
Engine:	80	2,500 kg
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	750 kg
Heat Sinks:	7	1,750 kg
Cockpit:		750 kg
Armor Factor:	39	1,950 kg

	Internal Structure	*Armor Value*
Head	3	6
Torso	13	16
Legs	13	14
Main Gun	2	3

Weapons and Ammo	**Location**	**Mass**
Plasma Cannon	M	3,000 kg
Ammo (Plasma) 10	M	1,000 kg

SPRITE ULTRAHEAVY PROTOMECH

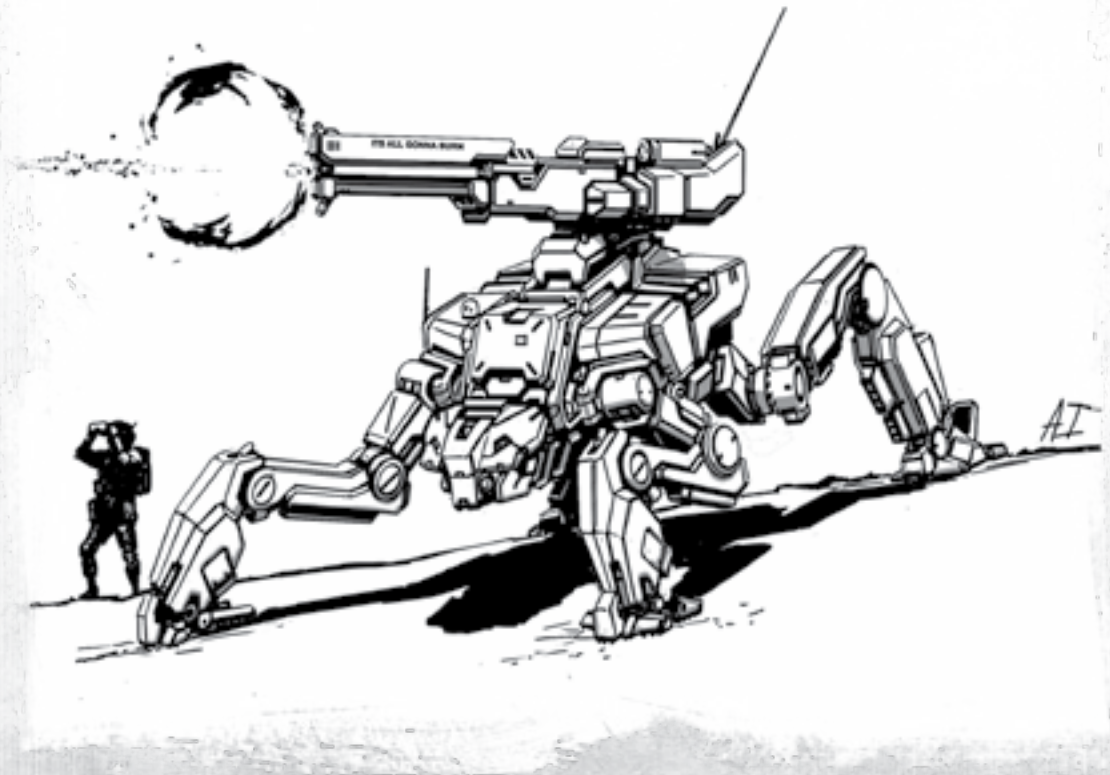
Mass: 15 tons
Chassis: SPT/15
Power Plant: 75 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: X5 Series Extended Jump Jets
Jump Capacity: 150 meters
Armor: UltraProto Standard
Armament:
4 LRM 5 Launchers
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Proto-Type 4
Targeting and Tracking System: SAT-PM 1

Overview

Designed to operate in concert with the *Boggart*, the *Sprite* was likewise been named for evil spirits from folklore. While substantially larger, the *Sprite* had an equivalent jumping profile to the *Boggart*, allowing the design to keep up with the swifter quad. It deployed heavy firepower to the battlefield in the form of four LRM-5 racks, each with enough rounds for two minutes of sustained fire. The *Sprite* was still deployed with similar tactics in numerous instances, shoring up flagging ProtoMech units, and proved itself an excellent companion to the *Gorgon*.

Capabilities

The Clan LRM system continued to be highly competitive despite minimal innovation over the years. It



proved an excellent choice for the *Sprite*, although there were plans to use a more refined version of the Fusillade once available. The Society intended for the *Sprite* to be engaged in combat for a brief period of time before returning to rearm. This contributed significantly in the endurance of the *Sprite*, perhaps more so than its astonishing armor protection, which was capable of surviving a salvo from a class-twenty autocannon to its torso. But as the *Sprite* was routinely assigned to commanders and the better ProtoMech pilots available to the Society, this minimal battlefield endurance proved a double-edged blade. While it enabled the Society to retain its few highly skilled warriors, it also swiftly deprived a battle of their skills and oversight. This contributed to the Society's poor showing in combat, and had the opposite effect when an overly dedicated commander lingered in battle longer than his ammunition supply.

Deployment

Only the Society deployed the *Sprite*, but as it is a much closer fit to Clan combat philosophies, the appearance of an equivalent unit seems probable. There is already evidence in the Blood Spirits' Omicron Galaxy on Atreus. Curiously, the *Sprite* may have also influenced the Hell's Horses *Svartalfa*, suggesting—but not proving—some access to the *Sprite* by that Clan.

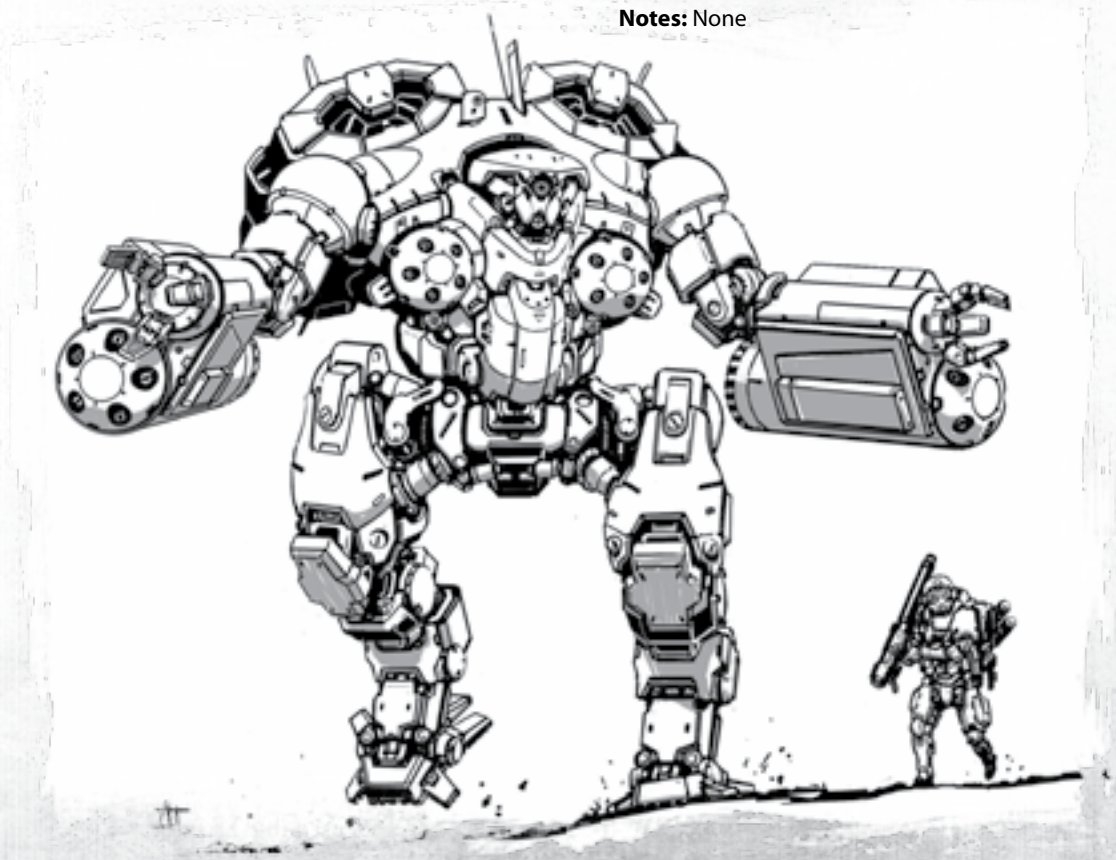
Type: **Sprite Ultraheavy ProtoMech**
Technology Base: Clan (Advanced)
Tonnage: 15
Battle Value: 589

Equipment		**Mass**
Internal Structure:		1,500 kg
Engine:	75	2,000 kg
Walking MP:	3	
Running MP:	5	
Jumping MP:	5	1,500 kg
Heat Sinks:	0	0
Cockpit:		750 kg
Armor Factor:	65	3,250 kg

	Internal Structure	*Armor Value*
Head	4	9
Torso	15	30
R/L Arm	4/4	6/6
Legs	8	14

Weapons and Ammo	**Location**	**Mass**
LRM 5	RA	1,000 kg
Ammo (LRM) 12	—	500 kg
LRM 5	LA	1,000 kg
Ammo (LRM) 12	—	500 kg
LRM 5	T1	1,000 kg
Ammo (LRM) 12	—	500 kg
LRM 5	T2	1,000 kg
Ammo (LRM) 12	—	500 kg

Notes: None



NEW BATTLEMECHS

The Society imposed heavy restrictions on the weaponry it could manufacture in isolation. Its ProtoMechs required relatively fewer resources and infrastructure to create than a OmniMech—a key goal during the design process—it was clear not having OmniMechs would be a crippling weakness. The intent was to create manufacturing capability for one design, while two other complimentary designs would be produced at a slower rate with less automation involved. The advantage was that the complimentary OmniMechs could be built at multiple sites, even if the total output would be much slower. Estimates of how much time would be needed to get a bare minimum of OmniMechs varied, but the Society was well short of its targets on all three types when they began their revolt.

A key design goal the Society had for its 'Mech forces were to ensure they preyed on inherent tactical flaws, blind spots and errors that developed within the warrior caste over the centuries. While a fair amount of input was acquired from scientists of Spheroid birth, it is also clear that the Society was able to arrive at several tactical conclusions without outside perspective.

Of note is the scientist ability to build their *Septicemia* manufacturing plant at a former research and design facility on Strana Mechty, the original home of the *Woodsman*. While Strana Mechty is the most densely populated world of the Kerensky Cluster, its utilization is heavily biased towards Katyusha, leaving vast tracts of the planet's surface completely undisturbed. Combined with heavy DropShip traffic and the overreliance on the warrior caste's distaste for deception, it was relatively easy for the Society to obscure their slow and thin supply line to the manufacturing plant. Additionally, Trials of Possession rarely (if ever) occur between the Clans' Strana Mechty enclaves, making accidental discovery during battle extremely unlikely.

That the factory existed in a remote part of Coyote territory should come as no surprise, in hindsight, and no doubt was instrumental in helping it remaining unnoticed.

CEPHALUS

Mass: 25 tons
Chassis: 25T Recon Delta Profile Endo-Steel
Power Plant: Model-C 250 XXL
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None
Jump Capacity: None
Armor: Gravastar Ferro-Lamellor with Chameleon Light Polarization Shield and Null-Signature System
Equipment:
1 Nova CEWS
5.5 tons pod space available
Manufacturer: Kerensky Memorial Manufacturing
Primary Factory: Strana Mechty
Communications System: Series D8 CC-25X
Targeting and Tracking System: Hermes ZLS-1

OVERVIEW

While the main avenue of warfare for the Society was asymmetrical in nature, it also seemed prudent to act perpendicular to standard Clan tactics. The further the Society's tactics disconnected from the warrior caste's precepts, the less successful the warriors might be in responding. The Nova CEWS' C3 capability aligned perfectly with that strategy, but it would only be successful if a unit was able to provide targeting information. The resulting *Cephalus* OmniMech proved so thoroughly elusive and difficult to engage that many Clan warriors did not fire upon it at all. A key factor appears to be that the most commonly used configurations lacked offensive weaponry of any kind. Many Clan warriors were prone to categorizing the *Cephalus* as an irrelevant noncombatant, which greatly contributed to the design's infamy.

CAPABILITIES

The Society began with a twenty-five ton frame, which is capable of packing the most protection per ton of any 'Mech, and provided it with ample speed. The Clan warrior caste had long since abandoned the Chameleon Light Polarization Shield and Null-Signature systems—naming them unClanlike—but the technologies could be replicated from archived data. Improved versions using modern electronics seemed plausible, but unfeasible in the short term.

This defensive technology was integrated with the new ferro-lamellor armor carefully laid out to repel common Clan weapons, providing protection to the *Cephalus* well in excess of any other machine in its weight class. The five and a half tons of pod space left over after the permanent installation of the Nova CEWS proved ample enough to allow the *Cephalus* to execute its missions.

To enhance the odds of any recon information staying available to the Society, the *Cephalus* is equipped with a full-head ejection system, allowing friendly forces to pick up the head, MechWarrior and data in the event that a *Cephalus* is run to ground.

DEPLOYMENT

As one of the supplemental 'Mechs to the *Septicemia*, the *Cephalus* could be built using far more advanced technologies since fewer would be created. It needed to plug into existing Clan infrastructure and utilized several components also installed on the *Viper* OmniMech, such as its Series D8 CC-25X communications system and many leg components. It was deployed in a rough one to three ratio with the *Osteon*, and worked primarily to provide *Osteon* units with close proximity targeting information and general recon/ECM duties. Its first operational use was on Shadow, when it assisted Clan Coyote in the destruction of Kindraa Mick-Kline-Kreese-Sainze.

VARIANTS

The Prime configuration is an excellent example of the Society's unique approach to 'Mech design. Not only does it not mount any offensive weaponry, the majority of the pod space is filled with modular armor, further enhancing its durability. Combined with paired laser anti-missile systems, this configuration proved successful in dissuading hostiles from engaging it while other units remained.

The Alpha configuration is similar to the prime, but appeared in battles held in especially rough terrain, where the prime's ground speed is affected.

Type: **Cephalus**
Technology Base: Mixed Clan (Experimental)
Tonnage: 25
Battle Value: 876

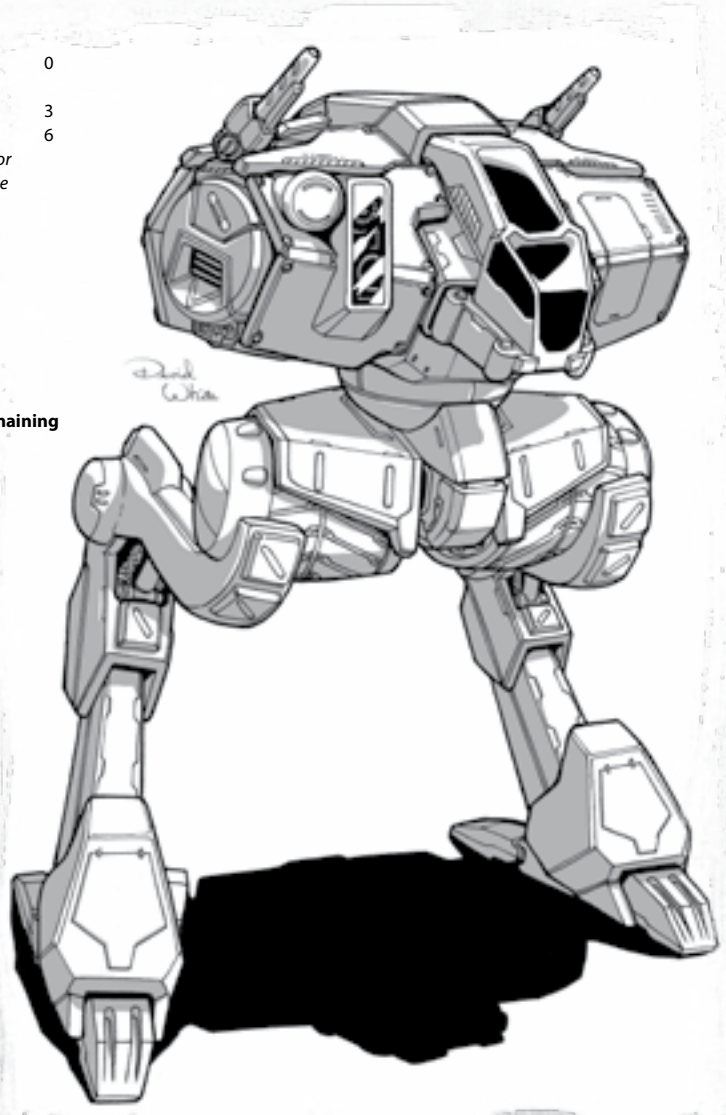
Equipment			**Mass**
Internal Structure:	Endo-Steel		1.5
Engine:	250 XXL		4.5
Walking MP:	10		
Running MP:	15		
Jumping MP:	0		
Heat Sinks:	10(20)		0
Gyro:		3	
Cockpit (Full Head Ejection):			3
Armor Factor (Ferro-Lamellor):	84		6
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	11	12	
Center Torso (rear)		4	
R/L Torso	8	8	
R/L Torso (rear)		4	
R/L Arm	6	6	
R/L Leg	8	12	

Weight and Space Allocation

Location	**Fixed**	**Space Remaining**
Head	Nova CEWS	0
Center Torso	1 N-SS (IS)	1
Right Torso	4 XXL Engine	5
	1 Endo-Steel	
	1 N-SS (IS)	
	1 Chameleon LPS (IS)	
Left Torso	4 XXL Engine	4
	2 Endo-Steel	
	1 N-SS (IS)	
	1 Chameleon LPS (IS)	
Right Arm	6 Ferro-Lamellor	0
	2 Endo-Steel	
	1 N-SS (IS)	
	1 Chameleon LPS (IS)	
Left Arm	6 Ferro-Lamellor	0
	2 Endo-Steel	
	1 N-SS (IS)	
	1 Chameleon LPS (IS)	
Right Leg	1 N-SS (IS)	0
	1 Chameleon LPS (IS)	
Left Leg	1 N-SS (IS)	0
	1 Chameleon LPS (IS)	

Weapons and Ammo	**Location**	**Critical**	**Mass**
Primary Weapons Configuration			
Light TAG	RT	1	0.5
Laser-AMS	RT	1	1
Modular Armor	RT	1	1
Modular Armor	CT	1	1
Laser-AMS	LT	1	1
Modular Armor	LT	1	1
Alternate Configuration A			
TAG RT	1	1	
Laser-AMS	LT	1	1
Jump Jet	CT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Battle Value: 809			

Notes: If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS)



SEPTICEMIA

Mass: 55 tons
Chassis: 55T Battle Epsilon-5 Profile Endo-Steel
Power Plant: 275 Type II XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound SJ8CW Ferro-Fibrous
Equipment:
28 tons pod space available
Manufacturer: Kerensky Memorial Manufacturing
Primary Factory: Strana Mechty
Communications System: GBX Series Integrated II
Targeting and Tracking System: Cat's Eye MD7

OVERVIEW

A key component of the Society's war machine was a utilitarian medium-class OmniMech that could be built in higher volume than the *Cephalus* and *Osteon*. This prevented the use of many cutting-edge pieces of equipment, so as to plug into existing Clan logistics. Designers focused both on the utilitarian nature of the design, as well as the intended use of it in units that would mutually support each other on the battlefield. The resulting bias away from arm-mounted weaponry does compromise the *Septicemia*'s utility as a battle armor carrier, but this was not deemed an obstacle given the presumed dearth of Elemental troops among the Society's assets for the foreseeable future. The *Cephalus* routinely performed such tasks adequately in the event that other more traditional battle armor-carrying OmniMechs were unavailable.

CAPABILITIES

With an armor layout geared to resist most common Clan weaponry, the *Septicemia*'s speed and pod space proved more than adequate. Its overall weapon selection focused on the presumption of mutually supporting fields of fire, while most configurations attempted to wield hand actuators to encourage their MechWarriors to engage in physical combat. Every aspect of the *Septicemia* was geared toward engaging the Clans using methods of warfare they found distasteful and dishonorable. While many Clans had begun taking a more Spheriod approach to warfare, many opponents still demonstrated limited adaptability when confronted with the exact opposite of their preferred combat dogma. This was amplified by the Trials of Reaving taking place, where Clans and warriors intent on proving they were not tainted adhered very strictly to the Clan tenets of warfare.

The extent to which the Clans grew to hate the design—especially Clan Diamond Shark, whose warriors were particularly vexed by it—led to its nickname: "Pariah".



DEPLOYMENT

Built in significant numbers, the *Septicemia* was a part of, and instrumental in, all major Society battles. It featured prominently on Babylon, where it caused significant damage. Several Septs of *Septicemia*s were involved in the brutal destruction of the Diamond Shark enclave in less than a day.

VARIANTS

The initial reports by various Watches largely nailed down the configurations of the *Septicemia* correctly. These reports failed to properly identify the extent to which improved heavy lasers and improved ATMs were used. They also failed to account for several configurations using the new Nova CEWS, most frequently deployed using a mix of ER PPCs and ER medium lasers. There have also been

rumors of a Society cell using a *Septicemia* with an ancient ground-mobile HPG, but this has not been confirmed.

Type: **Septicemia**
Technology Base: Clan (Experimental)
Tonnage: 55
Battle Value: 2,950

Equipment		**Mass**
Internal Structure:	Endo-Steel	3.0
Engine:	275 XL	8.0
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 (22)	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro-Fibrous):	172	9.0

	Internal Structure	*Armor Value*
Head	3	8
Center Torso	18	23
Center Torso (rear)		7
R/L Torso	13	18
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	24

Weight and Space Allocation

Location	**Fixed**	**Space Remaining**
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	7 Ferro-Fibrous	1
Left Arm	7 Endo-Steel	1
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Alternate Configuration E			
ER Medium Laser	RA	1	1
ER PPC	RT	2	6
2 ER Medium Lasers	RT	2	2
3 Double Heat Sinks	RT	6	3
Double Heat Sink	CT	2	1
Nova CEWS	H	1	1.5
ER PPC	LT	2	6
2 ER Medium Lasers	LT	2	2
Light TAG	LT	1	0.5
Targeting Computer	LT	4	4
ER Medium Laser	LA	1	1

OSTEON

Mass: 85 tons
Chassis: 85-100T Support Reinforced Lambda Profile
Power Plant: Model-G 255 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Gravastar Ferro-Lamellor
Equipment:
1 Nova CEWS
35 tons pod space available
Manufacturer: Kerensky Memorial Manufacturing
Primary Factory: Strana Mechty
Communications System: Model 74/129.3 TCS
Targeting and Tracking System: S438 Mk. VI Mod. 2 TTS

OVERVIEW

While some Society strategists insisted that volume production focus on an assault 'Mech, it became clear early on that infrastructure bottlenecks would lead to intolerable compromises in design. The decision was made to use advanced technologies to give the assault an edge over its contemporaries. The *Osteon* proved itself a very flexible force multiplier and support platform, executing a role alien even to *Naga* MechWarriors, who fling themselves into combat at the earliest opportunity.

CAPABILITIES

Emphasizing survivability, the *Osteon* packs astonishing protection in the form of eighteen tons of ferro-lamellor armor, effectively carrying protection available only to a 100-ton 'Mech. Should this shell be cracked, the 'Mech relies on its extremely durable seventeen-ton reinforced frame to stay functional well beyond the point where lesser 'Mechs would fall. The cockpit was moved to the center torso to further improve the 'Mech's ability to withdraw from combat.

All these measures did inhibit total pod space, but as the operational role for the *Osteon* made it entirely subservient to all other battlefield units, this sacrifice was considered acceptable. As an added benefit, more hidebound warrior caste battlefield doctrines caused them to focus a disproportionate amount of attention on the *Osteon*, ignoring 'Mechs of lesser weight. Given their typical position at the extremities of the battlefield and their high durability, this tendency often caused Clan warriors to use a large fraction of their firepower in inefficient ways.

DEPLOYMENT

As rare as the *Cephalus*, the *Osteon* was routinely deployed in dense formations of Treys and Septs. It was heavily utilized on Babylon, where it worked in concert with *Septicemia* Treys and other OmniMechs equipped with Nova CEWS to exact a heavy toll on the planet's former occupiers.

VARIANTS

The Prime configuration used four iATM-9 racks to rain a persistent stream of missiles on the enemy. CASE II protected the large ammunition bins, making survival likely even in the event of severe armor breaches. A massive thirteen tons of ammunition provided both operational durability and flexibility, allowing the *Osteon* to bring each iATM ammo type to the battlefield.

The Alpha configuration used ancient 'Mech mortars to provide indirect fire support. The weapons proved themselves capable of decimating infantry and battle armor formations, while also proving efficient against ProtoMechs and light 'Mechs. Four improved heavy lasers deterred hostiles from rushing it.

Type: **Osteon**
Technology Base: Clan (Experimental)
Tonnage: 85
Battle Value: 3,235

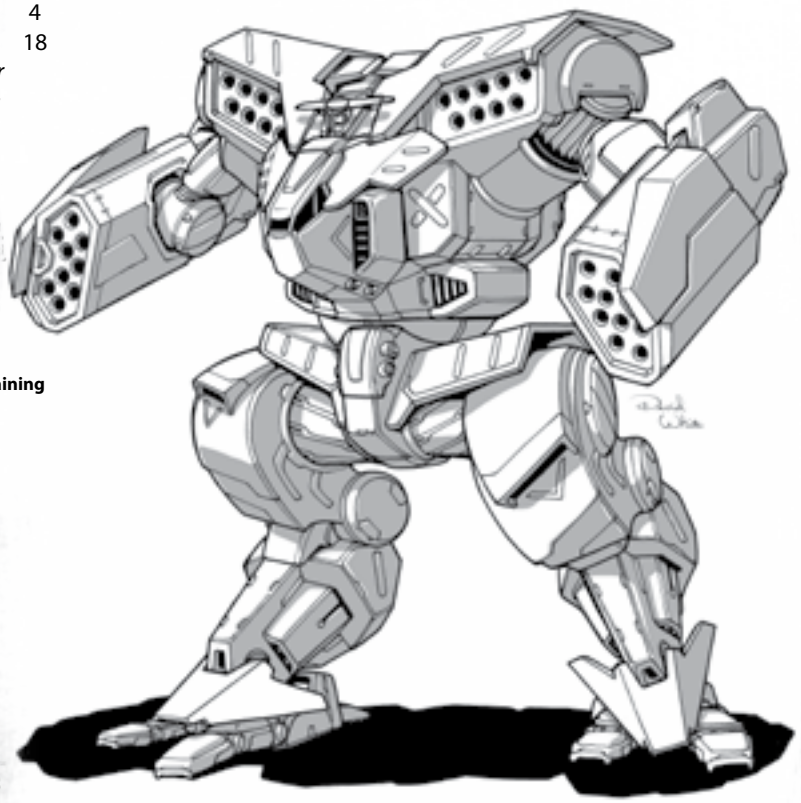
Equipment		**Mass**
Internal Structure:	Reinforced	17
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit (Torso):		4
Armor Factor (Ferro-Lamellor): 252		18

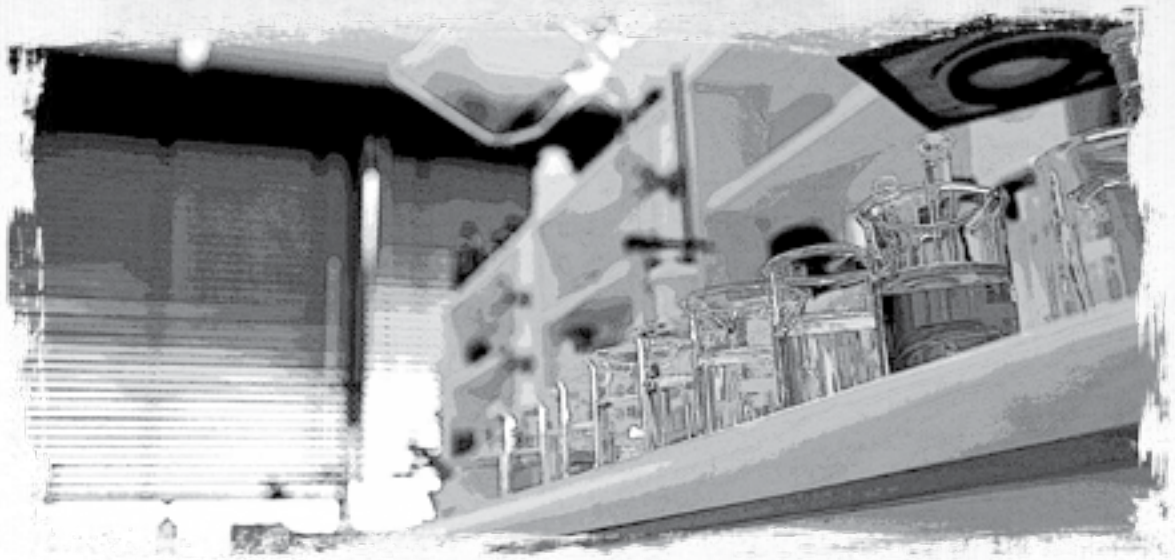
	Internal Structure	*Armor Value*
Head	3	8
Center Torso	11	40
Center Torso (rear)		12
R/L Torso	27	24
R/L Torso (rear)		12
R/L Arm	14	24
R/L Leg	18	36

Weight and Space Allocation

Location	**Fixed**	**Space Remaining**
Head	Nova CEWS	3
Center Torso	Cockpit	0
	Sensors	
Right Torso	XL Engine	7
	Life Support	
	2 Ferro-Lamellor	
Left Torso	XL Engine	7
	Life Support	
	2 Ferro-Lamellor	
Right Arm	2 Ferro-Lamellor	8
Left Arm	2 Ferro-Lamellor	8
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Primary Weapons Configuration			
iATM-9	RA	4	5
Ammo (iATM) 21	RA	3	3
CASE II	RA	1	0.5
iATM-9	RT	4	5
Ammo (iATM) 14	RT	2	2
CASE II	RT	1	0.5
Ammo (iATM) 21	H	3	3
iATM-9	LT	4	5
Ammo (iATM) 14	LT	2	2
CASE II	LT	1	0.5
iATM-9	LA	4	5
Ammo (iATM) 21	LA	3	3
CASE II	LA	1	0.5
Alternate Configuration A			
2 Improved Heavy Medium Lasers	RA	4	2
2 Double Heat Sinks	RA	4	2
'Mech Mortar 8	RT	3	5
Ammo (Mortar) 12	RT	3	3
Medium Pulse Laser	RT	1	2
Ammo (Mortar) 12	H	3	3
2 'Mech Mortar 8s	LT	6	10
ER Large Laser	LT	1	4
2 Improved Heavy Medium Lasers	LA	4	2
2 Double Heat Sinks	LA	4	2
Battle Value: 2,284			





MOLECULAR WAR

Years of gradual attrition in the scientist caste in areas not deemed important by the warrior caste created a dearth of specific skill sets and expertise. By the 3040s, much of the scientist infrastructure was focused exclusively on genetic research. While exposure to the Inner Sphere's creativity forced a veritable renaissance in neglected fields, the overall bias toward genetics also forced much of the Society's attention in that direction to achieve advantage over their inevitable adversaries.

DNA-TARGETED VIRUS

The concept of a virus capable of targeting a single individual has existed for centuries, but the actual application of the theory has always been deemed impossible and impractical. While DNA sequencing with the appropriate accuracy can be performed relatively swiftly, creating a virus that is only compatible with that one specific set of DNA is time consuming and risky.

It was also an obvious weapon to the Society, who had access to DNA samples of all of the warrior caste's trueborns in every Clans. They also had an intimate knowledge of the trueborns' superior immune system. Work on a DNA-targeted virus that met all the Society's objectives was completed in 3066, creating a system of carriers. While each species of virus is significantly different, each type keys in on 731 unique genes per target-type. A key requirement for the weapon to have functionality required it to not affect any individuals except the target.

Because of the Society's cell structure, a lot of research occurred in isolation with limited or no communication. This resulted in different diseases that shared some common ground, but had radically different symptoms, vectors and intervals between stages. This significantly enhanced the viability of the tactic, as a single disease becomes useless once a cure is developed. Having multiple radically different diseases diluted the efforts of scientists loyal to the warrior caste to cure them.

The following viruses are listed as a representative example, not as a comprehensive listing. The Beni-Hamal strain was developed by a cell among the Jade Falcons, and was used on both the Chistu and Mattlov Bloodnames.

Individual (*Beni-Hamal-Sept-Kappa-1*)

Sept-Kappa-1 was actually the final product of the project, and was capable of being aligned with a theoretic accuracy of one in 200 billion. It required a fully sequenced sample to eliminate errors identifying the key genes of the individual. As with all Beni-Hamal strands, the initial ideal delivery vector was aerosol, although other water-based vectors functioned. Latent period was the normal interval of 96-144 hours. Symptoms emerged within twenty-four to forty-eight hours. Initial symptoms included perspiration and fever, followed by coughing and lethargy, with heavy coughing and blistering of the skin in the final stages. Total time between infection and death was seventy-two to ninety-six hours in all test subjects.

Its operational use is obvious.

Descendants (*Beni-Hamal-Sept-Delta-4*)

Sept-Delta-4 proved initially elusive, but success was confirmed in 3065. Its intended target was an individual and all of that individual's offspring. The theoretic accuracy was one in forty billion for the individual and one in twenty billion for offspring. It required a fully sequenced sample to eliminate errors identifying the key genes. The initial ideal delivery vector was aerosol, although other water-based vectors functioned. Latency had been artificially extended to approximately 500 hours to enhance propagation. Symptoms emergence was delayed to ninety-six hours to promote infection of other suitable hosts.

Operational use is similar to the individual form, with the added cachet that the target's offspring will also not survive.



Bloodname (*Beni-Hamal-Sept-Alpha-3*)

Sept-Alpha-3 was relatively easy to achieve. It targeted all individuals of a given Bloodname. While similar to the functionality of the then-unconfirmed Sept-Delta-4, the targeted genes focused specifically on markers unique to all of one Bloodname's holders, rather than merely the descendents of a specific target individual. Latent period was enhanced to 800–1,000 hours. The symptoms were likewise delayed to ninety-six hours. Initial tests indicated a need to dispense the Sept-Alpha-3 at multiple prime congregation zones to ensure proper dispersal. Due to the dispersal Bloodnamed warriors at any given time, total infection of the target group was deemed improbable. In practice, these concerns proved unfounded, in no small part due to an underestimation of trueborn coupling behavior as a vector.

Trueborn (*Beni-Hamal-Sept-Omega-8-sub1 though 3*)

The total extinction of the entire trueborn population was deemed the most extreme measure at the disposal of the Society. At the same time, it also proved the easiest to achieve, with working specimens operational and weaponized by 3063. The very existence of three significantly distinct phenotypes made it relatively easy to create a keying sequence for the virus, while maintaining an acceptably low chance of contagion to individuals outside the target group. To further increase safety, Sept-Omega-8 diverged from Sept-Omega-7 by targeting only a specific phenotype, rather than all trueborn ones. This required a mix of all three to be prepared and dispensed.

Latent period was in excess of 2,000 hours (a key obstacle during research, forcing a focus on lymphocytes as the vector) while symptoms still occurred within ninety-six hours. The extreme latency ensured total saturation of the target group in all projections, provided even minimal efforts were taken to begin infection.

Because genocide was seen as extremely detrimental to the continued well-being and prosperity of the Clans, no steps were taken to make the trueborn virus operational. While targeted attacks could be made without compromising support among the lower castes, the trueborn cure would have only have worked in response to widespread genocidal activity by the Clan warrior caste, and even then only to ensure mutual destruction. It is to the credit of our caste that we never deployed it.

[The preceding was prepared by Scientist Leonard, formerly of Clan Coyote. He has been sterilized, but given amnesty as a part of our effort to dismantle the threat posed by the Society's abominations. His words do not require much commentary, save to point out how blind we have been. –SK]

GAME RULES

When resolving the effects of a DNA-targeted virus, use the *Random Disease Effects* rules (see p. 346, *AToW*) with the following exceptions:

The Frequency of the disease can only be 1 or 3 days.

The Severity of the disease is Moderate Effect or Severe Effect.

Whenever a disease resulting from a DNA-targeted virus reduces an Attribute to 0, the victim immediately dies.

MUTAGENIC VIROTHERAPY

Another area of stagnation was that of phenotype research. After succeeding in creating the Elemental phenotype, the warrior caste decided that no additional progress was required. This closed off vast potential applications from research and development. In recent years, we have been able to undo some of the damage using research and experimentation efforts beyond the prying eyes of the warrior caste.

While a persistently improved phenotype remained beyond our grasp, research into enhancing or adding specific traits did result in several viable configurations. When it became clear that the Society needed a sudden boost in capability among its meager military assets, the more promising configurations of both existing and theoretical phenotypes were examined for their applicability as a persistent mutagenic virotherapy.

In general, only a single application is extended to an individual, as even that single application is prone to cause undesirable side effects such as malignant cancers. Additionally, due to time constraints, inadequate efforts were made to prevent the mutagens from interacting with each other, which dramatically increased the instance of cancer in subjects. As a consequence, the Society was only able to deploy personnel with useful modifications in significant numbers by injecting a large amount of subjects and culling the affected.

Game Rules

Society Mutagenic Virotherapy (MV) is a technology that has not been fully developed, and has considerable risks associated for anyone who is subjected to it.

Each MV has a Trait Point Cost associated with it, should a player wish to create a character with that particular MV. If the MV results in an existing Trait, the cost will be listed as N/A.

Whenever an MV type is introduced, roll 2D6 and consult the Mutagenic Virotherapy Effect Table. Add any modifiers as indicated in each MV type's description. Also, apply a –3 modifier to the 2D6 roll for every MV type that has been previously introduced prior to the current check. For example, if this is the third MV type that is being administered, the 2D6 roll suffers a –6 penalty, even if the prior two MV type injections did not result in any mutations or diseases previously.

Whenever a result occurs where a disease takes effect, roll on the Random Disease Tables (see p.247, *AToW*). If the Random Frequency result is 2 or less, or if the Random Severity result is 2 or less, the cancer fails to take hold.

All Mutagenic Virotherapies take three days to resolve fully, during which time the recipient suffers a –4 penalty on all Skill and Attribute checks. The experience resembles an exceptionally powerful and painful flu to the recipient.

Mutagenic Virotherapies have also been developed in a slower version, that takes substantially longer to manifest, but is more likely to succeed, while also incapacitating the recipient less. Slow versions of MW take four weeks to resolve fully, during which time the recipient suffers a –1 penalty on all Skill and Attribute checks. The experience resembles a normal flu to the recipient.

Taking the same MV type multiple times has no effect.

MUTAGENIC VIROTHERAPY EFFECT

2D6	Consequence
2	MV Type does not take hold. Two diseases take effect; roll twice on the Random Disease Table.
3	MV Type does not take hold. Disease takes effect.
4	MV Type takes hold. Disease takes effect.
5	MV Type takes hold. Disease takes effect.
6	MV Type takes hold. Disease takes effect. Apply a –1 to the 1D6 roll for Random Frequency and Random Severity.
7	MV Type does not take hold. No permanent effects
8	MV Type takes hold. Disease takes effect. Apply a –2 to the 1D6 roll for Random Frequency and Random Severity.
9	MV Type takes hold.
10	MV Type does not take hold. No permanent effects
11	MV Type takes hold. Apply a +1 to the next Mutagenic Virotherapy roll.*
12	MV Type takes hold. Apply a +2 to the next Mutagenic Virotherapy roll.*

*This beneficial effect cannot be determined by Player Characters or NPCs. If this result might influence a decision to use multiple Mutagenic Virotherapy types, GMs should resolve the Mutagenic Virotherapy check in secret.

MV TYPES

The following list indicates a selection of the mutations the Society was able to implement. Each lists an MVE Modifier, which must be added to the 2D6 roll result for the Mutagenic Virotherapy Effect table check.

Environmental Adaptation

Trait Type [TP Score]: N/A

MVE Modifier: –1

Significantly enhancing the human body's existing capability to adapt to high ambient temperatures this modification allows the recipient to be subjected to temperatures as high as 60 degrees Celsius for extended periods of time.

Rules: The recipient receives the Thick-Skinned Trait (see p. 125, *AToW*). If the recipient already has the Thick-Skinned Trait, no additional beneficial effect is experienced.

High G Environment Adaptation

Trait Type [TP Score]: Positive [+2 TP]

MVE Modifier: –1

Similar in effect to the enhanced G-tolerance of the aerospace phenotype, this modification is biologically distinct. Enhancing the human body's ability to resist persistent high-G environments allows the recipient to withstand ambient gravity as high as 3 G swithout adverse effects.

Rules: When using the High/Low Gravity rules (see p. 237, *AToW*), apply all rules except those concerning the cost to increase the RFL Attribute under Extremely High Gravity, and ignore the need to take a Handicap Trait if the recipient lives in a high G environment for extended periods of time, provided that environment is at 3.0G or less. Additionally, the recipient immediately receives the G-Tolerance Trait (see p.118, *AToW*). If the recipient already has the G-Tolerance Trait, no additional beneficial effect is experienced.

Low G Environment Adaptation

Trait Type [TP Score]: Positive [+1 TP]

MVE Modifier: +2

Derived from the aerospace phenotype, this MV significantly increases the body's ability to withstand prolonged exposure to low G environments.

Rules: When using the High/Low Gravity rules (see p. 237, *AToW*), apply all rules except those concerning the cost to increase the STR and BOD Attributes under Extremely Low Gravity, and ignore the need to take a Handicap Trait if the recipient lives in a low G environment for extended periods of time, provided that environment is at 0.2G or less.

Fatigue Resistance

Trait Type [TP Score]: Positive [+2 TP]

MVE Modifier: +0

This modification enhances a range of bodily systems to improve endurance and energy storage.

Rules: The recipient of this MV adds a +2 bonus to his BOD when determining his Fatigue Accumulation from Continuous Movement (see p. 189, *AToW*). Additionally, add a +2 bonus to his WIL when determining his Fatigue Damage capacity. He would use his modified WIL +2 score



when determining when accumulated Fatigue Points start inflicting Fatigue Modifiers (see p. 183, *AToW*). For example, a Character with WIL 4 would not suffer any Fatigue Modifiers until he has accumulated at least 7 Fatigue Points, rather than at least 5 Fatigue points, if he is the recipient of this MV.

Muscle Enhancement

Trait Type [TP Score]: Positive [+2 TP]

MVE Modifier: –1

This MV bestows several of the enhanced systems inherent to the Elemental phenotype, resulting in a significant and permanent adjustment in the recipient's strength and endurance. Its effects do not duplicate all the advantages of the Elemental phenotype. Additionally, the broad range of bodily systems affected seems to significantly increase the chance for carcinogenic consequences.

Rules: Immediately increase the recipient's STR and BOD Attributes by 1. This MV can enhance a recipient's STR or BOD past that person's Maximum Attribute value.

Visual Augmentation

Trait Type [TP Score]: Positive [+1 TP]

MVE Modifier: –1

Significantly enhancing the recipient's ocular capacity, this MV increases the amount of photoreceptors on the retina, while improving the visual cortex. Dating back to ancient research for the aerospace phenotype, the modifications have a high instance of creating cancers, a problem resolved with the same modifications that enlarged the aerospace phenotype's eyes. Duplicating the full ocular system of the aerospace phenotype has proven elusive.

Rules: Visual Augmentation bestows the recipient with the Good Vision Trait. If the recipient already has this Trait, its effect and TP value is improved by 1.

Nightvision Augmentation

Trait Type [TP Score]: Positive [+1 TP]

MVE Modifier: –2

Another series of aspects attempted but removed from the aerospace phenotype can be reintroduced to create larger pupils, a tapetum lucidum, as well as an increased density of rod-cells. We have not yet been able to convert rhodopsin such that it is more sensitive to infrared light, similar to numerous nocturnal animals, but the enhancements dramatically improve a recipient's low-light vision.

Rules: Reduce the Darkness penalties (see p. 236, *AToW*) by 2 to a minimum of 0. For example, the Darkness penalty for a Dim environment is +0.

Hearing Augmentation

Trait Type [TP Score]: Positive [+1 TP]

MVE Modifier: +0

Hearing enhancement was attempted several times for the Elemental phenotype, but interacted poorly without other traits deemed more desirable by the warrior caste. It expands both the auditory nerves and auditory cortex.

Rules: A recipient of the Hearing Augmentation MV gains the Good Hearing Trait (see p.118, *AToW*). If the recipient already has the Good hearing Trait, its effect and TP value is improved by 1.

Articulation Augmentation

Trait Type [TP Score]: Positive [+1 TP]

MVE Modifier: +0

Derived from the aerospace phenotype, the recipient's range of motion and accuracy is improved dramatically. This series of adaptations has a negative effect on the recipient's ability to resolve physical harm, similar to the effects in the origin phenotype.

Rules: Immediately increase the recipient's DEX Attribute by 2. Immediately decrease the recipient's STR and BOD attribute by 1. The recipient gains the Glass Jaw Trait (see p. 118, *AToW*). If the recipient already has Glass Jaw, any personal damage sustained will now be multiplied by 3, while all fatigue suffered from combat is multiplied by 4.

Robust Augmentation

Trait Type [TP Score]: N/A

MVE Modifier: +1

Numerous bodily systems are enhanced above the norm in the Elemental phenotype, providing exceptional endurance to physical harm. That set of enhancements is provided with this MV type, with comparatively reduced side effects.

Rules: The recipient receives the Toughness Trait (see p. 127, *AToW*). If the recipient already has the Toughness Trait, no additional beneficial effect is experienced.

Exoskeletal Adaptation

Trait Type [TP Score]: Positive [+3 TP]

MVE Modifier: –4

An unexpected side effect of the research, we managed to isolate the changes required to turn much of the epidermis to keratin. This mutation is not fully understood, and provides the recipient with some discomfort, but generally seems to follow a mobility-induced creasing pattern. In particularly immobile parts of the skin, the keratin deposits become dense enough to resist significant amounts of damage.

Rules: Immediately reduce the recipient's CHA Attribute by 3. This can reduce the CHA Attribute to 0 (see pp.35-36, *AToW*). The recipient immediately gains the following BAR rating on all parts of his body: 3/2/1/1. If an attack does Standard Damage, all AV ratings for that location are reduced by 1 (to a minimum of 0). This AV reduction is cancelled once the recipient has been fully healed.

COMBAT DRUGS

Another area routinely ignored by the warrior caste after they decided that what was available was adequate was the field of performance-enhancing drugs. The use of these drugs and their weaker progenitors was generally frowned upon by warriors, who considered it dishonest. *[Yet another example of how thoroughly the scientists fail to understand the true goals and purpose of the warrior. –SK]*

Of these new drugs, both QwikStim and Amp became extremely popular among infantry units, especially as a last-ditch resort. Amp was generally only used after taking injuries. Focus became a popular additive among ProtoMech pilots. Feralize was an interesting development put to good use among Quad ProtoMechs, as it made their

CLAN COMBAT DRUG TABLE

DRUG TYPE	PRIMARY VECTOR	DRUG STRENGTH	POISON AP	DURATION	BASE PRICE	EQUIP. RATINGS	NOTES
QwikStim-C	Ingested	11	—	1d6 HR	25	F/X-X-F/F	Ignore Fatigue; Dex-2*; RFL +2
Rage-C	Injected	12	—	1d6 MN	30	F/X-X-F/F	Ignore Injury modifiers; STR +4; BOD +1; WIL +2; INT –3*
Amp	Ingested	12	—	1d6+4 HR	10	F/X-X-F/F	STR +2; RFL +1; INT –1*
Focus	Injected	20	—	1d6+1 MN	50	F/X-X-F/F	Ignore Injury modifiers
Feralize	Injected	21	—	3d6+4 HR	10	F/X-X-F/F	WIL +4; RFL +4; INT –6*; CHA –6*

All of the above drugs may be addictive. See p.321 ATOW

*To a minimum of 1.

pilots quite effective at engaging battle armor and other ProtoMechs. Troops using the drug became extremely unpredictable and difficult to control, however, making it an act of desperation to use. The long duration of the drug likewise made it unattractive. Research into a Feralize that left the system quicker was inconclusive. Both Focus and Feralize proved extremely addictive.

Game Rules

Feralize is considered necessary while training a ProtoMech pilot to use a Quad ProtoMech, but once this training is completed, Feralize is no longer required. Most Quad ProtoMech pilots become addicted during their training, so its use in active engagements is not unheard of. Additionally, some commanders favor the effects the drug has on their troops, and a few ProtoMechs are even specifically designed to capitalize on the feral behavior of the drug's users.

A ProtoMech pilot may begin the battle under the influence of Feralize. He will remain under the influence for the duration of that battle, or for 3D6+4 hours.

Feralize can be injected during any End Phase, providing its benefits and penalties in the subsequent turn.

When a ProtoMech pilot is under the influence of Feralize, he must act as if he has lost the Initiative, even if he otherwise would have won. He still rolls Initiative as a method to determine Initiative order with other hostile ProtoMech pilots who are using Feralize. While under the influence of Feralize, the ProtoMech pilot suffers a +4 To-hit penalty for all weapons attacks, but will do double the ProtoMech's Frenzy damage when executing a Frenzy attack.

If Feralize and *necrosia* are introduced into the same body, endotoxic shock occurs within 1D6 minutes, followed by death.

REPELLING VOID MONSTERS

A major obstacle to the success of the Society was its relative inability to combat WarShips. This problem proved pivotal, but was difficult to resolve. The primary plan would prevent a confrontation with Clan WarShips altogether. The *Prinz Eugen* was but one last-resort asset. The primary means with which to neutralize hostile warrior caste WarShips was remote sabotage.

HPG OVERRIDE

Using our access to WarShips during routine maintenance, Society-aligned operatives compromised a large number of WarShips over the years. Vulnerabilities were added to ships' systems to allow remote shutdown. The HPG system aboard all Clan WarShips was selected as the primary means of access, in part because of the near-instantaneous nature of the communication, and in part because it is the subsystem that is the least-understood by warriors. The vast majorities of ship's systems have no physical interface with the communication systems intended to operate outside the hull, but do interact with systems inside the vessel. The HPGs could talk to both.

Only a fraction of all Clan WarShips were successfully compromised in this way, but the positive defensive effect extended well beyond its actual use. Numerous Clans became reluctant to deploy WarShips near our activities, and that reluctance extended to all possible HPG use, significantly reducing the warrior caste's ability to react. This effect was amplified when the Society evidenced the ability to deploy ground-mobile HPGs on *Septicemia* and *Osteon* OmniMechs.

Game Rules

When a WarShip receives an HPG Override communication, roll 2D6. On a result of 5 or less, the WarShip is not subverted by the initiator and does not suffer any negative effects. On a result of 6 or higher, all systems immediately shut down. It cannot expend any thrust, fire any weapons or use any systems aboard the ship.

Additionally, determine a hit location on the Nose, Aft and twice on the Side (Left and Right) columns of the JumpShip/WarShip/Space Station Hit Location Table (see p.95, *SO*). Then roll 2D6 with a –2 penalty to the roll for each of these 4 locations. On a result of 8 or higher, the appropriate critical hit for that location takes effect.

The effects of the HPG Override can be undone by an amount of effort equivalent to taking the WarShip out of Mothballs (see p.175, *SO*).



NOTABLE PERSONALITIES OF THE WARS OF REAVING

The following rules allow players to take the notable personalities featured in this book and plug them into their campaign play. The rules cover a wide range of options, to best reflect the disparate nature of the characters in question. Some may have rules exclusive to the *BattleTech* war game, and are thus compatible with *Total Warfare*, *Tactical Operations*, and *Strategic Operations*; some may be better tuned to games played using *A Time of War: The BattleTech RPG*. A few may even have effects applicable to campaigns played in both the role-playing and war game venues. Players are encouraged to use the rules most applicable to their campaign style, adjudicating as needed if a given character rule does not explicitly state every situation covered.

CREATING A TIME OF WAR STATS FOR NOTABLE PERSONALITIES

The character creation rules provided in *A Time of War* may be used to create any of the notable personalities presented in this book, but exact details are left up to the game master unless any of the rules below dictate otherwise.

INTERSTELLAR CAMPAIGNS

Rules covering the impact of major NPC personalities at the interstellar scale of warfare are outside the scope of these rules; interstellar campaign rules will be detailed in *Interstellar Operations*.

Brett Andrews (Clan Steel viper): The Steel Viper Khan is an exceptional MechWarrior who is at his best when combat obeys the rules of *zellbrigen*. While dishonorable tactics never fail to anger him, he has learned to channel that anger, and works to minimize any tactical gain his enemies may seek. While using *zellbrigen*, Steel Viper forces under Brett Andrews' command receive an additional +2 Initiative roll modifier when Brett is in the field.

Etienne Balzac (Clan Jade Falcon/Society): An exceptional geneticist, Etienne has proven himself able to make best of a situation. Beyond his skills in the lab, he is also a competent strategist. He prefers to fight his battles with his mind, creating situations for his enemies that are un-winnable before they are even aware that they engaged. This is in part because of his minimal capacity to think on his feet.

In game play, this translates to a +2 Initiative modifier to any forces Etienne directly commands (whether he is on the field or communicating from a distance) as long as such forces are acting as the defenders. If his forces are acting as the attackers, they receive no Initiative modifiers. If Etienne himself is present on the field of battle, a –1 Initiative modifier applies instead. Etienne also enjoys a +3 roll modifier for all Appraisal, Negotiations, and Protocol Skill Checks.

Hanibal Banacek (Clan Star Adder): A gifted warrior and Elemental, Banacek has yet to be given a task or responsibility that he did not accomplish with distinction. This is no small part due to his exceptional intelligence, and his ability to place the needs of all the Clans above his own individual good. Banacek receives an additional +1 Attribute Modifier for any Advanced Skills that have INT as one of the Linked Attributes.

Amanda Carroll (Clan Fire Mandrill): Known primarily for her hot temper, Amanda Carroll has proven throughout her life that she has had the combat skills to back up her lack of calm. Part of this is a façade; while quick to anger, Amanda is also cunning, and seeks to take advantage of enemies who presume her judgment compromised. She is surprisingly adept at politics, and is able to affect a number of significant changes within her stubborn Clan. When using Edge to make Protocol or Negotiations Skill Checks, she doubles the normal roll modifier provided by such Edge use. However, Amanda Carroll also suffers from the Impatient Trait.

Raven Clearwater (Clan Coyote): A very competent warrior, Clearwater is notable because of her ability to calmly observe her opponents, and seek out the weaknesses in their tactics—whether on the battlefield or in Council chambers. Another rare trait among the Clan Khans is her willingness to place her own interests second to those of her Clan. She thus receives the Patient Trait, as well as a roll modifier of +2 for any Skill Check where INT is one of the Linked Attributes.

Constans Cluff (Clan Blood Spirit): While most every Elemental is known for being driven in combat, Constans has the distinction of being notable for the extent with which he pushes the boundaries. To many within his Clan, he is a paragon of their warrior spirit: thoughtful, intelligent, and able to bring unprecedented levels of violence upon any enemy. Forces under Constans Cluff's command receive a +2 Initiative roll modifier after any round of combat in which Cluff is still in the field and his unit has succeeded in delivering critical damage to an opponent—including internal critical hits or hits that damage his opponent's pilot/crew/MechWarrior.

Magnus DelVillar (Clan Stone Lion): Magnus DelVillar does not lack for combat prowess, and has had numerous opportunities to demonstrate his mastery of the Hell's Horses' methods of combined arms warfare. Crucial to the new Stone Lions' morale is his pronounced ability to motivate all members of his fledgling Clan though speeches and frequent appearances. While he draws upon historic examples of public speaking (being particularly fond of the Great Father's words during the early years in the Pentagon worlds) Delvillar has also demonstrated some genuine talent for oration. Whenever he is addressing a group of individuals, or whenever he believes his words may be overheard, DelVillar achieves a +1 roll modifier to any skills that have a CHA Linked Attribute. This Roll Modifier does not apply to Unskilled Checks.

Boyle Grimani (Clan Steel Viper): Though an exceptional warrior, Boyle is noted as a gifted administrator and strategist. For any Skill that has INT *and* WIL as its Linked Attributes, resolve the Skill Check as if it benefits from a Natural Aptitude Trait. This ability only applies to non-combat skills, and only if such skills are at Skill Level 3 or less. (Grimani's Administration, Protocol, and Strategy Skills are always considered to have a Skill level of +4 or more.)

Jake Kabrinski (Clan Hell's Horses): Kabrinski has had major reconstructive surgery and possesses a large amount of cybernetics. These prosthetics may be considered Type 4 or 5 implants, at the gamemaster's discretion, but none may provide greater functionality than natural limbs. As a former Ghost Bear hero, Kabrinsky is highly respected in the Rasalhague Dominion and retains many warrior caste contacts within his former Clan (treat as a +3 TP Connections Trait). Kabrinski is also adept in marine combat operations and applies a +1 roll modifier to any Skill Checks required when operating in microgravity or engaging in shipboard combat.

Raina Montose (Clan Ice Hellion): Towards the latter part of her career, Montose was especially prone to rash action, but has always been burdened with impatience and a short temper. Provoking her anger is a trivial task, but does not always have beneficial effects for her antagonist. To reflect this, Montose receives the following Traits: Impatient, Compulsion/Berserker (–3 TP), and Combat Sense.

Stanislov N'Buta (Clan Star Adder): An exceptional politician and strategic thinker, N'Buta's thoughtfulness might have gone unnoticed in another Clan, but allowed him to achieve leadership within the Star Adders. Passionate about the "true way of the Clans" (as he sees it), N'Buta frequently hailed Absolum Truscot's favored status as the planner of Operation KLONDIKE as evidence of Nicholas Kerensky placing great importance on proper strategy over battle prowess alone. Provided he has adequate time to consider the problem, N'Buta can resolve any Strategy Skill Checks as if he has Natural Aptitude, and receives a +1 roll modifier on any Skill Check which has INT as a Linked Attribute.

Connor Rood (Clan Ice Hellion/Escorpión Imperio): Clever, pragmatic and charismatic, Connor Rood is an asset to every faction he has been a part of. While a very competent MechWarrior and commander, Rood is notable in no small part due to his excellent interpersonal skills, a craft that few still practice among the Clans. Rood receives a +1 roll modifier for any Skill Checks where CHA is a Linked Attribute.

Garrett Sainze (Clan Fire Mandrill): Most successful Fire Mandrill Khans are consummate politicians, and Garrett Sianze believes himself to be no exception. However, his leadership is based almost entirely on his considerable combat prowess, and his opponents proved unable to unseat him prior to the events that contributed greatly to the demise of their Clan. Sainze receives the Gregarious Trait, as well as the Combat Sense Trait.

Ariel Suvorov (Clan Goliath Scorpion): Though a competent warrior, Ariel Suvorov's ascendancy is largely due to her leadership qualities, combined with a deep and detailed understanding of her Clan's internal politics. She has taken advantage of every opportunity presented to her, and has proven pragmatic enough to see advantage in the acquisition of the Light Horse, as well as Ice Hellion remnants. Suvorov receives +2 roll modifier for Leadership and Protocol Skill Checks, and also possesses the Marksman and Combat intuition Special Pilot Abilities.

Samantha Clees (Clan Jade Falcon): An excellent warrior, though losing the battle against age, Clees has focused her leadership skills, allowing subordinate commanders under her direct command a +2 roll modifier when using their Leadership skills. Any Jade Falcon force under Clees' direct command (with her in the field) will follow strict *zellbrigen* rules until the enemy has broken them.

Russou Howell (Dark Caste): Howell believes the other Clans abandoned the Smoke Jaguars when the second Star League set out to destroy them, and hates them all as fiercely as he does the Inner Sphere. His association with the Bandit Caste is one of convenience only. Cunning and ruthless, his tactical capabilities are impaired in no small part by his alcohol abuse and burning desire to exact revenge upon the countless enemies of his former Clan. To reflect this, Howell receives the following Traits: Compulsion/Alcoholic (–2 TP), and Impatient. He also receives the Blood Stalker Special Pilot Ability.

Semi Kalasa (Clan Diamond Shark): While most Loremasters view their Clan's Watch as a secondary function, Semi Kalasa is a natural in this role, and the equal of any Inner Sphere spymaster. Insightful and patient, Kalasa has Natural Aptitude in the Investigation Skill, and has trained herself to exceptional proficiency in all other Skills associated with spy craft (including Cryptography, Interrogation, Perception, and Stealth). Her extensive network of contacts reaches well beyond the boundaries of Clan space (functioning as a +4-TP Connections Trait), and she is rumored to still have contacts within Clan space despite her claims to the contrary. She highly distrusts the Inner Sphere and its inhabitants and will not work with anyone who is not Clan.

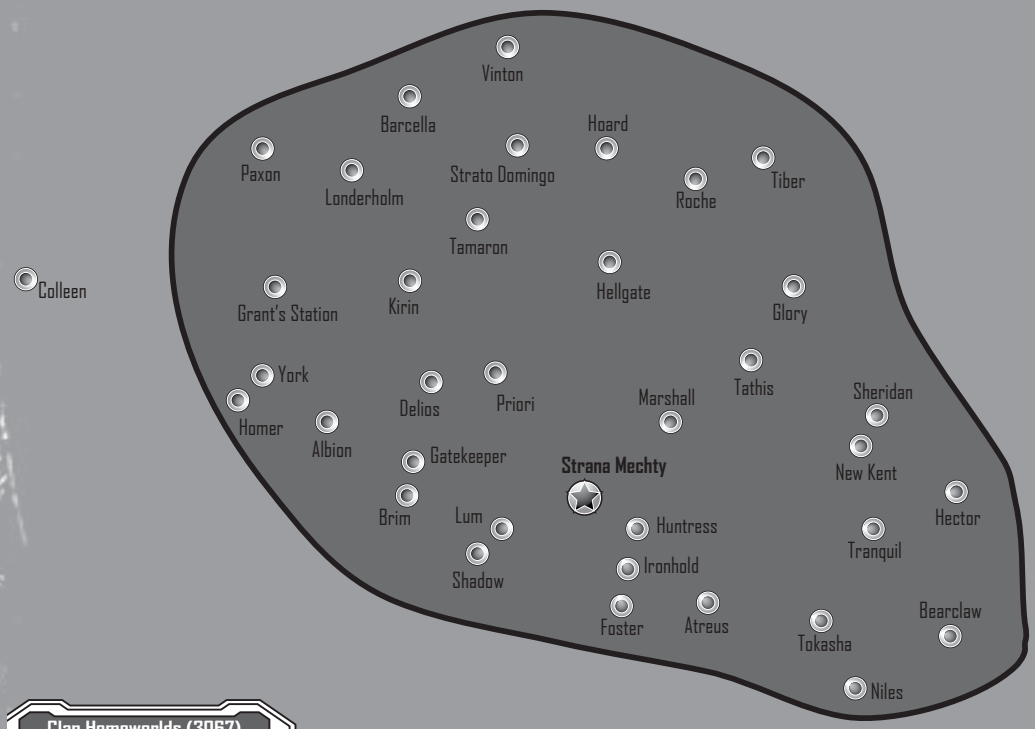
Hollyann Kardaan (Clan Cloud Cobra): Highly competent, Khan Kardaan appears to be inhibited only by circumstances as well as her Clan's modest resources and diminished touman. While under her leadership, the Cobras have pushed towards the forefront of Clan politics, but she is at her best when she succeeds in making her opponents underestimate her. Kardaan thus receives a +2 roll modifier in all Acting, Negotiation, and Protocol Skill Checks.

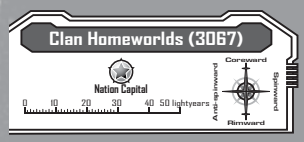
Kael Pershaw (Clan Jade Falcon): Pershaw is noted for his extensive capabilities in analysis and tactics. Politically inept, he shines when given a challenge, especially of a nature where he has few competitors, and little precedent to guide him. Were it not for his weakness in the arena of Clan politics, many believe he could have been one of the Falcon's Khans, and Pershaw appears slightly bitter about his lot in life. Pershaw's arms, legs, and half of his face have been replaced by cybernetics over the years, all of which are considered to be Type III-level prosthetics and implants. This equipment does not provide any special benefits beyond the rules for normal replacement limbs of such quality. Pershaw has the Patient and Fast learner Traits, as well as a +5-TP Connections Trait, reflecting his influence across all Clans.

Karianna Schmitt (Clan Blood Spirit): An exceptional MechWarrior with few equals, Schmitt's battles with her own anger have been frequently lost in recent years. The realization of her dream of seeing the Great Refusal overturned did little to sate her, and while her Gunnery and Piloting Skills both benefit from Natural Aptitude, her rage has given her a penalty equivalent to Combat Paralysis in any battles she has fought in since the Great Refusal.


TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.

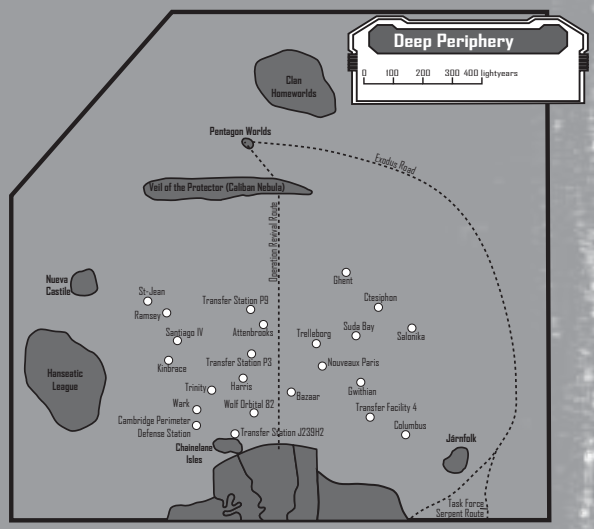



Vinton
Barcella
Hoard
Paxon
Londerholm
Strato Domingo
Roche
Tiber
Tamaron
Colleen
Hellgate
Grant's Station
Kirin
Glory
York
Tathis
Sheridan
Delios
Priori
Marshall
Homer
Albion
Gatekeeper
Strana Mechty
New Kent
Brim
Lum
Huntress
Hector
Tranquil
Shadow
Ironhold
Foster
Atreus
Bearclaw
Tokasha
Niles


Clan Homeworlds (3067)
Nation Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Antispinward
Rimward


Pentagon Worlds
Eden
Circe
Dagda
Arcadia
Babylon


Tanis


Deep Periphery
0 100 200 300 400 lightyears
Clan Homeworlds
Pentagon Worlds
Escape Road
Veil of the Protector (Caliban Nebula)
Operation Revival Route
Nueva Castile
Ghent
Ctesiphon
St. Jean
Transfer Station P9
Ramsey
Sudra Bay
Trellsborg
Attenbrooks
Santiago IV
Salamka
Kinbrace
Transfer Station P3
Nouveaux Paris
Hanseatic League
Trinity
Harris
Gwithian
Bazaar
Wark
Wolf Orbital B2
Transfer Facility 4
Cambridge Perimeter Defense Station
Transfer Station JZ39H2
Columbus
Chainelane Isles
Järnfolk
Task Force Serpent Route



POLITICAL BALANCE TABLE, 3067

Worlds	Blood Spirit	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Snow Raven	Star Adder	Steel Viper	Wolf
Albion												100		
Arcadia	10					25						35	30	
Atreus					58				42					
Babylon		26	27	24					23					
Barcella				47					41	12				
Bearclaw								27			73			
Brim		54									19	27		
Circe											80			20
Colleen	100													
Dagda					27		33			8		22		10
Delios		36	64											
Eden								31		34				35
Foster			40		30				30					
Gatekeeper										100				
Glory										52				48
Grants Station													55	45
Hector									100					
Hellgate											100			
Hoard								10	32			49		9
Homer		85										15		
Huntress					13		21		8	35		23		
Ironhold										100				
Kirin								100						
Londerholm			44						56					
Lum										18	82			
Marshall					15		36		12	4		15	18	
New Kent			28						15				57	
Niles								100						
Paxon				68										32
Priori												100		
Roche							75							25
Shadow					100									
Sheridan												100		
Strana Mechty	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Strato Domingo				65				35						
Tamaron			100											
Tanis		58										42		
Tathis				50					30			20		
Tiber								50						50
Tokasha							16	20		64				
Tranquil														100
Vinton				100										
York	90											10		

WARS OF REAVING CAMPAIGN

While a return to the Clan Homeworlds is always a possibility, it is—for the forseeable future—a distinct longshot. And after being settled in our very own "Promised Land" of the various Inner Sphere worlds available to us, it is a military expedition that I personally doubt the Council of Six will ever conduct.

Nonetheless, I have compiled full data on all of the systems of the Pentagon worlds, the Kerensky Cluster, and some of the other systems nearby. This is for archival purposes; it is possible that one day, an extensive study in the faults and failings of the Wars of Reaving be standard Clan sibko teaching much as the strategies and tactics of Edwin Rommel, George Washington, Alexander the Great, Gustav Constas, and others from centuries of military history are analyzed.

Astute observers will note that I have included the actual data of our former Homeworlds. Amusingly, these differ wildly from the data presented by Phelan Kell in his abbreviated treatise on Clan life and culture to various Inner Sphere leaders. That Kell used previously established 'misdirection' statistics is of no surprise; false data and maps have been misdirection tools since the Bronze Age of Terra.

And, if one day generations from now the Council of Six decides to re-educate our wayward brethren of what being a warrior means, the data is here for strategic and tactical use.

—Clan Diamond Shark Loremaster Semi Kalasa, *Addendum Notations, 09093088*

The information presented in this section can be used to create tracks and campaigns for BattleTech games set during the Clan Wars of Reaving. It is recommended players have the *Total Warfare* core rulebook published by Catalyst Game Labs in order to play. Additionally, many of the optional rules use advanced rules from *TechManual*, *Tactical Operations*, and *Strategic Operations*. Complete record sheets for all BattleMechs, vehicles and aerospace craft that players can use to recreate scenarios appear in any of the pre-filled *Record Sheet* PDFs for purchase found at www.battlecorps.com/catalog; any of the previously published Record Sheet compilations by FASA and FanPro can be also be used. Illustrations and game statistics for most of these units appear in the various BattleTech *Technical Readouts* published by Catalyst Game Labs (or FASA/FanPro). Some gamemasters may find the free *Chaos Campaign* PDF (located at www.classicbattletech.com) helpful as well to resolve rule disputes or provide additional campaign ideas.

Players and gamemasters may use *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite* and *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own BattleTech record sheets. The *HeavyMetal Aero* package allows players to print their own AeroTech record sheets, while the *HeavyMetal Battle Armor* package allows players to print battle armor record sheets. Gamemasters and players may also create their own maps using the *HeavyMetal Map* program.

As always, the following rules supplement existing rules. They add variety to and enhance game play, but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign and/ or for the era. All of these rules are considered Advanced and may not be used in tournament play.

These rules are specific to constructing tracks and campaigns for the Wars of Reaving era and are not intended to be used to create tracks for other eras of the *BattleTech* universe.

Mapsheet Terrain: When a terrain type such as Urban, Wooded or Mountain is mentioned in these rules, the reference is to the Terrain-Specific Mapsheet Tables (see p. 263, *TW*). If a rule specifies Light Urban Terrain, for example, it specifically means the maps in Table 7: Light Urban Terrain Table on p. 263, *Total Warfare*. Unless specifically stated otherwise, the number of maps used in play is up to the players involved. However, in general it is recommended that players use a ratio of one map per five units or a minimum of two maps.

Some players may opt instead to use three-dimensional terrain rather than mapsheets. If so, players and gamemasters should still randomly select what maps could be used for the Battlefield Setup and then simply make sure that some (or all) of the terrain features on those mapsheets are represented on the terrain board.



Terminology: The following rules use the term *unit* as it is used in *TW*, to refer to a single battlefield unit such as a 'Mech or vehicle. *Force* denotes a large combat formation such as a Star, Nova, or Galaxy. *Deployed force* indicates the collective force brought by the player to the table for a particular track.

WARCHEST POINTS

Warchest Points (WP) are how players pay, in a simple manner, for incidental unit needs such as transportation, repairs, advancement, and other costs. They are also used to determine track costs and rewards, as detailed below. Though players may begin with any WP amount that is mutually agreed upon, it is general recommended that players begin their Reaving campaign with a starting amount of 1000 WP. Each track constructed will have a certain cost associated it, which is paid for from the player's current WP total. WP can be earned in each track by achieving objectives, utilizing various options, and trading off salvaged items. For more immersive and detailed games, players and their gamemasters are encouraged to go even deeper and may award WP for acts of bravery, sacrifice, and courage, or through more detailed record keeping.

All points gained at the end of a track go in the Warchest. Between tracks, players may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track except to influence their Deployment roll. Keep in mind that the player's next track must also be paid for from the Warchest.

WARCHEST DEBT

If the players lack enough WP to purchase their next track, they may go into Warchest debt (where the WP total is less than zero) in order to participate in the next game. Players may NOT purchase services and equipment on Warchest debt.

WP gained from the completion of a track are first used to pay off the debt; the remainder may then be used as normal. If debt still exists, players must then trade off assets until the force can purchase its next track. If a force is so far in debt that it cannot pay for a new track, the gamemaster may decide that the force is too damaged to maintain fighting cohesiveness. That force is then disbanded and players may end their campaign, receive "reinforcements" from their superiors, or simply select a new unit and begin a new campaign. What happens is up to the gamemaster or by player agreement.

HOW TO USE THE REAVING CAMPAIGN

The Reaving Campaign rules provide an open-ended campaign framework that allows gamemasters and players to use a variety of tools to create their own unique tracks they can string together into a campaign, providing players the ability to bring the player's unit through the chaotic Wars of Reaving in the Homeworlds and Clan Occupation Zone. Each track can then be plugged into the *Chaos Campaign* rules system for further detail, including repair, adding units, adjusting skills, and more. (The *Chaos Campaign* is a free PDF that can be found at www.classicbattletech.com or in the Jihad sourcebook *Blake Rising*.)

The Reaving campaign rules are set up in several sections designed to allow players and gamemasters to create a track and opposing force to play. Optionally, two players can face off against each other using their own units; in such cases, either a gamemaster should set up the track for the players by selecting the appropriate options and calculating the cost, or the two players can go step-by-step through the process and use those options agreed upon by both.

The first section, *Battlefield Setup*, directs where the battlefield takes place. *Options* give players the ability to tweak the battlefield environment, adding or subtracting various conditions. The player then uses *Objectives* to determine their goals for the track. *Special Rules* provide circumstances that affect the entire battlefield and where additional rules can be applied. In *Opponent*, players determine who they will be facing across the battlefield, what size their forces are, and where they deploy to begin the game.

After the game, players can spend their WP using *Warchest Points Between Tracks* to conduct repairs, trade equipment, and heal wounded warriors.

In any situation where rules are unclear or players cannot agree, they should consult a neutral gamemaster or, failing that, roll dice to determine the solution.

Because the player decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces and even outcomes every time. Gamemasters and players decide how much detail they wish to go into and may create further scenarios to create subcampaigns within the track framework. Ultimately, the route, game play and depth of detail are up to each group of players.

BATTLEFIELD SETUP

Players first determine what planet they wish to conduct their assault using the planetary list below. Each planet's entry indicates a Warchest (WC) Base Cost; this is the cost of the track a player must pay in order to conduct a mission there. The Base Cost can be modified by other factors as the player progresses through the track building process.

The WC Repeat Cost number indicates how much future tracks on the planet will cost after the player arrives in the system. When building a new track that takes place immediately after the previous track in the same system, use this cost instead of the WC Base Cost. Note that if a player moves from one system to another and then returns to the first system, the player would once again use the WC Base Cost and not the WC Repeat Cost.

[Example: Jan is using a Clan Cloud Cobra force; his friend Matt will run the opposition for him during the campaign. He decides to do begin with a track on Albion. He notes that the WC Base Cost is 300, which he will use to begin building his track. After he is done, if he chooses to remain on Albion and do another track, he would then use the WC Repeat Cost of 200 as his base cost to build the

next track. If he chose to move on to Priori and then return to Albion later, he would use the WC Base Cost of 300 to build that track.]

The Star type, Position, Surface Water, and Equator Temperature data is there for those enterprising GMs and players who wish to flesh out their campaigns with appropriate data. None of this is needed to build the track.

The Map Tables give players an idea of the more common terrain on each planet by indicating which table to use from the Mapsheet Table (see p. 267, *TW*). To select, both sides roll initiative. The loser selects which of the terrain tables listed to use and rolls 1D6, using that result and laying the map out in whatever direction they choose. The winner of initiative then chooses a terrain table from the list (it may be the same one as the previous player selected) and rolls 1D6 for their result. They may then lay their map in any legal configuration alongside the previously placed map. Selection continues in this manner until the agreed-upon battlefield size is reached.

[Example: Jan is ready to begin. He and Sam decide on two maps and roll for initiative; Matt rolls a 9 and Sam rolls a 4. As the loser of Initiative, Sam must choose between the Light Urban and Hill map tables. He decides on the Hill table and rolls a 5, the Box Canyon map. He locates the map and lays it out on the gaming table. Chris also chooses to roll on the Hill table with a result of 1, the Desert Hills map. He lays it out adjacent to the Box Canyon map. The battlefield is now ready and they move on to determining the weather and possible terrain effects.]

The Weather Table indicates which General Weather Table (see p. 69, *TO*) to use to determine the Weather effect that is present during the battle. The Terrain Table indicates which General Terrain Table (see p. 69, *TO*) to use to determine the Terrain effect that is present during the battle. In either case, if two or more tables are listed for each, players may opt to roll on only one table or use both.

The initiative winner may choose to roll either the Weather Table or Terrain Table effects; the initiative loser rolls the one remaining. Note that some planets have a specific effect already indicated; there is no roll necessary on that table.

If players are looking for a quick game or do not have the *Tactical Operations* rule book, they may ignore the Weather and/or Terrain Tables at an additional cost of 100 points for each table added to the WC Base Cost or the WC Repeat Cost. The total WP reward at the end of the track will also have 100 WP subtracted for each table bypassed in this manner. WP rewards cannot go below zero.

When two players are competing in a track, it is suggested that a gamemaster prepare the battlefield, rather than the players. Once the battlefield is placed and both weather and terrain effects chosen, the player moves on to preparing their forces.

[Example: Jan, as the initiative winner, now chooses to roll for Terrain. Using the listed Flora/Fauna table, he rolls a result of 2 and notes the terrain now contains Ultra-Heavy Woods. Both he and Matt agree that all of the woods maps on the battlefield will be considered Ultra-Heavy Woods, though they could have decided all Light Woods or all Heavy Woods hexes would be treated as such.

Matt now rolls for the Weather effects, noting a result of 6 on the Rain table: Torrential Downpour. Both players make note of the weather and terrain effects for reference and prepare to select their forces.

If Jan had so chose, he could have passed on using both the Terrain and Weather modifications and instead added 200 WP to the track cost, making it 500. (300+100+100=500)]

ALBION
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): K1V (192 hours)
Position In System: 2 (of 8)
Time to Jump Point: 5.18 days
Number of Satellites: 2
Surface water: 60 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.8
Equatorial temperature: 25C
Map tables: Light Urban, Hill
Weather Table: Rain
Terrain Table: Flora/Fauna

ALEXANDRA (TANIS SYSTEM)
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): F3V (174 hours)
Position In System: 3 (of 4)
Time to Jump Point: 16.10 days
Number of Satellites: 1
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.9
Equatorial Temperature: 22°C
Map tables: Mountain, Badlands
Weather Table: Wind
Terrain Table: Hostile

ARCADIA
WC Base Cost: 400
WC Repeat Cost: 200
Star Type (Recharge Time): G7V (188 hours)
Position In System: 1 (of 6)
Time to Jump Point: 6.57 days
Number of Satellites: 1
Surface water: 50 percent
Atmosphere: High (Breathable)
Surface gravity: 1.5
Equatorial Temperature: 30C
Map tables: Wooded, Coastal
Weather Table: Rain
Terrain Table: Atmospheric Pressure (use result 5)



ATREUS
WC Base Cost: 300
WC Repeat Cost: 300
Star Type (Recharge Time): G5V (186 hours)
Position In System: 3 (of 3)
Time to Jump Point: 7.47 days
Number of Satellites: 3
Surface water: 40 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.6
Equatorial Temperature: 35C
Map tables: Light Urban, Wooded, Hills
Weather Table: Rain
Terrain Table: Ground; High/Low Gravity (use result 6)

BABYLON
WC Base Cost: 500
WC Repeat Cost: 350
Star Type (Recharge Time): G7V (188 hours)
Position In System: 2 (of 6)
Time to Jump Point: 6.57 days
Number of Satellites: 1
Surface water: 40 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.5
Equatorial Temperature: 35C
Map tables: Heavy Urban, Flatlands, Hills
Weather Table: Combined
Terrain Table: Extreme Temperature; High/Low Gravity (use result 5)

BARCELLA
WC Base Cost: 300
WC Repeat Cost: 150
Star Type (Recharge Time): G6V (187 hours)
Position In System: 3 (of 9)
Time to Jump Point: 7.01 days
Number of Satellites: 1
Surface water: 60 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.3
Equatorial Temperature: 35C
Map tables: Coastal, Wetlands, Mountains
Weather Table: Light
Terrain Table: Water

BEARCLAW
WC Base Cost: 400
WC Repeat Cost: 250
Star Type (Recharge Time): M6V (208 hours)
Position In System: 2 (of 4)
Time to Jump Point: 2.34 days
Number of Satellites: 0
Surface water: 50 percent
Atmosphere: Standard (Tainted)
Surface gravity: 1.1
Equatorial Temperature: 20C
Map tables: Mountain, Badlands
Weather Table: Snow
Terrain Table: Extreme Temperatures; Hostile (use result 4)

BRIM
WC Base Cost: 600
WC Repeat Cost: 350
Star Type (Recharge Time): F9V (180 hours)
Position In System: 4 (of 4)
Time to Jump Point: 11.19 days
Number of Satellites: 4
Surface water: 20 percent
Atmosphere: Standard (Tainted)
Surface gravity: 2.0
Equatorial Temperature: 25C
Map tables: Wooded, Badlands
Weather Table: Rain
Terrain Table: High/Low Gravity (use result 6); Hostile (use result 4)

CIRCE
WC Base Cost: 450
WC Repeat Cost: 300
Star Type (Recharge Time): G2Ia (183 hours)
Position In System: 1 (of 4)
Time to Jump Point: 9.12 days
Number of Satellites: 2
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.8
Equatorial Temperature: 35
Map tables: Light Urban, Hills, Wooded
Weather Table: Rain
Terrain Table: Ground

DAGDA
WC Base Cost: 500
WC Repeat Cost: 300
Star Type (Recharge Time): K4V (195 hours)
Position In System: 3 (of 8)
Time to Jump Point: 4.31 days
Number of Satellites: 2
Surface water: 60 percent
Atmosphere: Low (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 25C
Map tables: Heavy Urban, Wetlands, Wooded
Weather Table: Combined
Terrain Table: General; Atmospheric Pressure (use result 3)

DEEP PERIPHERY WORLD
WC Base Cost: 200
WC Repeat Cost: 150
Star Type (Recharge Time): varies
Position In System: varies
Time to Jump Point: varies
Number of Satellites: varies
Surface water: varies
Atmosphere: varies (varies)
Surface gravity: varies
Equatorial Temperature: varies
Map tables: Terrain*
Weather Table: General Weather
Terrain Table: Flora/Fauna; Hostile
**Water hexes on each map may be ignored by player agreement; treat the hex as Clear terrain with a Sublevel equal to the Depth.*

DELIOS
WC Base Cost: 450
WC Repeat Cost: 200
Star Type (Recharge Time): G6V (187 hours)
Position In System: 2 (of 8)
Time to Jump Point: 7.01 days
Number of Satellites: 1
Surface water: 80 percent
Atmosphere: High (Breathable)
Surface gravity: 0.9
Equatorial Temperature: 30C
Map tables: Badlands, Coastal, Wetlands
Weather Table: Rain
Terrain Table: Water; Atmospheric Pressure (use result 5)

EDEN
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): F4Ib (175 hours)
Position In System: 1 (of 2)
Time to Jump Point: 16.10 days
Number of Satellites: 2
Surface water: 40 percent
Atmosphere: Standard (Tainted)
Surface gravity: 1.1
Equatorial Temperature: 30C
Map tables: Wooded, Heavy Urban
Weather Table: Wind
Terrain Table: Flora/Fauna; Hostile (use result 4)

ETIENNE'S SANCTUARY
WC Base Cost: 700
WC Repeat Cost: 200
Star Type (Recharge Time): G7V (188 hours)
Position In System: 2 (of 3)
Time to Jump Point: 6.57 days
Number of Satellites: 4
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.9
Equatorial Temperature: 38C
Map tables: Mountains, Wooded, Light Urban, Wetlands, Badlands
Weather Table: Wind
Terrain Table: Flora/Fauna; Hostile

FOSTER
WC Base Cost: 300
WC Repeat Cost: 150
Star Type (Recharge Time): M7V (208 hours)
Position In System: 1 (of 2)
Time to Jump Point: 2.22 days
Number of Satellites: 1
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.0
Equatorial Temperature: 25C
Map tables: Light Urban, Hills
Weather Table: Light
Terrain Table: Flora/Fauna; Hostile (use result 4)

GATEKEEPER
WC Base Cost: 500
WC Repeat Cost: 400
Star Type (Recharge Time): A8V (169 hours)
Position In System: 2 (of 2)
Time to Jump Point: 25.77 days
Number of Satellites: 5
Surface water: 10 percent
Atmosphere: Standard (Tainted)
Surface gravity: 0.7
Equatorial Temperature: 40C
Map tables: Mountains, Badlands, Flatlands
Weather Table: Wind
Terrain Table: Hostile (use result 4); High/Low Gravity (use result 3)

GLORY
WC Base Cost: 450
WC Repeat Cost: 250
Star Type (Recharge Time): G4IV (185 hours)
Position In System: 4 (of 5)
Time to Jump Point: 7.96 days
Number of Satellites: 1
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.9
Equatorial Temperature: 40C
Map tables: Light Urban, Coastal
Weather Table: Extreme Temperatures
Terrain Table: General

GRANTS STATION
WC Base Cost: 500
WC Repeat Cost: 250
Star Type (Recharge Time): G9V (190 hours)
Position In System: 3 (of 9)
Time to Jump Point: 5.82 days
Number of Satellites: 1
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.5
Equatorial Temperature: 35C
Map tables: Heavy Urban, Light Urban, Wooded
Weather Table: General
Terrain Table: High/Low Gravity (use result 5)

HAVEN (COLLEEN SYSTEM)
WC Base Cost: 600
WC Repeat Cost: 500
Star Type (Recharge Time): G7V (187 hours)
Position In System: 2 (of 6)
Time to Jump Point: 6.57 days
Number of Satellites: 1
Surface water: 30 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.2
Equatorial Temperature: 30C
Map tables: Mountains, Badlands, Wooded
Weather Table: Wind
Terrain Table: General



HECTOR
WC Base Cost: 300
WC Repeat Cost: 150
Star Type (Recharge Time): F4V (175 hours)
Position In System: 2 (of 2)
Time to Jump Point: 16.10 days
Number of Satellites: 3
Surface water: 25 percent
Atmosphere: Low (Breathable)
Surface gravity: 1.0
Equatorial Temperature: 15C
Map tables: Hills, Flatlands, Light Urban
Weather Table: Snow
Terrain Table: Atmospheric Pressure (use result 3)

HELLGATE
WC Base Cost: 600
WC Repeat Cost: 450
Star Type (Recharge Time): F7V (hours)78
Position In System: 1 (of 1)
Time to Jump Point: 12.89 days
Number of Satellites: 1
Surface water: 20 percent
Atmosphere: Standard (Tainted)
Surface gravity: 0.7
Equatorial Temperature: 40C
Map tables: Mountains, Flatlands
Weather Table: Extreme Temperatures
Terrain Table: Hostile (use result 4)

HOARD
WC Base Cost: 350
WC Repeat Cost: 150
Star Type (Recharge Time): A2V (163 hours)
Position In System: 2 (of 5)
Time to Jump Point: 43.02 days
Number of Satellites: 0
Surface water: 50 percent
Atmosphere: Standard (Toxic)
Surface gravity: 0.8
Equatorial Temperature: 15C
Map tables: Light Urban, Wooded, Coastal
Weather Table: Snow
Terrain Table: Flora/Fauna (use result 3)

HOMER
WC Base Cost: 350
WC Repeat Cost: 200
Star Type (Recharge Time): G8V (189 hours)
Position In System: 2 (of 3)
Time to Jump Point: 6.19 days
Number of Satellites: 0
Surface water: 30 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.4
Equatorial Temperature: 30C
Map tables: Hills, Heavy Urban, Badlands
Weather Table: Light
Terrain Table: High/Low Gravity (use result 5)

HONOR (COLLEEN SYSTEM)
WC Base Cost: 500
WC Repeat Cost: 300
Star Type (Recharge Time): G7V (188 hours)
Position In System: 4 (of 6)
Time to Jump Point: 6.57 days
Number of Satellites: 1
Surface water: 20 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.2
Equatorial Temperature: 18C
Map tables: Mountains, Wetlands
Weather Table: Snow
Terrain Table: Hostile

HUNTRESS
WC Base Cost: 250
WC Repeat Cost: 100
Star Type (Recharge Time): G7V (188 hours)
Position In System: 2 (of 7)
Time to Jump Point: 6.57 days
Number of Satellites: 1
Surface water: 60 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 25C
Map tables: Mountains, Wooded, Light Urban
Weather Table: Combined
Terrain Table: General

IRONHOLD
WC Base Cost: 400
WC Repeat Cost: 200
Star Type (Recharge Time): K4V (198 hours)
Position In System: 2 (of 8)
Time to Jump Point: 4.31 days
Number of Satellites: 2
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 20C
Map tables: Wooded, Hills, Light Urban
Weather Table: Rain
Terrain Table: Flora/Fauna; Water

KIRIN
WC Base Cost: 450
WC Repeat Cost: 200
Star Type (Recharge Time): M5V (206 hours)
Position In System: 1 (of 1)
Time to Jump Point: 2.34 days
Number of Satellites: 0
Surface water: 30 percent
Atmosphere: Low (Tainted)
Surface gravity: 0.9
Equatorial Temperature: 20C
Map tables: Badlands, Coastal, Hills
Weather Table: Rain
Terrain Table: Atmospheric Pressure (use result 3); Hostile (use result 4)

LONDERHOLM
WC Base Cost: 500
WC Repeat Cost: 350
Star Type (Recharge Time): K7V (198 hours)
Position In System: 2 (of 8)
Time to Jump Point: 3.70 days
Number of Satellites: 0
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.5
Equatorial Temperature: 30C
Map tables: Heavy Urban, Flatlands
Weather Table: Light
Terrain Table: Water

LUM
WC Base Cost: 500
WC Repeat Cost: 400
Star Type (Recharge Time): K2V (193 hours)
Position In System: 4 (of 5)
Time to Jump Point: 4.62 days
Number of Satellites: 1
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.9
Equatorial Temperature: 30C
Map tables: Mountains, Coastal, Wetlands
Weather Table: Rain; Wind
Terrain Table: Water

MARSHALL
WC Base Cost: 600
WC Repeat Cost: 450
Star Type (Recharge Time): F4V (175 hours)
Position In System: 3 (of 3)
Time to Jump Point: 16.10 days
Number of Satellites: 2
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 30C
Map tables: Hills, Wetlands, Heavy Urban, Coastal, Wooded
Weather Table: Rain
Terrain Table: Ground (use result 1); Flora/Fauna

NEW KENT
WC Base Cost: 600
WC Repeat Cost: 500
Star Type (Recharge Time): F2V (173 hours)
Position In System: 2 (of 2)
Time to Jump Point: 18.75 days
Number of Satellites: 0
Surface water: 40 percent
Atmosphere: Standard (Tainted)
Surface gravity: 1.5
Equatorial Temperature: 40C
Map tables: Flatlands, Heavy Urban, Light Urban, Wooded
Weather Table: Light; Rain
Terrain Table: Hostile (use result 4); Ground

NILES
WC Base Cost: 450
WC Repeat Cost: 250
Star Type (Recharge Time): F0V (171 hours)
Position In System: 1 (of 1)
Time to Jump Point: 21.94 days
Number of Satellites: 0
Surface water: 20 percent
Atmosphere: Standard (Tainted)
Surface gravity: 0.8
Equatorial Temperature: 35C
Map tables: Mountains, Badlands, Light Urban
Weather Table: Wind
Terrain Table: Hostile (use result 4; roll an additional result, ignoring 3 and 4)

OCCUPATION ZONE WORLD
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): varies
Position In System: varies
Time to Jump Point: varies
Number of Satellites: varies
Surface water: varies
Atmosphere: varies (varies)
Surface gravity: varies
Equatorial Temperature: varies
Map tables: Terrain
Weather Table: General Weather
Terrain Table: General Terrain

PAXON
WC Base Cost: 350
WC Repeat Cost: 250
Star Type (Recharge Time): K9V (200 hours)
Position In System: 4 (of 9)
Surface water: 60 percent
Time to Jump Point: 3.31 days
Number of Satellites: 1
Atmosphere: Standard (Breathable)
Surface gravity: 1.3
Equatorial Temperature: 35C
Map tables: Heavy Urban, Mountains, Coastal
Weather Table: Combined
Terrain Table: Flora/Fauna

PRIORI
WC Base Cost: 400
WC Repeat Cost: 250
Star Type (Recharge Time): K0V (191 hours)
Position In System: 7 (of 8)
Time to Jump Point: 5.48 days
Number of Satellites: 2
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 35C
Map tables: Wooded, Coastal, Badlands, Wetlands
Weather Table: Light
Terrain Table: Ground



ROCHE
WC Base Cost: 450
WC Repeat Cost: 300
Star Type (Recharge Time): F2V (173 hours)
Position In System: 1 (of 1)
Time to Jump Point: 18.75 days
Number of Satellites: 7
Surface water: 50 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.8
Equatorial Temperature: 40C
Map tables: Heavy Urban, Hills, Coastal, Wetlands
Weather Table: Rain
Terrain Table: Water

SHADOW
WC Base Cost: 550
WC Repeat Cost: 300
Star Type (Recharge Time): K8V (199 hours)
Position In System: 1 (of 2)
Time to Jump Point: 3.47 days
Number of Satellites: 0
Surface water: 40 percent
Atmosphere: Standard (Tainted)
Surface gravity: 0.7
Equatorial Temperature: 30C
Map tables: Hills, Wooded, Light Urban, Heavy Urban
Weather Table: Combined
Terrain Table: Hostile (use result 4); High/Low Gravity (use result 3)

SHERIDAN
WC Base Cost: 600
WC Repeat Cost: 400
Star Type (Recharge Time): G0V (181 hours)
Position In System: 1 (of 4)
Time to Jump Point: 10.43 days
Number of Satellites: 1
Surface water: 80 percent
Atmosphere: High (Breathable)
Surface gravity: 1.0
Equatorial Temperature: 35C
Map tables: Heavy Urban, Light Urban, Coastal, Wetlands
Weather Table: Wind
Terrain Table: Atmospheric Pressure (use result 5); Water

STACHA (TANIS SYSTEM)
WC Base Cost: 600
WC Repeat Cost: 500
Star Type (Recharge Time): F3V (174 hours)
Position In System: 1 (of 4)
Time to Jump Point: 17.36 days
Number of Satellites: 0
Surface water: 30 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 28C
Map tables: Flatlands, Badlands, Light Urban
Weather Table: Wind
Terrain Table: Flora/Fauna

STRANA MECHTY
WC Base Cost: 250
WC Repeat Cost: 200
Star Type (Recharge Time): G3VI (184 hours)
Position In System: 4 (of 7)
Time to Jump Point: 8.53
Number of Satellites: 2
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 25C
Map tables: Light Urban, Heavy Urban, Flatlands
Weather Table: Light
Terrain Table: Ground

STRATO DOMINGO
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): K6V (197 hours)
Position In System: 2 (of 6)
Time to Jump Point: 3.91 days
Number of Satellites: 1
Surface water: 70 percent
Atmosphere: High (Tainted)
Surface gravity: 1.2
Equatorial Temperature: 35C
Map tables: Wetlands, Badlands, Light Urban
Weather Table: Snow
Terrain Table: Atmospheric Pressure (use result 5); Hostile (use result 4)

TAMARON
WC Base Cost: 500
WC Repeat Cost: 200
Star Type (Recharge Time): M3V (204 hours)
Position In System: 1 (of 2)
Time to Jump Point: 2.67 days
Number of Satellites: 3
Surface water: 40 percent
Atmosphere: Low (Tainted)
Surface gravity: 0.7
Equatorial Temperature: 35C
Map tables: Flatlands, Badlands, Hills, Heavy Urban
Weather Table: Wind
Terrain Table: Flora/Fauna (use results 2 or 3)

TANIS (TANIS SYSTEM)
WC Base Cost: 500
WC Repeat Cost: 350
Star Type (Recharge Time): F3V (174 hours)
Position In System: 2 (of 4)
Time to Jump Point: 17.36 days
Number of Satellites: 0
Surface water: 50 percent
Atmosphere: Low (Breathable)
Surface gravity: 0.7
Equatorial Temperature: 35C
Map tables: Mountains, Light Urban, Flatlands
Weather Table: Rain
Terrain Table: High/Low Gravity (use result 3); Atmospheric Pressure (use result 3)

TATHIS
WC Base Cost: 450
WC Repeat Cost: 300
Star Type (Recharge Time): M4V (205 hours)
Position In System: 1 (of 2)
Time to Jump Point: 2.56 days
Number of Satellites: 1
Surface water: 30 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.7
Equatorial Temperature: 25C
Map tables: Mountains, Hills
Weather Table: Wind
Terrain Table: Hostile; High/Low Gravity (use result 3)

TIBER
WC Base Cost: 300
WC Repeat Cost: 200
Star Type (Recharge Time): G8VI (189 hours)
Position In System: 3 (of 9)
Time to Jump Point: 6.19 hours
Number of Satellites: 2
Surface water: 40 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.0
Equatorial Temperature: 25C
Map tables: Mountains, Badlands, Wooded
Weather Table: Combined
Terrain Table: General

TOKASHA
WC Base Cost: 550
WC Repeat Cost: 400
Star Type (Recharge Time): K5V (196 hours)
Position In System: 4 (of 5)
Time to Jump Point: 4.12 days
Number of Satellites: 1
Surface water: 60 percent
Atmosphere: High (Breathable)
Surface gravity: 0.8
Equatorial Temperature: 35C
Map tables: Mountains, Flatlands, Heavy Urban
Weather Table: Light; Rain
Terrain Table: Hostile; Ground

TRANQUIL
WC Base Cost: 350
WC Repeat Cost: 200
Star Type (Recharge Time): F0V (171 hours)
Position In System: 1 (of 1)
Time to Jump Point: 21.94 days
Number of Satellites: 1
Surface water: 60 percent
Atmosphere: Standard (Breathable)
Surface gravity: 0.8
Equatorial Temperature: 45C
Map tables: Coastal, Wetlands, Light Urban
Weather Table: Rain
Terrain Table: High/Low Gravity (use result 3)

VINTON
WC Base Cost: 500
WC Repeat Cost: 400
Star Type (Recharge Time): G8VI (188 hours)
Position In System: 3 (of 7)
Time to Jump Point: 6.19 days
Number of Satellites: 3
Surface water: 60 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.1
Equatorial Temperature: 30C
Map tables: Coastal, Wetlands, Mountains, Heavy Urban
Weather Table: Rain
Terrain Table: Water

YORK
WC Base Cost: 600
WC Repeat Cost: 450
Star Type (Recharge Time): F2V (173 hours)
Position In System: 2 (of 5)
Time to Jump Point: 17.36 days
Number of Satellites: 3
Surface water: 70 percent
Atmosphere: Standard (Breathable)
Surface gravity: 1.3
Equatorial Temperature: 35C
Map tables: Wetlands, Heavy Urban, Light Urban, Hills, Badlands
Weather Table: Combined
Terrain Table: High/Low Gravity (use result 4); Ground; Water

OPTIONS

For base track construction, there are no Options necessary. A player may add Options after battlefield setup but before selecting their Objectives and forces. Options selected are automatically in effect for that track and will add or subtract to the base WC cost. A player who uses Options will then receive a WP bonus if at least one Objective is completed. Rewards can accumulate. WP rewards that are a negative value are subtracted from the total WP reward for the track; WP rewards cannot go below zero.

Available Options are located in the Additional Options Table. A player may a maximum of two Options to their track. The Additional WC Cost is the value added or subtracted to the base WC cost. The Reward is the amount the player receives at the end of the track if at least one Objective was successfully completed.

[Options example: For Jan's Albion track, he decides he'd like to add an Option to the battle. Looking over the Additional Options table, he decides to make it a little tougher for himself and selects Dezgra*?! He then adds 300 WC to his track cost and informs Matt he does not need to follow the Clan Honor rules for the track. Jan's new track cost is now 600 (300+300=600).]*



ADDITIONAL OPTIONS TABLE

Additional WC Cost	Effect	WP Reward
[-400]	**Superiority complex.** The player's force may elevate the skill level of half of its deployed force by one level (i.e. from Regular to Veteran) after force selection is completed. This Option may be selected twice; if so, the player may either elevate the skills of the remainder of his force or those raised before. All skill levels return to their pre-track rating after the track is completed.	[-500]
[-300]	**Dezgra opponent.** The player's force treats the opponent as dezgra and is not bound by Clan Honor rules (see p. 276, *TW*).	[-500]
[-200]	**Fire from above.** The player's force may use a WarShip* orbiting high above to use for orbital support. Use the Orbital Bombardment rules (see pp. 202-203, *SO*). Each salvo used costs the player 3 dezgra points. (This Option is only available for ground-based tracks.)	[-500]
[-100]	**Aerospace support.** The player adds a Point of aerospace fighters* to conduct strafing, striking, or bombing runs twice during the track. Fighters may be of any weight class; add 25 points to the cost and reward for each heavy fighter. Pilot skills are equal to the skill level of the player's force. This Option may be selected twice for a single track.	[-300]
[-100]	**Breaking the bid.** Add an additional 25% to the player's deployed force after force selection is complete.	[-200]
[-100]	**Explosive ground.** The player may set 2D6 hexes of minefields (see p. 207, *TO*). To determine the type of mines available, roll 1D6: a result of 1-4 are Conventional mines, 5-6 are vibrabomb mines. If the opponent is a Clan force, the player begins the game with 2 dezgra points.	[-100]
[-100]	**Lead by example.** Add to the player's force a commanding officer and his unit*; the commander possesses skills of Gunnery 1, Piloting 2.	[-100]
[+100]	**Aerospace incoming!** The opponent adds a Point of aerospace fighters* to conduct strafing, striking, or bombing runs twice during the track. Fighters may be of any weight class; add 25 points to the cost and reward for each heavy fighter. Pilot skills are equal to the skill level of the opponent's force. This Option may be selected twice for a single track.	[+300]
[+100]	**Bad weather.** Player rolls on the General Weather Table (see p. 69, *TO*) and applies the result to the battlefield. If the weather is a duplicate of one already in effect, reroll the result.	[+300]
[+100]	**Best of the best.** Add to the opponent's force a commanding officer and his unit*; the commander possesses skills of Gunnery 1, Piloting 2.	[+100]
[+100]	**Excessive force.** The opponent sets 2D6 hexes of minefields (see p. 207, *TO*). To determine the type of mines available, roll 1D6: a result of 1-4 are Conventional mines, 5-6 are vibrabomb mines. This option cannot be selected if the opponent is a Clan force.	[+300]
[+100]	**Hidden secrets.** Up to half of the opponent's force are deployed as Hidden Units (see p. 259, *TW*)	[+250]
[+100]	**Rough terrain.** Player rolls on the General Terrain Table (see p. 69, *TO*) and apply the result to the battlefield. If the result is a duplicate of one already in effect, reroll the result.	[+400]
[+200]	**Setting the stage.** The opponent may select all of the maps to be used for the track. Replace all of the maps on the battlefield with ones selected by the opponent. Maps must be selected using the same mapsheet tables as listed in the planetary information section.	[+400]
[+300]	**Dezgra?!** The player's force is treated as dezgra; opponent(s) are not bound by Clan Honor rules (see p. 276, *TW*).	[+750]
[+300]	**Starfall.** The opponent may draw upon up to three salvos from an orbiting WarShip*. Use the Orbital Bombardment rules (see pp.202-203, *SO*). If the opponent's force is a Clan force, it receives 3 dezgra points for each salvo. (This Option is only available for ground-based tracks.)	[+600]
[+300]	**That's no moon…** Add an Olympus-class space station* to the opponent's force. The crew has Veteran skills. (This Option is only available for space tracks.)	[+600]
[+400]	**Elite command.** Add a Clan command Star*, Society Trey*, or Bandit Caste Star* to the opponent's force after force selection. Each pilot rolls on the Random Skills Table (Expanded) under the Elite column (see p. 273, *TW*).	[+600]
[+400]	**Ristars, all.** Raise the opponent's skill level by one level (i.e. from Veteran to Elite) after force selection is completed.	[+700]
[+500]	**Triple threat.** Add an additional opponent of a force equal in size to the original opponent. This force is considered an ally of the opponent.	[+1000]

*The additional units are not counted towards the deployed force total.

SPECIAL RULES

The Reaving campaign has several Special Rules that must be used for each track. If a player or opponent is using a Bandit caste, Society, Inner Sphere or other non-Clan force, they are not required to use these rules.

Clan Honor

If a player is using a Clan force, it must follow Clan Honor rules (see p. 273, *TW*). For the Reaving campaign, use the following table to determine each Clan's interpretation of Clan honor:

CLAN HONOR INTERPRETATION TABLE

Clan Name	Pre-Reaving (before 3070)	Reaving (3070-75)	Post-Reaving (3075+)
Blood Spirit	Opportunistic	Opportunistic	Opportunistic
Cloud Cobra	Opportunistic	Liberal	Strict
Coyote	Opportunistic	Liberal	Strict
Diamond Shark	Liberal	Liberal	Liberal
Fire Mandrill	Varies (Opportunistic)*	Varies (Opportunistic)*	N/A
Ghost Bear	Liberal	Liberal	Liberal
Goliath Scorpion	Strict	Strict	Opportunistic
Hell's Horses	Opportunistic	Liberal	Opportunistic
Ice Hellion	Opportunistic	Opportunistic	N/A
Jade Falcon	Opportunistic	Opportunistic	Strict
Snow Raven	Opportunistic	Liberal	Opportunistic
Star Adder	Opportunistic	Opportunistic	Strict
Steel Viper	Strict	Opportunistic	N/A
Stone Lion	N/A	N/A	Strict
Wolf	Opportunistic	Liberal	Opportunistic

**Clan Fire Mandrill's internal divisions make it difficult to classify the entire Clan; each Kindraa follows its own interpretations. As such, players can either use the general classification given in parenthesis, or based on information provided about the Kindraas in various sourcebooks and modify as appropriate.*

Forces that are not Clan in nature begin the track with every unit receiving 2 *dezgra* points.

Players may choose to maintain a record of *dezgra* points for their unit throughout the campaign, but it is not required. If *dezgra* points are not tracked for a campaign, they are reset to zero at the start of each track.

Opponents using a Clan force must also follow Clan Honor rules and keep record of *dezgra* points for the track.

Forced Withdrawal

Clan, Bandit Caste, and Society forces follow the rules for Forced Withdrawal (see p. 258, *TW*).

Isorla

A Clan force may claim all non-destroyed enemy units remaining on the battlefield at the end of the track as *isorla*. Players claiming *isorla* must have successfully completed at least two Objectives and used at least one Option in the track.

A pilot claimed as *isorla* is a bondsman and may be utilized by the Clan player in a future battle. A bondsman fights as if his skill level is one less than listed. A bondsman must earn their way back to warrior status with their new Clan; for these rules, this is achieved by winning three duels as a bondsman. [*NOTE: Clan Blood Spirit and Clan Steel Viper warriors taken as bondsmen must win five duels before they can be accepted.]* A bondsman who succeeds may join the Clan as *abtakha* and regains their previous skill level. Kills and other points towards advancement, if used, are not counted during the warrior's time as a bondsman.



[Example: a Veteran Clan Star Adder warrior is taken as a bondsman by Clan Snow Raven. The Adder bondsman may fight for the player's Raven force with Regular skills until he wins three duels. At the end of the track where that accomplishment is achieved, the Adder warrior is accepted as a Snow Raven warrior, and may fight all future tracks as a Veteran skilled warrior.]

Players are not required to take enemy pilots as *isorla*; those not claimed are considered executed.

If the track is played by two competing players, the winner is determined by the highest WP reward total and denies the other side *isorla* or salvage.

Equipment taken as *isorla* may be repaired using the Repair and Replacement rules.

Salvage

A non-Clan force may claim all non-destroyed enemy units remaining on the battlefield at the end of the track as salvage. Players claiming salvage must have successfully completed at least two Objectives. They are not required to have used an Option.

If the track is played by two competing players, the winner is determined by the highest WP reward total and denies the other side *isorla* or salvage.

A player claiming salvage is assumed to have executed all remaining enemy pilots and crew; only equipment may be taken as salvage. Salvage may be repaired using the Repair and Replacement rules.

ADDITIONAL SPECIAL RULES

These Special Rules may be added to a track to a maximum of one. If a Special Rule is added in this manner the player may select an additional Option for free; its cost is not applied to the total track cost. The player may also instead apply the free cost to an Option already selected. Options added in this manner will only give half of its listed reward at the end of the track if a minimum of one Objective is accomplished.

Some Special Rules may only be used by certain forces or in certain types of games.

Asteroids/Debris.

Add 2D6-2 asteroids or large debris in the battlefield (see p. 44, *SO*). Roll 1D6; a result of 6 indicates a large piece of debris instead of an asteroid. For each object, roll 1D6. On a result of 3-6, the object is mobile.

This Special Rule is available to space-based tracks only.

[Special rules example: For his Albion track, Chris is running a Cloud Cobra force during the Reavings. Because this is a Clan force, he makes note that he needs to follow Clan Honor rules and makes note that the Cobras have a Liberal interpretation of those rules during that time frame. He also makes note that he is under the Forced Withdrawal rules and is eligible for isorla*, provided he chooses one additional Objective. He decides to make the game interesting and adds the* ***Betrayal*** *special rule. Because he can now add an additional Option at no cost, he decides a little extra help cannot hurt and selects* ***Lead by example****. He will need to add an additional unit to his force; that unit will not count towards his deployed force total. His track cost is now 200 with the additional Special Rule (300-100=200).]*

Betrayal

Up to half of the player's force may betray their fellow warriors during a track. At the End Phase of Turn 5, roll 2D6 for each unit. If the result is 10+, that unit switches to the opponent's side with the Initiative Phase of the next Turn. The roll can be modified using the Betrayal Modifier Table. Those units betraying the player are then given to the opponent to control.

BETRAYAL MODIFIER TABLE

Situation	Modifier*
Dezgra point	+1
Elite skill level±	-1
Commander	-1
Clan Coyote	+1
Clan Steel Viper	-3
Clan Blood Spirit	-2
Bondsman	+1

**Modifiers can accumulate*
±Use the current skill level for the track

Bidding

For simplicity, Clan forces are assumed to have already bid their forces before the track takes place; certain Options allow a rough feel of over- or under-bidding. If all players agree, they may use instead the Bidding rules as presented in *Total Warfare* (see p. 266). Bidding can only take place between two Clan forces and occurs after selecting the battlefield, options, and objectives but before force selection.

Dropping Troops

Both sides may drop up to half of their deployed force using the Dropping Troops rules (see p. 23, *SO*).

This Special Rule is available to ground-based tracks only.

Firebase/Defensive Fortifications

The opponent may build a small firebase or mid-sized defensive fortification on the battlefield using the Advanced Building Construction rules (see p. 128, *TO*). If a player selects this special rule, they may choose two Options to add for free, rather than one, and receive the full bonus upon completion. The opponent sets up the fortification(s) after force selection but before the start of the track.

This track is available to ground-based tracks only.

Morale

Both sides use the in-game Morale rules as written in *Tactical Operations* (see p. 211).

Operational Timeframe

Some missions require objectives to be completed within a short amount of time. This special rule helps reflect that battlefield condition.

The player choosing to use this rule must establish a set number of turns to accomplish each Objective and write these down before the start of the track. They do not need to be shared with the player's opponent. If the Objective is completed in the time estimated, the player receives the reward listed. For each turn under the established limit, the reward is increased by 25%. For each turn past the established limit, the reward is diminished by 25%.

Note: this special rule does not apply to the Objectives **Master the bid** and **Size up the opposition**.

Special unit rules

If the player is using a canon unit that has a listed special unit rule such as those found in various Field Manuals or other sourcebooks, the player may choose to use it as long as the opponent has a special unit rule for use as well.

OBJECTIVES

Players begin with only one objective for the base WC cost:

Win your bid! Destroy/Cripple at least 50% of the opposing force. [**500**]

Additional Objectives can be added to the track. If a player wishes to use additional objectives, they must be selected after setting the battlefield but before selecting Options or forces. A player reveals their objectives to their opponent after force selection and before play begins.

For every additional Objective, increase the base WC cost by 25 WP. A player can select a maximum of three additional Objectives. Each objective, if achieved, rewards the player with the points listed at the end of the track. Objective rewards may accumulate.

Players may determine their objectives separately if playing a head-to-head campaign.

Available objectives are show in the Additional Objectives Table.

ADDITIONAL OBJECTIVES TABLE

WP Reward	Objective
100/each	**Master the bid.** Awarded for every combat unit that does not fire its weapons the entire track.
100	**Bring it down!** Destroy a building/object* as designated publicly by the opponent.
150	**Headhunter mission: control** Destroy the opposing force's designated command bunker. *(Cannot be combined with any other Headhunter mission; can only be used on ground-based tracks)*
200	**Headhunter mission: personal** Destroy the opposing force's designated Commander. *(Cannot be combined with any other Headhunter mission.)*
350	**Take the hill!** Seize an objective ground hex as designated by the opponent; must be under player control by the end of the track.
400	**Headhunter mission: command** Destroy the opposing force's designated Command Star. *(Cannot be combined with any other Headhunter mission.)*
400	**Shatter their will!** Destroy a building/object* secretly designated by the opponent. Building/object is selected before the start of the game and is revealed at the end of the track.
500	**Size up the opposition.** At least two player units exit from the player's home edge after Turn 5. Units must have gone at least 10 hexes deep into the battlefield before exiting.
600	**Strategic victory: withdraw** At the end of the track, less than 50% of the player's deployed force is Crippled or Destroyed. (*Cannot be combined with any other Strategic Victory objective.*)
750	**Dominance: bring the pain.** Destroy/Cripple 75% of the opposing force. (*Cannot be combined with any other Dominance objective.*)
850	**Strategic victory: control** At the end of the track, less than 25% of the player's deployed force is Crippled or Destroyed. (*Cannot be combined with any other Strategic Victory objective.*)
1000	**Dominance: ultimate victory.** Destroy/Cripple 100% of the opposing force. *Cannot be combined with any other Dominance objective.*)

**Object may not be a BattleMech, ProtoMech, battle armor, WarShip, Space Station, or Mobile Structure unit.*

*[Example: Jan's Albion track already has the base Objective of **Win your bid!** He decides he'd like a chance to claim some more Warchest Points and decides on adding the **Take the hill!** Objective. Jan now has two Objectives in play for his track, giving him a potential WP reward of 750 (500+250=750). His track cost is adjusted by 25, giving him a total cost of 325 (300+25=325).]*

OPPONENT

The player's opponent will automatically equal 100% of the player's deployed force with no adjustment to the WC cost. Opponent size can be adjusted by 25% above or below to a maximum of 75%. For every 25% over, subtract 50 points from the base WC cost. For every 25% under, add 50 points to the WC cost.

When two players are competing head-to-head, recalculate the cost for each player based on the difference.

[Example: Andy and Eric are playing in a competitive track and the gamemaster has determined that Andy's deployed force will be 75% of Eric's 100% deployed force. This means that Eric faces an opponent now 25% smaller than his (100%-75%=25%) and will incur a 50 point cost to his track. Andy, on the other hand, now faces an opponent 25% larger than his own (100%+25%=125%) and will be granted a 50 point reduction to his track cost.]

Once forces are selected, the winner of initiative determines their home edge. The initiative loser then determines their home edge. Each player rolls 2D6 to determine how their forces are to be deployed with the Initiative winner choosing whether to roll and set up first or last. The campaign player may spend 25 WP to adjust the

WC BASE COST ADJUSTMENT TABLE

WC base cost adjustment	Opponent force size adjustment
-150	+75%
-100	+50%
-50	+25%
0	0 (this is equal to the player's deployed force)
+50	-25%
+100	-50%
+150	-75%

FORCE DEPLOYMENT STARTING LOCATION TABLE

Roll result (modified)	Force deployment
1	Deploy half of the force from any map edge. The remaining half may enter on or after Turn 1D6 from any map edge.
2	Deploy half of the force from its home edge. Deploy remainder of force from any other edge that is not the opponent's home edge.
3	Deploy half of the force along its home edge out to a range of 5 hexes. Deploy the remainder of the force along its home edge.
4	Deploy the entire force along its home edge to a range of 3 hexes.
5-7	Deploy the entire force along its home edge.
8	Deploy the entire force along a map edge that is not the home map edge of either player to a range of 3 hexes.
9	Deploy half of the force along a map edge that is not the home map edge of either player to a range of 4 hexes. The other half enters at the beginning of turn 1D6 from the same map edge.
10	Deploy at least half of the force anywhere on one map that contains its home edge. The remainder of the force is deployed anywhere 3 hexes from the home edge.
11	Deploy the entire force on one map sheet that contains the home edge.
12	Deploy the entire force along any two map edges to a depth of 3 hexes.
13	Deploy the entire force anywhere on the battlefield.

roll by 1 in either direction of the rolled result; this may be done after the roll is made. Rolls can only be adjusted once.

[Example: For Jan's track on Albion, he chooses to face an opponent that is 100% equal to his chosen force. Both Jan and Matt have decided to use Battle Value as their standard; Jan informs Matt that his force is worth 6500 BV. Matt must then build a force that is as close to that number as possible.

Once both forces are chosen, each player then rolls for their Deployment location. Jan, as the Initiative winner, chooses to roll and set up last. Matt rolls an 8; because he is not the campaign player—Jan is—he cannot choose to adjust the roll. Matt then sets up his force along one of the two map edges not chosen as a home edge within 3 hexes of the battlefield edge.

Jan then rolls for his deployment and receives a result of 4; he chooses not to spend 25 WP to adjust the roll. He then places his entire force along its home map edge within the 3 hex range.

Both players are ready to begin the battle.]

SETTING UP A BASIC TRACK EXAMPLE:

Sam wants to run his Clan Hell's Horses Cluster through a few tracks on the world of Tokasha. His friend Brian will be running the opposing force, whom they both decide will be Clan Ice Hellion. Sam wants to play a quick game, so both agree to not use the added Weather and Terrain tables. Because the track is the initial one on Tokasha, Sam's base track cost will be 550. Because they are not using the Weather and Terrain tables, Sam adds an additional 200 points to the cost, making it 750 (550+100+100=750)

Sam then decides he needs to add an additional Objective to make the track worth it; otherwise, if he played and won the basic objective, he would still be at a loss of 250 WP; the track cost of 750 is higher than the free Objective potential of 500, plus skipping the weather and terrain tables—making his potential payout only 300 WP. He isn't required to do so, but feels he might need the added WP to recover some of the damage he knows his Horses are going to take during this campaign. He selects Strategic Withdrawal and adds 25 WP to the total cost of the track. Sam now has the potential to gain 900 WP if he successfully completes both the standard **Win your bid!** and the additional **Strategic Withdrawal** Objectives (500+600-100-100=900). His track cost goes up by an additional 25 WP due to the extra Objective and now stands a 775 (750+25=775).

Looking at the Special Rules, Sam decides the two already in play—Clan Honor and Forced Withdrawal—are enough. He is not eligible for Isorla because he is not using an Option for this track.

Unless Sam chooses to modify his deployment roll before beginning the game, his cost to play this track will 775. He subtracts this from his starting amount of 1000 WP; he now has 225 WP remaining.

After the battle, Sam is happy to note he achieved both of his Objectives, earning him 900 WP after subtracting the penalties for not using the planet's Weather and Terrain tables. After repairing his forces, he decides to continue fighting on Tokasha. He chooses to use the same settings as before, including Objectives. His track cost is 625; the WC Repeat Cost on Tokasha is 400, he opts out of using the Weather and Terrain tables, and adds an additional Objective (400+100+100+25=625). He must use the Clan Honor and Forced Withdrawal special rules but is still not eligible for Isorla because he is forgoing any Options. His potential WP payout is 900 (500+600-100-100=900).

SETTING UP A STANDARD TRACK, SINGLE PLAYER (WITH OPPONENT) EXAMPLE.

Chris has decided to do a multi-world Reaving campaign with his Cloud Cobra Cluster. He determines that his first target will be Albion; his friend Sam will select and run the various opposing forces Chris will encounter.

Chris' base cost will be 300, the WC Base Cost for Albion. He opts to include the listed Terrain table modification but to forgo the Weather table; this adds 100 to the track cost. Chris also wants a few Options in play and chooses to max out his Options by add Hidden Secrets and Setting the Stage.

He then notes that all three of the required Special Rules are in play: Clan Honor, Forced Withdrawal, and Isorla. For some more variety, Chris also decides to add an additional Special Rule, Operational Time Frame. By adding this special rule he can add an Option for free; since he has already added the maximum number of Options, he chooses instead to negate the cost of Setting the Stage, noting that the reward for that Option will only be half of its listed value of 400 WP.

Finally, Chris decides to add two additional Objectives to shoot for: Headhunter mission-personal and Strategic withdrawal. Each one costs 25 points but when combined with the basic Objective Win your bid! will provide a potential Objective payout of 1250 WP (500+150+600). From that he will also need to subtract 100 for forgoing the Weather table.

Chris' total track cost is 550. The base cost is 300 and bypassing the Weather table is an additional 100. The two options are 100 and 200 each; selecting an additional special rule negates the 200 point option for a lesser payout. (300+100+25+25+100+200-200=550). Starting with 1000 WP, Chris now has 450 WP remaining (1000-550=450), of which 25 can be spent on modifying his deployment roll if he so chooses at that time.

The total potential payout, assuming Chris accomplishes all three objectives, would be 1600. He would receive 500 for Win your bid, 150 for the Headhunter, and 600 for the Strategic withdrawal, plus an additional 250 for the Hidden Secrets and 200 for the "free" Setting the Stage (half of its 400 WP reward) Options. From that, he would subtract 100 for bypassing the Weather Table in the Battlefield Setup stage. (500+150+600+250+200-100=1600)

If Chris chose to remain on Albion, his new base cost would use the WC Repeat Cost of 200. Assuming

all of the previous Options and Objectives are repeated, his potential WP reward would remain the same but his track cost would be 450 (200+100+25+25+100+200-200=450).

AN EXAMPLE OF A GAMEMASTER SETTING UP A STANDARD TRACK FOR TWO COMPETING PLAYERS.

Brian and Julie are running concurrent Reaving campaigns and have decided to clash on Ironhold for three tracks. Brian is running a Clan Jade Falcon Cluster and Julie is running a Society force. Because they are competing players, Ben is designated as a neutral gamemaster and will assist them in building a track and establishing the track cost for each side. Both players agree on using Battle Value as their measurement of force allotment, though they could have chosen any number of other measurements, including (but not limited to) tonnage, raw numbers of units, or even the old FASA-era Combat Value.

Ben determines that this will be the first track on Ironhold for both sides. He randomly rolls on the Rain table for the track's weather effect and gets a result of Heavy Fog. He then chooses to not inflict both terrain tables on them and rolls on the Flora/Fauna table, getting a result of 5, Level 1 foliage. Ben decides that will apply to all Light Woods hexes on the maps used for the track.

So far, the track cost for both Brian and Julie is 400.

Ben decides to select the available Options for the track, though he could let Brian and Julie choose their own. He establishes that for this track, Brian and Julie have the Options Breaking the bid and Elite command available to choose from.

Rather than setting the Objectives for both sides, Ben decides to let the players choose how many and what Objectives they would like to attempt. He will note what they decide and will rule if there are any Objectives off-limits for that track.

For Special Rules, Ben notes that Brian will be under all three of the required rules; Clan Honor, Forced Withdrawal, and Isorla. Julie will be under the Forced Withdrawal and Salvage special rules, though all of her units will begin the track with 2 dezgra points as Brian is using a Clan force. Ben also decides that the track will use the Dropping Troops special rule; he makes sure to mention to both players that one of their Options will be free with half of the WP available. He could in the future allow them to choose their own additional Special Rules.

Finally, Ben determines that Brian's deployed force will be 75% the size of Julie's, or 25% less. This means that Julie's force will be 125% of Brian's deployed force. If either player chooses to use the Options given, those additional forces will be added after they have determined their deployed force for the track.

The current framework for Brian and Julie's first track on Ironhold looks like this:

SETUP LOCATION: IRONHOLD, 3072

Weather effect: Heavy Fog
Terrain effect: Level 1 foliage, applied to all Light Woods hexes on the battlefield
Options
- Breaking the bid (cost: -100/reward: -200)
- Elite command (cost: +400/reward: +600)

Objectives
- Chosen by each player

Special rules
- Brian (Clan Jade Falcon)
  - Clan Honor (Opportunistic)
  - Forced Withdrawal
  - Isorla
  - Dropping Troops (allows one Option free for 50% WP reward)
- Julie (Society)
  - Forced Withdrawal
  - Salvage
  - Dropping Troops (allows one Option free for 50% WP reward)

Opponent size
- Brian's force will be 75% of Julie's 100% (-50)
- Julie's force will be 125% of Brian's now-adjusted 100% (+50)

Brian looks over the track framework and decides to assign three additional Objectives (for a total of four): Master the bid (100/each), Take the hill (350), and Bring the pain (750), as well as the initial Objective Win your bid (500). He also chooses to use only the Elite command Option.

Brian's total track cost is calculated as such:

WC Base Cost:	+400
Option: Elite command	+400
Objective: Master the bid	+25
Objective: Take the hill	+25
Objective: Bring the pain	+25
Additional special rule	-400
Opponent size adjustment: +25%	-50
Total track cost:	425

As the gamemaster, Ben reviews and approves of Brian's selections.

Julie looks over the track framework and decides to assign only two additional Objectives (for a total of three): Headhunter mission: personal (200), Size up the opposition (500), and the initial Objective Win your bid (500). She chooses to use both Options of Breaking the bid and Elite command. She chooses to take the Elite command Option as the allotted free one from the additional special rule of Dropping Troops.

Julie's total track cost is calculated as such:

WC Base cost:	+400
Option: Breaking the bid	-100
Option: Elite command	+400
Objective: Headhunter	+25
Objective: Size up the opposition	+25
Special rule: Dropping troops	-400
Opponent size adjustment: -25%	+50
Total track cost:	400

As the gamemaster, Ben reviews and approves of Julie's selections.

Ben establishes that the track should have a limit of 10,000 BV for each side. Because he determined that Brian's force would be 75% of Julie's, Brian is allowed a maximum of 7,500 BV and Julie is allowed the full 10,000 BV. Note that Ben could have allowed Brian the full 10,000 and would have needed to adjust Julie's allowance to 12,500 to keep the 25% ratio.

Both players select their forces, ignoring their chosen options for the moment. Once their deployed force is ready, they then select their additional Option forces: Julie adds a Society Trey to her force because of Brian's choice to use the Elite command option and also adds another 2,500 BV of units because of her choice to use the Breaking the bid Option.

Brian chooses a Clan Star because of Julie's choice to use the Elite command option.

Because the rules only address what size the unit may be, Ben rules in his capacity as gamemaster that each additional force for the Elite command may not exceed 5,000 BV.

Once both player's forces are chosen, they are ready to begin the track.

When the dust settles, both sides calculate how they did in order to receive their WP rewards.

Brian determines that he accomplished two Objectives, Win your bid (500) and Take the hill (350). He also receives half of the reward for Elite command (600/50=300). Brian's total WP reward is 1150 (500+350+300=1150). He is eligible for isorla but waits to see how many WP Julie has claimed.

Julie determines that she accomplished two Objectives, Headhunter: personal (200) and Size up the opposition (500). She also receives half of the reward for Elite command (600/50=300). Julie's total WP reward is 1000 (200+500+300=1000). She is eligible for Salvage and compares her result to Brian.

Brian's WP reward (1150) is higher than Julie's (1000), meaning that Brian has won isorla and denied the Society force any salvage. He claims two *Osteon* BattleMechs and a Shamash Reconnaissance Vehicle left Crippled on the battlefield. He chooses not to claim any of the enemy pilots. He also removes his Crippled *Turkina Prime*, intending on repairing it.

After the completion of the track, both player's Warchest Point totals are adjusted accordingly:

Brian (Jade Falcon Cluster)	
Starting WP	1000
Ironhold, track 1 cost	-425
Subtotal:	575
WP earned:	1150
Subtotal:	1725
Julie (Society)	
Starting WP	1000
Ironhold, track 1 cost	-400
Subtotal:	600
WP earned:	1000
Subtotal:	1600

Both players are ready to move on to Repair and Replacement, if they desire.

WARCHEST POINTS BETWEEN TRACKS

In order to use WP between Reaving campaign tracks, players must convert them to Support Points (SP). This is done by taking a set number of WP (as determined by the player) and multiplying it by 5. That number indicates how many SP the player has to use to affect repairs, trade for new units, advance skills, and receive reinforcements. [*Example: Sam decides to convert 100 WP into Support Points. Sam would have 500 SP (100x5=500) for use to conduct repairs and trade for a few new units.*]

Players using SPs should consult the SP Activity Cost and Tables. These tables should only be used for Reaving campaigns.



SP ACTIVITY COST TABLE: UNITS

Activity	SP Cost (round up)
Rearm unit (ammo)	=20
Repair 'Mech or aerospace fighter*	=Tonnagex2
Repair vehicle*	=Tonnage
Repair ProtoMech*	=Tonnage x5
Repair battle armor*	=No. of suits x5
Repair DropShip*	=Tonnage x10
Reconfigure OmniMech, -Vehicle, -Fighter	=Tonnage/10
Merchant caste trade for 'Mech (Clan) ±	=Tonnage x5
for OmniMech (Clan) ±	=Tonnage x10
for ProtoMech point±	=Tonnage (point) x5
for battle armor point (Clan)±	=No. of suits x10
for vehicle (including Omni)(Clan) ±	=Tonnage x5
for OmniFighter (Clan)±	=Tonnage x10
for DropShip (Clan)±	=Tonnage x20

**Players can only repair units that have not been Truly Destroyed (see p. 175, SO)*
±Trades are required to involve an exchange of materials. See rules for more information.

SP ACTIVITY COST TABLE: PILOTS/CREWS

Activity	SP Cost
Acquire new MechWarrior*	= 50
Acquire new aerospace pilot*	= 75
Acquire new vehicle crew*	= 20
Acquire new Elemental*	= 5
Acquire new ProtoMech pilot	= 75
Acquire new DropShip crew*	= 500
Heal Trueborn MechWarrior, Elemental, aerospace pilot	= 25 each
Heal Freeborn MechWarrior, Elemental, aerospace pilot	= 50 each
Heal non-Clan personnel	= 100 each

*Does not come equipped with weaponry, vehicles, or equipment and are of Regular skill level.

SP ACTIVITY MODIFIERS TABLE

Description (cumulative)	Modifier
Unit is Inner Sphere technology	=SP x5
Unit is for a Society or Bandit Caste force	=SP x100
Warrior is from a newly graduated sibko (Green skill level)	=SP x0.5
Warrior is a ristar (Elite skill level)	=SP x20
Warrior is a solahma (Veteran skill level)	=SP x5
Warrior requires drug enhancements (see Rules Annex)*	=SP x10
Pilot/crew is not from the warrior caste (Green skill level)*	=SP x0.5

*Only available to Society and Bandit caste forces.

REPAIR

The Warchest system is designed to keep things as simple as possible and not bog players down with the minutia of specialized repairs, equipment swaps, and other "down time" activities. Players and gamemasters are more than welcome to engage in such activities and should consult the various rules found in Strategic Operations and Tactical Operations that cover those activities on a more in-depth basis.

For purposes of the Reaving campaign, repairs are conducted in an all-encompassing manner. If a unit has taken any type of damage during the course of a track, a player may opt to repair it. By purchasing the appropriate Repair activity, the unit is considered fully repaired of armor, internal, and critical damage. Units that are destroyed during a track are ineligible for repair or trade and are left on the battlefield as scrap.

Note that Repair costs can be modified through the SP Activity Modifiers Table.

HEALING

Pilots and crews can be healed of wounds gained in combat using the SP Activity Cost Table: Pilots/Crews. Healing recovers all damage done to the pilot or crew

during a track. Pilots and crews that are healed in between tracks may not participate in the next track if the following two conditions apply: the injured pilot/crew participated in the recently-run track, and if the next track occurs on the same world as the one previous.

TRADING

Clan forces, along with the Society and Dark Caste, do not purchase new units but rather take advantage of their merchant caste ties to bargain for their supplies. To reflect this in a Reaving campaign, players will need to trade material available to their force in order to gain new equipment.

To conduct a trade, a player decides which units they have they are willing to trade away in order to gain a new unit. Take the unit's tonnage and multiply by 5 if there is no internal structure damage. This indicates the base number of Support Points the unit is worth in trade value. If the unit has suffered internal damage, including critical damage, multiply its tonnage by 2. If the unit would be considered Destroyed in a track, it cannot be traded. (Note that imaginative gamemasters may create their own rules for trading specific pieces of equipment, using the Salvage rules (see p. 191, *SO*) as a guide.)

Only equipment can be traded. Omni vehicles will come in their Prime configurations. All other equipment must be specified prior to the trade roll.

Total the number of SPs of units to be traded; this is the Tradeable Value (TV) available for the player to use in determining what equipment can be received in return. The player then decides what equipment they would like and, using the *SP Activity Cost Table: Units*, determines the total SP value of the desired equipment.

Compare the two values and find the appropriate modifier on the *Trade Value Modifier Table*.

The player rolls 2D6 for the entire transaction and applies the proper modifiers. On a result of 8 or greater, the trade is accepted. The player receives the desired units and removes those offered up in trade from their rosters.

If the roll fails, no trade can occur again until after the next track.

SKILL ADVANCEMENT

For the Reaving campaign, skill advancement for pilots and crews occurs in one of a few ways. All players must agree on the method used or defer to their gamemaster.

For Clan forces, a warrior or crew can advance in skill after successfully claiming victory in five duels, using the Clan Honor rules. If a warrior receives 3 or more *dezgra* points during any given track, none of the duels that occur during that track count towards advancement.

For non-Clan forces, a warrior or crew can advance in skill after successfully claiming ten kills. A kill is counted when a unit receives at least half of its total damage during a track from that particular pilot or crew.

Whether Clan or non-Clan, a pilot or crew that achieves the benchmark for skill advancement may then lower either their Piloting or Gunnery skill by 1.

Alternately, players may opt to use the Skill Advancement rules as found in the *Chaos Campaign* PDF (see p. 5). If this is the case, multiply all SP costs by 10 to determine how many points are needed to advance the appropriate skill.

Players may also choose instead to follow the Skill Improvement rules as found in *Total Warfare* (see p. 40) or, if playing in an *ATOW* campaign, through the rules found in *A Time of War* (see p. 333).

ENDING THE CAMPAIGN

The Reaving campaign is open-ended; players can play as long of a campaign as they wish. It is recommended a set number of worlds or tracks be established at the start, but ultimately, it is completely up to the players and/or their gamemaster. What matters most is that all players are having fun.

TRADE VALUE MODIFIERS TABLE

Description (cumulative)	Modifier
If the Player's TV is	
less than desired TV by 6-25%	-2
less than desired TV by 26-50%	-3
less than desired TV by +51%	-4
equal to desired TV, ±5%	0
is greater than desired TV by 6-25%	+2
is greater than desired TV by 26-50%	+3
is greater than desired TV by +51%	+4
Player character Negotiation skill	*

*Using *ATOW* rules; halve the character's Negotiation bonus, rounding up. Only one character may attempt the negotiation.



POLITICAL BALANCE TABLE, 3075

(Worlds missing from this list are considered untenable and abandoned.)

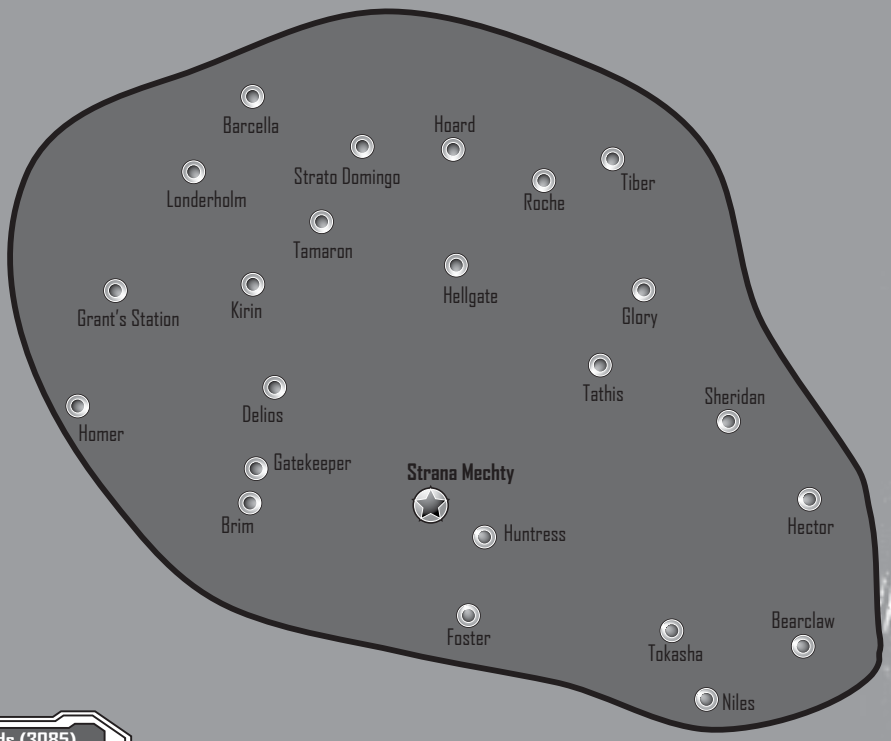
Worlds	Blood Spirit	Cloud Cobra	Coyote	Goliath Scorpion	Star Adder	Stone Lion
Albion	22	50	18		10	
Arcadia	30	50			20	
Babylon			100			
Barcella		10	60	12	18	
Bearclaw		50				50
Brim		100				
Colleen	100					
Dagda				75	25	
Delios		100				
Eden	40	60				
Foster				100		
Gatekeeper					100	
Glory			70	25		5
Grants Station					100	
Hector				100		
Hellgate		100				
Hoard		10			70	20
Homer		100				
Huntress		50		50		
Kirin			100			
Londerholm		27	43		30	
Niles	50				10	40
Roche				100		
Sheridan						
Strana Mechty	17	17	17	17	17	17
Strato Domingo					80	20
Tamaron		15	50	10	25	
Tathis		50			50	
Tiber		69			31	
Tokasha				25		75

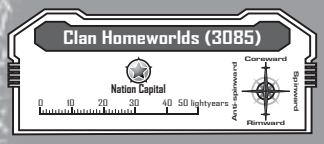
POLITICAL BALANCE TABLE, 3085

(Worlds missing from this list are considered untenable and abandoned.)

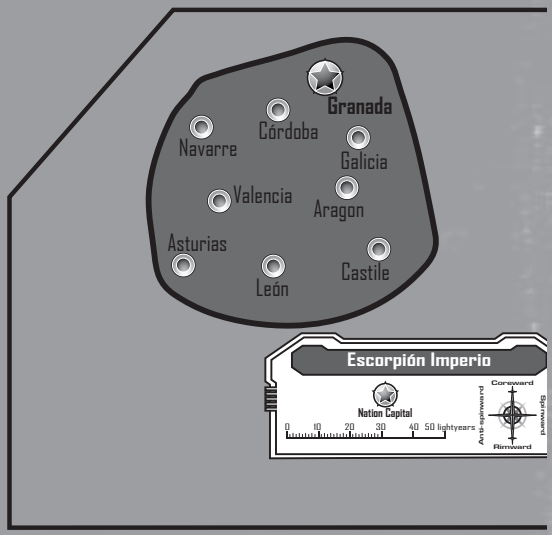
Worlds	Cloud Cobra	Coyote	Star Adder	Stone Lion
Arcadia			100	
Babylon		100		
Barcella		100		
Bearclaw	50			50
Brim	100			
Dagda			100	
Foster	100			
Gatekeeper			100	
Glory		30		70
Grants Station			100	
Hector	100			
Hellgate	100			
Hoard			100	
Homer	70	30		
Huntress	50	10	30	10
Kirin		70		30
Londerholm	20	45	10	25
Niles				100
Roche	100			
Sheridan			100	
Strana Mechty	25	25	25	25
Strato Domingo		10	60	30
Tamaron	25	50	25	
Tathis			100	
Tiber	20		75	5
Tokasha				100


TO THE WISDOM OF KERENSKY
AND YOUR FOREBEARS,
KNOW WHAT HAS COME BEFORE,
REMEMBER IT AS YOU STRIVE
TOWARD THE FUTURE.


Barcella
Hoard
Strato Domingo
Londerholm
Roche
Tiber
Tamaron
Hellgate
Grant's Station
Kirin
Glory
Tathis
Sheridan
Delios
Homer
Gatekeeper
Strana Mechty
Brim
Huntress
Hector
Foster
Tokasha
Bearclaw
Niles


Clan Homeworlds (3085)
Nation Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Anti-spinward
Rimward


Pentagon Worlds
Dagda
Arcadia
Babylon


Granada
Córdoba
Navarre
Galicia
Valencia
Aragon
Asturias
Castile
León
Escorpión Imperio
Nation Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Anti-spinward
Rimward

GLOSSARY

The language of the Clans is based on what is known of Star League Standard English, but they have added many words unique to their culture. Some were adapted by the Kerenskys from the Russian language and military terminology. All these words represent the Kerensky's efforts to express concepts they felt were lacking from Star League Standard English. The following list includes terms used by the warrior caste and other useful explanations of Clan concepts that were integral to the Wars of Reaving. This list is not exhaustive, and does not reflect the many differences in terminology existing between the various Clans.

ABJURATION, TRIAL OF

When a problem within a caste or Clan can be resolved by no other process, the troublesome element may be ejected from Clan society through a Trial of Abjuration. The target of the ritual is stripped of rank and caste, which places them outside Clan law, and is usually forcibly ejected from Clan territory. Members of the Clans may no longer even speak the name of the abjured member of Clan and, in the case of warriors, their genetic material is purged from the gene pool. A Clan also may abjure a warrior for negligence of duty or conduct unbecoming a warrior.

The results of a Trial of Abjuration may be overturned by the clan Council that enacted it or by the Grand Council.

ABTAKHA

A warrior adopted into the warrior caste of the Clan that captured them is known as *abtakha*.

ANNIHILATION, TRIAL OF

The ultimate punishment in Clan society, the Trial of Annihilation calls for the destruction of the accused. Such trials may only be carried out following a unanimous vote of the Clan or Grand Council, and may be invoked only for the most heinous crimes. Such sanctions have been declared against individuals, Stars, and Clusters, and rarely used against an entire Clan. Everything associated with the target—possessions, genetic material and descendants—is destroyed, and no member of any Clan may speak the name of those annihilated.

BATCHALL

The batchall is the ritual by which Clan warriors issue combat challenges. Though the challenge may take many forms, in most cases the batchall begins with the attacker identifying himself, announcing the objective of the trial and requesting to know what forces stand against him. The defender must reveal the forces they intend to use in the trial, and also may choose the site of the battle. The defender also has the right to ask the attacker to ante up a prize of equal value against the possibility the defender wins the trial, though the challenged party rarely takes advantage of this opportunity.

When the batchall is complete, the attacking and defending units bed among themselves to determine who will participate in the battle. The subcommander who bids lowest wins the right and responsibility of the battle, a practice that minimizes losses.

Because Inner Sphere troops regularly use deception and other tactics the Clans consider dishonorable, many Clans abandon the batchall when fighting Inner Sphere and *dezgra* foes.

BLOODCOUNT

The Bloodcount is the number of active Bloodrights associated with a Bloodname, and thus the number of individuals who may use that Bloodname. Traditionally, this is twenty-five, but in the case of inferior Bloodnames the count may be as few as five. The process for reducing a Bloodcont is known as Reaving, and the process for increasing it is called Propogatino. A Bloodcount may also be reduced by Abjuration or by an ilKhan's decree.

BLOODNAME

A Bloodname is the surname associated with a Bloodright, descended from one of the eight hundred and two warriors who stood with Nicholas Kerensky to form the Clans. A warrior must win the use of a Bloodname in a Trial of Bloodright. Only Bloodnamed warriros may sit on Clan Councils or hold the post of Loremaster, Khan or ilKhan, and only the genetic material from the Bloodnamed is used in the warrior caste eugenics program.

BLOODNAME HOUSE

The warriors bearing or eligible to bear a particular Bloodname form a Bloodname House. The House acts as a substitute family for the warriors and exerts considerable political influence in the Clans. In some Clans, most notably the Fire Mandrill Kindraas and the Cloud Cobra Cloisters, groups of Bloodname Houses band together to form larger, more powerful associations.

After the first generation, Bloodnames are determined matrilinealy and so a warrior may only claim membership of one Bloodname House.

BLOODHERITAGE

The history of the Bloodnamed warriors of a specific Bloodright is known as the Bloodheritage.

BLOODRIGHT

A specific "lineage" of a Bloodname is known as a Bloodright. Unlike the conventional Clan Bloodname lineage, the members of a Bloodright need not be directly related to each other, only to the original founder of the Bloodname. Each Bloodname may consist of up to twenty-five Bloodrights.

BLOODRIGHT, TRIAL OF

The Trial of Bloodright is a series of one-on-one, single-elimination duels fought by warriors to win



possession of a Bloodname. Each competition consists of thirty-two entrants, the majority of which are nominated by the existing Bloodnamed warriors of the House. The Head of the House (or Clan Loremaster) nominates all but one of the remaining entrants, and the thirty-second slot is filled by the winner of a Grand Melee.

BONDCORD

The woven bracelet worn by bondsmen is known as a bondcord. Warrior caste bondsmen wear the three-strand bondcord on their right wrist, with the color and patterning of the cords signifying the Clan and unit responsible for the warrior's capture. The cords represent integrity, fidelity, and prowess, the bondholder may cut each strand as he or she feels the bondsman demonstrates the associated quality. According to tradition, when the final cord is severed, the bondsman is considered a free member of his or her new Clan and adopted into the warrior caste. Each Clan follows this tradition to varying degrees.

BONDHOLDER

A bondholder is the individual, traditionally the member of the warrior caste, responsible for the bondsman's capture, to which he or she "belongs." The Clan considers the bondholder responsible for the actions, education, and punishment of the bondsman.

Khans have the option to step in and take over as a bondholder if they believe the bondsman is of worth to the Clan. There is no limit to how many bondsmen a bondholder may have, though by tradition it is usually one.

BONDSMAN

A bondsman is a prisoner held in a form of indentured servitude until released or accepted into the Clan. Most often, bondsmen are captured warriors who fulfill roles in the laborer or technician castes. Their status is represented by a woven bondcord, and they are obliged by honor and tradition to work for their captors to the best of their abilities.

BONDSREF

The ritual by which a warrior avoids the fate of a bondsman is called bondsref. Because the Clans consider escaping after being captured dishonorable, bondsref allows the warrior to die before being given a bondcord, either by suicide or at the hands of an accomplice. Performing the ritual of bondsref after receiving a bondcord is considered cowardly and dishonorable, unless the bondholder gives his or her permission.

BRIAN CACHE

A Brian Cache is a Clan equipment storage facility, usually one established during the demobilization process Kerensky created upon arriving in the Pentagon worlds. The name is derived from the Star League Castle Brian fortressess.

CASTE

The Clans are divided into five castes: warrior, scientist, merchant, technician, and laborer, in descending order of influence. Each has many sub-castes based on specialized skills. The warrior caste is largely the product of the artificial breeding program; those candidates who fail their Trial of Positions are assigned to the scientist or technician caste, giving those castes a significant concentration of Trueborn members. Most of the civilian castes are made up of the results of scientist-decreed arranged marriages within the castes.

The children of all castes undergo intensive scrutiny during their schooling to determine the caste for which they are best suisted, though most end up in the same caste as their parents. This process allows children born to members of the civilian castes to enter training to become warriors, though they belong to the less-prestigious ranks of the freeborn.

CHALCAS

Someone or something that challenges the Clan caste system is known as *chalcas*.

CIRCLE OF EQUALS

The area in which a trial takes place is known as the Circle of Equals. It ranges in size from a few meters for personal combat to tens of kilometers for large-scale trials. Though traditionally a circle, the area can be any shape.

CODEX

Most often worn as a bracelet, a codex is a warrior's identification and service record. It includes details of their bloodline, House, and generation as well as an electronic representation of their DNA for identification. Lower caste members have a simpler version of the codex, used primarily for identification purposes.

CRUSADER

A Crusader is a Clansman who espouses the invasion of the Inner Sphere and the re-establishment of the Star League by military force. Most Crusaders are contemptuous of the people of the Inner Sphere, whom they view as barbarians, and of freeborns within their own Clans.

CUTDOWN

The cutdown is the accepted minimum force necessary to win a trial. Bidders who force their opponents below the cutdown are considered clever, while those who win trials with forces below the cudown receive great honor.

DEZGRA

Any disgraced individual or unit is known as *dezgra*. Disgrace may come through refusing orders, failing in an assigned task, acting dishonorably, or demonstrating cowardice.

ELEMENTAL

The large, muscular infantry derived from the Clan artificial breeding program are called Elementals. Their battle armor suits also are referred to as Elementals.

ENHANCED IMAGING (EI)

EI refers to implanted neurocircuitry that allows a MechWarrior or aerospace pilot to better control his or her machine. Though the implants, which often resemble soft-glowing ornate body tattoos, greatly enhance a warrior's reaction time, evidence suggests that EI eventually causes paranoia and outright madness.

The EI circuitry is a requirement for those warriors who pilot ProtoMechs.

EUGENICS PROGRAM

The Clans believe strongly in the principals of eugenics, the improvement of the population by controlled breeding. The Clans implement such a program along two distinct strands. The warrior caste uses and artificial breeding program based on genetic engineering and incubation in artificial wombs in order to create the ultimate warriors. In the civilian castes, a system of mandatory arranged marriages provides a similar but less technical means of advancement. According to a strict definition, both of these methods may be called eugenics, but within the Clans only the artificial breeding program is commonly referred to as such.

FOUNDER, THE

The Founder is the Clan name for Nicholas Kerensky, who founded the Clans.

FREEBIRTH

Freebirth is a Clan epithet used by Trueborn members of the warrior caste to express disgust or Frustration. For one Trueborn to use this curse to refer to another Trueborn is considered a mortal insult.

FREEBORN

An individual conceived and born by natural means is referred to as freeborn. Its emphasis on the artificial breeding program allows Clan society to view such individuals as second-class citizens.

GIFTAKE

Giftake refers to the sample of DNA taken from a warrior who died with great glory in combat.

GRAND COUNCIL

The Grand Council is the body responsible for governing the Clans as a whole. It consists of the assembly of Khans, two from each Clan, as well as the ilKhan (if one exists). Its authority covers any matters involving more tha one Clan, and it also determines general policy for Kerensky's descendants. The Grand Council serves as the highest court of the Clans.

GREAT FATHER, THE

The Great Father is the Clan name for Nicholas Kerensky's father, Alexandr, the general who led the SLDF into exile.

GRIEVANCE, TRIAL OF

The Trial of Grievance is used to settle disputes between two parties. The victorin the match is deemed to be in the right. Often such trials are fought over points of honor and often to the death.

HEGIRA

Hegira is the rite by which a defeated foe may withdraw from the field of battle without further combat and with no further loss of honor.

ILKHAN

The ilKhan is the war leader of the Clans, elected from the members of the Grand Council. He or she also serves as arbiter between Clans in times of crisis, acting with the power of the Grand Council. The ilKhan enjoys wide-ranging powers in military matters, but not absolute; the ilKhan answers to the Grand Council and his authority is limited to those matters ordinarily belonging to the Grand Council. The ilKhan normally may not interfere in events deemed internal to a Clan, but when the martial code is in effect they operate largely unhindered.

ISORLA

The spoils of battle, including bondsmen, claimed by the victorious warriors is called *isorla*.

KESHIK

The Keshiks comprise a combination of bodyguard and command unit, usually serving a Khan. Traditionally, a Khan commands a Keshik, but in practice a Star Colonel oversees day-to-day matters. Keshiks range from Trinary to Cluster size.

KHAN/SAKHAN)

Each Clan Council elects two of its number as Khans, who serve as rulers of the Clan and its representatives on the Grand Council. Traditionally, these individuals are the best warriors in the Clan, but in practice many Clans instead elect their most skilled politicians. The senior Khan acts as the head of the Clan, overseeing relationships between castes and Clans. The junior Khan, known as the saKhan, acts as the Clan's warlord. The senior Khan decides the exact distribution of tasks and may assign the saKhan additional or different duties.

KINDRAA

A Kindraa is a political-military faction within Clan Fire Mandrill composed of one or more Bloodname Houses.

KURULTAI

A kurultai is a Clan war council. A Grand Kurultai is a war council involving all of the Clans. Traditionally, Grand Kurultai are held in the Hall of Khans on Strana Mechty and may only be convened by the petition of three of more clans. An ilkhan may call a Grand kurultai at any time or place.



LOREMASTER

The Loremaster is the keeper of Clan laws and history. They play a key role in investigations and trials and is the only individual allowed to take action against active Khans. Unlike the Khans, who are nominally above the political infighting in the Grand Council, the Loremaster can take a proactive role in any inquiries and trials, acting as either advocate or inquisitor. Traditionally, however, the Loremaster does not vote on issues save in the event of a tie, at which point his vote decides the issue.

In times of crisis, legal provisions allow for the Loremaster to take the place of a Khan in the event of incapacity, death, or censure. As a result, many ambitious warriors view the post of Loremaster as a stepping stone to a Khanship.

MARTIAL CODE

The Martial Code is a collection of rules and laws governing Clan actions in times of war. Its primary goal is to minimize the political prevarication that often accompanies Grand Council meetings, forcing the participants to keep to the matter at hand and to carry out business with the minimum of fuss. When in effect, it also grants the ilKhan extraordinary powers such as the right to dismiss any charges brought before the Clan or Grand Councils they deem frivolous.

MASTER CODEX

The master codex comprises the master files of the Clan breeding program, mapping the DNA and genealogy of every Trueborn warrior, alive or dead.

MELEE

A melee is a free-for-all battle offering no targeting restrictions and ignoring the rules of *zellbrigen*. Any trial may become a melee if a participant violates *zellbrigen* by firing on a target already engaged in combat with another participant. The battle to determine the thirty-second place in a Trial of Bloodright is called a Grand Melee.

OATHMASTER

The Oathmaster serves as the honor guard for any official Clan ceremony. They administer all oaths taken at the ceremony and are traditionally the oldest and most experienced Bloodnamed warrior at the gathering.

POSITION, TRIAL OF

There are two forms of the Trial of Position. The first—also known as the blooding—determines if a warrior candidate is qualified to take his or her place as a member of the warrior caste. Failure in that trial results in demotion to a civilian caste; success (defeating one or more opponents) determines both status and rank.

The second form of Trial of Position, known as testing, is held periodically and determines whether a warrior is qualified to maintain his or her rank. Those who perform as expected against targets based on role, rank, and age maintain their rank, while those who perform better than expected are promoted. Those who perform more poorly than expected are demoted. A non-officer MechWarrior, pilot, Elemental, or ProtoMech warrior who tests down are relegated to a non-combat role or else transferred to a civilian caste.

POSSESSION, TRIAL OF

A Trial of Possession resolves disputes between two parties over ownership or control. These can include equipment, territory, or even genetic material. The traditional batchall forms the core of the trial in order to encourage the participants to resolve the dispute with minimal use of force.

PROPAGATION

Propagation is the ritual of increasing the Bloodcount associated with a particular Bloodname. A Bloodcount reduced by Reaving may be increased on the advice of the scientist caste and after a vote of the Grand Council. This motion may be opposed by a Trial of Refusal known as a Trail of Propogation, but no penalty attaches to either the aggressor or the defender.

QUIAFF/QUINEG

These are grammatical constructs associated with rhetorical questions. They are a formalized version of language structures used with spoken language, intended to remove any ambiguity. When the speaker expects a negative answer, he or she ends the sentence with *quineg*; when expecting a positive answer, the sentence ends in *quiaff*.

REAVING

Reaving is the ritual of reducing the Bloodcount associated with a particular Bloodname. Originally established to mitigate the impact of a poorly performing Bloodname, over time the Reaving has become a political tool used to control the number of warriors from a single Bloodname House, and therefore votes, in Clan Councils. A Reaving is called by a Bloodname House (and more recently through precedent, by a Clan) against a Bloodname House that has announced a Trial of Bloodright. The Grand Council debates the merits of the Bloodname and the matter is traditionally resolved by a Trial of Refusal known as the Trial of Reaving, based on the results of the Council vote. If the pro-Reaving force wins the trial, the targeted Bloodname's Bloodcount is reduced by one and the Trial of Bloodright is canceled. If the defending force wins, the Trial of Bloodright takes place as scheduled and the Bloodname House that called for the Reaving suffers sanctions.

REFUSAL, TRIAL OF

Any decision made by a Clan Council or the Grand Council may be challenged by a member of that body. The Trial of Refusal epitomizes the Clan belief that might makes right, with the victor of the trial being regarded as in the right. The odds of the battle are determined on a pro-rated basis, with the forces of the two sides matched according

to the ration of winning and losing votes. The challenger announces what forces they will use and the defender can field forces proportionate to their margin of success in the vote. For example, a Trial of Refusal against a decision that passed five-to-one could give the defender a force five times the size of that used by the challenger. In practice, the result of bidding among those wishing to defend the decision usually shifts the odds in favor of the challenger.

REMEMBRANCE, THE

The Remembrance is an ongoing heroic saga that describes Clan history from the time of the Exodus to the present day. Each Clan maintains its own version, reflecting its opinions and perceptions of events. Inclusion in *The Remembrance* is one of the highest honors possible for a member of the Clans. All Clan warriors can recite passages from *The Remembrance* from memory, and written copies of the book are among the few non-technical books allowed in Clan society. These books are usually lavishly illustrated in a fashion similar to the illuminated manuscripts and Bibles of the Terran medieval period. Warriors have been known to paint passages of *The Remembrance* on the sides of their war machines.

RISTAR

A gifted warrior on his way to a high position in the Clan is referred to as a *ristar*: literally, a rising star.

SAFCON

Safcon is a Clan ritual that allows troops to land on a world unmolested in advance of a trial. In the absence of safcon, the incoming DropShips, JumpShips, and WarShips are open to attack. Even in those cases when Clan ships are not approaching a world to engage in a trial, the inbound vessels may broadcast a "beam of neutrality"—a message indicating non-hostile intentions—when they are attempting to make planetfall while avoiding any hostile actions from the occupying troops.

SEYLA

Seyla is a ritual response in Clan ceremonies. The origin of this phrase is unknown, though it may come from the Hebrew notation "selah," thought to be a musical notation or a reference to pause and contemplate.

SIBKO

A group of Trueborn warrior caste children raised and trained together is known as a sibko. In many Clans, sibkos are produced from the same geneparents and thus are literally siblings. Usually only four or five warriors on average pass their initial Trial of Position.

SIBKIN

Members of the same sibko.

SOLAHMA

Clan warriors considered too old to serve in mainstream units are assigned to *solahma* units. The members of such units generally seek suicide missions in order to die in combat, but most often they serve as garrison troops.

STRAVAG

A Clan epithet, probably a corruption of stran, meaning independent, and vagon, meaning birthing.

SURKAI

Surkai is the rite of forgiveness. When two parties disagree, or when one offends the other, Clan society expects the opponents to undergo surkai. As a matter of honor, the offending party admits his wrongdoing and requests punishment. The Clan views those who do not request surkai as a divisive influence and finds another way to deal with such members. Actions too severe to be excused by surkai result in a Trial of Grievance.

SURKAIREDE

Surkairede, the Rede of Forgiveness, is the honor-bound oath associated with surkai. It binds two parties and ensures that the offender suffers no further disgrace from the offense once he or she accepts punishment.

TOUMAN

The fighting arm of a Clan is known as the touman.

TROTHKIN

Used formally, trothkin refers to members of an extended sibko. It is more commonly used to denote members of a gathering, and warriors also frequently use it when addressing someone they consider a peer.

TRUEBORN/TRUEBIRTH

A warrior born of the Clan's artificial breeding program is known as a Trueborn. In less formal situations, the Clans use the term Truebirth.

WARDEN

A Warden is Clansman who believes that the Clans were established to guard the Inner Sphere from outside threats rather than to conquer it and re-establish the Star League by force. Most Wardens were therefore opposed to the invasion of the Inner Sphere in 3050, known as Operation REVIVAL.

ZELLBRIGEN

Zellbrigen is the body of rules governing duels. These rules dictate that such actions are on-on-one engagements, and that any warriors not immediately challenged should stay out of the battle until an opponent is free.

Once a Clan warrior engages a foe, no other warriors on his side may target that foe, even if it means allowing the death of the Clan warrior. Interfering in a duel by attacking a foe that is already engaged constitutes a major breach of honor, usually resulting in loss of rank, and also opens the battle to a melee.


THE WARS OF REAVING