

BATTLETECH

ERA DIGEST

DARK AGE

ERA DIGEST AGE OF WAR

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Finally, many thanks go to my little family: Susan, Bernard, Simon, Milly and Alice.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



CRISIS MODE

**STRATEGIC COMMAND CENTER, KNIGHTS' HALL
ZURICH, TERRA
THE REPUBLIC OF THE SPHERE
8 AUGUST 3132**

Uncharacteristically, Kitsune Kurita let loose with a few choice obscenities while he was still within earshot of the comms technicians. Out of deference to his rank and his person no one acknowledged the slip of his carefully maintained composure, but Kitsune nonetheless felt a quick stab of shame at his lack of control.

"Thank you, Mr. Rose," he intoned towards the man standing before him. The young tech nodded and turned on his heel, returning to his station. Kitsune flexed his fingers, causing the thin plastic sheet he was holding to bend back and forth in his grasp. The news printed on the flimsy was not at all good.

Taking a second to center himself once more, Kitsune left the hustle and bustle of the comms hive and returned to the situation room where several of his fellow knights awaited the report he had just been given. They were the third shift to man the room since the crisis had started but Kitsune had been there since the beginning. He was tired, so tired, but the events of the past twenty-seven hours propelled him forward and kept him supplied with energy. If what he suspected was true—and this latest report from knights in the field seemed to confirm his worst fears—the current crisis was quite possibly ushering in the death of the Republic. There was no way he could sleep yet, not without knowing what he'd wake up to.

He keyed in his pass code at the pad mounted on the wall and pushed open the frosted glass door, bracing himself for the slightly cooler temperature in the situation room. Seated around a massive oaken table were nine individuals, all attired in the gray work uniform of the Knights of the Republic of the Sphere. Monitors were mounted before each seat around the table, surrounded by a scattering of input pads, light pens, personal comm units and whatever other tools they felt were necessary. The center of the table mounted a circular holoprojector that was currently displaying in mid-air a rotating image of the Republic. The vast majority of the Republic's two hundred and fifty planetary systems were lit up in varying shades of orange and red. About a third as many were painted in blue. Only a very few glowed green.

Everyone looked up from their work or broke off their conversations as Kitsune entered the room. Despite officially being of equal rank, his age and the fact that he'd been covering the crisis longer than any of the others meant that they had begun to defer to him by unspoken agreement.

"Sir Kurita, do you perhaps have any good news for us?" The speaker was a powerfully built woman of approximately forty, her long dark hair hanging loose to her mid back, where it was gathered together by a silver clasp resembling a stylized horse's head before terminating in a short tail near her hips. Her deep brow and piercing eyes unnerved many on whom she turned her gaze, but Kitsune had a long and fruitful working relationship with Yolanda Amirault that made him immune.

"I am afraid I do not. I have received"—Kitsune caught sight of a small, impossibly old man standing near the back of the room and his voice hitched briefly in surprise. Another loss of control.—"er, received a fax update from

Sheratan. Although they have been without their HPG for less than a day, already the Wolves in Malenky Katyusha are becoming restless. Sir Khurana is concerned that they will soon forget their oaths and the promises they made to Devlin Stone and seek a violent confrontation."

A clamor filled the room at the news of a potential uprising within the heart of the Republic, but Kitsune phased it out of his awareness. Instead he picked his way across the room, greeting his fellow knights and offering brief comments almost as if on autopilot. He stopped before the old man whose presence here was a welcome surprise.

"Hello, father. I was not expecting you."

Paladin Victor Steiner-Davion smiled. "Truth be told, Santa Fe was just too damn hot."

Father and son clasped hands and pulled each other into a brief hug. They had never had the most demonstrative relationship, due mostly to Kitsune being raised among his mother's people in the Draconis Combine and, he suspected, a lingering sadness on Victor's part every time he looked at his eldest son. Still, the years had turned their initial unease with one another into genuine love.

"So, fill me in. I caught some of your reports on the trip over but I'd like to get your impressions personally."

Kitsune gestured his father towards a seat at the table. As if by command, the other knights in attendance also filled their seats, leaving Kitsune alone standing. Clearing his throat, he picked up a small info pad and keyed in a command. The colored lights within the holographic image of the Republic floating above the center of the table all changed to white.

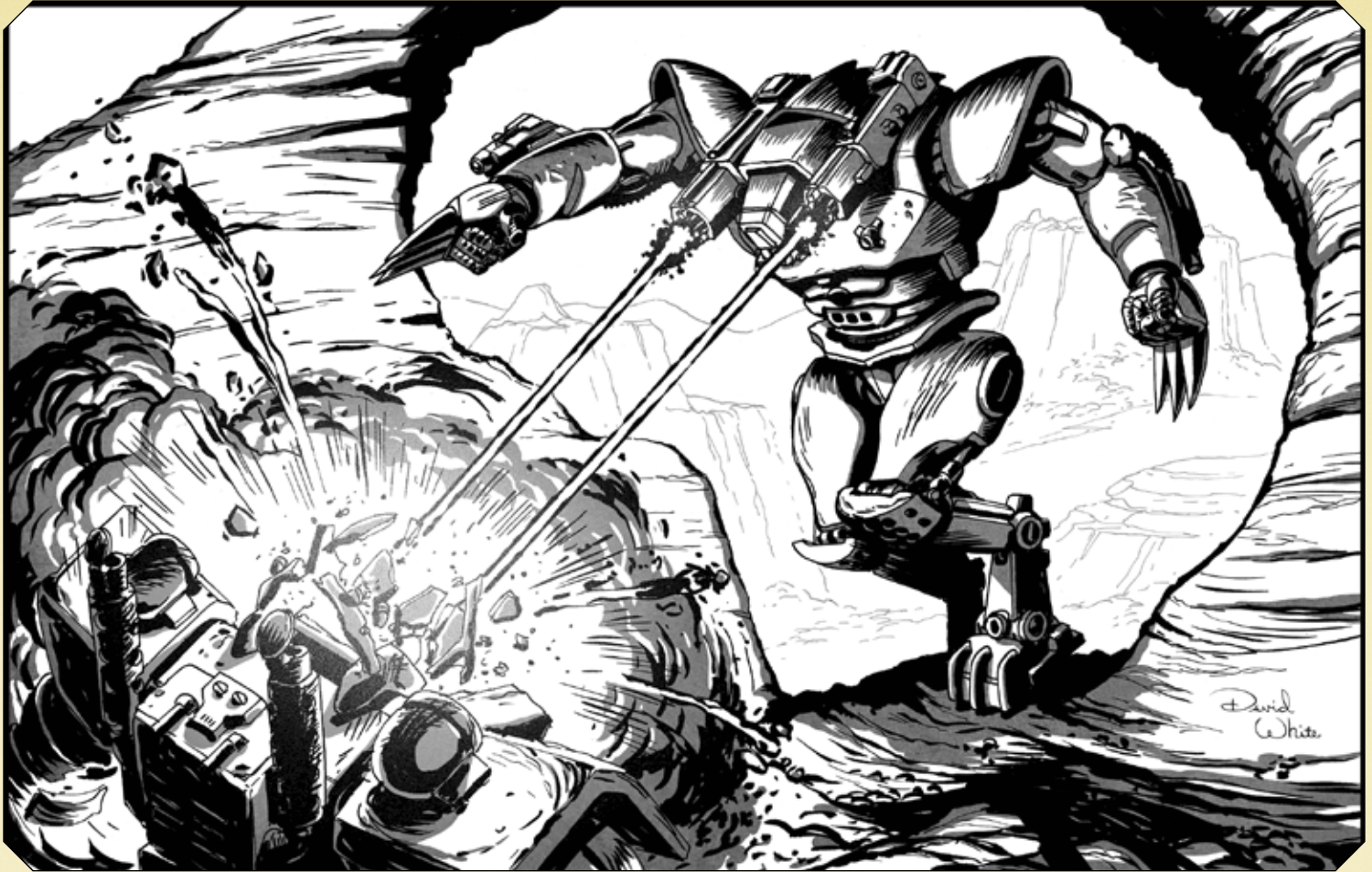
"We all know our history. The hyperpulse generator was a creation of the first Star League and it allowed near-instantaneous communications across light years of space. The web of generators that the League set up gave humanity a means by which all of its far-flung sons and daughter could talk to one another, no matter how separated." He was necessarily oversimplifying the case, but his audience was savvy enough to not require any handholding.

"Throughout the chaos that followed the collapse of the League, for over three centuries, the HPG network has served us well. Not even the Word's Jihad was able to permanently damage it. There remains much we do not know about the inner workings of hyperpulse technology, much that ComStar still does not share with those outside its order, but we've never faced a serious and long-lasting threat to the integrity of our interstellar communications. Until now."

Keying in another command, Kitsune and his audience watched as across the map of the Republic, one by one the white lights that marked its systems turned orange. Sometimes an orange light was replaced by a blue. On two occasions an orange reverted to white. Mostly, though, the oranges became red.

"You'll notice that there appears to be no central point from which the troubles spread. Beginning at approximately twenty hundred hours Terran Standard Time on 6 August, hyperpulse generators across the Republic began failing. Beginning roughly three hours after that were the first reports of attacks by persons unknown on a number of other stations."

"So it's an attack on the Republic." Lady Emeline Hargreaves spoke with a



slight edge to her voice, as if personally offended that anyone would have the temerity to try such a thing.

"No. Or, rather, not *just*." Kitsune keyed in another command and the holographic representation of the Republic shrank down as the rest of the Inner Sphere came into view. As with the previous view, the lights that pinpointed inhabited systems changed from white to orange or red or blue, though they were of lesser intensity than those that marked the Republic's worlds. In the end, nearly eighty percent of the star systems had changed their hue.

The silence that followed was tangible. Finally, Victor cleared his throat and spoke.

"And the Exarch? Where is he?"

Kitsune frowned. "He was on Freedom for a trade meeting with the Archon's people. We have been unable to establish contact since the crisis began." He looked around at the faces of his fellow knights as they absorbed this news. He could see that some took comfort from the fact that Freedom's light on the map shone in red, meaning that world was not one that had seen an attack. It was small comfort, but comfort nonetheless.

Victor clapped his hands together and stood. Kitsune took a seat and waited for his father's next words. "Well, that's that, then. We proceed without him. The Council of Paladins has divided up responsibility for various aspects of this crisis amongst ourselves. We will be forming action teams to tackle these aspects and as of right now, all of you are my team. Our job is to figure out who

is behind this, how they pulled it off, and what they plan to do next. Because, mark my words, there will be a next. Any questions?"

Despite the grave circumstances, Kitsune could see on the faces of everyone around the table a mixture of admiration and pride. Admiration of this small old man before them, for everything he had accomplished in a life that seemed at times equally charmed and cursed. And pride that this man, this hero, had chosen them to work at his side. Kitsune knew his father as both man and hero and felt the same pride.

"Excellent." Victor clasped his hands behind his back and nodded to the group. "All of you, get some rest. We start in six hours. Dismissed."

As Kitsune stood, Victor placed a hand on his arm. "Kitsune, call Consuela and have her meet us in my apartment. The three of us have a lot to go over before the whole group meets."

"Yes, sir."

"And, son?"

Something in Victor's voice gave Kitsune pause.

"Yes, father?"

"Where are Sandra and the girls?"

"On Northwind, with her parents." His wife and two children had left Terra just a month before and were planning to be gone until October.

"Better get them back here as soon as you can. I have a feeling this situation is going to get very bad, very fast."

INTRODUCTION

Jonah—

Well, it's all up to you now. I know you never would have chosen this job but your fellow Paladins obviously felt you were the right man at this time. I've worked with both previous Exarchs and I know just how rough the job can be, so I want you to know that I'm here to help you. No man can do it on his own, not even Stone.

Anyway, here's that preliminary intel overview I promised you. This is where things stand as of today, to the best of my knowledge. I should have a more detailed report for you in a few weeks; I want to let the news of your election get out there to see what shakes loose.

Speaking of which, I have made little progress in tracking down the unauthorized access to the Paladins' secure messaging system you reported. In fact, there's no trace of any such incursion at all. Whoever it was, they're damn good if they can outfox me. I've still got some tricks up my sleeve, though, so I'll keep digging.

I can't stress enough that tough times are coming and you'll have some pretty big things to deal with right off the bat. I'm sorry that you won't have time to settle in but that's the game we play, eh?

—Emil

29 December 3134

HOW TO USE THIS BOOK

Era Digest: Dark Age is a stand-alone product that takes a deeper look at the period in *BattleTech* history surrounding the HPG Blackout, a key element in what has become known as the Dark Age era. While this book is primarily a sourcebook about a portion of an era documented by other products—most notably *Field Manual: 3085*, *Era Report: 3145*, and the upcoming *Historical: Wars of the Republic Era*, the goal here is to provide greater detail on a point of history that was brief, but extremely critical. This book also contains rules both for playing within the early Dark Age and Blackout years, and with the special units that quickly emerged at this pivotal time.

The first section, *The Dark Age*, is a summary of the events leading up to and surrounding the HPG Blackout (also known as “Gray Monday”) and the upheavals that followed. This section goes in depth into some of the turning points of the era, including several key battles that erupted across the Republic at that time.

Shards of the Republic takes a look at the splinter groups that rose up in the wake of Gray Monday, including the likes of Bannson's Raiders, Dragon's Fury, the Swordsworn, and others. Included in this section are briefings of the larger military forces, as well as brief biographies on their key leaders.

Finally, the *Dark Age Rules* section describes three unique 'Mechs and two vehicles that appeared in this time—namely, the *Cave Lion* BattleMech, the *Raider* and *Raider II* non-fusion BattleMechs, and the Praetorian and Tribune Mobile HQ vehicles. This section also includes Random Assignment Tables (RATs) to make it easy to quickly roll forces that fit well in this brief period, and role-playing information for players wishing to tailor their adventures to the unique part of the *BattleTech* setting.

The book concludes with Record Sheets, a collection of record sheets for units found in this book.

DARK AGE

The retirement of Devlin Stone in August of 3130 was a double blow to the Republic of the Sphere. With that one act, Stone removed both the Republic's spiritual center and the hand that had guided it since birth. Not only did he step down from leadership, but Stone vanished from the public eye entirely, leaving his chosen successor as Exarch, Damien Redburn, at the helm of a nation just beginning to enter its adolescence. It would not be an easy task to follow in Stone's shoes.

PAINFUL ADOLESCENCE

Almost immediately, tensions and long-standing grudges that had simmered during Stone's tenure began to bubble to the surface again. Internally, the descendents of Clan immigrants looked around and saw that they were often the victims of subtle prejudice and discrimination. A resurgent sense of Clan identity was sweeping across the numerous enclaves in the Republic and it soon gained a focal point in discussions about citizenship. Activists such as Katrina Ward and Nishawn Cooper gained a growing following among not only their fellow Clanners but also among many of Spheroid descent who felt increasingly disconnected from their cultural heritage after two generations under Stone's policies. A not-insignificant number of the non-Clan population began to request Trials to enter Clan ranks, opting for the security and solidity of the Way of Kerensky over the uncertainty of the times. And it wasn't just the Clans; other nationalistic and ethnic organizations sprang up or were revitalized during the first year or so after Stone's retirement, including several groups advocating a return of Republic worlds to the states from whence they had originally come.

Externally, the Republic saw growing cause for concern in the aggressive language adopted by diplomats from the Capellan Confederation and in the sharp increase in the number of border raids from the former Free Worlds League states. Daoshen Liao had neither forgotten nor forgiven the Republic for the defeat of the Capellan Crusades a decade and a half earlier and, with Stone now out of the picture, the Chancellor decided to test how far he could push relations between the two nations. Though stopping short of open hostilities, nonetheless the Capellans were gearing up to be a thorn in Exarch Redburn's side. Surprisingly, even erstwhile allies like the Federated Suns and the Lyran Commonwealth maneuvered their interactions with the Republic in a colder direction. Widespread layoffs and austerity measures across the Republic were a common response to a flood of cheap Lyran goods entering the markets. On some worlds, it was not unusual to see far more shuttered than thriving businesses and the economic prosperity of the previous decades looked to be a thing of the past, though none would have it as bad as Vega, where rampant speculation and a fear of Lyran market manipulation led to a devastating bank collapse in October 3131.

Exarch Redburn soon became the scapegoat for many of these issues. Though he still possessed the public support of the Senate and his Paladins, increasing whispers in the halls of Geneva spoke to dissatisfaction with his leadership that would only grow over the coming months.

GRAY MONDAY

Nothing, however, could have prepared the Inner Sphere for what was to come. Though service dropouts were a not uncommon problem for ComStar's extensive HPG network, rare were the times those interruptions lasted more than a few days at most, as had happened on Liao at the end of July. So when

numerous Class A stations across the Inner Sphere began reporting strange and disruptive power spikes and signal modulations on 04 August, most assumed the problem would eventually correct itself. Needless to say, it didn't. Beginning in the early hours of 7 August, one by one the HPGs across nearly 77 percent of the Inner Sphere failed, often in idiosyncratic and unexplainable ways. Some HPGs burned their cores out; some transmitted only every fourth or fifth byte. Some could receive but not transmit; others could transmit but not receive. One station on the Periphery edge of Steiner space received transmissions allegedly originating on Gulkana in the Federated Suns, a distance far beyond that of normal HPG operations. And so it went, with the sheer variety of symptoms making it nearly impossible for ComStar's crack hyperpulse technicians to nail down a solution.



FUNCTIONAL REPUBLIC HPGS AS OF 01 JANUARY 3135

Prefecture I

Imbros III (restored Feb. 3133)

Kessel

Prefecture II

Albalii

Prefecture III

Northwind

Towne

Prefecture IV

Achernar

Ronel

Prefecture V

Algot

Genoa

Menkar

New Aragon

Prefecture VI

Hsien

Prefecture VII

Devil's Rock

Irian

Prefecture VIII

Gacrux

Prefecture IX

No working HPGs

Prefecture X

Terra

Thorin

A massive technological failure would have been bad enough, but that wasn't all that hit a surprised humanity on the day that would soon come to be known as Gray Monday. A further 3 percent of functioning HPG stations weathered whatever had taken down the others only to subsequently fall victim to physical attack by unknown parties. Each such case seemed to be different and neither ComStar nor the Republic could find any pattern or explanation. The mysterious attackers either bore no markings at all or sported strange insignia

that to this day has yet to be identified by any national intelligence agency. On some worlds, they even marked themselves with emblems of local dissident organizations, apparently in an attempt to sow distrust and confusion, though in every single case authorities were able to disprove any conclusive links. These attackers simply vanished as mysteriously as they had appeared, leaving chaos in their wake.

By the time the Inner Sphere realized what had happened, the communications system that had joined our farflung worlds for centuries was in shambles. The few remaining functional HPGs were quickly overwhelmed with the increased traffic of a panicked populace reaching out for comfort and reassurance. Our governments, from the leaders of nations on down to the lowliest local magistrates, were singularly ineffective in calming the rising fear. Many lashed out in anger and despair, eager to lay the blame on enemies both real and imagined. The Capellan Confederation, for instance, was a popular scapegoat in the Republic's rimward Prefectures for many months. In the Clan territories, rumors allegedly spreading throughout the lower castes painted the blackout as the harbinger of an apocalyptic onslaught by Clan Wolverine or back-from-the-dead Smoke Jaguars. But though theories were thick on the ground, not one of them had anything more than speculation to back it up.

▽△ HUNTING LIONS

Over two years after the terrible events of Gray Monday, we are still no closer to knowing the identity of the forces that attacked numerous HPGs across the Inner Sphere. We don't even have a name for them, but Victor and his team have taken to calling them "Lions" which, by extension of the metaphor, makes opportunists like Tormark and Bannson, who did not cause the Blackout but have no qualms taking advantage of it, "Jackals".

Though we have quite a few reliable eyewitness accounts of Lion attacks from around the Inner Sphere, we only know of one such attack that was caught on holovid. Our agents were able to obtain a copy of the vid from MIIO sources and confirm its authenticity by matching recorder codes to known battleROM models, though for some reason the Davions refuse to divulge which planet the raid is occurring on. At any rate, the grainy vid shows a cadre of battle armor of unknown design assaulting what is certainly a Class A HPG station. As if unknown battlesuits wasn't enough of a mystery, there are several glimpses of a mysterious insignia adorning those suits. Our best technicians have managed to perform their usual magic on the images and their enhancements reveal to us what looks like a snake coiled around a blood red sword, set against a sun-disc. Needless to say, there is no known unit with a matching insignia in any Inner Sphere or Clan force.

Rather than repeat what our analysts have speculated, I'll simply point you to the following files located under your security code: 3132.36927.LION, 3132.36981.CSTR, 3132.36982.RWOB, 3132.37393.HWCL, 3132.45917.GRDN, 3132.48119.TVR and 3133.87122.UPDT. Some of the speculation therein is simply too outrageous to be taken seriously, but there are some theories that'll make you think.

While ComStar tried desperately—and unsuccessfully—to diagnose and fix the problem, something needed to be done to restore communications between the stars. An informal conglomeration of JumpShip cargo lines, passenger cruisers, independent merchants and repurposed military vessels was cobbled together through the work of Paladin Kelson Sorenson and a select group of Knights and diplomats, who reached out to the other nations of the Inner Sphere and made the case for cooperation. This network, dubbed the Solar Express, soon had a trickle of messages flowing from world to world in a primitive relay system. By early 3134, it had been formalized into a more stable structure.

Efforts to identify those responsible for the crash were less successful. The Republic's attempts in this arena were spearheaded by Paladin Victor Steiner-Davion and Knights Consuela Dagmar and Kitsune Kurita but were able to achieve little. Within the Draconis Combine, ISF operatives tirelessly tracked the attackers of the Ilesaki station—victim of a devastating fuel-air bomb that wiped out the station and the surrounding neighborhood—to an asteroid base in the Miyada system, where the trail went cold. Similar efforts in the other states were just as unproductive.

In the midst of the growing chaos, however, a number of small groups began to thrive. The loss of communications and especially oversight from a central authority provided the opportunity for many dissident or separatist movements to either spring up new or revive from dormancy. While every state had its own such groups to deal with, those within the Republic took on a more devastating role in the post-Blackout milieu.

3132: FIRST STRIKES

The first such splinter faction to make itself known as a threat came from a direction that, in hindsight, should have been obvious. Katana Tormark, once Prefect of Prefecture III, had resigned her post within a week of the Blackout and surrounded herself on her estate on Proserpina with her old Dragon's Fury cadre. Within a month, she was publicly calling for the return of historically Combine worlds to their ancestral nation. Though the Blackout slowed the spread of her message—a common obstacle in the months to come—gangs of Kuritan partisans on numerous worlds in Prefecture III soon sprang up and embarked on campaigns of violence and terror, especially against targets of Federated Suns ancestry. By the end of September, the Fury made its intentions known with an attack on Dieron. Though stopped by a joint Republic and Sea Fox force led by Exarch Redburn himself, this would be but the first such attempt and it kicked off a series of violent confrontations across the Republic.

Tormark's Fury was the earliest and most active secessionist faction in those early months but it was hardly the only one. Prefect Kal Radick, the military leader of Prefecture IV, decried the "shameful domestication" of the Wolves and issued a call to all Clan Wolf descendants in the Republic to join him at his headquarters on Tigress. Once enough warriors had arrived, he proclaimed the birth of a new clan, the Steel Wolves. They struck out at nearby worlds, such as Ankaa, to swiftly secure resources with which to plan a much larger campaign.

Across the Republic, numerous groups similar to the Dragon's Fury and Steel Wolves coalesced out of the scared, dissatisfied or just plain restless populace. Many saw the Blackout as a perfect opportunity to settle old scores or carve out territory for themselves. A few pre-Blackout terrorist organizations, such as the Blakist-identified White Hand, the Capellan-leaning Daughters of Kali and the pro-Republic Kittery Renaissance, viewed the sudden chaos as a license to pursue their violent goals with impunity. The Knights were hard-pressed to combat such activity and found their numbers stretched dangerously thin trying to cover all ten prefectures. Luckily, their loyalty held and there

were no defections from their ranks, though the RAF line units and planetary militia could not say the same. Too many planets watched helplessly as their defenders packed up and left or, even worse, set themselves up as warlords ruling over tiny domains.

But not all the militant groups formed in the wake of the Blackout seemed to be interested in naked conquest for their own benefit or on behalf of another state.

Lord Governor Aaron Sandoval initially claimed to be protecting the worlds of his Prefecture IV when he gathered together a number of regiments loyal to him personally but many doubted his sincerity. Even when his Swordsworn were the only forces standing between Republic worlds and conquest by the Dragon's Fury or Steel Wolves, his motives were suspect. Our Knights frequently reported an increase in Federated Suns propaganda in the wake of a Swordsworn action but no conclusive ties to Sandoval could be established. While the RAF was in many cases grateful for the assistance, the High Command couldn't help but wonder where the Lord Governor's true loyalties lay in these troubled times.

The Spirit Cat movement had been growing throughout the Republic's Nova Cat population for several years prior to the Blackout, but that catastrophe inspired those who believed in Senator Kev Rosse's visions to seek a safe haven to ride out the storm. With the ancestral traditions endemic to a Clan population, the militarization of the cult was natural. In the first few months after the Blackout, the Cats for the most part avoided open conflict with Republic forces or those of any of the militant secessionist groups, but Rosse knew it would only be a matter of time before they were reluctantly drawn into the greater conflict and worked hard to prepare his forces.

Not all of these groups were drawn along nationalistic or ethnic lines. Jacob Bannson, the richest man in the Republic, had two years earlier been granted the right to raise his own garrisons at Bannson Universal facilities across Prefectures IV and V. In addition, he sponsored the formation of an elite militia corps to augment the Tybalt Standing Guard. With the loss of interstellar communications, Bannson turned his vast wealth towards personal aggrandizement and launched his "Bannson's Raiders" on a series of attacks against strategic targets on such worlds as Ozawa, Mirach and New Rhodes III. Though they had more losses than successes in the first few months after the Blackout, the Raiders' experience grew with each engagement and they soon became a significant threat.

3133: MANEUVERS

With the new year came a dawning realization that the HPG blackout was not going to be a temporary crisis and factions across the Inner Sphere began positioning themselves for maximum long-term benefit. Economically, the various nations all suffered to some extent or another, with the Lyran Commonwealth naturally feeling the effects of the communications breakdown less than the rest. On many border worlds, Lyran trade was the only thing keeping the planetary economy running and negotiations with the Senate Trade Subcommittee for a long-term trade agreement would be ongoing throughout the year.

Taking a further toll was the failure of a debt relief bill in the Senate that would have provided much-needed aid to hundreds of businesses teetering on the brink of bankruptcy. Political nitpicking and blame-throwing tanked the bill at the beginning of the year, exacerbating the crisis on many of our worlds.

Hardly surprising, the defense industry was one sector that actually experienced growth during this period. The success of Devlin Stone's Military Materiel Redemption Program over the past five decades meant that there



IMPORTANT MILITARY ACTIONS OF LATE 3132

Dieron

One of the first major actions after the Blackout was also one of the messiest. An assault on the capital city by Katana Tormark's forces was initially blocked by Republic troops escorting Exarch Redburn to a trade summit with saKhan Ya'el Labov of the Sea Fox's Fox Khanate. The addition of local Steiner-loyalist troops only served to muddy the waters, as did a series of terror attacks by local anarchists and secessionists. After nearly a month of fighting, the Republic retained possession of Dieron. Assisting the Exarch for part of this defense was Anastasia Kerensky, newly arrived in Republic territory and going by the name Tassa Kay.

Addicks

Intent on seizing the newly discovered oil fields, the Fury launched an attack on the Weyland Industrial Complex outside the city of Neo Cartagia on 3 November. Fortunately, Tara Campbell had foreseen such an attempt and stationed an ad hoc group of Highlanders near the oil fields. A week of intense fighting saw the Fury forces defeated and driven off planet.

Mallory's World

In mid November, Katana Tormark sent a detachment from her Brotherhood regiment to secure the Fortner Industrials factory outside of Savo. Unwilling to allow the Dragon's Fury such a prolific source of combat-modifiable AgroMechs, Aaron Sandoval sent the Ghost Legion to dislodge Tormark's forces. The Legion landed on 24 November and in a three-day battle succeeded in forcing the Fury out, though not without some unfortunate damage to the nearby city.

Mirach

Late in November a raiding party struck at several industrial locations on the continent of Ventrale but fell victim to a series of unfortunate accidents that made them easy pickings for the First Cossack Lancers, an elite militia unit under the direct command of the planetary governor. Although never proven, most Mirachi believe the raiders were in the employ of Jacob Bannson.

Sheratan

Kal Radick's call to arms was the cause of significant worry amongst the Republic's leadership and many Clan Wolf enclaves received visits from Knights checking on their continued loyalty. In December, a small force from the Fourth Principes was dispatched under command of a Knight-Errant to the Malenky Katyusha enclave outside the capital of Gellen's Heights. When the dust cleared, the Wolves on Sheratan were no longer a threat.

Mara

Surprisingly, this world was hit in December not by any secessionist group but rather by House troops. A detachment from the Robinson Rangers, led by Erik Sandoval-Groell, attempted to claim Mara for the Federated Suns but was stymied in that goal by local militia forces—themselves flirting with a reversion to their Combine heritage—under the command of another Sandoval, Erik's younger cousin Christine.

Ankaa

Having secured the DropShip construction facilities at Ankaa, the Steel Wolves were forced to defend them against the Swordsworn in the final weeks of the year. Several days of brutal fighting around the capital city and in the mountains of the northern polar region saw both sides taking heavy casualties. In the end the Wolves won out, retaining the Di-Napoli complex and repulsing Sandoval's forces.

was little such equipment to go around and those factions coalescing around leaders like Tormark or Radick often had to make do with repurposed civilian equipment. The rapid buildup of these forces—and of regular House troops as well—presented a valued opportunity for manufacturers of civilian vehicles, most of whom reacted by increasing existing production or by expanding into military ordnance. A number of these companies found themselves the target of takeover bids by larger corporations, such as Bannson Universal here in the Republic, which in early 3133 began a campaign to buy up many struggling outfits across the Prefectures.

The mercenary trade was another booming business in these early days of the Blackout. Though permitted under the Republic's laws, mercenary employment had operated under numerous restrictions since the 3080s and had

seen a reduction in available resources. Shortly after Gray Monday the hiring halls on Galatea experienced sharp increases in both the number of registered mercenary units and in the volume of new contracts on offer. Outreach, a world once home to the largest concentration of mercenary hiring in the Inner Sphere but little more than a sparsely populated wasteland since the Jihad, found itself suddenly becoming a second nexus of hiring activity in Republic space. Outside of the Republic's borders, many planetary governments took it upon themselves to hire mercs to supplement the sometimes thin defense forces their national government provided.

Military insurrections weren't the only issue facing the nations of the Inner Sphere. Across the stars, radical parties saw their chance and made concerted pushes to gain power in local elections. Other dissident groups seized

▽△ IMPORTANT MILITARY ACTIONS OF 3133

New Rhodes III

Until January 3133, Jacob Bannson had hesitated to antagonize Duke Aaron Sandoval. Judging that the time was right to test Sandoval's resolve, Bannson sent his Raiders to seize New Rhodes III. Despite the aide of local nomads, the Swordsworn failed to defeat the invaders and were forced to retreat. Emboldened by this victory Bannson began planning his expansion throughout Prefecture IV.

Ozawa

As Senator from Ozawa, Kev Rosse based his Spirit Cat cult off of that world. This did not prevent Jacob Bannson's forces from attempting to seize Ozawa in the later months of 3132 under the pretext of protecting his corporate interests. By January of the next year, Rosse's followers, spurred on by their leader's visions, had driven Bannson's Raiders from their homeworld in a battle that saw the destruction of thousands of acres of woodlands.

Achernar

An attempt in March by a contingent of Steel Wolves to seize the working HPG on Achernar was stymied through the efforts of the planetary militia and a Swordsworn detachment led by Erik Sandoval-Groell. More importantly, however, this action marked the establishing of contact between Anastasia Kerensky and the Steel Wolves, which would come to have long-reaching consequences for the Republic.

Vega

Katana Tormark's desire to prove herself a valuable daughter of the Dragon inspired her to an attempt to seize Vega, a once-important world in the history of the Combine. Despite the fervor of her Amaterasu troops, however, Tormark's designs on Vega were thwarted by a stronger-than-expected showing by the planetary militia in one of the last actions by that force before the planet descended into chaos.

Quentin

Long an industrial powerhouse world, Quentin in the post-Blackout era became an epicenter of militarized IndustrialMech conversions. Hoping to seize those factories the Steel Wolves launched an assault in April in one of the final actions ordered by Kal Radick before losing his position and his life. In two weeks of intense fighting around the city of Port Frome, the Steel Wolves were repulsed by a defensive force from Northwind.

Addicks

The oil fields on Addicks were once again the prize when a Spirit Cat force arrived in April, hoping to achieve what the Dragon's Fury had failed to do the year before. This time the Highlander defenders were unable to hold

the line and retreated from Addicks, leaving the Cats in command of the rich bounty underneath the Sparro continent.

Northwind

With a new leader, the Steel Wolves launched an audacious assault against Northwind in June. Tara Campbell's Highlanders, though spread throughout the Prefecture in defense of other worlds, managed to hold the invaders off with the forces they had onworld.

Outreach

Devastated in the opening moves of the Jihad nearly seventy years ago, Outreach was a sleepy world when a Spirit Cats contingent arrived in June to tease out its hidden secrets. Assisted by a detachment from the Wolf's Dragoons, the Cats claimed Outreach without much of a fight and proceeded to set up shop on the continent of Remus, in the region still known as "the Outback". Their purpose there is as yet unknown.

Ruchbah

Fresh off their victory on Addicks, the Spirit Cats' Shiva Keshik were assigned to claim the Michaelson Heavy Industries factory on Ruchbah in June. Arriving at the same time as a Steel Wolf force, the Keshik swiftly secured the factory complex and used it as a base from which to defend against the Wolves. Though they were temporarily driven out of their position, which allowed the Wolves to make off with significant assets, the Cats were victorious in the end and retained possession of the valuable factory.

Towne

Several months after founding his Stormhammers, Jasek Kelswa-Steiner dispersed several small units to a number of planets with working HPGs to broadcast his call to all Steiner loyalists to support his movement. Towne saw the heaviest fighting as a detachment of the Lyran rangers ran smack into the Twenty-first Centauri Lancers, who had been hired by the planet for protection. The fierce fighting failed to prevent the Rangers from commandeering the communications grid and accomplishing their mission.

Irian

August's revelation by a Maskirovka team of a secret BattleMech factory on Irian prompted a rush to claim the treasure by nearly every faction within the Republic. Fighting continued from September into December until the Dragon's Fury ultimately emerged victorious and made an alliance with the planetary government to safeguard the planet. With resources stretched thin, Terra tacitly allowed this state of affairs in order to free up troops for service elsewhere while tying down most of the Fury's Brotherhood regiment.

the opportunity and acted out against those they opposed. In the Combine, rumors of activity by the Black Dragon Society, thought dead since the turn of the century, reached Luthien and prompted Coordinator Vincent Kurita to order investigations by the ISF. The Lyran Archon was faced with a resurgence of independence-minded nobles in the Timbuktu and Melissa Theaters. In the Republic, the militarized secessionist groups found themselves strengthened by civilian support on numerous worlds and outbursts of factional violence taxed law enforcement, leading to martial law on several planets and an increased presence of RAF troops in the streets. The trouble on Basalt in February and the failed coup on Mirach in May were but two examples of the chaos that continued to grip our worlds. The discovery of a widespread Capellan spy ring within Kressly Technologies on Epsilon Eridani shocked the Republic government and prompted heated discussion of legislation to grant broad powers to eavesdrop on private communications, which in turn eroded confidence and sparked protest among the populace.

Even among the Clans the turmoil of the day could be felt. All of the Occupation Zones saw a sharp increase in the number of trials conducted both within and across their borders. The Hell's Horses kept a watchful eye on the Falcons and the growth within that Clan of an extreme movement loosely based on the Horses' own Mongol doctrine. These Falcon Mongols cut across other philosophical lines within that Clan and presented something of a problem for Khan Jana Pryde, who with only a handful of years in her position was still trying to bring under control the existing divisions she had exploited to gain her the Khanship. The assassination of a Jade Falcon envoy to Terra by the Kittery Renaissance in late 3133 gave Khan Pryde an opportunity to defuse some of the pressure within her Clan and by the end of the year she was deeply enmeshed in plans for a punitive expedition into the Republic.

The fracturing of the Republic increased during this year, most noticeably with the creation of the Stormhammers in March. Formed by Jasek Kelswa-Steiner, the charismatic son of the Duke of Skye, this splinter faction was created to support his ambitions of reclaiming the Skye worlds for the Lyran Commonwealth. The irony of a Kelswa scion advocating such a move was lost on no one, but the 'Hammers posed a very real threat to the Republic. Kelswa-Steiner's actions gutted the Standing Guard forces in two Prefectures as well as making a significant dent in the RAF line brigades stationed in the region. By August, Kelswa-Steiner had dispatched his troops to numerous worlds across the entire Republic, seizing several still-functioning HPGs and broadcasting a call for all "true children of Steiner" to abandon the Republic and return to the Lyran fold.

But the formation of the Stormhammers also signaled more than just the further spread of internal rot. The Dragon's Fury and Swordsworn advocated a return of Republic worlds to the Draconis Combine and Federated Suns, respectively, but received little assistance from those nations. The Stormhammers, on the other hand, quite clearly were the recipients of manpower and materiel from the Commonwealth from the get-go. The commander of Kelswa-Steiner's elite Archon's Shield battalion even had a distinguished career in the LCAF and was rumored to be a Lohengrin operative. This greater level of involvement by a Great House in the continuing disintegration of the Republic marked the beginning of a new threat that would only get worse in the months to come.

Internal turmoil was a problem not only for the Republic but also for those who would see it fall. Kal Radick, whose disdain for the Republic that had elevated him to high position gave birth to the Steel Wolves, felt the wrath of a real Wolf with the arrival of Anastasia Kerensky. Within just a couple of weeks of joining up with the Steel Wolves on Tigress, the Arc-Royal Wolf warrior had challenged Radick for leadership and brutally executed him in a Circle of Equals. Kerensky's first major action with her new followers was an attempt to conquer

Northwind which was barely repulsed by the short-handed Highlanders. But she would not give up so easily.

With the Great Houses still mostly waiting to see how events would play out in the Republic, the year 3133 ended with a glimpse at what the future would hold if the various insurgent groups tearing it apart were not brought under control. So far, the conflicts between the splinter factions had been low-scale engagements, usually no more than battalion-on-battalion fights between just two such groups. The discovery of a secret operational BattleMech factory on Irian, however, brought forces from every group in an attempt to claim the riches. For more than three months, the fighting on Irian was an ever-shifting morass of alliances, victories and setbacks. In the end and with the help of local troops the Dragon's Fury came out on top, though their victory ultimately led to the removal of a significant portion of their military assets to hold their prize.

3134: BREAKING POINT

While 3132 ended in confusion and 3133 saw that confusion erupt into conflict across the Republic, 3134 was the year that our troubles expanded from internal, local matters to multiple international crises. At the same time, it was the year that the realms of the Inner Sphere stopped waiting for an end to the blackout and began to position themselves to take advantage of not only the Republic's troubles but also those of their traditional enemies.

This was the year of one of our greatest failures. If you'll allow me to get a bit personal in this report, it's one of my greatest failures. I've been doing this job for a long time and while I would never be so arrogant as to think I know everything there is to know about the Republic, I've always felt I had a pretty good handle on things. But Ezekiel Crow blindsided me. To be perfectly honest, the identity of the Betrayer of Liao never much mattered to me. It was a long time ago and surely whoever it was that bore responsibility for the events on that planet during the Crusades had long since paid for their actions. But, oh, how wrong I was.

The revelation that the Betrayer was none other than one of the Paladins, our shining examples of morality and honor, hit with a thunderclap. The unrest and distrust of the early Blackout years still lingered and, if anything, had grown stronger since Gray Monday. That one of the leading lights of the Republic was in actuality also one of our greatest traitors, hiding right under our noses all this time, caused public confidence in the government to plummet. His apparent death—which we now know to have been a ruse, though we have not yet released that information publicly—defending Terra against the Steel Wolves was little consolation. We are still, almost a year later, dealing with the fallout from that. I'm sure Daoshen must have had a fine laugh at our expense over it, the rotten bastard.

A large part of the issue with the so-called Black Paladin was simply timing. Not only was that revelation devastating in that it undermined confidence in the Republic's leadership, but it came at the same time as the first military action against Terra since the end of the Jihad. Of all the splinter groups that sprang up in the aftermath of the Blackout, it was the Steel Wolves who had the gumption or the sheer arrogance to actually land hostile forces on Terra. What exactly Anastasia Kerensky hoped to achieve is not quite clear, given that her Wolves never really stood a chance of success, but just the fact that someone dared put boots on the ground of the Republic's capital world was bad enough. Thanks to the leadership shown by Tara Campbell and the dedication of the Tenth Principles, the Steel Wolves were sent packing. But they would turn out to be the least of our worries in 3134.

Tensions along the border with the Capellan Confederation consumed the lion's share of strategic planning resources on Terra in the early months of the

year. Even before the Blackout, Daoshen Liao had begun making overtures about reclaiming lost Capellan worlds. The semi-annual embassy from Sian requesting the return of their “stolen planetary gems” continued without break during the communications failure. Members of the Diplomatic Corps assigned to deal with this nuisance were more than capable of handling the Capellan ambassador. More troubling, however, were the reports from our agents in the field indicating a potentially massive buildup of forces just across the border. Rumors of such had floated around in the months prior to Gray Monday but difficulties in passing intel up the chain in the post-blackout era had provided the Capellans with a window in which their activities would go, if not unnoticed, only intermittently reported. We all knew Daoshen was up to something, but turning that into hard intel proved difficult at best.

We did not have to wait long to find out what the Chancellor had up his sleeve. The invasion was preceded by several months of partisan activity throughout Prefecture V. Starting in March, pro-Capellan movements began active campaigns of harassment and disruption on Algot, Footfall, Wei and Menkar, with smaller outbreaks on other worlds. Two months of this softened up our defenses enough so that when CCAF forces poured across the border in May, our troops were already off-balance and struggled against the oncoming hordes. Adding to the difficulties was the presence of a number of heretofore unseen regiments, Daoshen’s so-called Hidden Lions, which the Capellans had built in secrecy in direct contravention of post-Jihad limitations.

Fighting spread throughout the Prefecture, augmented by the outbreak of pro-Capellan rebellions on several key planets. Foremost among these was Liao, where a student-led uprising at the Military Academy there coincided with the arrival of detachments from McCarron’s Armored Cavalry and the Dynasty Guard. By August, our forces had retreated from the Prefecture capital. Gan Singh fell to the invaders in the same month and stiff fighting continued on Styk, Buchlau, Genoa and other planets. At this time, the Capellans have slowed their advance into Prefecture V and appear to be making a lateral move into the Federated Suns, with reports of recent assaults on New Hessen, Demeter and Chesterton having reached Terra within the previous weeks.

Efforts to resist the Capellan invasion were hampered by another threat that reared its head around the same time but on the other side of the Republic. We first learned of the approaching Jade Falcon invasion force in April. With the Melissa Steiner effectively allowing them safe passage through the Commonwealth, they assaulted the Republic just two months later, with strikes at Ryde and Alkaid. It was clear from the start that their main target would be Skye, which prompted your predecessor to dispatch Tara Campbell and Paladin McKinnon to assist. Their efforts were supplemented by the surprise assistance of the Steel Wolves. Some of the council may disagree with Campbell’s promise of amnesty for Kerensky’s band of thugs, but in all honesty I am hard-pressed to say what she could have done differently. And, truth be told, I’d rather have Kerensky on our side against the Falcons than not. The brutality of the Falcons, particularly Delta Galaxy’s commander Malvina Hazen, was a shock to our analysts; for all their talk of Clan supremacy, the Falcons have never truly delighted in cruelty for its own sake. Hazen will bear watching, especially if the reports we have of her change in attitude after being repulsed from Skye have any truth to them. The death of her brother may have created a monster we’ll have to put down with prejudice. [Note: We are expecting word from Skye any day now, so I’ll shoot you an update once it comes in. From what David says, though, it wasn’t looking good when he left.]

Skye wasn’t the only victim of Falcon aggression in Prefecture VIII. Interestingly enough, however, much of the defensive duties in the region were taken up by the Stormhammers. The irony of this is not lost on Jasek



IMPORTANT MILITARY ACTIONS OF 3134

Northwind

A second attempt on Northwind by the Steel Wolves in February was just as unsuccessful as the first, but had a more far-reaching impact on the Republic. The downfall of the so-called “Black Paladin” began here, and Anastasia Kerensky made the fateful decision to invade Terra.

Terra

Though a foolish action, the Steel Wolves’ attack on Terra in April drove home the fact that the Republic was woefully underprepared to defend its existence in the face of a determined assault. With defenses led by the Tenth Principes and Tara Campbell’s Highlanders, the Wolves were driven off, but at the cost of public confidence in the government.

Ryde

Among the first Republic worlds to feel the talons of the Jade Falcons, nearly seven thousand citizens were publicly executed on the orders of Galaxy Commander Malvina Hazen to discourage any resistance.

Liao

Discontent among the student body of the Liao Military Academy erupted into outright rebellion in the summer. The arrival of Capellan troops from McCarron’s Armored Cavalry and the Dynasty Guard turned the uprising into a full-scale invasion and led to the loss of the planet.

Genoa

Once one of the staunchest supporters of Devlin Stone, Genoa became the site of a surprisingly strong popular uprising against the Republic. From the first terrorist actions in early July, planetary militia forces were hamstrung by an unwillingness to kill their fellow citizens. The assassination of the planetary legate in August further complicated matters.

Skye

Both a Prefectural capital world and an industrial powerhouse, Skye was the natural target of the Jade Falcon invasion. Though repelled in August through the combined forces of the RAF, the Highlanders and the Steel Wolves, they returned in November to finish the job. We have not yet received word on the outcome, but reports of Stormhammer and even Lyran support give at least a glimmer of hope.

Stewart

September saw an unusual four-way battle on Stewart between forces of the Marik-Stewart Commonwealth, Clan Sea Fox, pro-Republic partisans and local supporters of the Commonwealth. Though the Sea Foxes were ultimately victorious, they maintain a loose and tenuous hold on the planet.

Glengarry

Combined Steel Wolf/Stormhammer raids against the Jade Falcon occupiers in November prompted Galaxy Commander Malvina Hazen to unleash nuclear weapons against their Drop-Ships in retaliation.

Kelswa-Steiner, I hope. On Glengarry and Ryde, on Zebebelgenubi and Summer, on multiple worlds throughout the Prefecture the Stormhammers were often the first—and sometimes only—line of defense. Anastasia Kerensky's Steel Wolves continued on their road to redemption by assisting wherever they could, but the Falcons were too strong. I fear we may end up losing an entire Prefecture to these Clanners.

Hell, there are days I feel like we may just lose the whole damn Republic. We've recently had reports of troop buildups just on the other side of the Combine border. The Coordinator's people assure us that they are only strengthen-

ing their defenses against the Bears but I don't think anyone truly buys that explanation. Unfortunately, we have few troops to spare to reinforce our own defenses. Tormark's antics have pretty well stripped us of a lot of strength in that region and what troops were left have been shuttled around to face the Falcons. Things are not looking good, my friend.

But then, after the events of the last few weeks, who knows that better than you? Victor's murder. The rot you yourself uncovered in the Senate. The defection of several knights. Damien got out at just the right time. It's a shame that you've inherited such a mess.

▽△ DARK AGE TIMELINE

3128 (19 May) David Lear succumbs to Harper-Gambol Syndrome.

3130 (8 Jul) Bannson Universal Unlimited gains limited garrison rights to important facilities and sponsors a new Tybalt Militia.

(10 Aug) Devlin Stone retires and vanishes from the public eye.

Damien Redburn succeeds him as Exarch.

(9 Sep) Kal Radick appointed Prefect of Prefecture IV.

3131 (18 Mar) Freedom Day formally created as a Republic holiday.

(7 Apr) Project Jacob's Ladder initiated by Bannson Universal Unlimited.

(3 Oct) Bank collapse on Vega.

(14 Nov) ComStar's bid to upgrade HPG stations is rejected by Exarch Redburn in favor of a bid by Stryker Productions Ltd.

3132 (early Jan) Senate holds DiNapoli Hearings regarding Jacob Bannson's attempts to purchase the company.

(18 Jun) Katana Tormark refuses a Knighthood.

(24 Jun) Prefect Radick announces a military buildup in Prefecture IV.

(25 Jun) Senator Kev Rosse proposes a massive increase in military spending.

(9 Jul) Knight Jonah Levin raised to Paladin.

(16 Jul) Bannson Universal Unlimited announces massive layoffs.

(25 Jul) HPG station on Liao experiences mysterious shutdown lasting four days.

(7 Aug) Gray Monday. Over the next week, 80% of the HPG network falls dark.

(Sep) Economic recovery on Vega fails.

(23 Sep) Dragon's Fury forces strike at Tahlwynn on Dieron. A month-long battle between the Fury, Steiner loyalists, local revolutionaries, and RAF and Sea Fox forces ends with the Republic retaining control.

(3 Nov) Dragon's Fury assault on Addicks to seize oil fields.

(12 Nov) Dragon's Fury forces raid Mallory's World.

(15 Nov) Bannson's Raiders assault Ozawa.

(22 Nov) Unknown raiders hit Mirach.

(13 Dec) Federated Suns forces raid Mara.

(16 Dec) Fighting on Sheratan between Clan Wolf enclave and Republic forces.

(19 Dec) Steel Wolves and Swordsworn clash on Ankaa.

3133 (2 Jan) Bankruptcy Relief Bill dies in the Senate.

(14 Jan) Bannson's Raiders raid New Rhodes III and force the Swordsworn to retreat.

(22 Jan) Spirit Cats drive Bannson's Raiders off of Ozawa.

(6 Mar) Dragon's Fury raid on Vega.

(13 Mar) Jasek Kelswa-Steiner issues call to return Republic worlds to

the Lyrans Commonwealth, creating the Stormhammers.

(18 Mar) Steel Wolves fail to seize HPG on Achernar.

(20 Mar) Capellan spy ring uncovered in Kressly Technologies of Epsilon Eridani.

(18 Apr) Spirit Cats seize oil fields on Addicks.

(27 Apr) Highlanders repulse Steel Wolves raid on Quentin.

(3 May) Attempted coup launched on Mirach. It lasts less than ten days.

(10 May) Anastasia Kerensky kills Kal Radick in a Trial of Position to lead the Steel Wolves.

(7 Jun) Steel Wolves invade but fail to take Northwind.

(14 Jun) Elements of Wolf's Dragoons and the Spirit Cats seize Outreach.

(30 Jun) Steel Wolves versus Spirit Cats on Ruchbah.

(10 Aug) Long-term trade agreement between the Republic and the Lyrans Commonwealth.

(28 Aug) Stormhammers raid Towne and other worlds to spread Kelswa-Steiner's proclamation.

(23 Sep) Republic officials release reports of Capellan troops massing on the border.

(7 Oct–11 Dec) Massive multi-faction battle on Irian for a functioning Marauder II factory.

(17 Oct) Failed Draconis Combine invasion of Vega. Legate Francis Nguyen killed.

(28 Nov) Raider Mk II BattleMech debuts.

3134 (early Feb) Non-aggression and free-trade pact signed between the Republic and Clan Sea Fox.

(17 Feb) Steel Wolves make another attempt on Northwind. Paladin Ezekiel Crow is revealed as the infamous Betrayer of Liao.

(Mar) Pro-Capellan partisan activity on Algot, Foot Fall, Wei and Menkar.

(early Apr) Steel Wolves assault Terra.

(6 May) Capellan Confederation invades the Republic.

(14 Jun) Clan Jade Falcon invades the Republic.

(11 Jul) Terrorist activity on Genoa.

(late Jul) Capellans pushed off of Algot. Oriente Protectorate seizes Ohrenson.

(15 Aug) Liao falls to Capellan invaders and internal rebellion. Jade Falcons driven from Skye.

(27 Sep) Marik-Stewart Commonwealth forces fail to take Stewart.

(3 Nov) Jade Falcons deploy nuclear weapons against Stormhammers on Glengarry.

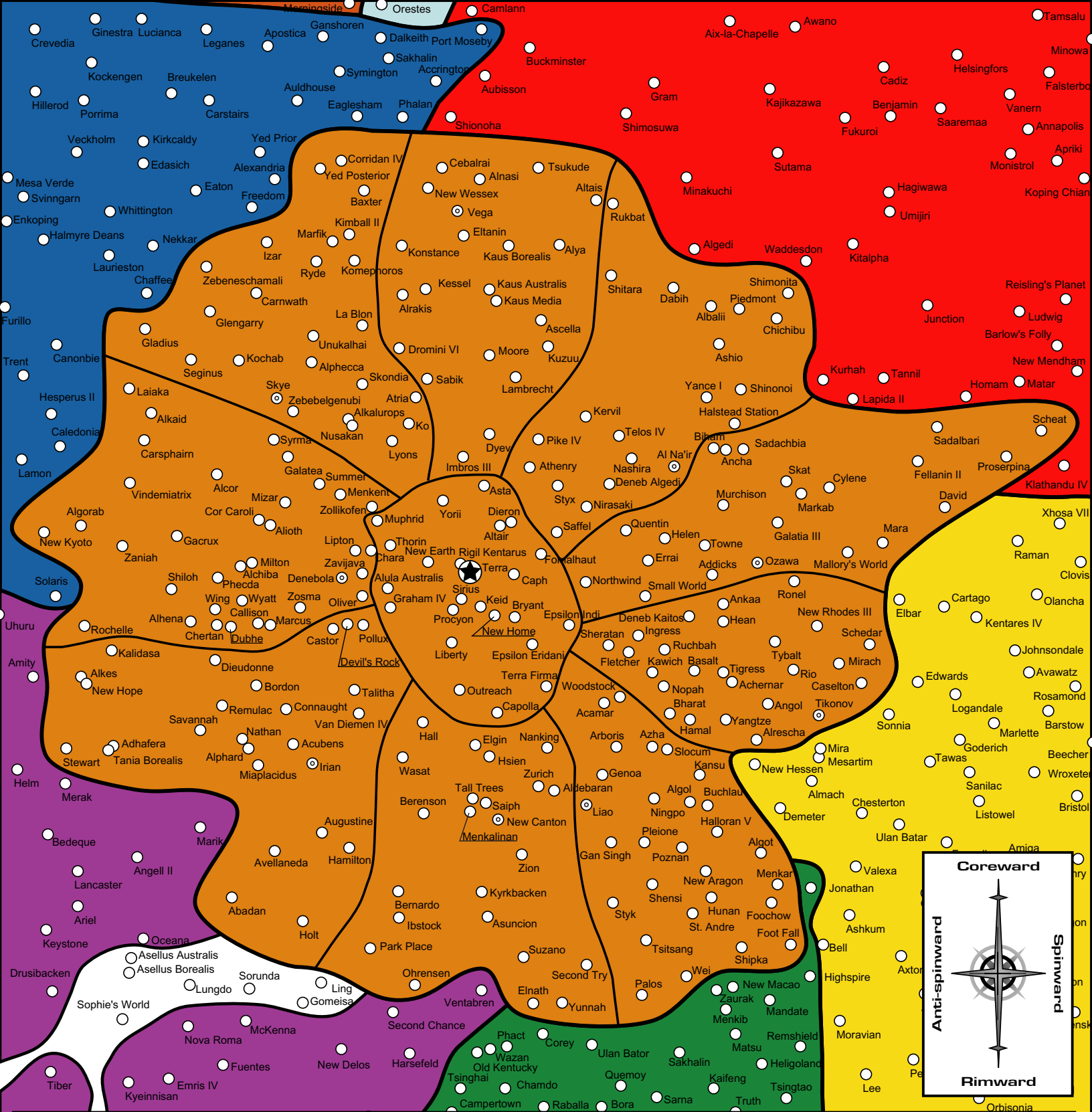
(26 Nov) Paladin Victor Steiner-Davion murdered.

(28 Nov) Draconis Combines forces hit Tsukude.

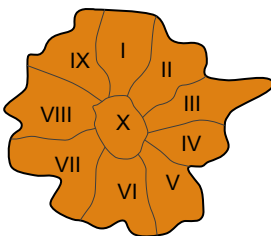
(30 Nov) Jade Falcons invade Skye again.

(19 Dec) Senatorial conspiracy to usurp the governance of the Republic uncovered.

(20 Dec) Jonah Levin elected Exarch of the Republic of the Sphere.



PREFECTURES



THE REPUBLIC OF THE SPHERE

© 3130 COMSTAR CARTOGRAPHIC CORPS

LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



Map of the Inner Sphere

3130

Major States

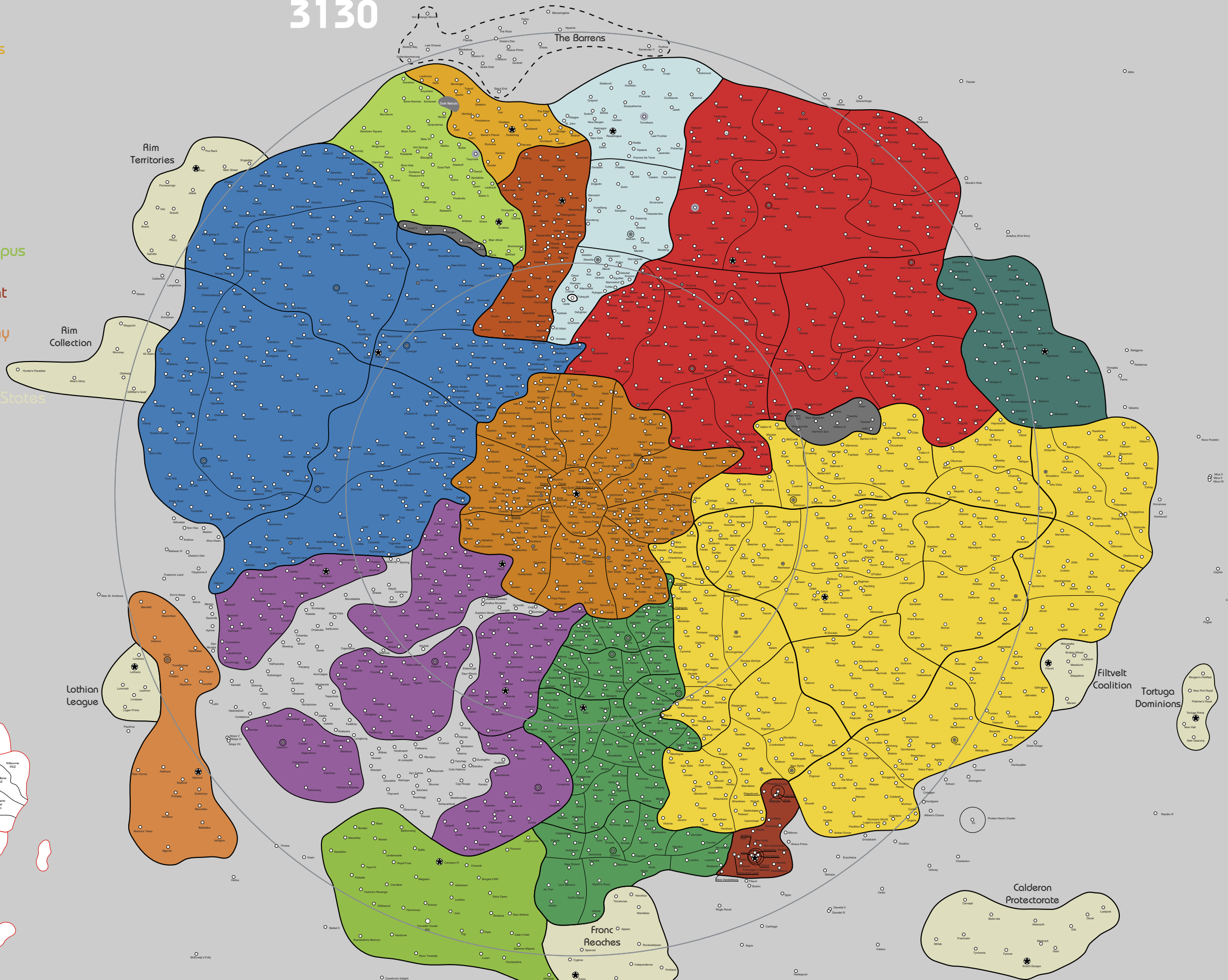
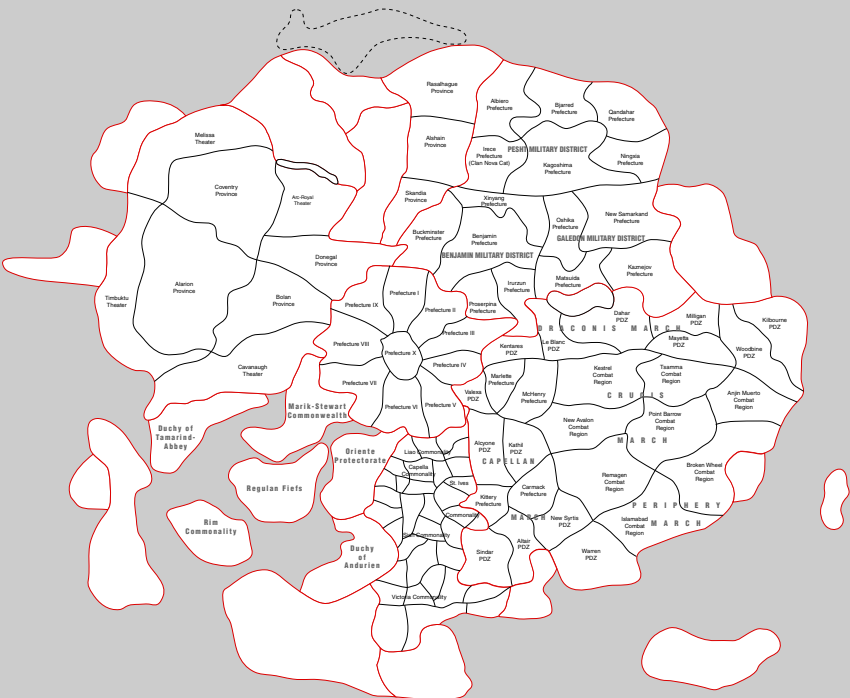
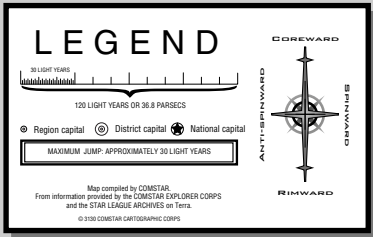
- Republic of the Sphere
- Capellan Confederation
- Draconis Combine
- Federated Suns
- Former Free Worlds League
- Lyran Commonwealth
- Rasalhague Dominion
- Clan Jade Falcon
- Clan Wolf

Minor States

- Clan Hell's Horses
- ComStar
- Raven Alliance
- Clan Sea Fox

Periphery States

- Magistry of Canopus
- Taurian Concordat
- Marian Hegemony
- Lesser Periphery States
- Disputed Areas



Filtvelt Coalition
Tortuga Dominions

Calderon Protectorate

SHARDS OF THE REPUBLIC

Following the collapse of the HPG network, several local leaders—including minor nobles, corporate executives, and military officers—quickly raced to gather armies and arms. While some did so in an honest effort to stave off the chaos when panic quickly took hold across the Republic, most did so as nothing more or less than a naked grab for power.

A vast majority of these upstart splinter groups rose and fell quickly, lacking the strength, resources, or organization to survive the Blackout's initial months. Those that survived to make their presence known are featured here.



BANNSON'S RAIDERS

Whereas most of the so-called splinter factions can be said to have legitimate, if misguided, goals, Jacob Bannson stands out as a man who formed his own paramilitary organization for the sole purpose of getting back at everyone who pissed him off over the years. In some ways, this makes him far more dan-

gerous than leaders like Katana Tormark or Kev Rosse. Since his actions are guided by personal profit rather than ideology, his strategies can be far more varied than if he was pursuing alliance with another state or some other goal.

The main driving force behind Bannson's actions appears to be a deep and abiding hatred for the noble class, most likely due to his exclusion from their ranks despite his vast wealth. In this, he has become something of a demagogue and enjoys strong support among the under-classes of Republic society. Bannson is seen by these masses as a champion of the working man, sticking it to the societal elites who unfairly discriminate against those who are less well off than themselves. Of course, though he likes to play up this aspect of his public persona, the truth is that Jacob Bannson cares little for the have-nots and far more about expanding his own power. Of the six major splinter group leaders operating in the Republic at the present time, Bannson is without a doubt the most expert at manipulating and winning public opinion to his cause. It doesn't hurt that the man owns nearly two dozen planetary media conglomerates throughout three Prefectures and can disseminate his message in many subtle and effective ways.

Bannson's fortune and the nature of his forces has allowed him to arm his troops with equipment purchased on the black market both within the Republic and in foreign states, rather than rely on materiel stolen from the RAF by defectors. As such, the Raiders tend to have a lower percentage of modified IndustrialMechs in their ranks than one would expect from what is essentially a home-grown military force. Recent investigations by Knights Sonya Artigonn and Jahmil Yost have linked Bannson to a series of missing shipments of decommissioned BattleM-

echs from various Prefecture capitals to the boneyards on Terra. These disappearances stretch back to at least 3129, indicating that Jacob Bannson has been preparing for violent action since shortly after tangling with the Senate on anti-trust issues.



THE SCOURGE

Regiment / Veteran / Reliable

Equipment Level: D

CO: Colonel Meghann Tenclay

XO: Lieutenant Colonel Esau Stark

With the fall of the hyperpulse generator network, Bannson threw off the veil of legitimacy from his corporate security force and revealed that he possessed a well-trained military unit

staffed with skilled and loyal soldiers. True to their origin, the newly christened First Bannson's Raiders—better known by their nickname "The Scourge"—tends to operate in company-level formations and eschews larger organizational arrangements.

The warriors of the Scourge are loyal to Bannson to a point; the generous salvage terms granted to each member serve as compensation and incentive above and beyond their regular pay.



BAND OF FIVE

Battalion / Regular / Questionable

Equipment Level: D

CO: Colonel Mikhail Korten

XO: Lieutenant Colonel Tricia Maldonado

The Band of Five is, to be blunt, a gang of thugs and scumbags. Bannson has assembled under this command the worst bunch of lowlives from across Republic space. They possess little formal training but approach their battles with the viciousness of a street fight. No tactic is too debased for them to use, as long as it increases their chance of victory.

In keeping with this attitude, the Band tends to deploy its members in groups of five, giving them their name. They do this to give themselves an advantage over other commands, which almost universally use a standard four-unit structure.



WYLD'S JOKERS

Battalion / Regular / Questionable

Equipment Level: F

CO: Colonel Geoff Wyld

XO: Lieutenant Colonel Ace Windsor

Like the Band of Five, the Jokers are not much of an organized regiment. Made up of freebooters, adventurers, societal outcasts and the perpetually restless, this motley group has little formal military training or expertise and is pretty much hopeless in a stand-up fight. Where they do excel, however, is in possessing a wide variety of skills and equipment to handle any kind of odd job or assignment Bannson chooses to give them. The members of the Jokers have often been seen operating individually or in small groups throughout the Republic at Bannson's behest.

**JACOB BANNSON**

Position/Rank: CEO,
Bannson Universal Unlimited
Born: 3097 [37 in 3134]

At his core, Jacob Bannson is a petty, vindictive man with enough wealth and accumulated power to pursue his myriad vendettas and grudges with seeming impunity. His entire career has been built on nailing his enemies before they nail him, and his definition of "enemy" is notoriously loose.

Born into modest circumstances on St. Andre, Bannson's parents were small business owners who were nearly ruined by an attempted takeover from a larger corporation. After years of study, he used his business education to strike back at this corporation and force a hostile takeover purely as revenge for their actions against his parents. This act would set the pattern for his future dealings.

By the time he was twenty, Bannson had expanded his company across three systems by various takeovers and buyouts that drew attention from local regulatory agencies. Though he faced a variety of accusations regarding his practices, no charges ever stuck and Bannson developed a reputation amongst the working classes of the Prefecture as a man who had fought the system and won. Even so, he was not above using the system to his advantage, as when he went undercover for the Republic Securities Trade Commission and delivered evidence resulting in the convictions of several high-ranking businessmen on racketeering charges. Of course, Bannson Universal was the ultimate beneficiary of these prosecutions.

Bannson's actions just prior to and after the collapse of the HPG network are driven by his anger at restrictions placed upon his business by the Republic Senate in 3129. The blatantly illegal raising of his Raiders and encouragement of what amounts to piracy within our borders is a slap in the face of Stone's Republic and his own obligations as a citizen. The recent rumors of an alliance with the Capellans merely exacerbates his existing treason.

**DRAGON'S FURY**

By far the most aggressive and dangerous of the secessionist movements currently bedeviling our Republic is the Dragon's Fury. It is also the result of one of our greatest betrayals: that of Katana Tormark, former Prefect and one-time model of the integration into Republic society of second generation residents. The core

of this faction derives from the cadet corps of the same name led by Tormark during her time at the Northwind Military Academy. Even at that young age, she showed a remarkable talent for leadership and proved her skills more than once after graduating to active service. When the Blackout fell across the Inner Sphere, however, Tormark used the devotion of the Dragon's Fury, now constituted as a paramilitary force loyal to her alone, to turn on the Republic that had granted her so many opportunities and declare her allegiance to the Draconis Combine.

Luckily for the Republic, the Combine does not appear to be in any hurry to make the relationship mutual. Despite Tormark's conquests in his name, Coordinator Vincent Kurita has shown little acknowledgement of her existence. Our analysts speculate that he may be waiting for some major show of fealty on Tormark's part, but it is hard to know what that might entail, given that she has already demonstrated a ready willingness to conquer worlds for which she was once responsible.

Since the Blackout, the Fury has been extremely busy throughout Prefectures I, II and III, concentrating their activities on worlds that once belonged to the Combine. While most of these conquests have resulted in little bloodshed amongst the civilian population, there has been a disturbing trend of Fury warriors directing greater hostility towards citizens of Combine descent. This behavior appears to be more common with the Brotherhood regiment though it has been reported to varying degrees from all the Fury units.

Looking at purely internal threats, it seems clear that Tormark and her Dragon's Fury represent a greater danger to the Republic than any other group. Even without direct support from the Combine they have managed to wage a campaign of terror and conquest across nearly a third of the Republic and have enjoyed a number of major successes. With Tormark's inside knowledge of RAF operations married to the aggression of her troops, they constitute a serious obstacle to our forces as they try to restore peace within our borders.

**AMATERASU**

Regiment / Elite / Fanatical

Equipment Level: B

CO: *Tai-sa* Ngaire McAllister

XO: *Chu-sa* Eve Gamble

Despite their continuing status as one of the RAF's elite independent units, the Amaterasu had found themselves increasingly sidelined in the years after their successes in the Capellan Crusades. This enforced inactivity lent itself to expression as resentment towards the High Command and the Republic in general. Katana Tormark, who trained as a member of the Amaterasu, was able to exploit this resentment and it now appears likely the fanaticism of the Amaterasu for Tormark had its origins nearly a decade ago.

Since their defection to Tormark's banner, the ranks of the Amaterasu have been radically restructured and now consist solely of female members.

**ORDER OF THE FIVE PILLARS**

Battalion / Veteran / Fanatical

Equipment Level: B

CO: Illuminatus Rajinder Desai

XO: Adept Iseul Kim

The creation of this unit pointed to a major intelligence failure on our part and prompted the closer investigation that revealed Akira Tormark's connections to the Order back in Combine space. Katana Tormark has turned the descendants of the original O5P cell that followed her father into the Republic into an effective scouting and reconnaissance unit, with rumors of more lethal missions undertaken in secret.

Unlike the rest of the Dragon's Fury, the Order is very selective in its membership and those who enter have little interaction with those outside. Death is the only acceptable way out for these warriors.

兄弟

THE BROTHERHOOD

Reinforced Regiment / Regular / Reliable**Equipment Level:** B**CO:** *Tai-sa* Ichiyo Rusch**XO:** *Chu-sa* Refugio Saena

The Brotherhood is perhaps Katana Tormark's craftiest achievement and one that has enabled a large part of her success in the coreward Prefectures. Despite the way they're portrayed on the Fury's TO&E, the Brotherhood is less a regiment than an ad hoc collection of breakaway militia forces, armed peasant gangs and opportunistic adventurers scattered across a dozen worlds. By appealing to their long-suppressed Kuritan heritage and creating fictitious unit histories tying them to glorious events throughout Combine history, Tormark has been able to get these widespread forces to work for her in her actions against the Republic.

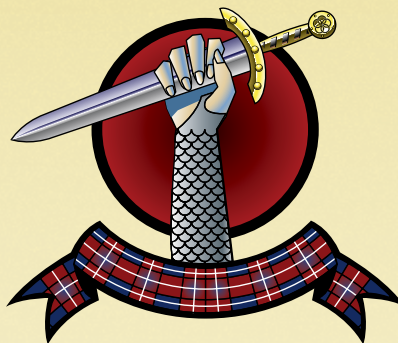
**KATANA TORMARK****Position/Rank:** Former Prefect, Prefecture III**Born:** 3102 [32 in 3134]

Katana Tormark is the daughter of Akira Tormark, a former ISF agent who defected to the Republic in the wake of the Hachidori Incident and pledged himself to Devlin Stone. Accompanied by a retinue of family retainers, he settled on Ancha and soon won election to the position of governor. In 3099, he met the artist Rachel Jefferson and married her within a year, with their daughter Katana born two years later.

Katana was fascinated by the Combine culture her father had left behind and trips into Kuritan space with her mother connected her to relatives who could teach her about her heritage. Her mother's death in 3117 and her increasingly distant relationship with her father led to Katana becoming more and more independent and immersed in her studies of bushido. After assisting Sir Reginald Eriksson in fighting smugglers on Ancha, she was offered a position in the Northwind Academy and excelled. Rapidly ascending through the RAF hierarchy after graduation—and three years spent as a cadet instructor—Tormark came to the attention of the Paladins, who nominated her for the position of Prefect in 3128.

Since the Blackout, Tormark has used her Dragon's Fury corps to claim worlds in the name of the Draconis Combine. She has been particularly aggressive in her campaign of conquest and those who once thought they knew her well have expressed surprise at the ferocity she has shown in doing so.

[Our analysts have recently come to the conclusion that her father's defection was, in fact, a cover for an O5P infiltration operation and the Order now seems to be cooperating with Katana. That earlier occupants of my position failed to detect Tormark's deception is a bit embarrassing, to be honest. I'd offer my apologies, but I guess it's too late for that. —Emil]



HIGHLANDERS

The Highlanders are an interesting case. Technically, Tara Campbell's gathering of forces across prefecture borders is illegal and exceeds her authority as prefect. She has not only raised new regiments without the approval of the High Command, but she has subverted the planetary militias of several worlds

and removed them from their duty assignments. On the other hand, those forces are about the only thing standing between us and the total collapse of three prefectures into chaos. We're lucky Campbell remains loyal to the Republic, unlike her predecessor Katana Tormark or colleague Kal Radick.

But Campbell isn't just loyal to the Republic, she's fanatically so. That loyalty is shared by her troops, who have fought across dozens of worlds without complaint, even while their own homeworld came under attack by the Steel Wolves. It's a testament to Campbell's leadership that none of the Highlander units operating across the Republic even so much as hinted at abandoning their orders to return to Northwind. That's certainly better than the original Highlanders ever did.

In just a few short years, we've come to depend on these regiments for much of the heavy lifting on our embattled worlds. Too many of the RAF brigades in the spinward regions were allowed to atrophy over the decades of peace and now we have to live with ad hoc defensive forces assembled from half-trained reservists and gung-ho neophytes. Prefect Campbell had her work cut out for her to whip these forces into shape but so far she has done an exemplary job.

The main concerns moving forward are threefold: one, that the Highlanders continue to receive material support from the RAF; two, that we do everything we can to ensure they don't become too thinly spread; and three, that we keep Tara Campbell in the loop for our future plans. Right now she's one of our strongest weapons and we need to make sure she stays sharp. Her refusal of elevation to Paladin is disheartening but she's probably right that she can do more good in the field. Despite the bellyaching from some in the High Command and even among the Paladins, we really have no choice but to trust her.

[Jonah, please note: Unlike the other writeups in this section, I've chosen to indicate the loyalty of the Highlander regiments to the Republic rather than their faction leader. In this case, they're practically the same thing. —Emil]

**FIRST KEARNY HIGHLANDERS****Reinforced Regiment / Elite / Fanatical****Equipment Level:** B**CO:** Colonel Robert Ballantrae**XO:** Lieutenant Colonel Carole McMasters

The sole regiment from the famed Northwind Highlanders to remain in service after the founding of the Republic, the First Kearny spent a couple of decades as a garrison unit for the Northwind Military Academy before being reinvented as a roving troubleshooter force. Since the Blackout, they have served as Prefect Campbell's main weapon against the rising chaos. Though many in the First wished to stay put and protect their homeworld, Campbell has repeatedly sent them out across the region to counter moves by the various splinter factions. Their reputation for success is just as effective as their fighting prowess.



NORTHWIND FUSILIERS

Reinforced Regiment / Veteran / Fanatical
Equipment Level: C

CO: Colonel Graeme Wilson

XO: Lieutenant Colonel Sampson Pryce

With the disbanding of the Highlanders regiments after the Jihad, a number of memorial groups sprang up, organizations that allowed the descendants of the regiments to gather and honor the traditions of their forebears. Lacking in any formal military training, these “weekend warriors” nevertheless answered Campbell’s call to arms and, with the help of officers from the First Kearny, have since shaped themselves into a surprisingly capable unit. In fact, they have so impressed Prefect Campbell that rather than leave them as a home guard for Northwind as originally intended, she soon began sending them out to garrison surrounding systems.



REPUBLICAN GUARDS

Reinforced Regiment / Green / Reliable
Equipment Level: C

CO: Colonel Denard Marcus

XO: Lieutenant Colonel Lola Ervin

The Republican Guards were born out of necessity as Tara Campbell scrambled to shore up the defenses of her Prefecture. With the First Kearny and the Fusiliers spread thin across too many systems, Campbell was hard-pressed to find troops to stand against the growing factionalization. Answering her call to protect Devlin Stone’s dream, a stream of recruits—some even from outside the Republic—flooded into Northwind to sign up. Many of these came with little more than the clothes on their back but all were welcomed and put to work. What they lack in skills, they make up for with determination.



TARA CAMPBELL

Position/Rank: Prefect,
 Prefecture III; Countess of
 Northwind Prefect,
 Prefecture III

Born: 3104 [30 in 3134]

Tara Campbell has had a lot to live up to in her life. Her grandfather served the Second Star League as the commander of the Royal Black Watch, establishing a tradition of leadership in service to a higher ideal. As the daughter of the commander of the First Kearny

and a Republic senator, she saw firsthand the devotion to duty that came with public service. It was therefore no surprise when Tara became the youngest member of the Diplomatic Youth Corps at the age of six and she quickly became the Corps’ poster child during the years of the Capellan Crusades.

With the death of her mother in 3115, Campbell embarked on the life of a typical “army brat” as she and her younger sister were shuffled from posting to posting with their father. This exposure to the RAF shaped the young girl and she soon began schooling for a military career. At the Northwind Military Academy she made the acquaintance of—and began a lifelong rivalry with—Katana Tormark. After an uneventful first few years in active service, Campbell made headlines saving her unit during a pirate raid and blossomed into a media darling. Her appointment as Legate of Northwind in 3129 made her the target of criticism for her inexperience, but she weathered the storm with equanimity.

Since the resignation of Katana Tormark as Prefect, Campbell has tried to step in and take up the slack. The crash of the HPG network a couple of months later has put her under immense strain as she tries to hold together several Prefectures by sheer force of will and with minimal forces. Her efforts so far have been admirable but are unlikely to be successful in the long run without assistance from the other loyalist forces, if we can spare some.



SPIRIT CATS

Clan Nova Cat has long been ruled by their mystical visions. Visions led them to turn their backs on their fellow Clans and join the Second Star League and visions led them to follow Devlin Stone as some of his earliest and most fanatical supporters. Belief in the potency of Kev Rosse’s apocalyptic visions of the future has birthed a cult among some of the Nova Cats residing in The Republic. Dubbing his followers “Spirit Cats,” Rosse has turned his considerable charisma and resources as Senator from Ozawa towards finding a safe haven for his people from the destruction he is sure is coming. In this way, he claims, he will “preserve the true spirit of the Nova Cat” against the fate he fears they will suffer.

Unlike most of the other militant splinters, Rosse’s Spirit Cats have been little interested in conquest for the sake of a parent faction or nation. Beginning with Ozawa itself in February 3133, they have hit several worlds throughout the spinward quadrant of The Republic in search of a world that matches the visions their leader continues to have. Despite numerous attempts—at worlds such as Addicks, Ruchbah, Outreach, Tybalt and Stewart—to date they have yet to identify the prophesied haven world. Their failure to locate this haven has surprisingly yet to affect the Spirit Cats’ loyalty to Rosse and his visions.

As for the Cats’ relationship with the Nova Cat Clan back in Combine space, it appears to be nearly non-existent at the present time. We have detected no support, in either materiel or manpower, from Irece, though Kev Rosse’s possession of a new *Cave Lion* has given our analysts fits trying to explain. The Nova Cat leadership seems hardly well-disposed to their Spirit Cat offshoot; Khan Jacali Nostra is known to have expressed derogatory remarks about Rosse and his followers. In part, this is likely due to the lessening of their traditional reliance on visions by the main Nova Cat body, which has given them a dismissive opinion of their cousins who still follow the old ways. Similarly, not all of the Nova Cats residing in The Republic have joined the ranks of Rosse’s cult. Whether they will remain loyal to Stone’s dream in the near future is an open question, though they currently show no indication of returning to their mother Clan.

**SHIVA KESHIK****2 Trinaries / Elite / Fanatical****Equipment Level:** B**CO:** Star Colonel Viktor Devalis**AIDE:** Star Captain Aristophanes Katayama

The core of the Spirit Cats cult derives from a Clan honor unit founded during Stone's Peace to provide fellowship to Nova Cats from the original Delta Galaxy and their descendants. Though more of a reserve force than one in active service, the leaders of the Shiva Keshik nevertheless foresaw a day when they would be called upon to serve and made sure their people were trained to face any combat with deadly skill. They were declared followers of Kev Rosse even before the Blackout and were singled out as his most elite warriors.

**PURIFIERS CLUSTER****3 Trinaries / Regular / Fanatical****Equipment Level:** C**CO:** Star Colonel Jacinta Lossey**AIDE:** Star Captain Orville Delaportasa

Considered intense even by the standards of the Spirit Cats cult, the warriors of the Purifiers have completely immersed themselves in the old ways of vision quests and mystic trances during battle. Despite their effectiveness in combat, Kev Rosse has had to lay down some strict rules to prevent the widespread recklessness that characterized the first battles the Purifiers engaged in, due to heavy losses sustained in the first few months of the cluster's activities. Even so, most warriors in the unit continue to believe the mystic glyphs and patterns painted on their equipment give them special protection from harm.

**OMICRON CLUSTER****3 Trinaries / Regular / Fanatical****Equipment Level:** C**CO:** Star Colonel Ariani West**AIDE:** Star Captain Zamenhof

Even within the Spirit Cats cult there is room for those whose belief in the power of Kev Rosse's prophetic visions is less important than their adherence to his political message, and Omicron is the gathering place for those warriors. Far more pragmatic than their mystic-minded brethren, Omicron is frequently the target of pity and even hostility from the other, more devout, clusters but they persevere in the hope of proving their worth to Galaxy Commander Rosse. Unfortunately, the prejudice against them has resulted in their receiving lower-quality equipment and training.

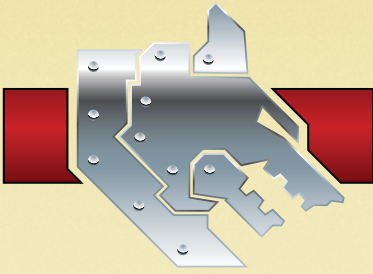
**KEV ROSSE****Position/Rank:** Galaxy Commander (former Senator from Ozawa)**Born:** 3094 [40 in 3134]

As the freeborn son of a true-born Nova Cat warrior and an RAF liaison officer, Kev Rosse would seem an unlikely prophet but the strength of his visions has inspired the creation of a spiritual movement. Rosse has known he has a special destiny since his first vision at the age of sixteen and

his frequent and intense visions, reluctantly made public by the young warrior, delivered an apocalyptic message of warning to his people and all else who chose to listen. Though the grim future foretold in those visions was always downplayed by Republic authorities, many within the Nova Cat enclaves found themselves believing in Rosse and willing to follow his lead in staving off the pending destruction.

Rising through the ranks of the Republic Standing Guard, he achieved the position of Galaxy Commander of the Clan militia clusters stationed throughout Prefecture III and entered the Senate in 3124 as the local Nova Cat representative from Ozawa. This new public platform enabled him to get his message out to an even wider audience and the Spirit Cat movement really began to take off. By the time of the Blackout, Rosse's followers numbered in the thousands.

Since the outbreak of militant factionalism in The Republic, Rosse has kept a tight leash on his Spirit Cats. Rather than engage in rampant territorialism at the behest of a parent nation, he has restricted the activities of his movement to finding a bolt hole to which they can retreat while the rest of humanity burns. To date, he has resisted any alliances beyond a brief joint operation on Outreach conducted alongside a detachment from Wolf's Dragoons, especially with the Nova Cats residing in the Dragonis Combine. In this way, he hopes the Spirit Cats will remain pure in their quest to be the saviors of all humanity.



STEEL WOLVES

In the aftermath of the Word of Blake Jihad, Galaxy Commander Katya Kerensky, with the assent of Khan Vlad Ward, directed Clan Wolf's Delta Galaxy to settle in the Republic as part of Devlin Stone's new society. Kerensky herself followed within a few years and several

Wolves formed a prominent part of the new government in the early years.

As the decades progressed, however, more and more Clanners—not only Wolves but all of those who had settled within our borders—became disillusioned with the peace engendered by Stone's reforms. For a warrior culture, the prospect of reducing conflict was a hard concept to grasp and many of those who immigrated seemed not to have thought it through all the way. Many of them returned to their home Clans, where they were inevitably viewed as weak and tainted. Even among those who remained in the Republic, resentment grew. Outspoken Clan "activists" decried the loss of their heritage and publicly criticized Republic policies. One of the most prominent of these critics was Prefect Kal Radick.

By exploiting the dissatisfaction of the Republic Clanners, Radick was able to build himself a strong base of support in the years prior to the Blackout. Even if the HPG network had not crashed in August 3132, it seems certain that Radick and his followers would have made some kind of power play, especially after the Prefect's comments that summer wherein he indicated that he saw the Republic as a mere placeholder for the inevitable resurrection of a new Star League. But the network did crash and Radick swiftly turned the resulting chaos to his advantage by calling all Republic Wolves to his banner and proclaiming a new Clan: the Steel Wolves.

Curiously, though, the Steel Wolves never amounted to much of a threat under Radick's leadership. Less active than the Dragon's Fury, the Wolves also experienced several high-profile setbacks, such as at Achernar and Sheratan. Mostly, Radick seemed to be gathering his strength on Tigress, preparing for a day that would never come. Since his death at the hands of Anastasia Kerensky, the Steel Wolves have become much more aggressive and ambitious in their actions. Abandoning the pretense of being a new Clan, Kerensky has led her Wolves more like a bandit force, alternately striking at lightly defended worlds and overreaching for prizes such as Northwind or Terra. Her true goals—and current whereabouts—are unknown.



WOLFKIN KESHIK

3 Trinaries / Elite / Reliable

Equipment Level: B

CO: Star Colonel Colton Fetladral

AIDE: Star Captain Theuderic Carns

When Kal Radick publicly announced the formation of the Steel Wolves, his Wolfkin Keshik took pride of place in the newborn Galaxy. Consisting of his closest supporters, the Keshik was steeped in their history as descendants of Delta Galaxy and prideful of their lineage. Since Radick's fall, they have maintained their ranking as the most skilled fighters in the Steel Wolves but have been marginalized by Kerensky, who harbors distrust of the Wolfkin warriors. Cherry-picking of the Wolfkin ranks to beef up the Crusaders has further eroded their strength while isolating those whom Kerensky mistrusts in one spot.



CRUSADERS CLUSTER

4 Trinaries / Veteran / Reliable

Equipment Level: B

CO: Star Colonel Jigme Conners

AIDE: Star Captain Maurice Radick

Founded as the Wolf Trap Cluster under Kal Radick's leadership, this unit came under the command of Anastasia Kerensky when she first enrolled in the ranks of the Steel Wolves. Kerensky wasted no time molding these Wolf warriors into a reflection of her personal beliefs, beginning with a name change for the cluster. In the process, the Crusaders became her strongest supporters and backed her coup for control of the Wolves.

Kerensky sees the Crusaders as her core unit and relies on them more than the other two clusters. They have become increasingly aggressive of late, clearly from her influence.



WOLF LANCERS

2 Trinaries / Green / Fanatical

Equipment Level: C

CO: Star Colonel Jax Wolf

AIDE: Star Captain Iskender Wolf

Without exception, the ranks of the Lancers consist of men and women who were not born into Clan Wolf but who won the right to join Kerensky's Children through skill and determination. Though they know they can never acquire a precious Bloodname due to their freeborn births, each Lancer is fanatically devoted to the semi-exotic subculture that has adopted them. Not even the death and replacement of Kal Radick at the hands of Anastasia Kerensky has shaken their resolve.

As the smallest and least experienced of the Steel Wolf clusters, the Lancers are usually used as garrison forces.

KAL RADICK

Position/Rank: Prefect, Prefecture IV

Born: 3107 [26 in 3133; DECEASED]

It is clear now that Kal Radick long harbored anti-Republic views that only saw full expression with the fall of the HPG network. Though many commentators questioned his loyalty to Stone and the Republic in his first few years in the public eye, Radick always parried those doubts with logical and apparently sincere arguments which made his critics look alarmist and prejudiced against Clanners. In reality, those critics were more accurate than any of us suspected.

Born and raised in the traditional sibko system in the Clan Wolf enclave on Fletcher, Radick demonstrated merely average performance in the various Trials comprising such an upbringing. Once entered into the ranks of the Clan warriors, however, he soon showed that he was not only strong on the battlefield but also in the realm of politics. His rapid rise to the rank of Star Colonel by the age of twenty, followed by the winning of his Bloodname two years later, put Radick on the fast track for high command. He gained the rank of Galaxy Commander over the Clan militia clusters in Prefecture IV a few months after his Bloodname Trial and was the last Prefect appointed by Devlin Stone before the Exarch's retirement.

In the years before the Blackout, Radick became increasingly critical of the Republic, in particular its treatment of its Clan citizens. Gathering about himself a loyal corps of Wolf warriors, he was in prime position to take advantage of the chaos and his call to form a new Clan was an important step in the disintegration of the spinward Prefectures.

Radick's biggest fault was his arrogance, a trait which blinded him to the threat posed by Anastasia Kerensky until it was too late. His death at her hands cut short Radick's ambitions before they had much chance to develop.

**ANASTASIA KERENSKY**

Position/Rank: Galaxy Commander

Born: 3105 [29 in 3134]

Hailing from Arc-Royal's exiled Clan Wolf population, Anastasia Kerensky was apparently a misfit among her people from a young age. From the snippets of records we have gathered, she received constant reprimands for her Crusader politics and aggressive personality. Her roguish flouting of Clan convention seems

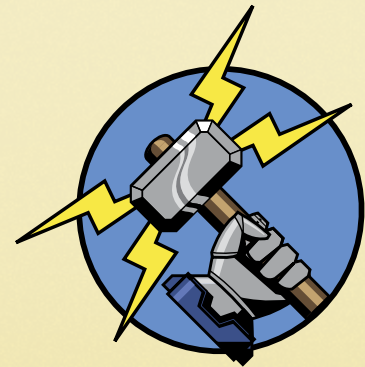
to have hurt her career and though she achieved the rank of Star Colonel in her initial Trial of Position, she was repeatedly assigned to lackluster commands incongruous with someone of her obvious talent.

Whatever her demons, there's no doubt she is a top-notch MechWarrior. Though we have not yet confirmed this, rumor has it that her genetic mother is none other than the famous Black Widow herself, Natasha Kerensky. Her paternal donor's identity remains completely unknown to us, though again rumor suggests it is someone of great reputation. Candidates range from Phelan Kell to Kai Allard-Liao, even to Morgan Kell, though the latter seems highly unlikely. Given her name and the honor in which the Exiles hold him, Anastasius Focht cannot be ruled out as her genefather.

Since appearing in Republic space in late 3132, Kerensky has baffled our analysts. Her first actions were conducted in support of the Republic, including aiding Exarch Redburn on Dieron and, oddly, helping stop the Steel Wolves assault on Achernar. Since then, she has not only thrown in with the Wolves but has even taken over leadership after killing Kal Radick in a Trial of Possession. Exactly what Kerensky is playing at is unknown and rather worrisome. At times it even appears as if she herself has no idea what her goals are. After unsuccessfully attempting to conquer both Northwind and Terra, she suddenly reversed course and helped our forces fend off the Jade Falcons from Skye. Someone that mercurial and unstable definitely bears close watching.

STORMHAMMERS

Like his counterparts among the Dragon's Fury and Swordsworn, Kelswa-Steiner favors the return of Republic worlds to the control of a Great House, the Lyran Commonwealth in his case. Where he differs from Tormark or Sandoval, however, is in the level of support he has received from the Lyran in his quest. Though there is no "smoking gun," we have strong evidence that the



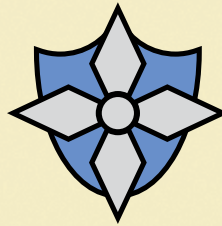
Stormhammers are receiving material support from not only those Skye worlds that remained in the Commonwealth when the Republic was founded but also from Tharkad itself. The fact that the commander of the Archon's Shield has a distinguished record of service in the LCAF speaks

for itself, but his alleged ties to both Lohengrin and Archon Melissa Steiner herself point to a more direct involvement by a Great House than can be seen with the Dragon's Fury or Swordsworn.

Also unlike other so-called splinter factions, the Stormhammers have received a large measure of support from the people of their associated House. Recruitment among Lyran worlds just on the other side of the border, while never the flood that Kelswa-Steiner's media spokespersons have implied, has nevertheless been strong enough that a significant portion of the Tharkan Strikers' second battalion is composed of Lyran nationals.

Since the formation of the Stormhammers in early 3133, Kelswa-Steiner has been mostly content to occupy worlds in the anti-spinward quadrant of Republic space, rarely sending his forces out into other Prefectures. The raid on Towne in August of that year was an unusual action for the Stormhammers to take but mirrored several other similar missions dispatched by Kelswa-Steiner to disseminate his pro-Lyran proclamation across the Republic. From their base on Nusakan, the Stormhammers expanded their sphere of control to over a dozen worlds in Prefectures VIII and IX and had even made initial inroads into a few systems in Prefecture X by the time the Jade Falcon *désant* struck last June.

With the recent fall of Skye to the Falcons, our sources say that Kelswa-Steiner is looking to strengthen his ties with the Lyran. The loan of a WarShip for the ultimately unsuccessful defense of Skye was a sign that the desire is shared by the Commonwealth and our agents within the Stormhammers have reported that Kelswa-Steiner has recently been called to Tharkad by the Archon. The outcome of this meeting remains to be seen.

**ARCHON'S SHIELD**

Battalion / Elite / Fanatical

Equipment Level: A

CO: Colonel Joss Vandel

XO: Lieutenant-Colonel Christo Jespersen

The Archon's Shield consists of hand-picked members from the RAF defectors who followed Jasek Kelswa-Steiner's call to return to the Lyran Commonwealth, as well as a significant number of troops of unknown origin. Our intelligence sources speculate that these troops are on loan from the LCAF and indicate support for the Landgrave's cause from the Archon herself. As such, the Shield represents a new phase in the current troubles, with the Great Houses no longer hesitant to directly contribute to the internal conflicts within the Republic. This aid is also likely at least partially responsible for the high skill level of the Shield.

**LYRAN RANGERS**

Regiment / Veteran / Reliable

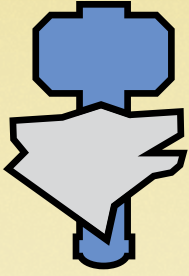
Equipment Level: B

CO: Colonel Antonio Petrucci

XO: Lieutenant-Colonel Riona Ní Chaoimh

When Jasek Kelswa-Steiner seduced RAF forces away from their posts throughout Prefecture IX, no doubt many of them thought they'd earned a premier place in his Stormhammers. The truth was somewhat different, however, and Jasek instead formed the Lyran Rangers from those units and gave them second place in his organization. This treatment has soured some of the Rangers on the Landgrave's cause, though the majority of the unit still chooses to follow him.

Despite their larger size, the Rangers have been used in mostly small-unit engagements across the Republic and rarely operate as one body.

**THARKAN STRIKERS****2 Battalions / Green / Reliable****Equipment Level: C****CO:** Lieutenant-Colonel Alexia Wolf**XO:** Kommandant Oljanna Ferrand-Doyle

While defectors from the RAF line brigades were mostly put into the Lyran Rangers regiment, those who came to Jasek's cause from the planetary militia were used to build the Tharkan Strikers. In addition, those new recruits—whether from the Republic or Lyran nationals—who flocked to Jasek's call were rolled into the Strikers for training. One of those recruits was Alexia Wolf, a failed freeborn warrior hailing from Arc-Royal's Clan Wolf (in Exile). Under her command, the Strikers have progressed far from their humble origins though they are still used mainly for defensive garrison posts.

**JASEK KELSWA-STEINER****Position/Rank:** Landgrave of Skye**Born:** 3103 [31 in 3134]

There is so much irony present in the actions of Jasek Kelswa-Steiner that it would be funny if the consequences for the Republic weren't so grim. His grandfather—the wily Robert Kelswa-Steiner—was very much in favor of the Isle of Skye joining the Republic after the Jihad and had long been a proponent and figurehead for the Free Skye movement which sought the secession of Skye from the Lyran Commonwealth.

That Jasek now desires the exact opposite would no doubt come as a shock and disappointment to Robert.

Jasek's goals also conflict with those of his father, Duke of Skye and Lord Governor of Prefecture IX Gregory Kelswa-Steiner. The two men have never seen eye-to-eye and the death of Jasek's mother, the daughter of Duchess Hermione Aten's older sister, drove a greater wedge between them. Gregory's devotion to Stone and the Republic is well-known so it's quite a surprise his son harbors secessionist sympathies.

As the commander of the planetary militia on Skye in the years before the Blackout, Jasek's position and family connections allowed him to cultivate relationships among the Prefecture's various military forces, which he was able to exploit when he declared the creation of the Stormhammers. Over half of the IX Hastati chose to follow his banner, as well as sizeable portions of the Triarii Protectors, Principes Guards and various militias. Though these units were already reduced in strength, the loss of their forces was a deathblow to the region and made the Jade Falcon conquest even easier than it would have been. Though Jasek has spent considerable energy in defending the besieged worlds, it was always in the understanding that they would be returned to the Commonwealth after liberation.

**SWORDSWORN**

The formation of the Swordsworn represents an unfortunate failing of the Republic system on a level deeper than that which has produced the other so-called splinter factions. Lord Governor Aaron Sandoval of Prefecture IV was, as far as our analysts have been able to ascertain, completely loyal to Devlin Stone and his dream for the Inner Sphere. However that loyalty was to

Stone personally and once the founder of the Republic retired and disappeared in 3130, Sandoval found his commitment wavering. Why the Republic of the Sphere as an entity failed to hold Sandoval's loyalty is unknown and probably unknowable by this point but, whatever the reason, his ancestry in the Federated Suns became an increasingly strong draw for Sandoval. In hindsight, we can recognize the efforts from Duke Corwin Sandoval on Robinson to win Aaron's loyalty but at the time we completely missed them.

Now that he has declared for House Davion, Sandoval has attracted many followers from across the Republic, most of whom claim descent from Federated Suns citizens who followed Stone after the Jihad. Those who don't, such as many among the ranks of the Prince's Men, have been won over by Sandoval's rhetoric and promises of freedom and prosperity under the benevolent rule of the Davions. While we think it unlikely that Sandoval is receiving support from New Avalon directly, the fact that First Prince Harrison Davion has yet to make any public statement on the matter has no doubt encouraged the impression that the Swordsworn are officially, if tacitly, sanctioned by the Federated Suns. This, combined with his own personal charisma and record of fighting for the "little people", has increased the lure of joining Sandoval for many among the underprivileged of the spinward prefectures.

Unlike the Dragon's Fury, the Swordsworn have generally refrained from active campaigns of conquest, preferring to defend worlds that have invited them in or even working in tandem with Republic forces against the Fury or the Steel Wolves. Aaron Sandoval's nephew Erik Sandoval-Groell has been instrumental in diplomatic efforts throughout Prefectures IV and V to win adherents to his uncle's banner, based mostly on the military benefits such an alliance would bring. This has had the effect of giving Sandoval a much better public image than Katana Tormark, which the canny politician has turned to his benefit.

**DAVION GUARDS****2 Battalions / Green / Reliable****Equipment Level:** B**CO:** Colonel Justin Sortek**XO:** Lieutenant Colonel Kiki O'Gorman

When Conner Sortek followed Devlin Stone and joined the Republic, he brought with him elements of the First Davion Guards, who were mostly folded into the developing RAF line brigades. Descendants of these soldiers now follow Aaron Sandoval, seeing in him the spirit of the Federated Suns in these trying times.

Originally the Duke's Honor Guard, with the fall of the HPG network Conner's son Justin has renamed the unit the Davion Guards. They receive the lion's share of equipment and support from Sandoval's personal fortune and profess the same loyalty to House Davion as their leader.

**GHOST LEGION****Battalion / Regular / Reliable****Equipment Level:** C**CO:** Colonel Angela Chelsy**XO:** Lieutenant Colonel Srikrishnan Ral

Though they fought as part of Stone's Coalition during the Jihad and served in the nascent RAF during the initial conflicts of the Republic's existence, the Ghost Legion mercenary unit

was relegated to duty as a roving training battalion during the decades of peace. The resentment this treatment engendered bore fruit when Aaron Sandoval declared the formation of the Swordsworn. Having established a working relationship with Sandoval over the years, Angie Chelsy had no trouble shifting her allegiance to the Lord Governor. In battle, they prefer fast, flowing tactics that take full advantage of their speed and mobility.

**PRINCE'S MEN****Regiment / Green / Questionable****Equipment Level:** B**CO:** Colonel George G. Herrling**XO:** Lieutenant Colonel Aloys Palomer

Not every individual within the Prince's Men has the same loyalty to House Davion that Aaron Sandoval does but they have all proven their worth to his cause several times over. A hodge-podge of mercenaries, AWOL militia soldiers, freshly minted academy graduates and even, rumor has it, incognito retainers on loan from the Sandovals back on Robinson, the Prince's Men are not at all used to working together as a coherent group, which is reflected in their overall skill assessment. Sandoval mostly uses them as a brute force remedy for when bodies count more than battlefield expertise.

**AARON SANDOVAL****Position/Rank:** Lord Governor, Prefecture IV; Count of Addicks**Born:** 3099 [35 in 3134]

When Mordecai Sandoval and his wife emigrated to the Republic in the early days of Stone's experiment, they made sure to maintain ties back to their ancestral home in the Federated Suns. Their grandson, Aaron, grew up in the Republic but with dual citizenship due to his birth on

Robinson and a strong connection to the House of his forebears. With a family tradition of public service, it was natural for young Aaron to follow in his late father's footsteps after a brief stint in the RAF and enter politics after his honorable discharge in 3124.

Aaron excelled as an aide to Lord Governor William Sung and later as a senator in Addicks' planetary legislature before being elected as governor of Addicks in 3127. He relied heavily upon his personal charisma and the glamour of the Sandoval name to push through his agenda. Though his actions at times held an undercurrent of self-serving interest, he seemed to genuinely want to help the people of his Prefecture and the Republic in general, especially the large non-citizen population. In his short time as governor, Sandoval received the highest marks from the Immigrant Coalition Committee for his progressive stance on citizenship reform and that organization was one of the loudest voices in favor of his election as Lord Governor after just one year in office.

During his tenure—which technically ended last year—Aaron Sandoval has been an outspoken proponent of many measures that have earned him a solid power base among the working classes of the Republic. Even his formation of the Swordsworn and growing allegiance to the Federated Suns was seen by him as the best way to ensure those people got the best treatment they could in uncertain times.

OTHER GROUPS

The seven groups just described are by no means the only factional movements and alliances to spring up within The Republic after the fall of the HPGs, just the ones that pose the greatest military threat. A number of smaller groups likewise found their opportunity in the chaos of this new Dark Age, though the vast majority enjoyed nowhere near the level of success or notoriety as the better-known groups. Consisting of every kind of ideology and guiding principle imaginable, there were far too many groups to list them all in this document. Presented below are brief capsule descriptions of some of the more interesting.

Chosen

Leader: Wiremu Telosa

Goals: Replacement of The Republic with a Clan-led theocracy.

History: An offshoot of the One Star Faith, the Chosen held that the Clans are destined to rule humanity in a new Golden Age. Their beliefs were a hodge-podge of esoteric borrowings from and interpretations of Clan culture, mixed with more than a little syncretic mysticism. The Chosen were responsible for a number of violent pro-Clan demonstrations on Republic worlds. The group's leader, a descendant of the prophet Egan Telosa, disastrously tried to merge his followers with the Wolf enclave on Sheratan a few months ago and has not been seen in public since.

Clutch of the Confederacy

Leader: Shi Qiang Guo

Goals: Return stolen Republic worlds to the Capellan Confederation, preferably through peaceful protest.

History: Formed prior to the blackout by students at Cella City Polytechnic on Genoa, the Clutch advocated returning traditional Capellan worlds to Confederacy control. Shi Qiang Guo was a literature professor at the university who was known for dressing in 23rd-century Neo-Ming fashion and cultivating an aloof demeanor. Since the Capellan invasion earlier this year rendered many of their goals moot, the Clutch has been declining as a political movement.

Combine Now!

Leader: Avi Cherneshevsky

Goals: Stronger ties between the Republic and the Combine, especially in the area of trade.

History: Backed by several prominent Combine businessmen, this organization graduated from political advocacy to violent confrontation with the outbreak of riots on Proserpina in June 3132. Knight Siyanda Ashanti was sent to break up the protests but ended up the target of an assassination attempt and later died trying to stop the jailbreak of the group's leadership. Since then, Combine Now! has been trying to restart their efforts but most of their popular support switched to the Dragon's Fury after the blackout.

Daughters of Kali

Leader: "Maa Durga"

Goals: Death, destruction, terror against the Republic.

History: The Daughters were an all-female cult loosely affiliated with the moribund Thuggees in the Confederation who embarked on a multi-world campaign of terror and violence in the immediate aftermath of the blackout. After a number of bombings and assassinations throughout Prefecture V, they were the target of RAF action. Their leader, an enigmatic woman known only as "Maa Durga," allegedly escaped the group's destruction at the hands of the Triarii Protectors in March but has not resurfaced in the months since.

Free Eagles

Leader: Vanja Matas

Goals: A new Free Worlds League with a more democratic form of government.

History: Matas is an RAF officer of League descent who claims to be an illegitimate scion of the Marik family and has gathered about himself a core of followers who want to see him reunite the shattered League. Surprisingly, he was able to secure support from several powerful backers in the former League states and has been traveling extensively throughout Prefectures VI and VII, trying to recruit a military force. This group bears watching.

Kittery Renaissance

Leader: Lucas Halley

Goals: Use violence and terror against those who would tear the Republic apart.

History: Founded by extremists dissatisfied with what they saw as a lack of commitment from the Founder's Movement party, the Renaissance dedicated itself to preserving the Republic against all external enemies through use of terror tactics. They were targeted by Republic law enforcement and forced to go underground for a while, but resurfaced during the troubles last month. Reports from Paladin GioAvanti indicate they have likely been destroyed but I have dispatched several Ghost Knights to verify that she is correct.

Kittery Resistance

Leader: unknown

Goals: Revenge for Word of Blake's loss in the Jihad.

History: The most public of the so-called neo-Blakist groups that have arisen since the end of the Jihad, the Resistance has never hesitated to perpetrate the most heinous assaults on common decency. The group first came to prominence after the bombing of a Republic-sponsored library on Kittery before moving most of their operations into the Republic. No leadership has ever been identified and some experts even question whether a formal organization exists at all.

Stone's Cutters

Leader: Chey Guanatero (alleged)

Goals: Expel all foreign nationals and immigrants from the Republic through violent means.

History: First appearing in late 3129, the Cutters are a violent anti-immigrant group allegedly founded by former Senator Chey Guanatero of Lipton. The group's initial actions were directed against Federated Suns nationals on diplomatic missions within the Republic, prompting a swift crackdown by the Knights. They survived, however, and tempered their violence with xenophobic rhetoric and propaganda campaigns. Though they surprisingly gained two seats in the Senatorial elections of 3133, the overwhelming failure of their political efforts has led them back to more aggressive tactics.

White Hand

Leader: "Precentor Maximian"

Goals: Collapse society and institute neo-Blakist rule.

History: Best known for their actions on Towne, the White Hand was initially thought to be a local group claiming Blakist connections as a scare tactic. Subsequent events, however, including a rise in neo-Blakist activities in the former Free Worlds League, seem to indicate it is, in fact, much more. Verifiable reports are scarce, but Republic intelligence has begun to connect the Hand to several other known neo-Blakist organizations both inside and outside our borders.

DARK AGE RULES

The following special rules allow players to add the unique flavor of the Dark Age era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional; thus, players and gamemasters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War (AToW)*. The second part—*BattleTech Rules*—covers changes to the Random Assignment Tables and new units appropriate for the tabletop war game defined by *Total Warfare (TW)* and *Tactical Operations (TO)*. Players may use either of these rule sets individually (or both, concurrently) with the modifications described here.

ROLE-PLAYING RULES

The following rules for the Dark Age cover role-playing campaigns using the core rules primarily found in *A Time of War*. It should be cautioned, however, that the Dark Age was a period of great changes in the Inner Sphere and Periphery, changes that are beyond the brief rules presented here to fully explore. These rules should thus be viewed as a starting point for creating characters in the Dark Age.

CREATING CHARACTERS IN THE DARK AGE

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these subtle differences, the following rules modifications apply to creating *A Time of War* characters during the Dark Age, and may be used for any characters created from roughly 3100 through 3135.

Original Sources: These character creation rules cover a transitional state in the Inner Sphere that falls between two periods extensively described in other published sourcebooks. Of particular interest to these rules are two volumes: *Field Manual: 3085 (FM3085)* and *Era Report: 3145 (ER3145)*, both of which will be referenced as source material that the following rules will modify as indicated.

Set in the aftermath of the Jihad, at the birth of the Republic of the Sphere, *Field Manual: 3085* includes additional role-playing rules applicable from 3081 through 3100. The rules in that book remain appropriate for characters aged 40 to 50 years of age (or older) without modification, reflecting those who lived or were born as part of the “first generation” of the early Dark Age (Republic) era.

Meanwhile, *Era Report: 3145* covers role-playing in the years following this electronic volume, as the initial confusion created by the collapse of interstellar communications gave way to a new age of warfare between the major states and Clans of the Inner Sphere. The rules in that book will most often be the primary source for the following rules modifications, as the majority of the characters appropriate for play in this period were born after the birth of the Republic and know only of the first generation through stories told by their parents and grandparents.

As the following rules rely heavily on material provided in those two volumes, role-players who wish to set their campaigns in the 3100-3135 period described here should consider obtaining copies of both of these books.

DARK AGE AFFILIATION RESTRICTIONS

The factions that fell of the map in the aftermath of the Word of Blake Jihad included the Word of Blake, the Free Worlds League, the Circinus Federation, the Free Rasalhague Republic, and the Outworlds Alliance, as well as the Homeworlds Clans and all Deep Periphery states lying between the Inner Sphere and the Clan Homeworlds. Of these, the Free Worlds League transitioned into a number of smaller powers known collectively as the Former Free Worlds League, while the Free Rasalhague Republic and the Outworlds Alliance were transformed into hybrid states with Clan powers, becoming the Rasalhague Dominion and the Raven Alliance (respectively).

In the aftermath of the Wars of Reaving, any affiliation originating from the Clan Homeworlds—or from the coreward Deep Periphery between the Inner Sphere and the Clan Homeworlds—has become completely isolated from the Inner Sphere. While these factions have not been destroyed as such, the events taking place in their regions of space have yet to be discussed as of this writing, and so campaign rules suitable for them remain unavailable.

Player-characters created for the 3100 to 3135 period thus may not be drawn from any of these fallen or missing realms.

Newborn Affiliations: In addition, a few minor powers emerged and established themselves throughout this period, including the Filtvelt Coalition, the Lothian League, the Rim Territories, and the loosely-aligned powers of the Barrens. These affiliations established themselves early enough in the post-Jihad years to remain viable as player-character affiliations throughout the 3100 to 3135 years, using the same guidelines given for the major realms.

In addition, a cluster of minor “pirate factions” from within the Republic of the Sphere—many of whom reclaimed the banners and beliefs of their pre-Republic heritage—emerged in the aftermath of Gray Monday. Because these groups originated from within the populations of the Republic of the Sphere, they will appear as modifications to the Republic affiliation, but they may *not* be selected for any games set before 3133.

Changing and Dying Affiliations: Even though the HPG crisis will herald catastrophic events across the Inner Sphere, no additional affiliations of note perished during the 3100 to 3135 period. Likewise, none of the big border changes referenced in *Era Report: 3145* will have come to pass during these transitional years. A few wars of note do erupt in this time—including the Victoria War between the Federated Suns and the Capellan Confederation (3103-3104), and the Capellan Crusades against the Republic of the Sphere (3111-3113)—while the Second Combine-Dominion War effectively ends in 3100. These conflicts will be covered in greater detail in the *BattleTech Historical: Wars of the Republic Era* (coming soon).

As such, beyond the fallen and missing realms noted earlier, none of the other affiliations will be restricted for player selection. Instead, consult the following rules to find any possible changes to character creation that might apply.

AFFILIATIONS

AFFILIATION: REPUBLIC OF THE SPHERE/DARK AGE

Basic Module: By this point in history, the Republic of the Sphere has become an established realm. As such, the Republic of the Sphere/First Generation affiliation (see p. 238, *FM: 3085*) may no longer be selected by characters under the age of 50. Instead, such player-characters may only select from the Republic of the Sphere affiliation found in *Era Report: 3145* (see pp. 183-184, *ER: 3145*), with the modifications described below.

Modifications: As long as a Republic of the Sphere player-character is not aligned with one of the pirate splinter groups defined below, all rules for the Republic of the Sphere affiliations and sub-affiliations found in *ER: 3145* still apply. Characters who do wish to join one of these new "Republican Splinter" sub-affiliations shown below may only do so after first selecting the Republic of the Sphere/Outer Prefecture Republican sub-affiliation (see p. 184, *ER:3145*), then applying the sub-affiliation modifiers below.

Selecting one of these "splinter" affiliations incurs an additional cost of 50 XP on top of the character's existing affiliation costs. In addition, selecting a Republican Pirate bandit may ignore the Republic of the Sphere's prohibition against owning a vehicle without possessing the Citizenship Trait. Indeed, as these sub-affiliations are effectively outlawed, any Citizenship Traits such characters possess within the Republic will no longer be recognized by Republic authorities.

Republican Splinter Sub-Affiliations:

Bannson's Raiders: [Attributes] WIL (+25 XP), CHA (-25 XP), EDG (+50 XP); [Traits] Citizenship (-25 XP), Connections (+25 XP), Gregarious (+50 XP), Reputation (-150 XP), Wealth (+50 XP); [Skills] Career/Any (+10 XP), Protocol/Mercenary (+10 XP), +10 XP to any three Skills in a single Civilian or Military Field.

Dragon's Fury: [Attributes] INT (+25 XP), WIL (+50 XP), CHA (-25 XP), EDG (+25 XP); [Traits] Citizenship (-25 XP), Compulsion/Xenophobia (-50 XP), Gregarious (+100 XP), Reputation (-50 XP), Wealth (-50 XP); [Skills] Language/Japanese (+10 XP), Protocol/Combine (+10 XP), +10 XP to any three Skills in a single Police or Military Field.

Highlanders: [Attributes] EDG (+25 XP); [Traits] Equipped (+50 XP), Gregarious (+50 XP), Rank (+25 XP), Reputation (-50 XP), Wealth (-100 XP); [Skills] Language/Gaelic (+10 XP), Protocol/Mercenary (+10 XP), +5 XP to any six Skills in up to two Police or Military Fields.

Spirit Cats: [Attributes] WIL (+50 XP), CHA (-50 XP), EDG (+75 XP); [Traits] Citizenship (-50 XP), Equipped (+100 XP), Reputation (-100 XP); [Skills] Interest/Clan Remembrance (+10 XP), Interest/Nova Cat Vision Quest (+10 XP), Protocol/Nova Cat (+5 XP)

Steel Wolves: [Attributes] INT (+50 XP); [Traits] Citizenship (-50 XP), Compulsion/Arrogance (-25 XP), Equipped (+100 XP), Reputation (-50 XP); [Skills] Interest/Clan Remembrance (+10 XP), Perception (+5 XP), Protocol/Clan Wolf (+10 XP)

Stormhammers: [Attributes] BOD (-25 XP), WIL (+25 XP), EDG (-25 XP); [Traits] Compulsion/Greedy (-50 XP), Connections (+25 XP), Equipped (+50 XP), Gregarious (+100 XP), Extra Income (+25

XP), Reputation (-100 XP); [Skills] Language/German (+10 XP), Negotiation (+5 XP), Protocol/Lyran (+10 XP)

Swordsworn: [Attributes] WIL (+25 XP); [Traits] Compulsion/Hatred of Capellan Confederation (-25 XP), Introvert; [Skills] Interest/FedSuns History (+10 XP), Protocol/FedSuns (+10 XP), +10 XP to any three skills in a single Police or Military Field.

Other Splinters: [Attributes] WIL (+25 XP), +25 XP to any other Attribute; [Traits] Citizenship (-50 XP), Gregarious (+50 XP), Reputation (-125 XP), Wealth (-50 XP), choose either Equipped (+100 XP) or Vehicle (+100 XP); [Skills] Language/Any (+10 XP), Protocol/Any (+10 XP), +10 XP to any three Skills in a single Police or Military Field, +5 XP to any five other Skills.

Additional Republican Splinter Sub-Affiliation Notes

When selecting a Spirit Cats or Steel Wolves splinter group, players may choose from any Clan caste for these characters, applying the appropriate caste modifiers found in *A Time of War* (see p. 61, *AToW*). If choosing a warrior caste (or sub-caste) for these characters, apply the following additional modifications to the character: [Attributes] +25 XP to WIL, BOD, or STR; [Traits] Citizenship (-50 XP), Equipped (+50 XP); [Skills] +10 XP to any five Skills from up to two Clan Military Fields.

All characters belonging to one of the Republican Splinter Factions must obtain at least the Basic Training (or Clan Basic Training) Military Field before entering game play.

AFFILIATION: CAPELLAN CONFEDERATION/DARK AGE

Basic Module: The Capellan Confederation is only beginning to mobilize its military might against the Republic of the Sphere at this point in history. As with all factions presented here, Capellan characters 50 years of age or more must use the Capellan Confederation affiliation rules presented in *Field Manual: 3085* (see p. 233, *FM: 3085*). For Capellan player-characters younger than 50, use the Capellan Confederation affiliation found in *Era Report: 3145* (see pp. 184-185, *ER: 3145*), with the modifications described below.

Modifications: Capellan Confederation player-characters created for campaigns set before 3135 may not select the Chesteron or Tikonov Commonality sub-affiliations.

AFFILIATION: DRACONIS COMBINE/DARK AGE

Basic Module: The Draconis Combine has yet to launch its reclamation of the Dieron Military District as of this point in history. Once more, Draconis Combine characters 50 years of age or more must use the Draconis Combine affiliation rules presented in *Field Manual: 3085* (see p. 233, *FM: 3085*). For Combine player-characters younger than 50, use the Draconis Combine affiliation found in *Era Report: 3145* (see pp. 184-185, *ER: 3145*), with the modifications described below.

Modifications: Draconis Combine player-characters created for campaigns set before 3135 may not select the Dieron District sub-affiliation. Note also that Clan Nova Cat characters created for this era of play must be created as Draconis Combine characters with the Nova Cat sub-affiliation, to reflect the abjured Clan's greater level of submission to Combine rule.

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▽△ AFFILIATIONS (CONTINUED)

AFFILIATION: FEDERATED SUNS/DARK AGE

Basic Module: The Federated Suns remains a wary neighbor with the Republic of the Sphere as of this point in history, and is more concerned with the threats posed by its historical enemies in the Draconis Combine and Capellan Confederation. Federated Suns characters 50 years of age or more must use the Federated Suns affiliation rules presented in *Field Manual: 3085* (see p. 233, *FM: 3085*), while FedSuns player-characters younger than 50 must use the Federated Suns affiliation found in *Era Report: 3145* (see pp. 185-186, *ER: 3145*).

Modifications: At this point in history, there are no significant modifications to the Federated Suns' affiliation rules as presented in 3145.

AFFILIATION: FORMER FREE WORLDS LEAGUE/DARK AGE

Basic Module: Most of the Free Worlds League was reunited in the latter years of the Dark Age, but as of 3135, it remained very much a fractured state. Free Worlds League characters 50 years of age or older must use the Former Free Worlds League affiliation rules presented in *Field Manual: 3085* (see p. 233-234, *FM: 3085*). For Free Worlds League regional player-characters younger than 50, use the appropriate Free Worlds League and Former Free Worlds States affiliations found in *Era Report: 3145* (see pp. 186-187, *ER: 3145*), with the modifications described below.

Modifications: The Free Worlds League sub-affiliations that exist at this point in history are the Marik-Stewart Commonwealth, Regular Fiefs, Oriente Protectorate, Duchy of Andurien, Tamarind-Abbey District, and Rim Commonality, as well as a large number of non-aligned worlds that belong to none of those states, yet will lie within the boundaries of the former Free Worlds League.

Player-characters from the Marik-Stewart Commonwealth, Oriente Protectorate, Tamarind-Abbey District, Rim Commonality must choose the sub-affiliations of the same name as presented in *Era Report: 3145*. The Clan Protectorate, Covenant Worlds, and Augustine Alliance all have yet to be created as on 3135, and thus may not be selected in this period. For player-characters hailing from the former Free Worlds League powers of Andurien and Regulus, use the Former Free Worlds States affiliation and the appropriate sub-affiliations found therein. For player-characters hailing from former League worlds not aligned with any of these states, choose either the Other League Worlds sub-affiliation from the Free Worlds League affiliation, or the Unaligned Former League Worlds sub-affiliation of the Former Free Worlds States.

AFFILIATION: LYRAN COMMONWEALTH/DARK AGE

Basic Module: The dramatic upheavals to come have yet to disrupt the Lyran Commonwealth as of this point in history. As with other affiliations, Lyran characters 50 years of age or more must use the Lyran Commonwealth affiliation rules presented in *Field Manual: 3085* (see p. 234-235, *FM: 3085*). For Lyran player-characters younger than 50, use the Lyran Commonwealth affiliation found in *Era Report: 3145* (see pp. 187-188, *ER: 3145*), with the modifications described below.

Modifications: There are no significant changes to the Lyran Commonwealth affiliation or sub-affiliations from their 3145 rules here. Remember that characters from Clan Wolf (in-Exile) created for this era of play must be created as Lyran Commonwealth characters with the Exiled Wolf sub-affiliation, to reflect the abjured Clan's generations-long ties to the Commonwealth.

AFFILIATION: INNER SPHERE CLANS/DARK AGE

Basic Module: The Clans which survived the Jihad and Wars of Reaving to live in the Inner Sphere spent much of the decades since acclimating to their new territories and their separation from the Homeworlds. Ever dedicated to honing their edge, they Tried against one another continuously, and worked to refine their best warrior legacies, certain of the return of Sphere-wide warfare and a new age of conquest. Because Clan generations are shorter on average than those of their Sphere-born counterparts, Clan characters may only use the Inner Sphere Clans, Ghost Bear Dominion, and Raven Alliance affiliations rules presented in *Field Manual: 3085* (see p. 235-236, *FM: 3085*) if they are to enter gameplay in this period at age 35 or older. For Clan player-characters younger than 35, use the Inner Sphere Clans, Rasalhague Dominion, and Raven Alliance affiliations found in *Era Report: 3145* (see pp. 188-190, *ER: 3145*), with the modifications described below.

Modifications: As noted earlier, characters created for this era of play who hail from Clan Nova Cat or Clan Wolf (in Exile) must be created using their own sub-affiliation rules as found in the Draconis Combine and Lyran Commonwealth affiliations, respectively. This reflects their weakened connection to the other Inner Sphere Clans.

By this point in history, only the Hell's Horses and Snow Raven Clan characters may be created who will operate ProtoMechs, while only Ghost Bear and Hell's Horses Clan characters may be created with the Elemental-Advanced warrior sub-caste. As with the rules presented in *ER: 3145*, only members of the Sea Fox Clan may possess Property or Extra Income Traits at any level (while the maximum level of either Trait possessed by Sea Fox characters may not exceed the level of their Rank Trait).

Clan Snow Raven remains the only Clan whose characters may choose the Aerospace-Naval warrior caste without restriction, but Clan Sea Fox characters created in the 3100-3135 period may also access this sub-caste as long as they end character creation with a minimum of 300 XPs spent on the Connections, Rank, Property, or Title (Bloodname) Traits. This condition reflects the benefits of extra training and resources made available to these characters due to their stature within Sea Fox society as it transitioned to its system of largely space-borne "Aimag" and trading fleets.

For Hell's Horses characters created after 3106, a special TankWarrior sub-caste becomes available, but Hell's Horses TankWarrior characters created for play in games set before 3135 must apply an additional -50 XP to their Reputation Trait, and may not apply the usual Field Aptitude target number modifiers to their Clan Cavalry Field Skills. (After 3135, these extra drawbacks will no longer apply to TankWarriors, to reflect their Clan's greater acceptance of the TankWarrior experiment, and further refinements to the TankWarrior training and readiness regimen.)

Finally, any Clan characters created as Elstars (see p. 189, *ER: 3145*) must still spend an additional 100 XP to do so, but will receive the following modifiers in place of those shown in *Era Report: 3145*: [Attributes] Any one Attribute (+100 XP), Any one other Attribute (-50 XP); [Traits] Connections (+40 XP), Dark Secret (-200 XP), Equipped (+100 XP), Reputation (+50 XP), Unattractive (-50 XP); [Skills] +20 XP (each) to any three of the character's Clan Warrior Field Skills; [Flexible XPs] +25 XP each to any two Attributes, Traits, or Skills.

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▽△ AFFILIATIONS (CONTINUED)

AFFILIATION: MAJOR PERIPHERY/DARK AGE

Basic Module: The major Periphery remained remarkably stable throughout the upheavals of the post-Jihad period, at least from the perspective of many outsiders and even the majority of their citizens on the ground. Major Periphery characters 50 years of age and older must use the Major Periphery States affiliation rules presented in *Field Manual: 3085* (see pp. 236-237, *FM: 3085*), while major Periphery state player-characters younger than 50 must use the Major Periphery States affiliation found in *Era Report: 3145* (see pp. 190-191, *ER: 3145*), with the following modifications.

Modifications: At this point in history, there are no significant modifications to most of the Major Periphery States affiliation rules as presented in 3145. The only exception is in the case of the Magistracy of Canopus, whose characters may purchase the Affiliation at a cost of 100 XP (rather than 125 XP), but may not receive the +15 XP assigned to the Equipped Trait noted in their 3145 rules, and must also apply -10 XP to the Illiterate Trait.

AFFILIATION: MINOR PERIPHERY/DARK AGE

Basic Module: The minor Periphery powers likewise remained stable throughout the upheavals of the post-Jihad period. Save for the routine disruptions of bandit activities or trade disputes with other fringe worlds, the worst crises these realms faced came only from the economic and informational drought that followed the HPG network collapse, but even this was taken in stride. Minor Periphery characters 50 years of age and older must use the Minor Periphery affiliation rules presented in *Field Manual: 3085* (see p. 237, *FM: 3085*), while minor Periphery player-characters younger than 50 must use the Minor Periphery affiliation found in *Era Report: 3145* (see pp. 191-192, *ER: 3145*).

Modifications: At this point in history, there are no significant modifications to the Minor Periphery affiliation rules as presented in 3145.

AFFILIATION: INDEPENDENTS/DARK AGE

Basic Module: The independent worlds and minor affiliations of the post-Jihad period remained effectively unchanged in the decades after the Jihad. Aside from the fall of Antallos to Clan Snow Raven and Astrokaszy to the Rim Commonality—both of which took place in the

Jihad—all other independent sub-affiliations maintained their status quo. Independent characters of any age who are created for play in the Dark Age may use the base rules for their chosen sub-affiliations as found in *A Time of War* (see p. 63, *AToW*).

Modifications: Because they have been eliminated as viable sub-affiliations, Antallos and Astrokaszy may not be selected by Independent-affiliated characters in Dark Age-era campaigns.

AFFILIATION: COMSTAR/DARK AGE

Basic Module: ComStar's image never recovered from the Jihad. While the economic and political restrictions placed on the Order by the Republic of the Sphere and the other states enabled them to retain their effective control over interstellar communications, the organization was never fully trusted, and was forbidden to re-arm itself. Curiously, despite this, some of the trappings of "old ComStar" managed to creep back in over the decades after the Jihad, and a secret military arm was re-formed somewhere in the shadows. ComStar characters 50 years of age and older must use the ComStar affiliation rules presented in *Field Manual: 3085* (see p. 238, *FM: 3085*), while ComStar player-characters younger than 50 must use the ComStar affiliation rules found in *Era Report: 3145* (see p. 192, *ER: 3145*).

Modifications: At this point in history, there are no significant modifications to the ComStar affiliation rules as presented in 3145.

AFFILIATIONS: HOMEWORLD CLANS AND DEEP PERIPHERY/DARK AGE

Basic Module: None of the Homeworld Clan or Deep Periphery affiliations had any significant dealings with the Inner Sphere and local Periphery states and Clans during this period in history. As such, they may be selected for play in any games where the two groups intersect.

Modifications: Players interested in running games set beyond the boundaries of the Inner Sphere and its local Periphery may use the appropriate rules for these powers as set in *A Time of War*, but should be aware that they do so at their own risk. The evolution of these affiliations since the Jihad and Wars of Reaving has yet to be detailed officially, and any changes to these powers and the societies that live among them remain largely unknown.

LIFE MODULE RESTRICTIONS

The restrictions and modifications on Life Module selections that apply in this period are the same as those presented in *Era Report: 3145* (see pp. 192-193, *ER: 3145*). These rules are briefly restated below, for ease of reference. Note that a special modification applies to Family-Trained Warriors (Stage 3), to reflect the unique impact of the Blackout.

Homeworld Clan and Word of Blake Life Modules: Any Life Modules exclusively used by Word of Blake or the Homeworld Clans (including Cloister Training, Word of Blake Service, and Goliath Scorpion Seeker), are no longer eligible for play as such. Of these, Cloister Training can be taken by Inner Sphere Clans, but with a –100 XP reduced cost (which accounts for the –100 XP the character will incur in his Reputation Trait as a result).

Born Mercenary Brat (Stage 1): Prior to 3132, all characters who take this Module gain a prerequisite of EDG 4+, and add –25 XP to their Reputation Trait (reducing the Module cost by 25 XP accordingly). After the Blackout, this modification no longer applies.

Adolescent Warfare and Mercenary Brat (Stage 2): Prior to 3132, the Adolescent Warfare Module should not be taken by any character hailing from a core region of a major state—such as all Terran affiliations, the Republic of the Sphere/Core Republican sub-affiliation, or the Federated Suns/Crucis March sub-affiliation. Furthermore, mercenary brats made prior to 3132 must also add –25 XP to their Reputation Trait, and reduce the XP cost of the Stage 2 Mercenary Brat Module by 25 accordingly. After the Blackout, both of these modifications will no longer apply.

Family-Trained Warriors (Stage 3): To reflect the surge of volunteer warriors raised by the Republic splinter factions that arose in the immediate wake of the Blackout, characters created with a Republic Splinter sub-affiliation (see *Affiliations*, pp. 24-26) may receive military training via the Family Training option as long as they have at least a +1-TP Connections Trait. This special benefit only applies to those characters who take a Republic splinter faction sub-affiliation from 3133 to 3135. After 3135, the splinter factions will largely vanish or merge into other states, and this special benefit will vanish with them.

For all other affiliations and sub-affiliations, the Family-Trained Warriors rules remain as presented in *Era Report: 3145* (see p. 193, *ER: 3145*).

Cloister Training and Goliath Scorpion Seeker (Stage 4): As indicated earlier, the Goliath Scorpion Seeker Module is unavailable during this period of play, regardless of the character's affiliation. Cloister Training, largely disrupted by the Wars of Reaving, will remain available to Clan characters in the Inner Sphere, but at a Module cost reduction of 100 XP, which reflects the –100 XP the character must then add to his Reputation Trait as a result.

ComStar/Word of Blake Service (Stage 4): Word of Blake service ended with the Jihad, and ComStar officially disbanded its Com Guards soon after the war. But after 3101, the Order began raising a new army in secret. Characters created after that date, and who hail from ComStar, may thus take this Module as if they were Word of Blake, and thus use the "Word of Blake only" sub-Module rules—but replace the Compulsion/Hatred of the Clans and the Compulsion/Hatred of ComStar Trait with –175 XP applied to the In for Life Trait.

Tour of Duty (Stage 4): Prior to the Blackout, treat all Tour of Duty Modules as if they have a Time of +5 years, rather than the usual +3 years, to reflect the less-active years of this era. After the Blackout, the standard rules apply.

ECONOMIC ADJUSTMENTS FOR THE DARK AGE

The C-bill had served for generations as the universal currency of the Inner Sphere, backed by the HPG services offered by ComStar, so when the Blackout came, this fundamental currency—along with those HPG services—was hit hard. As the communications network collapse also took with it the means to quickly and efficiently regulate any stock exchanges, it was not long at all before the entire economic structure of the Inner Sphere went into disarray, an effect felt even among the Clans.

For purposes of gameplay, costs and salaries in most sourcebooks are presented in C-bills, but the exchange rates to local currencies are given in this section as well, to handle the state of economic affairs at the times just prior to and following the Blackout. This will aid in determining the price for items and other commodities under the Clan system during the Dark Age.



CURRENCY CONVERSION TABLE (DARK AGE)

AFFILIATION	CURRENCY	EQUIVALENT C-BILL (PRE-BLACKOUT/ POST-BLACKOUT)
Calderon Protectorate	CP bull	0.12 / 0.70
Capellan Confederation	yuan	0.56 / 1.72
Clan Hell's Horses	kerensky	5.13 / 10.75
Clan Jade Falcon	kerensky	5.13 / 10.75
Clan Nova Cat	ryu	0.94 / 2.30
Clan Sea Fox	fox credit	1.00 / 2.00
Clan Wolf (in Exile)	kroner	2.13 / 3.88
Clan Wolf	kerensky	5.13 / 10.75
Draconis Combine	ryu	0.94 / 2.30
Duchy of Andurien	dollar	0.47 / 1.12
Duchy of Tamarind-Abbey	peso	0.48 / 1.26
Federated Suns	pound	0.97 / 1.95
Lyran Commonwealth	kroner	2.13 / 3.88
Magistracy of Canopus	dollar	0.54 / 1.70
Marian Hegemony	talent	0.22 / 0.90
Marik-Stewart Commonwealth	eagle	0.52 / 1.39
Oriente Protectorate	drachma	0.31 / 1.11
Rasalhague Dominion	bear-krona	2.83 / 6.33
Raven Alliance	raven escudo	2.96 / 5.52
Regulan Fiefs	rupee	0.58 / 1.23
Republic of the Sphere	stone	6.03 / 8.70
Rim Commonality	dinar	0.31 / 1.05
Taurian Concordat	TC bull	0.12 / 0.85

SALARY ADJUSTMENTS

The salaries for most professions in the Dark Age reflect the pay these positions provide to their employees. Because pay can vary from realm to realm, world to world, and job to job, these salaries are given as a multiplier in the Salary and Price Table (Dark Age), which applies to whatever the character's base monthly pay might be. Base Salary and Price Tables for all professions have been published in the *Handbook* series, while military salaries are largely outlined in *A Time of War* (see p. 335, *AToW*). These modifiers can also be applied to any income generated for the character by an Extra Income Trait (see pp. 116-117, *AToW*). If questions regarding where a character's profession falls among these general classes, and indeed what the character's current salary might be, the gamemaster must decide what is best for the current game.

For conversion to local currencies, use the Currency Conversion Table (Dark Age). To convert a character's payment from C-bills to local currency, divide the C-bill amounts paid by the "Equivalent C-bill" value of their local currency. (To convert from local currency, multiply the local currency value by its corresponding Equivalent C-bill value instead.) Note that for conversion prior to the HPG Blackout, the appropriate conversion value is that shown on the left of the slash; after Gray Monday, use the value right of the slash. Round all figures to the nearest .01 C-bills or local currency.

Severe Fluctuations: For added randomness, the gamemaster may wish to reflect the severe economic fluctuations that took place just after the network collapse by rolling 1D6 for each month for the first 24 months after the HPG Blackout. For the first 12 months, if the 1D6 roll result is odd, subtract 3D6 percent of the character's salary in local currency from the month's pay; if even, add 3D6 percent instead. For the next 6 months, change the percentages subtracted or added by 2D6 instead of 3D6. For the last 6 months of this period, vary the salaries by only 1D6.

After 24 months following the HPG collapse, the currency exchange rates will settle into their Post-Blackout levels.

PURCHASING EQUIPMENT IN THE DARK AGE

When purchasing equipment in the Dark Age, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*).

Once availability is known, the player must then find the item's price (in C-bills) and multiply it by the value given in the Currency Conversion Table (Dark Age) for the appropriate affiliation and purchase time (pre- or post- Blackout). Then, apply the appropriate price multiplier as shown on the Price Multipliers Table (Dark Age). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.



SALARY AND PRICE TABLE (DARK AGE)

SALARY MULTIPLIERS		MULTIPLIERS	
Employment Type	(pre-Blackout)	(post-Blackout)	
Civilian, Slave/Servant	1.10	1.33	
Civilian, Minimum Wage	1.15	1.40	
Civilian, Blue Collar	1.20	1.55	
Civilian, White Collar	1.20	1.50	
Civilian, Medical/Technical	+0.10*	+0.15*	
Paramilitary, Police/Security	0.95	1.05	
Paramilitary, Militia	0.95	1.05	
Military, Enlisted	0.90	1.15	
Military, Officer	0.90	1.10	
Military, Medical/Technical	+0.10*	+0.15*	
Battle Armor Infantry	+0.05	+0.08	
Price Multipliers (3101-3145)			
ITEM CLASSIFICATION		MULTIPLIERS	
Item Type	(pre-Blackout)	(post-Blackout)	
Melee and Archaic Weapons	0.98	2.00	
Small Arms and Support Weapons	1.75	4.85	
Heavy (Vehicular) Weapons	3.45**	8.10**	
Explosives	3.05	6.33	
Personal Armor	1.20	2.33	
Electronics	2.00	4.25	
Power Packs and Rechargers	1.65	3.50	
Miscellaneous Gear	1.45	2.75	
Luxury Items (Entertainment and such)	2.10†	6.66†	
Health Care	1.15	1.85	
Prosthetics	3.85	8.15	
Drugs and Poisons	1.95	3.90	
Personal vehicle, Civilian	2.33	4.10	
Personal Vehicle, Paramilitary/Police	3.45	6.95	
Personal Vehicle, Military	4.25**	9.33**	

*For bleeding edge technology (such as experimental weapon design and maintenance), apply an additional +0.05 to the Salary Multiplier.

**For bleeding edge technology (such as experimental weapons), apply an additional +0.05 to the Price Multiplier; for Primitive technology (such as RetroTech units carrying no items with a Tech Rating of D or higher), apply a -0.20 to the Price Multiplier.

†Items identified as "Luxuries" are technically any not required for the character's survival or job duties. If in doubt, gamemaster determines what is classified as a luxury item.

BATTLETECH RULES

The following rules for the Dark Age cover role-playing campaigns using the core rules primarily found in *Total Warfare (TW)* and *Tactical Operations (TO)*. It should be cautioned, however, that the Dark Age was a time of great changes in the Inner Sphere, changes that are beyond the brief rules presented here to fully explore. These rules should thus be viewed as a starting point for creating campaigns in the Dark Age era.

DARK AGE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) in this section should be used instead of those provided within the Creating Scenarios rules (starting on p. 256, *TW*) to provide for era-specific unit choices during the Dark Age. Likewise, they should replace the Assignment Tables starting on p. 130 in *A Time of War*. The random BattleMech assignments in this book are designed specifically to determine the composition of any Dark Age force.

Statistics for most of these units may be found in *Technical Readouts 3039*, *3050 Upgrade*, *3058 Upgrade*, *3060*, *3067*, *3075*, *3085*, *3085 Supplemental*, *3145*, *Prototypes*, and *Vehicle Annex*, as well as the *Experimental Tech Readout* PDF-exclusive series, and in this book. For more detailed and accurate listings by faction, see the *Technical Readout* for each unit or the Master Units List (MUL).

RECORD SHEET SOURCE TABLE

ABBR.	SOURCE	
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3067	CAT35RS216	Record Sheets: 3067 Upgrade Unabridged
3075	E-CATRS210b	Record Sheets: 3075: The Cutting Edge
3075-AoW	E-CATRS210a	Record Sheets: 3075: Age of War
3085	BC-213	Record Sheets: 3085: The Cutting Edge
3085-ONN	BC-215	Record Sheets: 3085: Old is the New New
3085-PP	BC-214	Record Sheets: 3085: Project Phoenix
3145	E-CATRS217	Record Sheets: 3145
3145-NTNU	E-CATRS217	Record Sheets: 3145: New Tech, New Upgrades
DATP:V	CAT35TP008	Dark Age Turning Points: Vega
HB:MPS	CAT35203p	Handbook: Major Periphery States
Proto	CAT35132	Technical Readout: Prototypes
Vehicle	CAT35002X	Technical Readout: Vehicle Annex



BATTLEMECH RANDOM ASSIGNMENT TABLE

REPUBLIC / REPUBLIC SPLINTERS (GENERAL)				
2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Locust IIC 8 [20] (3085-PP)††	BJ2-O Blackjack* [50] (3058U-I)††	TMP-3M2 "Storm Tempest" Tempest [65] (3055U)†	VKG-2G Viking [90] (3060)†
3	OTT-11J Ostscout [35] (3085-PP)††	Stalking Spider II [45] (3145)†	OTL-9R Ostsol [60] (3085-PP)†	GUN-1ERD Gunslinger [85] (3055U)†
4	WGT-1LAW/SC Wight [35] (3075)†	WVR-7M Wolverine [55] (3085-PP)†	WHD-10CT Warhammer [70] (3085)†	BLR-4S BattleMaster [85] (3085-PP)
5	LCT-5W2 Locust [20] (3085-PP)†	HBK-7R Hunchback [50] (Proto)†	BLK-NT-3A Black Knight [75] (3145)	T-IT-N10M Grand Titan [100] (3055U)
6	NX-80 Nyx [30] (3085)†	LGN-2D Legionnaire [50] (3075)	GLT-7-O Gallant [70] (3085)	AS7-K2 Atlas [100] (3085)
7	FS9-M2 Firestarter [35] (3145)	GST-50 Ghost [50] (3145-NTNU)	TDR-9M Thunderbolt [65] (3085-PP)	ZEU-9T Zeus [80] (3050U-I)
8	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table
9	SDR-7K Spider [30] (3050U-I)	HCT-7S Hatchetman [45] (3085)	Vulture* [60] (3050-C)	Warhammer IIC 4 [80] (3085-PP)
10	Uller* [30] (3050U-C)	SKW-6H Shockwave [50] (3145-NTNU)	Sphinx 2 [75] (3085)	Jupiter [100] (3075)
11	Crimson Hawk [25] (3075)	TRG-3M Targe [40] (3145-NTNU)	Thor II* [70] (3145)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table

† Only RAF, Highlander-1st Kearny, Stormhammer-Archon's Shield. All other Splinter Factions roll on IndustrialMech table.

†† Only RAF. All Splinter Factions roll on IndustrialMech table.

RAF / SPLINTER FACTION SUB-TABLE				
2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
RAF				
8	SDR-8R Spider [30] (3085)	SKW-2F Shockwave [50] (3085)	MAD-9M2 Marauder [75] (3085-PP)	PKP-1B Peacekeeper [95] (3085)
12	Jenner IIC 4 [35] (3055U)	Griffin IIC 3 [40] (3085-PP)	LMT-2R Lament [65] (3145)	DLR-O Doloire* [80] (3145)
Bannson's Raiders				
8	Arbalest [25] (3075)	VT-U3 Violator [45] (3145)	CPLT-C2 Catapult [65] (3050U-I)	NTL-UG Neanderthal [80] (3145)
12	MLR-B2 Mjolnir [25] (3085)	MON-267 Mongoose II [40] (3075)	Shadow Cat II 4 [60] (3145-NTNU)	ZEU-9WD Zeus-X [80] (3050U-I)
Dragon's Fury				
8	BLD-7R Blade [35] (3145-NTNU)	CN9-D3D Centurion [50] (3050U-I)	Loki Mk II* [65] (3145)	MAD-4K Marauder II [100] (3085-PP)
12	Pack Hunter 2 [30] (3060)	Black Hawk (Standard) 3 [50] (3145)	Tundra Wolf 5 [75] (3145-NTNU)	Hellstar [95] (3085)
Highlanders				
8	V4-LNT-J3 Valiant [30] (3075)	CN11-O Centurion* [50] (3145)	Ryoken II [75] (3075)	LGB-12C Longbow [85] (3085-PP)
12	Koshi (Standard) [25] (3145)	GRF-6S Griffin [55] (3085-PP)	Vulture Mk III* [60] (3145)	Cygnus 4 [95] (3145-NTNU)
Spirit Cats				
8	Ocelot 2 [35] (3075)	Shadow Hawk IIC 9 [45] (3145-NTNU)	Sphinx 3 [75] (3145-NTNU)	Mad Cat Mk II 4 [90] (3145-NTNU)
12	Arbalest [25] (3075)	Black Hawk (Standard) [50] (3145)	Nova Cat* [70] (3060)	MAD-4S Marauder II [100] (3085-PP)
Steel Wolves				
8	Koshi (Standard) [25] (3145)	Black Hawk (Standard) [50] (3145)	Tundra Wolf [75] (3085)	Mad Cat Mk II [90] (3067)
12	Cougar* [35] (3060)	Mad Cat III 4 [55] (3145-NTNU)	MNL-3L Mangonel [70] (3085)	Kodiak II [100] (3145)
Stormhammers				
8	WLF-5 Wolfhound [35] (3085)	TFT-A9 Thunder Fox [55] (3085)	RFL-8D Rifleman [60] (3085-PP)	AS7-K4 Atlas [100] (3145-NTNU)
12	BLD-7R Blade [35] (3145-NTNU)	UZL-2S Uziel [50] (3067)	URA-2A Ursa [65] (3145)	Hellstar [95] (3085)
Swordsworn				
8	PNT-10K2 Panther [35] (3085)	LGN-2XU Legionnaire [50] (3075)	Sphinx 4 [75] (3145-NTNU)	CP-12-S Cyclops [90] (3050U-I)
12	FS9-M4 Firestarter [35] (3145)	CDR-1X Cuirass [40] (3085)	Thor* [70] (3050-C)	AS7-K3 Atlas [100] (3085)

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BATTLEMECH RANDOM ASSIGNMENT TABLE (CONTINUED)

INDUSTRIALMECHS

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	SKU-198 Sokuryou [25] (3085)	JL-1 Raider [50] (ED:DA)	RCL-Z1M Deep Lord [65] (Proto)	SC-V-M Scavenger [80] (Vehicle)
3	HVR-99 Harvester [30] (Vehicle)	AM-PRM-RH7 Rock Hound [40] (HB:MPS)	RCL-4 Dig Lord [65] (Vehicle)	K-3N-KR4 Kiso [100] (3075-AoW)
4	PTN-2M Patron [15] (Proto)	BC XV-M-C Buster MOD [50] (Vehicle)	ATAE-70M Uni [70] (Vehicle)	SC-V-M Scavenger [80] (Vehicle)
5	CPK-65 Copper [25] (Vehicle)	BC XV-M-B Buster MOD [50] (Vehicle)	RCL-4 Dig Lord [65] (Vehicle)	D-M3D-4 Diomede [100] (3085)
6	ED-X5M Crosscut MOD [30] (Vehicle)	QUA-51T Quasit [45] (3075-AoW)	RCL-4M Dig Lord MOD [65] (DATP:V)	D-M3D-3 Diomede [100] (3085)
7	CON-9M Carbine MOD [30] (Vehicle)	BC XV-M Buster MOD [50] (Vehicle)	LM4/P Lumberjack MOD [70] (3075-AoW)	D-M3D-3 Diomede [100] (3085)
8	CON-9M-B Carbine MOD [30] (Vehicle)	MN-2A Sarissa [50] (Proto)	RCL-4M Dig Lord MOD [65] (DATP:V)	D-M3D-3 Diomede [100] (3085)
9	RCL-1M Dig King MOD [35] (Vehicle)	JAW-67 Jabberwocky [50] (Vehicle)	ATAE-70M Uni [70] (Vehicle)	D-M3D-M Diomede [100] (3145-NTNU)
10	CTL-3R3 CattleMaster [25] (Vehicle)	QUA-51M Quasit [45] (3075-AoW)	RCL-Z1M Deep Lord [65] (Proto)	D-M3D-M Diomede [100] (3145-NTNU)
11	ED-X5M-B Crosscut MOD [30] (Vehicle)	QUA-51P Quasit [45] (3075-AoW)	LM5/M Lumberjack [70] (Vehicle)	D-M3D-M Diomede [100] (3145-NTNU)
12	PM-6 Peacemaker [35] (Vehicle)	JL-2 Raider Mk II [50] (ED:DA)	D90 Grommet [75] (Vehicle)	K-3N-KR5 Kiso [100] (3075-AoW)

CAPELLAN CONFEDERATION

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	C-SK1 Cossack [20] (3060)	SHD-8L Shadow Hawk [55] (3085-PP)	CPLT-C5A Catapult [65] (3085-ONN)	LGB-14C Longbow [85] (3085-PP)
3	STG-6L Stinger [20] (3085-PP)	CAL-1MAF Calliope [40] (3145)	CTF-4L Cataphract [70] (3050U-I)	GOL-3L Goliath [80] (3085-PP)
4	ABS-5Y Anubis [30] (3145)	OSP-26 Osprey [55] (3085)	SHY-5B Shen Yi [65] (3145-NTNU)	EMP-6L Emperor [90] (3058U-C)
5	DOL-1A1 Dola [30] (Proto)	VND-6L Vindicator [45] (3050U-I)	CRD-8L Crusader [65] (3085-PP)	Y-H10G Yu Huang [90] (3060)
6	MEB-9 Ebony [25] (3085)	EYL-45A Eyleuka [55] (3075)	THR-C4 Thunder [70] (Proto)	BLR-4L BattleMaster [85] (3085-PP)
7	HVC-P6 Havoc [35] (3145)	FS9-O Firestarter* [45] (3085)	MAD-6L Marauder [75] (3085-PP)	XNT-4O Xanthos [100] (3075)
8	FLE-20 Flea [20] (3050U-I)	RVN-5X Raven II [40] (3145)	LHU-4E Lao Hu [75] (3067)	TR-XL Trebaruna [95] (3085)
9	RVN-4Lr Raven [35] (3085-ONN)	MS1-O Men Shen* [55] (3060)	TSG-9H Ti Ts'ang [60] (3060)	LW-4B Lu Wei Bing [85] (3145)
10	D9-G9 Duan Gung [25] (3060)	YOL-4C Yao Lien [55] (3085)	TNZ-N1 Tian-Zong [75] (3145)	PLG-5Z Pillager [100] (3058U-C)
11	UM-R80 UrbanMech [30] (3085-ONN)	AGT-1A Agrotera [50] (3145)	WHM-5L Warhammer [70] (3085-PP)	Phoenix Hawk IIC 3 [80] (3085-PP)
12	Koshi (Standard) [25] (3145)	Goshawk II [45] (3085)	Rifleman IIC 8 [65] (3085-PP)	Mad Cat Mk II [90] (3067)

DRACONIS COMBINE

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	HM-2 Hitman [30] (3055U)	SR1-O Strider* [40] (3058U-I)	MAD-9W2 Marauder [75] (3085-PP)	AKU-2XC Akuma [90] (3085-ONN)
3	JR7-C3 Jenner [35] (3050U-I)	WVR-9W2 Wolverine [55] (3085-PP)	MTR-6E Maelstrom [75] (3058U-I)	CP-11-B Cyclops [90] (3085-ONN)
4	V4-LNT-K7 Valiant [30] (3075)	WFT-2B Wolf Trap [45] (Proto)	GHR-7K Grasshopper [70] (3050U-I)	MR-V3 Cerberus [95] (3055U)
5	SDR-9KB Venom [35] (3055U)	DMO-5K Daimyo [40] (3055U)	ARC-9K Archer [70] (3085-PP)	BLR-K3 BattleMaster [85] (3085-PP)
6	WGT-1LAW/SC Wight [35] (3075)	KIM-2C Komodo [45] (3055U)	DAI-03 Daikyu [70] (3055U)	OR-2I Orochi [90] (3085)
7	PNT-12A Panther [35] (3050U-I)	PXH-7K Phoenix Hawk [45] (3085-PP)	DRG-7K Grand Dragon [60] (3050U-C)	AS7-K3 Atlas [100] (3085)
8	PXH-11K Phoenix Hawk L [35] (3145)	FS9-O Firestarter* [45] (3058U-I)	DRG-11K Dragon II [65] (3145)	BLR-K4 BattleMaster [85] (3085-PP)
9	SDR-8X Spider [30] (3085)	EXR-2X Exhumer [55] (3145)	AV1-O Avatar* [70] (3058U-I)	TN-10-O Tenshi* [95] (3145)
10	OW-1 Owens* [35] (3058U-I)	SCP-12K Scorpion [55] (3085-PP)	NDA-2K No-Dachi [70] (3067)	PKP-1B Peacekeeper [95] (3085)
11	Arbalest 2 [25] (3085)	Griffin IIC 6 [40] (3085-PP)	Sphinx [75] (3085)	Mad Cat Mk II [90] (3067)
12	Ocelot 3 [35] (3075)	Shadow Cat* [45] (3058U-C)	Ha Otoko 3 [65] (3085-ONN)	Warhammer IIC 8 [80] (3085-PP)

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BATTLEMECH RANDOM ASSIGNMENT TABLE (CONTINUED)

FEDERATED SUNS				
2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	WSP-3S Wasp [20] (3085-PP)	UCU-F4 Scarecrow [40] (3145)	AGS-5D Argus [60] (3067)	SD1-O Sunder* [90] (3058U-I)
3	GRM-01C Garm [35] (3060)	CN9-D5 Centurion [50] (3050U-I)	HMH-6E Hammerhands [75] (3085)	LGB-13C Longbow [85] (3085-PP)
4	LCT-5M Locust [20] (3085-PP)	HSN-10SR Hellspawn [45] (3067)	BKX-8D BattleAxe [70] (3075)	BLR-2D Warlord [80] (3075)
5	JVN-11D Javelin [30] (3050U-I)	LK-3D Antlion [45] (3145)	AV1-O Avatar* [70] (3058U-I)	PDG-2R Pendragon [95] (Proto)
6	OSR-3D Osiris [30] (3067)	LGN-2D Legionnaire [50] (3075)	FLC-8R Falconer [75] (3055U)	SGT-10X Sagittaire [95] (3067)
7	VLK-QD4 Valkyrie [30] (3085-PP)	BJ2-O Blackjack* [50] (3058U-I)	BLK-NT-4D Black Knight [75] (3145)	TLR1-O Templar* [85] (3067)
8	ALM-10D Fireball [20] (3085-ONN)	CN11-O Centurion* [50] (3145)	MAD-5R Marauder [75] (3085-PP)	DVS-2 Devastator [100] (3058U-I)
9	BZK-D1 Hollander III [35] (3145)	GRF-6S Griffin [55] (3085-PP)	WHM-9D Warhammer [70] (3085-PP)	OR-2I Orochi [90] (3085)
10	SCB-9T Scarabus [30] (3055U)	FEC-1CM Fennec [55] (3085)	MTR-5K Maelstrom [75] (3058U-I)	NSR-9FC Nightstar [95] (3058U-C)
11	BLD-XL Blade [35] (3085)	NH-2 Rook [55] (3085)	HMH-6D Hammerhands [75] (3075)	TLR-20 Templar III* [85] (3145)
12	Koshi (Standard) [25] (3145)	Black Hawk (Standard) [50] (3145)	BHKU-O Black Hawk-KU* [60] (3058U-I)	Mad Cat Mk II [90] (3067)

FORMER FREE WORLDS LEAGUE (GENERAL)				
2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	WGT-2SC Wight [35] (3075)	HBK-6N Hunchback [50] (3050U-I)	TMP-3M Tempest [60] (3055U)	LGB-12C Longbow [85] (3085-PP)
3	STG-3Gb Stinger [20] (3075)	SHD-7M Shadow Hawk [55] (3085-PP)	HRC-LS-9000 Hercules [70] (3055U)	BLR-1Gb BattleMaster [85] (3075)
4	FNHK-9K Falcon Hawk [35] (3058U-I)	SKW-4G Shockwave [50] (3085)	MAD-9M2 Marauder [75] (3085-PP)	ALB-3Ur Albatross [95] (3085-ONN)
5	LCT-5W2 Locust [20] (3085-PP)	WVR-9M Wolverine [55] (3085-PP)	TDR-10M Thunderbolt [65] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
6	SDR-8M Spider [30] (3050U-I)	GST-10 Ghost [50] (3085)	ON2-M Orion [75] (3050U-I)	T-IT-N11M Grand Titan [100] (3055U)
7	HER-4K Hermes [30] (3050U-I)	SR1-O Strider* [40] (3058U-I)	ARC-9M Archer [70] (3085-PP)	LGB-13C Longbow [85] (3085-PP)
8	HVC-P6 Havoc [35] (3145)	PXH-1c Phoenix Hawk [45] (3075)	ON3-M Orion [75] (Proto)	MR-5M Cerberus [95] (3055U)
9	EGL-3M Eagle [25] (3060)	SCP-10M Scorpion [55] (3085-PP)	ZU-G60 Anzu [60] (3145)	JLN-5A Juliano [90] (3145)
10	WSP-8T Wasp [20] (3085-PP)	GRF-4R Griffin [55] (3085-PP)	WHM-8M Warhammer [70] (3085-PP)	TR-XB Trebaruna [95] (3085)
11	HMR-3C Hammer [30] (3055U)	BJ2-O Blackjack* [50] (3058U-I)	LFA-1A Pandarus [75] (Proto)	Warhammer IIC 8 [80] (3085-PP)
12	Crimson Hawk [25] (3075)	Black Hawk (Standard) 2 [50] (3145)	Guillotine IIC 2 [70] (3060)	GOL-6M Goliath [80] (3085-PP)

LYRAN COMMONWEALTH				
2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	SCB-9T Scarabus [30] (3055U)	STY-3Dr Starslayer [50] (3085-ONN)	WHM-9S Warhammer [70] (3085-PP)	BNC-9S Banshee [95] (3050U-I)
3	WLF-5 Wolfhound [35] (3085)	PXH-7S Phoenix Hawk [45] (3085-PP)	DFN-3S Defiance [75] (3075)	BRZ-C3 Berzerker [100] (3055U)
4	STR-6S Stiletto [35] (Proto)	UZL-8S Uziel [50] (3067)	MAD-9W2 Marauder [75] (3085-PP)	BLR-10S BattleMaster [85] (3085-PP)
5	RZK-10S Razorback [35] (3067)	NGS-6T Nightsky [50] (3055U)	BGS-4T Barghest [70] (Proto)	AS7-S2 Atlas [100] (3050U-I)
6	FS9-M2 Firestarter [35] (3145)	GTL-10 Gauntlet* [55] (3145)	BHKU-O Black Hawk-KU* [60] (3058U-I)	ZEU-X4 Zeus X [80] (3145)
7	HVC-P6 Havoc [35] (3145)	BTZ-4F Blitzkrieg [50] (3060)	URA-2A Ursa [65] (3145)	FNR-5X Fafnir [100] (3085-ONN)
8	TLN-6W Talon [35] (3058U-C)	TFT-L8 Thunder Fox [55] (3085)	ARC-7S Archer [70] (3085-PP)	AS7-D-H Atlas II [100] (3075)
9	AF1 Arctic Fox* [30] (3060)	MON-267 Mongoose II [40] (3075)	WHD-10CT Warhammer [70] (3085)	SD1-O Sunder* [90] (3058U-I)
10	WLF-2H Wolfhound [35] (Proto)	Mad Cat III [55] (Proto)	MTR-5K Maelstrom [75] (3058U-C)	KGC-009 King Crab [100] (3145)
11	Pack Hunter II [30] (3085)	MGL-T1 Mongrel [50] (3145)	MNL-3W Mangonel [70] (3085)	Viking IIC [90] (3145)
12	Jaguar [35] (3145)	Black Hawk (Standard) [50] (3145)	SCG-WD1 Scourge [65] (3145)	Mad Cat Mk. II [90] (3067)

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▽△ BATTLEMECH RANDOM ASSIGNMENT TABLE (CONTINUED)

CLAN (GENERAL)

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Locust IIC 6 [25] (3085-PP)	Goshawk II [45] (3085)	Ryoken II 3 [75] (3075)	Phoenix Hawk IIC 7 [80] (3085-PP)
3	Hellion* [30] (3067)	Griffin IIC 8 [40] (3085-PP)	Tundra Wolf [75] (3085)	Warhammer IIC 8 [80] (3085-PP)
4	Vixen 4 [30] (3055U)	Lobo [40] (3067)	Vulture* [60] (3050U-C)	Night Wolf [90] (3085)
5	Uller* [30] (3050U-C)	Sun Cobra [55] (3075)	Vulture Mk III* [60] (3145)	Marauder IIC 6 [85] (3085-PP)
6	Cougar* [35] (3060)	Shadow Cat* [45] (3058U-C)	Mad Cat* [75] (3050U-C)	Jupiter [100] (3075)
7	Solitaire [25] (3067)	Sun Cobra [55] (3075)	Thor* [70] (3050U-C)	Mad Cat Mk II-Enhanced [90] (Proto)
8	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Tundra Wolf 4 [75] (3085)	Gladiator* [95] (3050U-C)
9	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Thor II* [70] (3145)	Man O'War* [80] (3050U-C)
10	Puma* [35] (3050U-C)	Sun Cobra 2 [55] (3075)	Mad Cat* [75] (3050U-C)	Deimos* [85] (3085)
11	Koshi* [25] (3050U-C)	Ursus II [50] (3085)	Tundra Wolf 3 [75] (3085)	Turkina* [95] (3058U-C)
12	Eyrie [35] (3145)	Phantom* [40] (3055U)	Blood Reaper [70] (3085)	Daishi* [100] (3050U-C)

PERIPHERY

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	STG-5G Stinger [20] (3085-PP)	CLNT-3-3T Clint [40] (3050U-I)	OSR-5C Ostroc [60] (3085-PP)	LGB-8V Longbow [85] (3085-PP)
3	JVN-11P Javelin [30] (3145-NTNU)	PXH-4W Phoenix Hawk [45] (3085-PP)	HD-2F Hound [70] (3145)	STK-5M Stalker [85] (3050U-I)
4	WSP-3P Wasp [20] (3145-NTNU)	SHD-7M Shadow Hawk [55] (3085-PP)	WHD-11T Warhammer [70] (3085-PP)	BLR-10S2 BattleMaster [85] (3085-PP)
5	LCT-5V Locust [20] (3085-PP)	GRF-4N Griffin [55] (3085-PP)	BRM-5A Brahma [60] (3085)	EMP-6A Emperor [90] (3058U-C)
6	STG-5T Stinger [20] (3085-PP)	STY-3Dr Starslayer [50] (3085-ONN)	TDR-5Sb Thunderbolt [65] (3075)	ALB-3Ur Albatross [95] (3085-ONN)
7	CVR-A1 Cadaver [30] (3145)	ASN-23 Assassin [40] (3050U-I)	MAD-2R Marauder [75] (3075)	EMP-6A Emperor [90] (3058)
8	COM-4H Commando [25] (3050U-I)	ENF-4R Enforcer [50] (3039)	BRM-5B Brahma [60] (3085)	Y-H9G Yu Huang [90] (3060)
9	ABS-5Y Anubis [30] (3145)	MHL-2L Marshal [55] (3060)	WHM-10T Warhammer [70] (3085-PP)	DVS-1D Devastator [100] (3058U-I)
10	COM-2Dr Commando [25] (3085-ONN)	PXH-4W Phoenix Hawk [45] (3085-PP)	WHD-6Rb Warhammer [70] (3075)	BNC-3Mr Banshee [95] (3085-ONN)
11	TR-A-6 Toro [35] (3075)	Black Hawk (Standard) [50] (3145)	ARC-6W Archer [70] (3085-PP)	AS7-K2 Atlas [100] (3085)
12	Koshi (Standard) [25] (3145)	CN9-Ar Centurion [50] (3085-ONN)	MAD-2R Marauder [75] (3075)	LGB-13C Longbow [85] (3085-PP)

▽△ VEHICLE RANDOM ASSIGNMENT TABLE

RAF / SPLINTER FACTION (GENERAL)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Tribune [30] (ED:DA)	Sortek [45] (3145)	Praetorian [60] (ED:DA)	Arrow IV Assault [80] (3145)
3	Galleon GAL-102 [35] (3058-I)	Partisan AA [50] (3145)	JES III [60] (3145)	Marksman M1 [95] (3085)
4	Shandra [20] (3145)	Ranger VV1 (Interdictor) [45] (3145-NTNU)	SM2 Heavy Artillery (LTC) [75] (3145)	DI Schmitt [80] (3145)
5	Cavalry [25] (3058-I)	Demon (Armor) [45] (3145-NTNU)	Thumper TAV-1 [60] (3075)	Sniper Artillery [80] (3145)
6	Fox (Interdictor) [20] (3145-NTNU)	JES I [50] (3075)	MHI Defense AA [60] (3145)	JES II (Support) [95] (3145-NTNU)
7	Tamerlane [20] (3075)	Condor (Upgrade) [50] (3075)	Po II [60] (3085)	Behemoth II (Support) [100] (3145)
8	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table
9	Pegasus (3058 Upgrade) [35] (3058-I)	Joust BE701 [40] (3085)	Winston(Support) [70] (3145-NTNU)	DI Morgan [100] (3075)
10	Hawk Moth II [25] (3145)	SM1 Tank Destroyer [50] (3075)	Hanse [75] (3145)	Glory (3090 Upgrade) [85] (3145-NTNU)
11	Donar [21] (3060)	Padilla Tube (LTC) [55] (3085)	Shoden [70] (3067)	Mars [100] (3060)
12	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table	See RAF / Splinter Faction Sub-table

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VEHICLE RANDOM ASSIGNMENT TABLE

RAF / SPLINTER FACTION SUB-TABLE				
2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
<i>RAF</i>				
8	Chevalier (MML) [35] (3060)	Drillson (Streak) [50] (3058U-I)	Kinnol [70] (3085)	Marksman M1A [95] (3085)
12	Hawk Moth (Thunderbolt) [25] (3060)	Regulator II [50] (3145)	Manticore (HPPC) [60] (3085-ONN)	Schiltron* [80] (3060)
<i>Bannson's Raiders</i>				
8	Fox [20] (3085)	Bellona [45] (3075)	Manteuffel* [70] (3067)	DI Morgan (LRM) [100] (3075)
12	Sprint (Laser) [10] (3058U-I)	Aesir [55] (3145)	Morningstar (Laser) [60] (3067)	Glory [85] (3067)
<i>Dragon's Fury</i>				
8	Yasha [30] (3085)	Cizin [45] (3145)	Tokugawa [60] (3058-I)	DI Schmitt (Targeting Computer) [80] (3145)
12	Balac (Hybrid) [25] (3145-NTNU)	JES I (3082) [50] (3085-ONN)	Winston [70] (3085)	JES II [95] (3085)
<i>Highlanders</i>				
8	Kite [30] (3145)	Regulator II [50] (3145)	Kinnol [70] (3085)	Kelswa [95] (3145)
12	Nacon [20] (3145)	Hadur [50] (3145)	Po II (Gauss) [60] (3145-NTNU)	Mars (XL) [100] (3067)
<i>Spirit Cats</i>				
8	Skadi [30] (3145)	SM1A Tank Destroyer [50] (3075)	Shoden [70] (3067)	Behemoth II [100] (3145)
12	Skanda [35] (3145)	Enyo [55] (3067)	Sekhmet [65] (3145)	Mars (ATM) [100] (3067)
<i>Steel Wolves</i>				
8	Scimitar Mk II [35] (3145)	Joust BE700 [40] (3085)	JES III (Speed) [60] (3145)	JES II [95] (3085)
12	Tamerlane (Flamer) [20] (3075)	Condor (Upgrade) (Laser) [50] (3075)	MHI Defense AA [60] (3145)	Behemoth II [100] (3145)
<i>Stormhammers</i>				
8	Nacon [20] (3145)	Danai [45] (3075)	Kinnol [70] (3085)	Mars (XL) [100] (3067)
12	Kite [30] (3145)	R10 Mechanized ICV* [45] (3145)	Hanse [75] (3145)	Sniper Artillery [80] (3145)
<i>Swordsworn</i>				
8	Pegasus (X-Pulse) [35] (Proto)	Fulcrum [50] (3058U-I)	Po II (Gauss) [60] (3145-NTNU)	Glory [85] (3067)
12	DI Multipurpose [25] (3145)	Ranger VV1 [45] (3085)	Shoden [70] (3067)	Arrow IV Assault [80] (3145)

CAPELLAN CONFEDERATION				
2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Sprint [10] (3058U-I)	Danai [45] (3075)	Zhukov (Liao) [75] (3085-ONN)	Heavy LRM Carrier [80] (3060)
3	Tamerlane [20] (3075)	Vedette (Cell) [50] (3085-ONN)	Po HV [60] (Proto)	Behemoth II [100] (3145)
4	Cavalry [25] (3058U-I)	Sheriff [50] (3145)	Bulldog (Cell) [60] (3145-NTNU)	Heavy MML Carrier [80] (3060)
5	Tufana (iNarc) [35] (3085)	Predator [45] (3145)	LRM Carrier (3055) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
6	Warrior S-9 [21] (Proto)	Regulator (Arrow IV) [45] (3058U-I)	Po II [60] (3085)	Behemoth II (Fire Support) [100] (3145)
7	Luduan [25] (3145)	Regulator II [50] (3085)	Pixiu [70] (3145)	Demolisher (Gauss) [80] (3058U-I)
8	Yasha [30] (3085)	Myrmidon Type 2 [40] (3060)	Pike (RAC) [60] (3058U-I)	Demolisher (Arrow IV) [80] (3058U-I)
9	Nisos [35] (3145)	Regulator II (Stealth) [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	Arrow IV Assault [80] (3145)
10	Yasha (Spectre) [30] (3085)	Hetzer (LB-X) [40] (3058U-I)	Po II (Arrow IV) [60] (3085)	DI Morgan [100] (3075)
11	Asshur [20] (3060)	Regulator II [50] (3085)	Moltke M1 [75] (3085)	Kelswa [95] (3145)
12	Kite [30] (3145)	Joust BE701 [40] (3085)	Pike (Clan) [60] (3058U-I)	Morrígu [80] (3067)

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VEHICLE RANDOM ASSIGNMENT TABLE (CONTINUED)

DRACONIS COMBINE

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Pegasus (3058) [35] (3058U-I)	Condor [50] (3039)	Po (LB-X) [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
3	Crow (Export) [15] (3075)	Hiryo (MRM) [40] (3075)	Bulldog (Cell) [60] (3145-NTNU)	Partisan (Cell) [80] (3085-ONN)
4	Saladin (LB-X) [35] (3058U-I)	Vedette (NETC) [50] (3058U-I)	Manticore (C3S) [60] (3058U-I)	Schiltron* [80] (3060)
5	Tamerlane [20] (3075)	Kamakiri [55] (3145)	Tokugawa [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
6	Saladin (LB-X) [35] (3058U-I)	Shillelagh [40] (3145)	LRM Carrier [60] (3039)	JES II [95] (3085)
7	Cavalry [25] (3058U-I)	SM1A Tank Destroyer [50] (3075)	Kinnol [70] (3085)	NK-1C Narukami [90] (3145)
8	Scimitar Mk II [35] (3145)	Condor (Upgrade) [50] (3075)	SM2 Heavy Artillery [75] (3145)	Behemoth II [100] (3145)
9	Yasha [30] (3085)	Joust BE701 [40] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Schmitt [80] (3145)
10	Pegasus (X-Pulse) [35] (Proto)	SM1 Tank Destroyer [50] (3075)	Tokugawa (Streak) [60] (3058U-I)	Schiltron* [80] (3060)
11	Yasha (Interdictor) [30] (3085)	Cizin [45] (3145)	Ishtar [65] (3060)	Heimdall* [95] (3067)
12	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Sekhmet [65] (3145)	Morrígu [80] (3067)

FEDERATED SUNS

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Scorpion (LAC) [25] (3085-ONN)	Myrmidon (Anti-Infantry) [40] (Proto)	Pilum (Arrow IV) [70] (3058U-I)	Ajax* [90] (3067)
3	Pandion [20] (3085)	Hasek [40] (3145)	Typhoon (RAC) [70] (3058U-I)	Glory [85] (3067)
4	Ferret (Armor) [5] (3039)	Fulcrum [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	DI Schmitt [80] (3145)
5	Yellow Jacket (RAC) [30] (3058U-I)	Condor (Laser) [50] (3058U-I)	Manteuffel* [70] (3067)	Glory (3090) [85] (3145-NTNU)
6	Fox (VSP) [20] (3085)	JES I (3082) [50] (3085-ONN)	Hanse [75] (3145)	Sniper [80] (3145)
7	Pegasus (3058) [35] (3058U-I)	Musketeer (3080) [50] (3067)	Kinnol [70] (3085)	JES II (Ammo) [95] (3085)
8	Cavalry [25] (3058U-I)	Sortek [45] (3145)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)
9	Striker (3061) [35] (3058U-I)	Zibler* [50] (3145)	Pilum [70] (3058U-I)	Ajax* [90] (3067)
10	Hawk Moth II [25] (3145)	Ranger VV22 [45] (3085)	Typhoon (LB-X) [70] (3058U-I)	Schiltron* [80] (3060)
11	Skulker Mk 2 [20] (Proto)	Goblin (Sealed) [45] (3085-ONN)	JES III [60] (3145)	Challenger XI [90] (3058U-I)
12	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Axel IIC [65] (3058U-C)	Morrígu (Laser) [80] (3067)

FREE WORLDS LEAGUE (GENERAL)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Pegasus (3058) [35] (3058U-I)	Myrmidon [40] (3060)	Po (Lt. Gauss) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
3	Harasser (Thunderbolt) [25] (3145-NTNU)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085)	Ontos (MML) [95] (3085-ONN)
4	Hawk Moth [25] (3060)	Partisan AA Vehicle [50] (3145)	LRM Carrier [60] (3039)	Partisan Air Defense (Cell) [80] (3085-ONN)
5	Tufana [35] (3085)	Vedette (Lt. Gauss) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Ontos (MML) [95] (3085-ONN)
6	Tamerlane [20] (3075)	Phalanx [40] (Proto)	LRM Carrier (3055) [60] (3058U-I)	Partisan Air Defense (LRM) [80] (3085-ONN)
7	Main Gauche [30] (3067)	Stygian [40] (3067)	Moltke M1 [75] (3085)	JES II [95] (3085)
8	Yasha [30] (3085)	Condor (Upgrade) [50] (3075)	Thumper Artillery (TAV-1) [60] (3075)	Bulwark Assault Vehicle [85] (3145)
9	Red Kite [25] (3145)	Partisan AA [50] (3145)	Bardiche [70] (3145)	Sniper Artillery [80] (3145)
10	Scimitar Mk. II [35] (3145)	R10 Mechanized ICV* [45] (3145)	Brutus (HPPC) [75] (3085-ONN)	Behemoth II (Fire Support) [100] (3145)
11	Hawk Moth II [25] (3145)	JES I (3082) [50] (3085-ONN)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)
12	Balac (LRM) [25] (3085)	Condor (Upgrade Laser) [50] (3075)	Thumper Artillery (Angel) [60] (Proto)	Carnivore (Second Line) [80] (3085)

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VEHICLE RANDOM ASSIGNMENT TABLE (CONTINUED)

LYRAN COMMONWEALTH				
2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Savannah Master [5] (3039)	JES I [50] (3075)	LRM Carrier (3055) [60] (3058U-I)	Partisan Air Defense (Cell) [80] (3085-ONN)
3	Scorpion (LAC) [25] (3085-ONN)	Vedette (Cell) [50] (3085-ONN)	Manticore (3055) [60] (3058U-I)	Demolisher II [100] (3060)
4	Hunter (ERLL) [35] (3058U-I)	JES I (3082) [50] (3085-ONN)	JES III [60] (3145)	JES II [95] (3085)
5	Warrior H-10 [21] (3058U-I)	Drillson (Streak) [50] (3058U-I)	Patton (Ultra) [65] (3058U-I)	DI Morgan [100] (3075)
6	DI Multipurpose (Gunship) [25] (3145)	Schildkröte [50] (3145)	Kinnol [70] (3085)	Demolisher II (Thunderbolt) [100] (3060)
7	Warrior H-9 [20] (3058U-I)	Condor (Upgrade) [50] (3075)	Rommel (Gauss) [65] (3058U-I)	DI Morgan (Gauss) [100] (3075)
8	Hunter (Assault) [35] (3058U-I)	Swallow [45] (3145)	Manticore II [70] (3145)	SturmFeur (Hvy. Gauss) [85] (3058U-I)
9	Yellow Jacket [30] (3058U-I)	Vedette V9 [50] (3145-NTNU)	Manteuffel* [70] (3067)	Gürteltier [100] (3085)
10	Tufana [35] (3085)	Condor (Upgrade Laser) [50] (3075)	Marksman Artillery Tank (LPPC) [65] (3050U-C)	DI Schmitt [80] (3145)
11	Balac (LRM) [25] (3085)	Fulcrum III [50] (3085-ONN)	Rommel (Howitzer) [65] (Proto)	Kelswa [95] (3145)
12	Pegasus (3058) [35] (3058U-I)	Glaive [45] (3067)	Athena [75] (3060)	Fensalir [80] (3085)

CLAN (GENERAL)				
2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Odin [20] (3060)	Hadur [50] (3145)	Pike (Clan) [60] (3058U-I)	Gurzil [80] (3145)
3	Zephyros [25] (3085)	Chalchiuhtotolin [50] (3085)	SM2 Heavy Artillery (LTC) [75] (3145)	Carnivore (Second Line) [80] (3085)
4	Gossamer [25] (3145)	Ares [40] (3060)	Axel IIC [65] (3058U-I)	Mars (ATM) [100] (3060)
5	Shamash [11] (3067)	Aesir [55] (3145)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
6	Balac [25] (3085)	SM1 Tank Destroyer [50] (3075)	Oro [60] (3060)	Huitzlopochtli [85] (3060)
7	Donar [21] (3060)	Bellona [45] (3075)	Shoden [70] (3067)	Mars [100] (3060)
8	Skadi [30] (3145)	Joust BE700 [40] (3085)	Athena [75] (3060)	Carnivore (HAG) [80] (3085)
9	Zorya (ATM) [35] (3060)	Hachiman [50] (3060)	Sekhmet [65] (3145)	Carnivore [80] (3085)
10	Skanda [35] (3145)	Enyo [55] (3067)	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)
11	Nacon [20] (3145)	Garuda [40] (Proto)	Vidar [75] (Proto)	Morrígu [80] (3067)
12	Hephaestus* [30] (3067)	Epona* [50] (3060)	Nuberu [60] (Proto)	Heimdall* [95] (3067)

PERIPHERY				
2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Centipede (SRM) [20] (3058U-I)	Prowler (Succession Wars) [55] (3085)	Manticore (Standard) [60] (3039)	Ontos [95] (3039)
3	Tamerlane 2 [20] (3075)	Maxim (Standard) [50] (3039)	AC/2 Carrier (LB-X) [60] (3058U-I)	Demolisher [80] (3039)
4	Cyrano (Standard) [30] (3050U-C)	JES I (3082 Upgrade) [50] (3085-ONN)	Po (Standard) [60] (3058U-I)	SturmFeur [85] (3039)
5	Scorpion (Standard) [25] (3039)	Light SRM Carrier [40] (3060)	Patton (Ultra) [65] (3058U-I)	Heavy NLRM Carrier [80] (Proto*)
6	Plainsman (Standard) [35] (3058U-I)	Vedette (Standard) [50] (3039)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
7	Hunter (Standard) [35] (3039)	Light SRM Carrier [40] (3060)	Manticore (LB-X) [60] (3058U-I)	Ontos (Light Gauss) [95] (3058U-I)
8	Pegasus (3058 Upgrade) [35] (3058U-I)	Prowler [55] (3085)	Marksman (Light PPC) [65] (3050U-C)	Fortune [80] (3067)
9	Cyrano (Plasma) [30] (3050U-C)	Regulator [45] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
10	Hunter (3054 Upgrade) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Po (LB-X) [60] (3058U-I)	Behemoth [100] (3039)
11	Plainsman (Scout) [35] (3058U-I)	Prowler (ECM) [55] (3085)	Rommel (Sealed) [65] (3085-ONN)	DI Morgan [100] (3075)
12	J. Edgar [25] (3039)	Light Thunderbolt Carrier [40] (3060)	Zhukov (Liao) [75] (3085-ONN)	JES II (Support) [95] (3145-NTNU)

SPECIAL COMMAND ABILITIES

The following rules may be used by players when using the listed Republic Splinter forces during the 3130-3145 period. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, Overrun Combat, and Zone of Control are all found in the same section (see pp. 191-193, *TO*).

BANNSON'S RAIDERS

Scourge: The Scourge does not work well together in groupings larger than a company in size. In any scenario where the Scourge field more than 12 units, its force suffers a -2 Initiative modifier.

A commander unit must always be selected for any Scourge force, though depending on scenario rules, this commander's identity may or may not be revealed to the opposing player. If the commander's unit is crippled or destroyed, the Scourge automatically loses Initiative for the next 2 turns, at which point a new commander unit must be chosen.

The members of the Scourge are highly competitive with one another, in no small part due to the rule laid down by Jacob Bannson that any 'Mech captured on the field by a Scourge warrior becomes that warrior's personal property. To avoid undue damage to target units they hope to capture, the warriors of the Scourge reduce the to-hit modifier for Aimed Shots by 1. If a 'Mech is crippled from an Aimed Shot by a Scourge warrior and Warchest rules are in play, award Warchest Points equal to the captured unit's tonnage only if the Scourge controls the map at the end of the scenario (i.e., all enemy units are either crippled or destroyed or have left the map). That 'Mech then becomes eligible for salvage by the warrior who brought it down.

Band of Five: The Band of Five organizes itself in lances of 5 units, rather than the traditional 4. Though this makes their lances and companies numerically identical to Clan Stars and Trinaries (respectively), the Band does not use Clan terminology or Clan rules of engagement.

Indeed, the Band of Five's warriors are bullies who prefer to gang up on their opponents. To represent this, any time two or more Band units exclusively target the same enemy unit in the same Attack Phase, each Band of Five unit contributing to the attack receives a -1 to-hit modifier.

Wyld's Jokers: Due to their extreme individualism, the Jokers suffer a -2 Initiative modifier when operating in groups larger than a 4-unit lance. The Jokers have a knack for demonstrating just the right skills for any situation; during any scenario, each Jokers warrior may select any one of the *A Time of War* Special Piloting Abilities (SPAs) that can be applied to the warrior's Gunnery or Piloting Skills (see pp. 219-225, *AToW*, or pp. 63-71, *AToW Companion*). Selection of the desired ability can be made at any time during the scenario, but may only be made once per warrior during the scenario, and no two Jokers warriors may possess the same ability. For the purposes of this rule, the prerequisites for any given SPA will not apply, as long as the selected ability is appropriate for the unit type and its weapons loadout.

To activate the special ability in combat, the Jokers warrior must first make a successful Piloting Skill or Gunnery Skill check before executing the action that will benefit from it. For example, a Jokers MechWarrior may decide he wants to gain the benefits of the Sandblaster SPA (see p. 65, *AToWC*) to boost his effectiveness with his missile launchers in a given scenario. In order to activate that ability, he must first make a Gunnery Skill check before executing the first attack he wants to boost with that SPA. This roll is not considered part of the attack, and thus does not consume ammunition or generate heat.

If this activation roll fails, the warrior will fail to activate the SPA and may not make any further special ability checks for the remainder of the scenario. If the roll succeeds, the warrior gains the benefits of the activated SPA for the

remainder of the scenario and (at the gamemaster's discretion), may retain that ability for the remainder of the current campaign.

If a Jokers warrior opts to retain a SPA gained in one scenario for future scenarios in a campaign, that warrior will begin all future scenarios with the SPA activated, and may make no further checks to gain a new SPA.

DRAGON'S FURY

Amaterasu: Prior to the HPG Blackout, the Amaterasu was one of the top independent units in the Republic Armed Forces. When randomly determining Piloting Skills for warriors in this force, apply a +2 modifier to the roll result. As honorable as they are skilled, Amaterasu warriors will show mercy for their enemies, and will never attack a crippled or retreating enemy unit unless that unit attacks them first.

The Amaterasu's fondness for one-on-one duels grants its warriors a -1 to-hit modifier for all attacks made against an opponent, but only after the Amaterasu unit has focused all of its attacks on that same opponent for 3 or more consecutive turns. This modifier is lost if the Amaterasu warrior breaks off the attack for one turn, divides fire against multiple opponents, or attacks another target.

O5P: Adepts of the Order have perfected a technique of battle meditation whereby they focus all their skill against a single target. To gain this benefit, the O5P warrior must designate an enemy unit they intend to attack at the start of any combat turn in which they have line of sight to the designated target. They must then spend that turn maintaining their line of sight to the target without attacking any other enemy unit or moving faster than Walking/Cruising speed. After this turn of focused meditation, the O5P unit can execute an Aimed Shot at its target, applying a -1 to-hit modifier to this attack, instead of the standard +3 to-hit modifier.

Once this special attack is made, or if the O5P warrior's line of sight to his designated target is somehow broken before the special Aimed Shot is executed, the focused meditation process must be started all over again to regain the benefit. Likewise, any time an O5P warrior attacks an enemy other than his designated target, this focused meditation is lost.

Brotherhood: When deployed on a Republic world, the Brotherhood can gather an auxiliary force comprised of local Kuritan partisans to augment its numbers. Prior to the start of play, the Brotherhood's controlling player must roll 3D6 to determine the number of units in this auxiliary force—though this total may never exceed the number of units fielded by the Brotherhood itself.

Up to one-third of this auxiliary force may consist of modified civilian vehicles (including IndustrialMechs), while the remainder must consist of foot infantry platoons. These troops' should have their Skill ratings determined randomly (see p. 273, *TW*), but apply a -1 roll result modifier to the random skill roll results.

HIGHLANDERS

First Kearny: The First Kearny's long tradition of service to the Republic, coupled with Tara Campbell's personal history as a Republic "poster child" serve as an inspiration to allied troops. Whenever the First is deployed alongside fellow Republic or Highlander forces, such forces receive a +2 Initiative roll modifier and a +2 roll modifier to Morale Checks. Furthermore, when randomly determining the skill levels of all First Kearny units (see p. 273, *TW*), apply a +2 modifier to these rolls.

Northwind Fusiliers: Because the officer corps of the Fusiliers came from the First Kearny, all officers at lance command level and above are treated as members of that regiment when randomly determining skills and equipment (though the remaining units are resolved normally).

The Fusiliers also receive a +2 Initiative roll modifier during the first two turns of any scenario, owing to their capabilities being surprisingly greater than their unit ranking would suggest.

Republican Guard: The Republican Guard possesses far more enthusiasm and patriotism than it has skill, and its warriors thus have a habit of charging in without forethought. To reflect this, the Guard receives a +1 Initiative roll modifier, but in any turn when this force wins the Initiative, its units suffer a +1 target modifier to all Piloting/Driving and Gunnery rolls.

SPIRIT CATS

Shiva Keshik: Due to its warriors' study of a wide variety of Inner Sphere forces and their tactics, the Shiva Keshik receives a +2 Initiative modifier and negates any Initiative modifiers their foes possess, if said foes are of an Inner Sphere affiliation. If facing Clan- or Periphery-affiliated forces, the Shiva Keshik receives none of these benefits.

Purifiers: Belief in their own mystical invincibility grants the Purifiers a +2 roll modifier for all Consciousness checks. The Purifiers' strange attunement to visions and mystic trances—even in the midst of battle—occasionally provides them with the insight to anticipate an opponent's actions; in any turn in which the Purifiers win Initiative by a Margin of Success of 3 or more, its warriors will all receive a -1 to-hit modifier for all weapon attacks made during that turn.

Additionally, once per scenario, the entire Spirit Cat force may undergo a "shared mystical experience" by forgoing its usual Initiative roll (the Spirit Cats are presumed to have rolled a 2 for Initiative in this turn). Instead, the Spirit Cats player rolls 1D6 for each active Purifiers unit active on the field. A result of 4 or higher grants that unit a -2 target number modifier for all Piloting and Gunnery Skill checks in that turn, while a result of 1 or 2 applies a +4 target modifier to the warrior's Skill checks instead. These modifiers last through the End Phase of the current turn.

Omicron: When randomly determining equipment for Omicron, apply a -4 modifier to every roll (including rolls for weight class and individual unit assignments rolled from a Random Assignment Table). If elements from Omicron fight alongside any other Spirit Cat force, all Spirit Cat forces will suffer a -2 Initiative modifier.

STEEL WOLVES

Wolfkin Keshik: Tireless and remorseful, the Wolfkin Keshik ignores Forced Withdrawal rules. This force can make use of the Forcing the Initiative and Overrun Combat special command abilities, and all Keshik units have the Zone of Control ability. Under Anastasia Kerensky's leadership, the Keshik suffers a -1 roll modifier to all Morale Checks, due to her continuing distrust of these warriors.

Crusaders: When the Crusaders Cluster wins Initiative while acting as the Attacker in any scenario, each unit within the force receives +1 MP to its Running, Flanking or Max Thrust MPs, but suffers an additional +1 target modifier to all Piloting and Gunnery skill checks.

Against non-Clan opponents, the Crusaders receive a -1 to-hit modifier to all Gunnery skill checks. This benefit is cumulative with any other bonuses.

Wolf Lancers: Wolf Lancers warriors can have any affiliation of origin except Clan Wolf. Desperate to prove themselves worthy of being Wolves, these units are immune to Forced Withdrawal rules while any true Wolf warriors are on the field—regardless of whether the Wolf warriors are friendly or not. Additionally, as long as at least one friendly Wolf warrior remains on the field, Wolf Lancers units will automatically succeed in any Morale checks.

STORMHAMMERS

Archon's Shield: The warriors of the Archon's Shield are adept at avoiding damage. They can make use of the Skilled Evading movement mode (see pp. 18-19, *TO*) but generate only 1 extra point of Heat when doing so. They can also execute ranged weapon attacks during the same turn they employ Skilled Evading, but apply the same to-hit modifier to

their target as they gain from their Skilled Evasion. (Thus, an Archon's Shield warrior with a Piloting Skill of 2 will apply not only a +2 to-hit modifier to his enemies' efforts to attack his unit as it uses Skilled Evading movement, he will also add a +2 to-hit modifier to his own attacks when attempting to return fire at the same time.)

When randomly determining equipment for the Archon's Shield, up to 25 percent of its force may be determined using any Lyran factional RAT applicable to forces generated for 3145 and earlier.

Lyran Rangers: Due to their own self image of being treated as "second-class warriors" behind the Archon's Shield, the Rangers suffer a -1 roll modifier on all Morale checks. When fighting on worlds that were once part of the Isle of Skye, the Lyran Rangers receive a +2 Initiative roll modifier, and are immune to Forced Withdrawal rules.

Tharkan Strikers: Against non-airborne units only, the Tharkan Strikers receive a -1 to-hit modifier for attacks made at Short and Medium range.

SWORDESWORN

Davion Guard: The Davion Guard may use Overrun Combat against any foes affiliated with Houses Liao or Kurita. The Guard favors heavy and assault weight classes, and thus applies a +2 roll modifier when randomly generating its forces' weight classes.

If Duke Aaron Sandoval is personally involved in an action, the Guard is immune to Forced Withdrawal, as long as he remains on the field (and his unit has not been destroyed or disabled). In addition, at least 2 (and, at most, 4) Guard units must be detailed as the Sandoval's "bodyguards" at all times. If, at the end of their Movement Phase, these bodyguard units are all positioned within 4 hexes of the duke's Mech, and have a valid LOS to it, these bodyguards receive a -2 to-hit modifier for all weapon and physical attacks executed in that turn.

Ghost Legion: When facing Republic units, the Ghost Legion receives a +1 Initiative roll modifier.

The Ghost Legion warriors are speed demons. At the beginning of each Legion unit's Movement Phase, the unit may gain an additional +2 MP "speed boost" (to any movement mode) for that turn by first making a successful Piloting/Driving Skill check. This check must be made before the unit moves.

On the fourth and subsequent consecutive turns in which this ability is used, the Legion unit must make a second skill Piloting/Driving Skill check before moving, subtracting from the roll result the number of consecutive turns the unit has used this speed boost ability over 3. (For example, a Legion unit in its fifth consecutive turn of speed boosting will reduce its roll by 2; 5 turns - 3 turns = 2) If this second roll fails, instead of moving normally, the unit will skid a number of hexes equal to its maximum Running/Cruise MP along its current heading—regardless of the underlying terrain. Any units or structures within the path of this skid will be subject to the normal collision rules found in *Total Warfare* (see pp. 62-64, *TW*).

Prince's Men: Consisting of warriors from many different origins, the Prince's Men field a hodgepodge of equipment. When randomly determining unit composition they can draw up to 50 percent of their forces from any non-Clan Random Assignment Table that is used by their opponent. (If the opposing force uses Clan RATs, the Prince's Men may not use this ability.)

Although its overall force experience rating is Green, the Prince's Men includes troops with a variety of experience and backgrounds. When randomly determining skill levels for these units, roll 1D6 for each unit first. If the result of 4, use the Regular column of the Random Skills Table (see p. 273, *TW*) to determine Piloting and Gunnery ratings; on a result of 5, use the Veteran column and on a result of 6, use the Elite column. For all other results, use the Green column.

In battle, the Prince's Men have the ability to perform up to 2 torso twists per Combat Phase, and may even twist between shots.

NEW UNITS

The following units reflect a few of the new units that debuted during or shortly before the Dark Age.

CAVE LION

Mass: 75 tons

Chassis: Sinha Endo Heavy Frame

Power Plant: 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Jet Capacity: None

Armor: Laser Reflective

Armament:

2 Extended-Range Particle Projector Cannons

4 Medium Pulse Lasers

1 Advanced Tactical Missile System 3-rack

Manufacturer: Irece Alpha

Primary Factory: New Barcella, Irece

Communications System: Raldon R1

Targeting and Tracking System: Dalban Hirez II

Overview

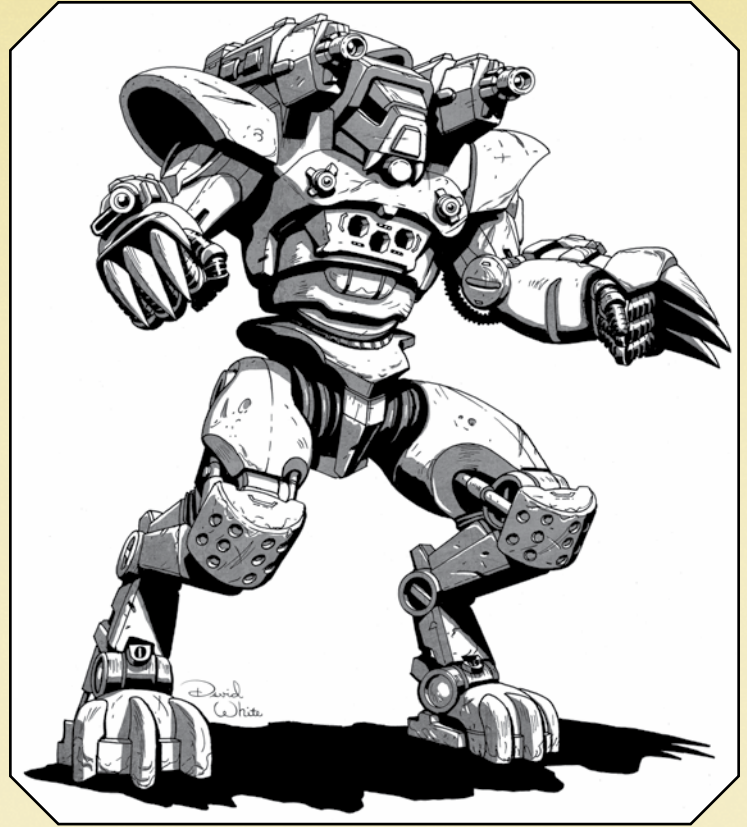
The Second Ghost Bear/Combine War took a terrible toll on Clan Nova Cat on all levels. Not only was their military smashed by the actions of the Bears and also the Black Dragons, but their industrial base suffered from targeted attacks by Dominion forces determined to wipe out the Cats' ability to pose a serious threat in the future. Despite the truth of the war's origins coming to light, the Cats were still mistrusted by the Combine leadership and numerous requests for assistance to rebuild their shattered industry were denied. In the first couple of decades after the war, the devastated but rebuilding Nova Cats would have to rely solely on pre-war materiel and whatever they had managed to salvage during the conflict.

By 3120, the tense relationship with the Dragon had eased enough that when newly elected Khan Jacali Nostra petitioned the DCMS for permission to start production on the first new Nova Cat design since the turn of the century. That permission was warily granted. The result was the *Cave Lion*, a heavy BattleMech intended to serve as a symbol of renewed Nova Cat pride. Making its debut in 3122, the *Cave Lion* quickly became a favorite of Cat warriors in all units of the touman.

Capabilities

Two main design considerations drove the development process of the design that came to be the *Cave Lion*. Having faced the destruction of the majority of their military industry during the war against the Bears, Nova Cat scientists were instructed to develop a design that would be less tied to the Clan's logistical health in any future conflict. Choosing an energy-based armament for the *Cave Lion* gave it the greater independence in the field demanded by Khan Nostra.

The foremost consideration was a desire that the design be created entirely free of any reliance upon Combine factories or stockpiles; Khan Nostra was adamant that the *Cave Lion* would be a Nova Cat 'Mech for Nova Cat warriors. This presented the scientist caste with a problem,



however, as none of the neutered factory complexes that the Combine had allowed the Cats to rebuild in the nearly two decades since the war were up to the task of outfitting the new 'Mech in the numbers desired.

Enter Clan Sea Fox. The warrior-merchants of the Tiburon Khanate offered to upgrade the Nova Cat factories, expanding their production capacity and replacing their aging equipment. Additionally, they agreed to lower import rates on the raw materials the Cats would need to jumpstart their industrial output. In exchange, they required that those factories specialize in particular types of weaponry and armor for a set period of time and that they be given a percentage of the output at bargain prices during that period; locked in perpetual competition with their fellow Khanates, the Tiburons were looking to expand the markets in the Great Houses for Clan-origin materiel and required planet-bound factories to produce what they needed. These caveats to the deal necessitated some design changes but the Nova Cat leadership felt that if they were to avoid having to rely on the Combine, they had little choice. Khan Nostra did counter Tiburon demands for a percentage of each future *Cave Lion* production run, instead delaying delivery of completed 'Mechs to the Khanate for a period of nine years.

With the Sea Fox deal completed, the Cats were able to begin production of the *Cave Lion*. Due to the provisions of the deal, the 'Mech was outfitted with laser reflective armor rather than standard ferro-fibrous as planned. The brittleness of the armor meant that the claws that were part of the initial specs—intended to make this 'Mech an embodiment of the fierce feline nature of the Cats themselves—had to be abandoned. The cosmetic claws that were sculpted onto the hands of the *Cave Lion* were a nod to this loss.

A larger adjustment came as a direct result of the Sea Foxes dictating what weapons systems the rebuilt Cat factories would produce. Though it went against her original vision for the design, Khan Nostra was forced to acquiesce to the addition of an Advanced Tactical Missile launcher system to the *Cave Lion*. The Tiburons felt that the 'Mech could function as a showcase for their model of the ATM system, especially given the close eye that the DCMS would be keeping on the Cat touman. Though Fox Khanate had a strong grip on the Combine market, the Tiburons felt that they could use the results of their deal with the Nova Cats as a way to get a foot in the door for further expansion. To better match her idea of a logistics-independent 'Mech, Khan Nostra insisted that the *Cave Lion* carry double the recommended component of missile reloads, thus minimizing the need for resupply in the field.

Type: **Cave Lion**

Technology Base: Clan (Advanced)

Tonnage: 75

Battle Value: 3,044

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Reflective):	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	29
Center Torso (rear)		8
R/L Torso	16	25
R/L Torso (rear)		6
R/L Arm	12	18
R/L Leg	16	24

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
ER PPC	RT	2	6
Medium Pulse Laser	RT	1	2
Angel ECM Suite	RT	2	2
ATM 3	CT	2	1.5
Ammo (ATM) 40	LT	2	2
ER PPC	LT	2	6
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Battlefists, Distracting, Difficult to Maintain.

JL-1 RAIDER / JL-2 RAIDER MK II

Mass: 50 tons

Chassis: BUU Standard Medium Chassis

Power Plant: Bannson Spark 200 ICE (JL-1) / Bannson T-150 ICE (JL-2)

Cruising Speed: 43 kph, 54 kph with TSM (JL-1) / 32 kph, 43 kph with TSM (JL-2)

Maximum Speed: 64 kph, 86 kph with TSM (JL-1) / 54 kph, 64 kph with TSM (JL-2)

Jump Jets: None

Jump Jet Capacity: None

Armor: BUU MechStandard (Both)

Armament:

JL-1 Raider

2 BUU Quarrel-10 MRM launchers

1 BUU SuperCutter Dual Saw

JL-2 Raider, Mk II

1 BUU Straightshooter Two Rotary Autocannon

1 BUU SuperCutter Dual Saw

Manufacturer: Bannson Universal Unlimited

Primary Factory: Tybalt, St. Andre

Communications System: BUU FarSweep Comms

Targeting and Tracking System: BUU AccuTrack 3000

Overview

Even before Gray Monday, industrialist Jacob Bannson had decided that his long-term goals did not mesh with the restrictions placed upon his corporation by the Republic's regulatory agencies. Though it is likely we will never know what his ultimate plans would have been had the communications blackout not occurred, it seems clear that he was preparing for some kind of military action in defense of his goals. In April 3131, he commissioned a study from his research and development teams into the feasibility of BUU secretly producing its own BattleMech design, apparently hoping this would enable him to equip the armed force he was building up without incurring interference from Republic oversight.

The resulting project, called Jacob's Ladder, launched in early 3132 and made significant progress for the first few months. Weapons systems and armor were perfected quite rapidly and BUU was even awarded a patent on an improved barrel-cooling mechanism in the light rotary autocannon they designed. However, one aspect of the design they could never get a handle on was the construction of a military-grade fusion engine to power the 'Mech. Two years and several unfortunate accidents later, Bannson's technical team had to admit defeat and instead delivered a machine that housed a low-tech internal combustion engine instead.

Though Project Jacob's Ladder ultimately failed in its initial goals, the 'Mech it produced—christened the *Raider* by Bannson's marketing wonks—proved to be a success in both Bannson's own forces and on the open market.

Capabilities

Despite the lack of a fusion engine, the Raider is in almost every other respect a fully-functioning BattleMech rather than a suped-up IndustrialMech. Starting from the inside out, the Bannson designers attempted to match in as great detail as possible the structure and specifications of a light 'Mech. They did not have access to technical details on endo steel internals or ferro-fibrous armor and so had to settle

for standard versions of each. Though this kept costs down—which was a major requirement in the Jacob's Ladder proposal—it resulted in a design that was considerably heavier than hoped and limited the number of weapons the design could mount.

The lack of a fusion engine also placed limitations on the 'Mech's equipment, especially in its weapons loadout. Without the ability to mount energy weapons, the designers were forced to use ammunition-dependent weapons that restricted the 'Mech's long-term usability in the field. It is perhaps for this reason that they made the incongruous choice to include a dual saw in the *Raider's* left arm; this piece of equipment is more usually found on IndustrialMechs and is at odds with the design's aspirations to be a full-fledged BattleMech.

For distance attacks, the designers went with the Hatchett-Dauer Quarrel-10 MRM launcher. This system, the product of a struggling company founded on the back of MMRP loans, so pleased the design team that they successfully petitioned Jacob Bannson to acquire the company, which made instant multi-billionaires of its two young owners. For ease of feeding reloads to the two missile launchers, both were installed perched on the right shoulder in an over/under configuration and the ton of ammunition carried by the *Raider* was installed in the right torso.



One final feature that had to be abandoned with the loss of fusion power was the inclusion of jump jets. However, the BUU R&D team compensated for this loss with the development of an external jump pack designed specifically for use with the *Raider*. Though use of this pack slows down the 'Mech's ground movement, the additional flexibility offered by the ability to jump more than makes up for the deficiency. To offset the decrease in speed, triple-strength myomer sourced from a Bannson subsidiary on Tsitsang was added, though in practice the 'Mech rarely generates enough heat to trigger the improvements.

Variants

During the development of the *Raider*, many different weapons configurations were tested and most were found wanting for one reason or another. A trial with the BUU Straightshooter Two rotary autocannon showed promise and the team worked overtime during the final months to have both the standard prototype and the variant they designated the *Raider Mk II* ready for approval. The *Mk II* removes the two missile launchers and downgrades the engine in favor of increasing the armor and adding an autocannon plus two tons of ammunition in the right arm. As an added bonus, the autocannon is fully ejectable, though this of course leaves the 'Mech without a ranged weapon should the pilot choose to do so. The ability to moderate the autocannon's rate of fire also improves the efficiency of the triple-strength myomer.

Type: **Raider**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 817

Equipment

Equipment	Standard	Mass
Internal Structure:		5
Engine (ICE):	200	17
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	2	2
Gyro:		2
Cockpit:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	16
Center Torso (rear)		5
R/L Torso	12	14
R/L Torso (rear)		4
R/L Arm	8	10
R/L Leg	12	13

Weapons and Ammo

Location	Critical	Tonnage
2 MRM 10	RT	4
Ammo (MRM) 24	RT	1
Dual Saw	LA	7
TSM	*	6

Notes: *TSM occupies 1 critical slot each in LT, RT, LA, RA, LL and RL locations. Features the following Design Quirks: Searchlight.

Type: **Raider, Mk II**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 883

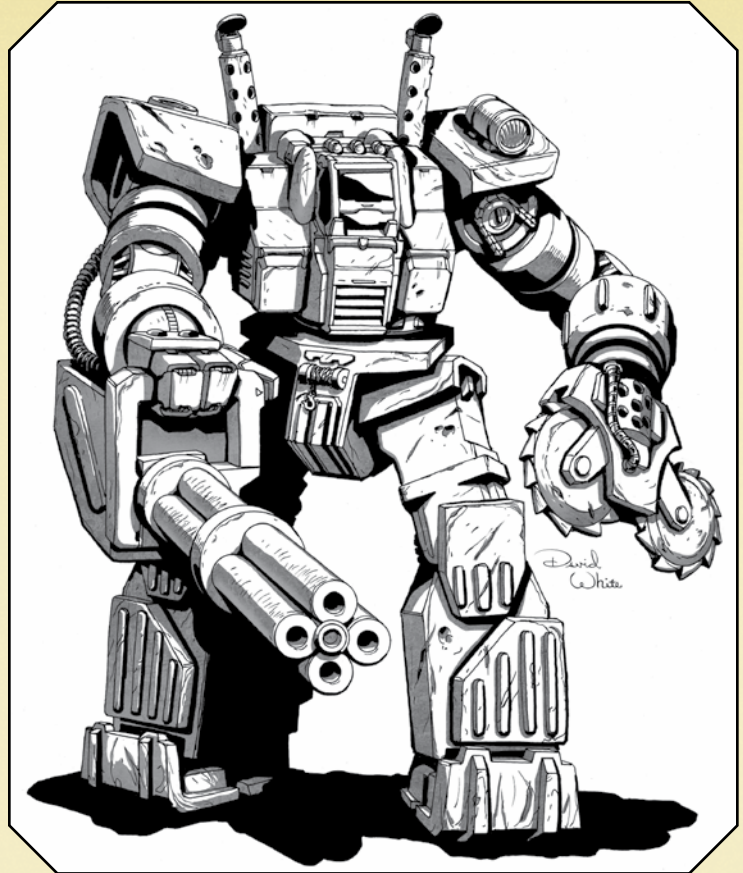
Equipment

		Mass
Internal Structure:	Standard	5
Engine (ICE):	150	11
Walking MP:	3 (4)	
Running MP:	5 (6)	
Jumping MP:	0	
Heat Sinks:	2	2
Gyro:		2
Cockpit:		3
Armor Factor:	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo

	Location	Critical	Tonnage
Rotary AC/2	RA	3	8
Ammo (RAC) 90	RA	2	2
Dual Saw	LA	7	7
TSM	*	6	0

Notes: *TSM occupies 1 critical slot each in LT, RT, LA, RA, LL and RL locations. Features the following Design Quirks: Improved Cooling Jacket (Rotary AC/2), Jettison-Capable Weapon (Rotary AC/2), Searchlight.



PRAETORIAN MOBILE STRATEGIC COMMAND HQ / TRIBUNE MOBILE TACTICAL COMMAND HQ

Mass: 60 tons (Praetorian) / 30 tons (Tribune)

Movement Type: Tracked / Wheeled

Power Plant: Pitban 240 Fusion / LTV 160 Fusion

Cruising Speed: 43 kph / 64 kph

Maximum Speed: 64 kph / 97 kph

Armor: Durallex Special Heavy Ferro-Fibrous (both)

Armament:

Praetorian

1 Magna Mk VI Extended Range Medium Laser

3 Titan's Tread A-Pods

Tribune

1 Magna Mk VI Extended Range Medium Laser

Manufacturer: Cyclops Incorporated, Michaelson Heavy Industries

Primary Factories: Skye (Cyclops), Ruchbah and Terra (MHI)

Communications System: Cyclops IJ v3 Extended (Praetorian)

Garret T10-Deluxe with Guardian ECM Suite (Tribune)

Targeting and Tracking System: Evil Eye Block V (Praetorian)

Garret E2b Series 2 with Bloodhound Active Probe (Tribune)

Overview

The reforms of Devlin Stone reshaped not just the composition of the Republic's military. In building a coherent force from the disparate elements gifted to his new nation by the various members of the Coalition, Stone and his commanders—particularly Victor Steiner-Davion and Belle Lee—used the opportunities presented to also rethink their approach to waging war. The greater emphasis they placed upon the use of combined arms necessitated an increase in battlefield coordination and led directly to the development of two dedicated field-command vehicles: the Praetorian and the Tribune.

Prototypes of the two mobile headquarters saw action during the later days of the Capellan fighting of 3081-3085 and their final versions incorporated lessons learned in that conflict. Making their official debut in September 3091, every RAF line battalion received a lance consisting of one Praetorian and three Tribunes, making them among the most recognizable Republic vehicles for the next decade.

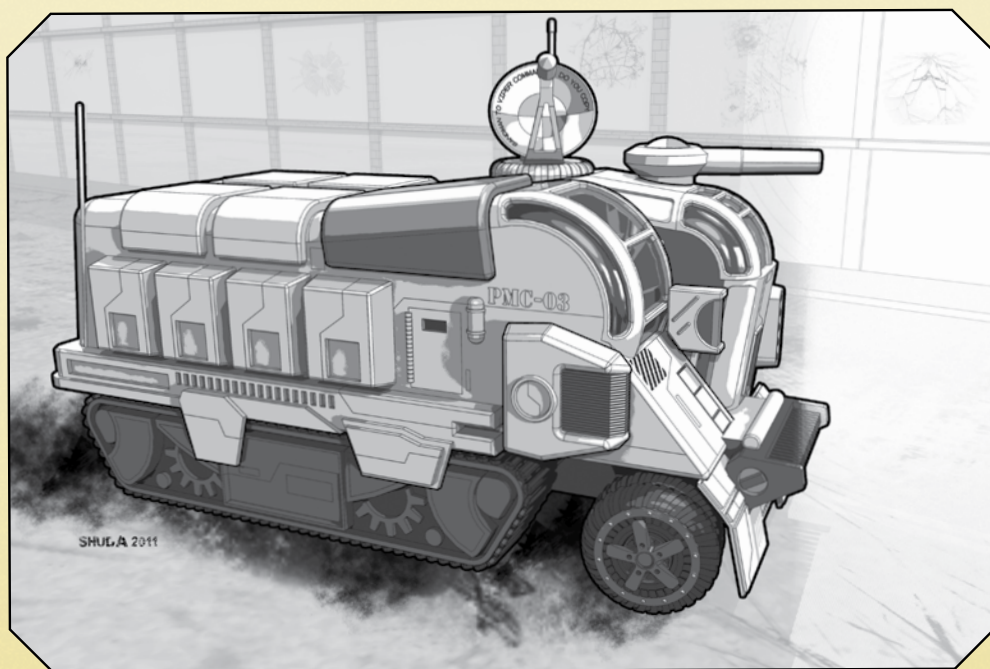
Capabilities

The chief design consideration that went into the Praetorian and the Tribune was versatility. RAF engineers recognized their industrial and technological limitations in those early years and eschewed an Omni vehicle design in favor of one that, while more limited in its flexibility, nevertheless allowed for extensive customization of the vehicles with minimal effort. The Praetorian and Tribune both feature modular mounts that do not require the spe-

cialized tooling or software of a full-on Omni design and can utilize standard equipment such as that produced by the Republic's own factories or those of its neighbors. In this way, each unit that received the MHQs could tailor their vehicles to their specific needs without the need for expensive and/or scarce equipment. Though not as easy to customize in the field as Omni machines, the time required to change the weaponry or equipment on one of these designs is half that of other similar vehicles.

Similarities in their modular mounts aside, the two MHQs are designed to fulfill differing roles on the battlefield. The heavier and better armored Praetorian contains a sophisticated computer system to coordinate data feeds from multiple units in the field and multiband communications gear, granting commanders a general overview of their forces and enough comms power to coordinate a battle across a wide area. It is not intended for frontline use, though a number of reckless commanders of the past four decades have made a habit of taking their Praetorians into dangerous situations in order to get a better feel for things in the heat of the moment. Perhaps anticipating such disregard for the unit's operational parameters, the engineers wrapped it in heavy ferro-fibrous armor sourced from native factories.

The Tribune, on the other hand, is meant to enter the thick of combat. While its armor can withstand far less damage than that of the Praetorian, the Tribune relies on its greater speed to stay out of trouble. In doing so, the crew is able to deploy the variety of electronic intel equipment mounted as standard on the design. With direct feeds to their accompanying Praetorian, the smaller MHQs build the network that the force commander can then use to orchestrate maneuvers. In addition to its own equipment, the Tribune is able to deploy remote sensor packages that can add their telemetry to the overall input. In this way, effective use of an MHQ lance creates a web of data collection that blankets the battlefield and, theoretically, gives the deploying forces an advantage over their foes.



Variants

The Republic's liberal export policies and the reliable service these two designs have provided since the Capellan Crusades resulted in the spread of the Praetorian and the Tribune. And in each case, those using one or both of these units for any length of time have developed homegrown customizations. The number of such field variants is surprisingly high for units that have been around for such a comparatively short length of service, which is a testament to the design team's vision.

Type: **Praetorian Mobile Strategic Command HQ**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 60 tons

Battle Value: 785

Equipment

		Mass
Internal Structure:		6
Engine:	240	17.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret Equipment:		0.5
Armor Factor (Heavy Ferro):	199	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	6	60
R/L Side	6	44/44
Rear	6	32
Turret	6	28

Weapons and Ammo

	Location	Tonnage
ER Medium Laser	Turret	1
A-Pod	Right	0.5
A-Pod	Left	0.5
A-Pod	Rear	0.5
Communications Equip.	Body	10
Cargo	Body	1
Armored Motive System	—	9

Notes: Features the following design quirks: Battle Computer, Modular Weapons.

Type: **Tribune Mobile Tactical Command HQ**

Technology Base: Inner Sphere (Advanced)

Movement Type: Wheeled

Tonnage: 30 tons

Battle Value: 424

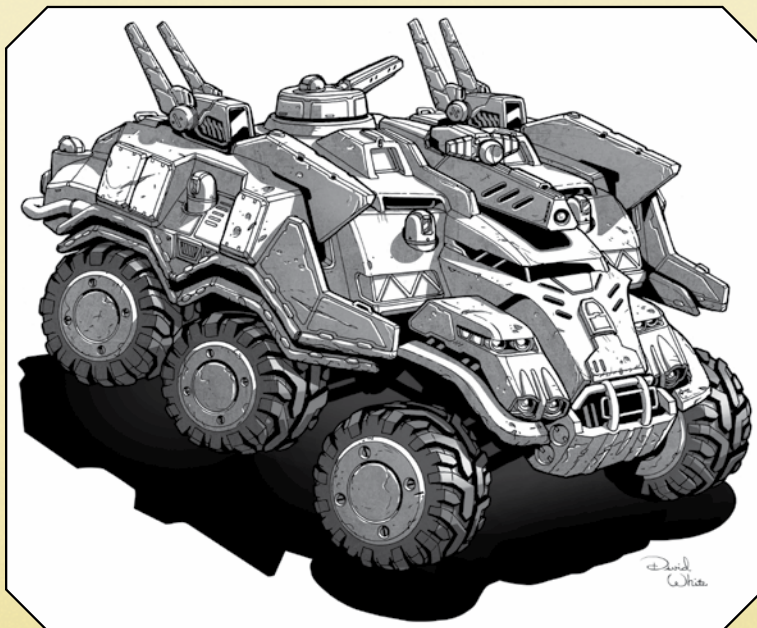
Equipment

		Mass
Internal Structure:		3
Engine:	160	9.0
Type:	Fusion	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	12	2
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret Equipment:		0
Armor Factor (Heavy Ferro):	59	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	3	20
R/L Side	3	14/14
Rear	3	11

Weapons and Ammo

	Location	Tonnage
ER Medium Laser	Front	1
Laser Anti-Missile System	Front	1.5
Remote Sensor Dispenser	Rear	0.5
Guardian ECM Suite	Body	1.5
Bloodhound Active Probe	Body	2
Communications Equip.	Body	5

Notes: Features the following design quirks: Modular Weapons, Narrow/Low Profile.



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cave Lion

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3	CT	2	[M.C.S.]	4	5	10	15
	Standard			2 [Msl]	4	9	18	27
	Extended-Range			1 [Msl]	—	3	6	9
	High-Explosive			3 [Msl]	—	—	—	6
1	Angel ECM Suite	RT	—	[E]	—	—	—	—
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

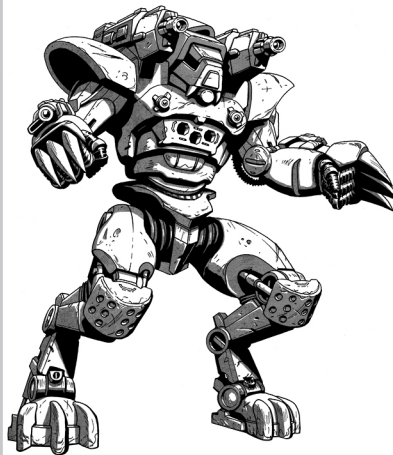
BV: 3,044

WARRIOR DATA

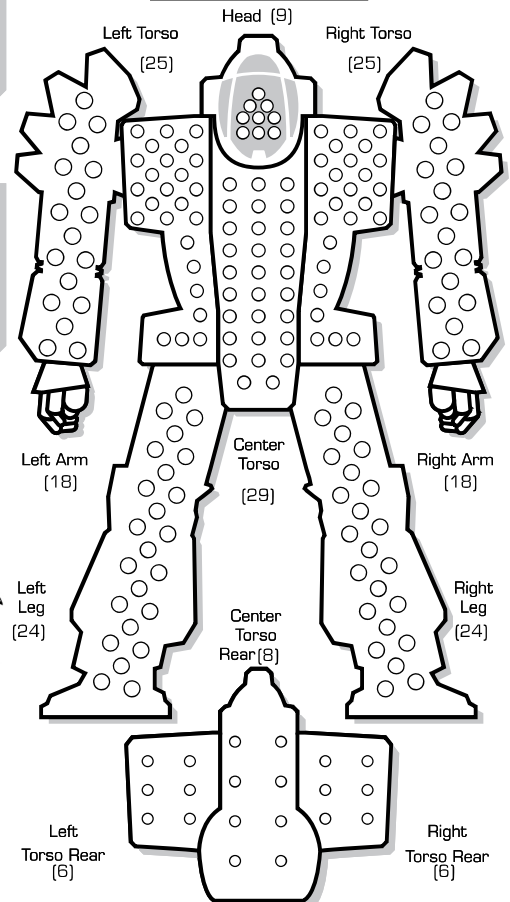
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Reflective
- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

1-3

- Medium Pulse Laser
- Ammo [ATM 3] 20
- Ammo [ATM 3] 20
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Roll Again

Head

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

Center Torso

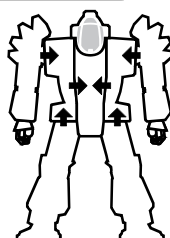
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

1-3

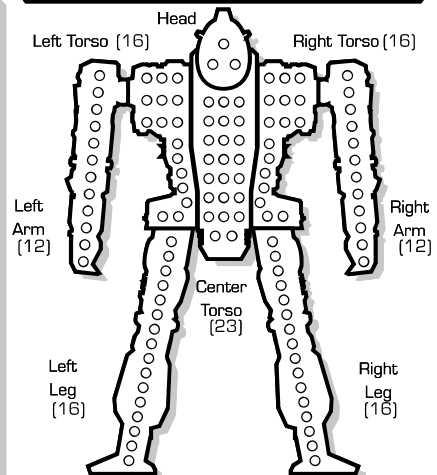
- Medium Pulse Laser
- Angel ECM Suite
- Angel ECM Suite
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raider JL-1

Movement Points: **Tonnage:** 50
Walking: 4 [5] **Tech Base:** Inner Sphere
Running: 6 [8] (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	MRM 10	RT	4	1/2 Msl [M,C]	-	3	8	15
1	Dual Saw	LA	-	7	-	-	-	-

BV: 817

WARRIOR DATA

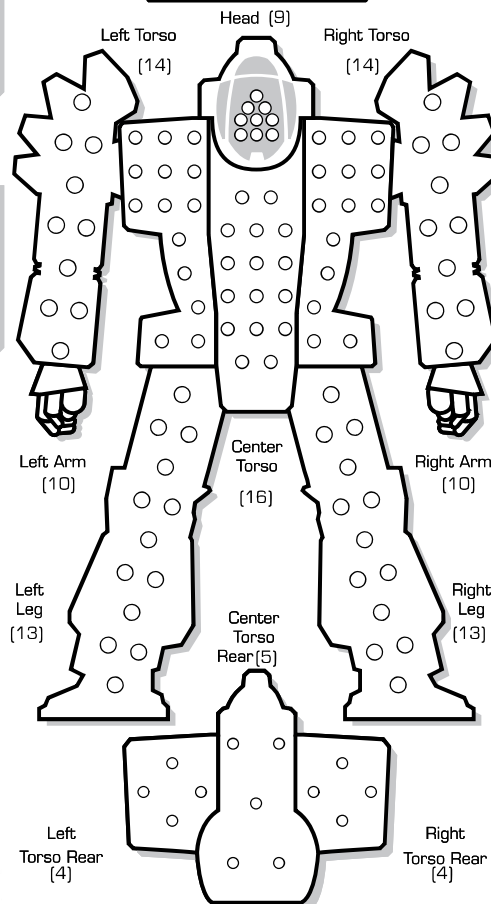
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Dual Saw
- 5 Dual Saw
- 6 Dual Saw

- 1 Dual Saw
- 2 Dual Saw
- 3 Dual Saw
- 4-6 Dual Saw
- 5 Triple-Strength Myomer
- 6 Roll Again

Left Torso

- 1 Triple-Strength Myomer
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Roll Again

Head

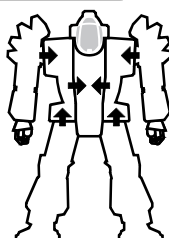
- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

Center Torso

- 1 I.C.E.
- 2 I.C.E.
- 3 I.C.E.
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 I.C.E.
- 3 I.C.E.
- 4 I.C.E.
- 5 Roll Again
- 6 Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 Triple-Strength Myomer
- 6 Roll Again

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

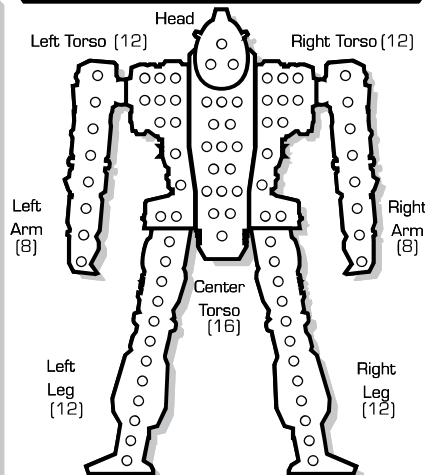
- 1 MRM 10
- 2 MRM 10
- 3 MRM 10
- 4 MRM 10
- 5 Ammo [MRM 10] 24
- 6 Triple-Strength Myomer

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raider Mk II JL-2

Movement Points: Tonnage: 50
 Walking: 3 [4] Tech Base: Inner Sphere
 Running: 5 [6] (Experimental)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	-	6	12	18
1	Dual Saw	LA	-	7	-	-	-	-

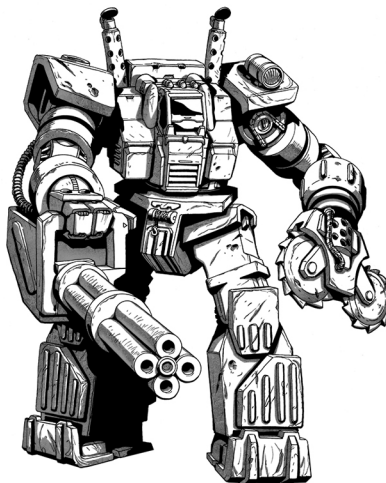
BV: 883

WARRIOR DATA

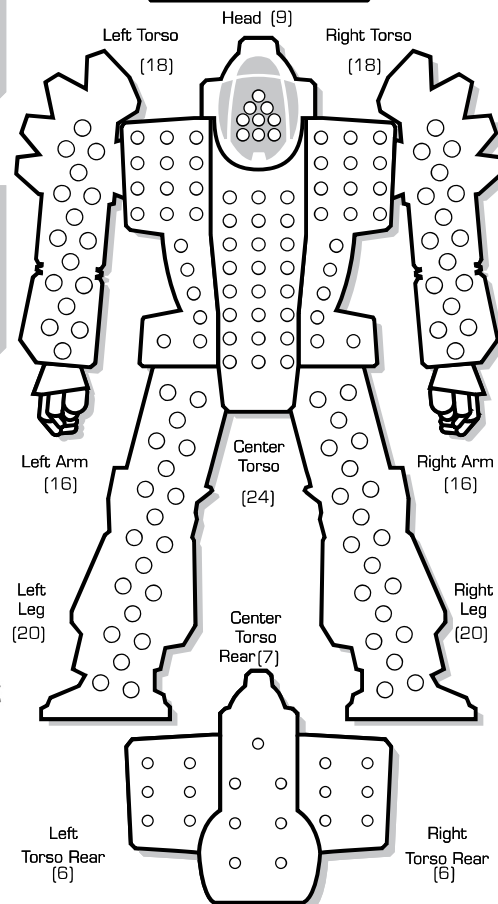
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Dual Saw
- 5 Dual Saw
- 6 Dual Saw

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 Rotary AC/2
- 6 Rotary AC/2

Center Torso

- 1 I.C.E.
- 2 I.C.E.
- 3 I.C.E.
- 4 Gyro
- 5 Gyro
- 6 Gyro

Left Torso

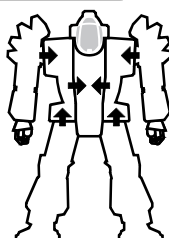
- 1 Dual Saw
- 2 Dual Saw
- 3 Dual Saw
- 4 Dual Saw
- 5 Triple-Strength Myomer
- 6 Roll Again

Right Torso

- 1 Triple-Strength Myomer
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

- 1 Gyro
- 2 I.C.E.
- 3 I.C.E.
- 4 I.C.E.
- 5 Roll Again
- 6 Roll Again

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



Damage Transfer Diagram

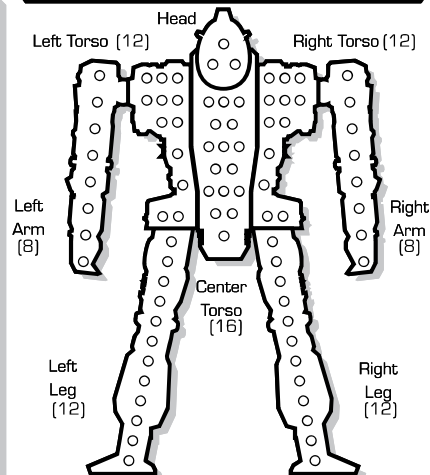
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Triple-Strength Myomer
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Triple-Strength Myomer
- 6 Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Praetorian Mobile Strategic Command HQ

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD [E]	—	—	—	—	—
1	Communications Equipment (10 ton)	BD [E]	—	—	—	—	—
1	A-Pod	RS[PD,OS,AI]	—	—	—	—	—
1	A-Pod	LS[PD,OS,AI]	—	—	—	—	—
1	A-Pod	RR[PD,OS,AI]	—	—	—	—	—
1	ER Medium Laser	TU 5 [DE]	—	4	8	12	—

Cargo Space - 1 tons

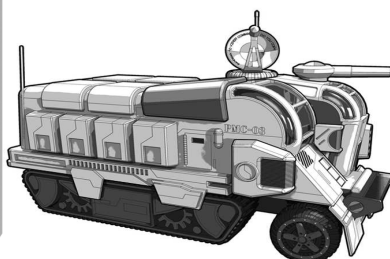
BV: 785

CREW DATA

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

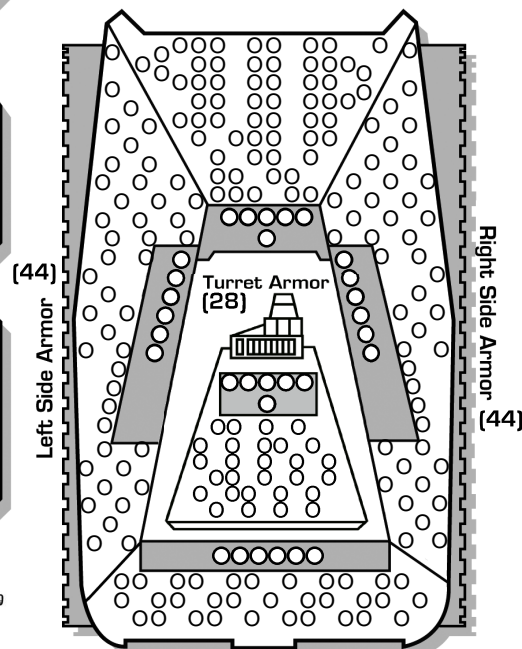
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(60)



Rear Armor
(32)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2D6 Roll			
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Critical Hits Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tribune Mobile Tactical Command HQ

Movement Points: **Cruising:** 6 **Flank:** 9 **Movement Type:** Wheeled **Engine Type:** Fusion Engine

Tonnage: 30 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
1	Communications Equipment (5 ton)	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Laser AMS	FR	—	—	—	—	—
1	Remote Sensor Dispenser	RR	[E]	—	—	—	—

Ammo: [Remote Sensors] 30

BV: 424

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

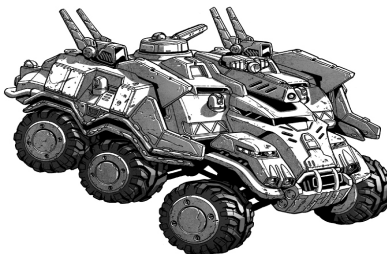
Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

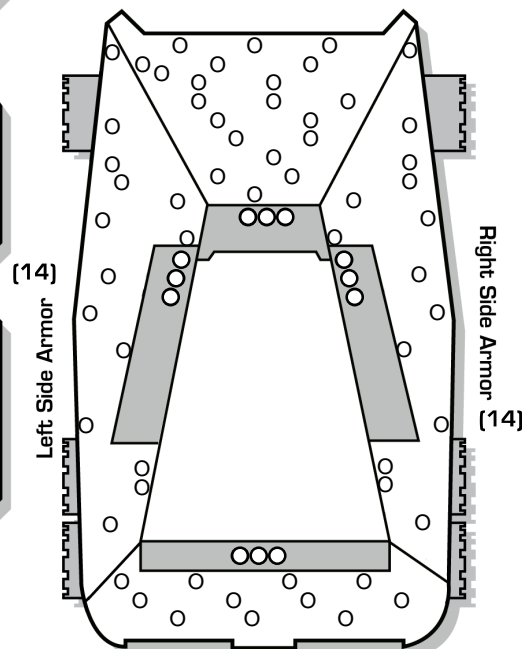
Stabilizers
 Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM

Front Armor
(20)



Rear Armor
(11)



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	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
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4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

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Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
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2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
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6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

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