

MERCENARY'S™ HANDBOOK 3055

NO CASH, NO GALAXY!

RUNNING A MERC UNIT IS A SERIOUS BUSINESS FIRST, LAST, AND ALWAYS. NOT JUST ANY GROUP OF GUNG-HO 'MECH JOCKS CAN SURVIVE IN THE CUTTHROAT WORLD OF THE MERCENARY, AND ANY MECHWARRIOR WHO IGNORES THIS FACT ENDS UP WORKING FOR SOMEONE ELSE, DISPOSSESSED, OR DEAD. RUNNING A SUCCESSFUL MERC UNIT TAKES KNOW-HOW, SKILL, CAREFUL PLANNING, AND SOMETIMES A LITTLE LUCK. IF YOU STILL THINK YOU'VE GOT WHAT IT TAKES TO PIT YOUR SKILLS AGAINST THE FIERCEST WARRIORS OF THE INNER SPHERE AND BEYOND, THE MERCENARY'S HANDBOOK: 3055 IS FOR YOU. THE HANDBOOK PROVIDES A COMPREHENSIVE, DETAILED SYSTEM FOR CREATING, MAINTAINING, AND OPERATING A MERCENARY UNIT IN THE BATTLETECH UNIVERSE, COVERING EVERY ASPECT OF THE MERCENARY LIFE FROM COMBAT TO SALARY TO MEDICAL CARE.

Sample file



THE MERCENARY'S HANDBOOK: 3055

ALSO INCLUDES DETAILED BRIEFINGS ON FIVE OF THE MOST RENOWNED MERCENARY UNITS OF THE INNER SPHERE: WOLF'S DRAGONS, THE KELL HOUNDS, RHONDA SNORD'S IRREGULARS, THE GRAY DEATH LEGION, AND THE BLACK THORNS. SO WHAT AND GLORY AWAIT ANY MECH- THEM. BUT JUST REMEMBER, UNTIL THE CHECK CLEARS . . .



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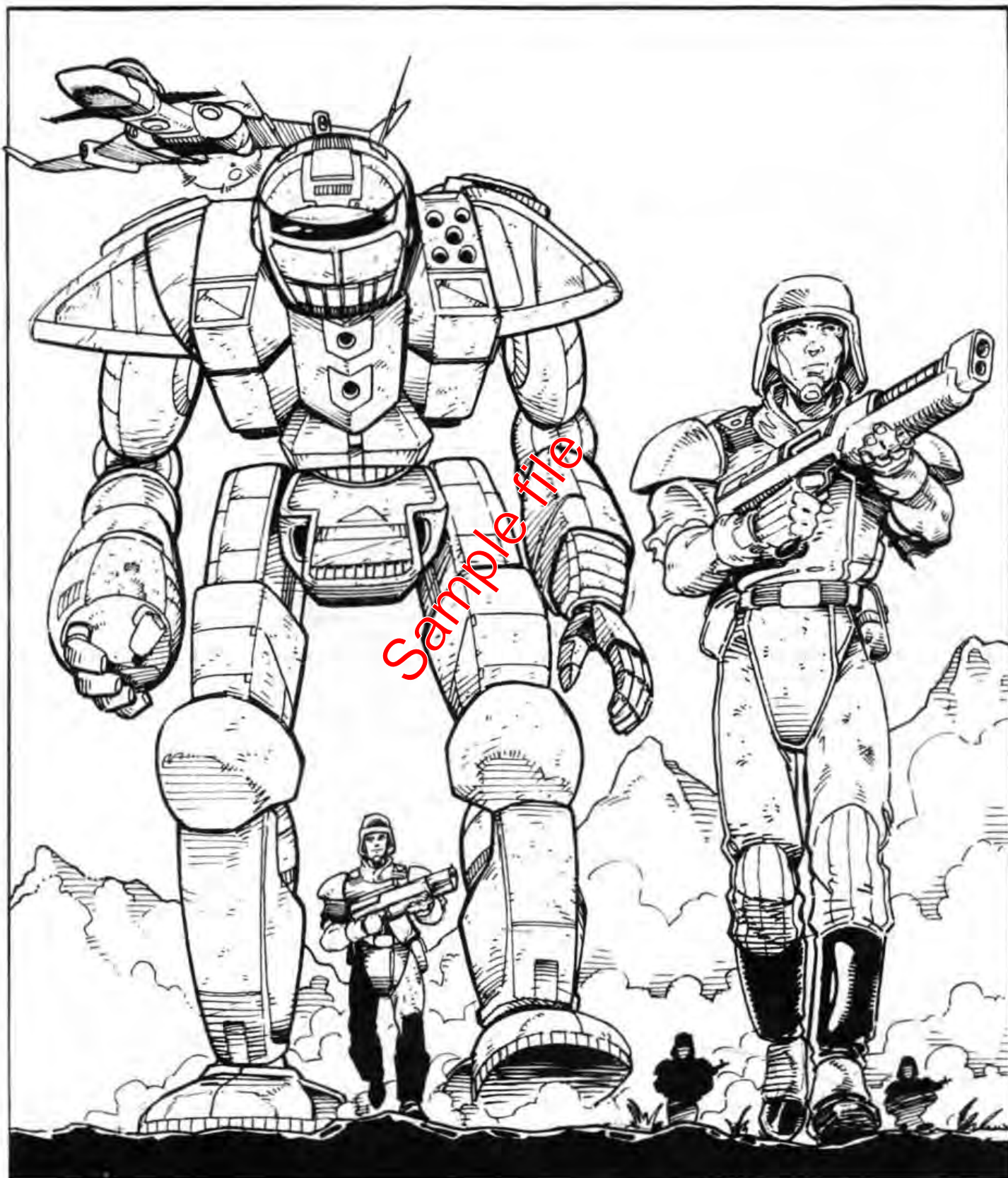
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FASA CORPORATION

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WELCOME TO OUTREACH



With the Clan invasion barely on hold and the armies of the Inner Sphere still recovering from the onslaught, the opportunities for mercenaries in 3056 are more and better than ever before. Glory, honor, and C-bills await any warrior willing to seize the initiative. Here on Outreach, mercenary capital of the known universe, anything can happen for the prospective hired gun who knows the business of war and can make the right connections. This handbook, published by the Mercenary Review and Bonding Commission, is intended to teach new mercenaries that business.

The **Mercenary's Handbook** provides all the information needed to start a mercenary unit and join the action. It contains information on the workings of the Mercenary Review and Bonding Commission, including safeguards against dishonest employers and advice on dealing with arbitration proceedings. To help prospective commanders build their units and choose their equipment, this handbook contains descriptions of typical Inner Sphere and Clan unit organization schemes, as well as detailed information about cutting-edge technology and suggestions on where to find it. The **JumpShips/DropShips** section covers ship specifications, maintenance and repair, and information on buying or renting transport from job to job. The following section presents briefings on selected mercenary units—Wolf's Dragoons, the Kell Hounds, the Gray Death Legion, and others. All these units have earned the respect of employers and mercenaries alike for their professionalism, innovation, and battle experience, and provide prospective mercs with excellent models for their own forces.

Whether reviled as unprincipled hired guns loyal only to the highest bidder or honored as disciplined, highly trained warriors, the warring powers of the Inner Sphere have long depended on mercenary units to lead their troops in battle. Four years after ComStar's Com Guards stopped the Clan invasion on Tukayyid, the Houses of the Inner Sphere are once again hiring freelance MechWarriors to strengthen their ravaged armies. Though the Clans signed the Truce of Tukayyid, agreeing to halt their drive toward Terra until 3067, Clan forces continue to raid worlds above and along the Tukayyid boundary. During the invasion, while most regular Inner Sphere units crumbled under the onslaught of the Clans' superior technology and superhuman fighting ability, many mercenary units stood up to the invaders and defeated them. In fact, the Successor States owe their survival to the Clan-based training, technical assistance, and insight into Clan thinking provided by the Clan-born mercenary unit Wolf's Dragoons. The invaluable knowledge of the Clans possessed by units such as the Dragoons and Snord's Irregulars, the impressive battle records against the invaders amassed by the Gray Death Legion and their ilk, and mercenary expertise in using unorthodox tactics to beat the technologically superior Clan forces are certain to keep mercenary units in high demand.

The Truce of Tukayyid has opened other opportunities for mercenary units as well. Some in the Inner Sphere have begun taking advantage of the temporary Clan truce to raid their war-weary neighbors and embark on other military adventures, offer-

ing mercenary units any number of possible jobs. For recent arrivals to Outreach interested in taking advantage of those opportunities, this handbook offers the following information about the mercenary planet.

WARRIOR WORLD

Ceded to Wolf's Dragoons by Prince Hanse Davion in 3030, the planet Outreach—once called the "Warrior World"—had served centuries ago as the site of the Star League Army Martial Olympics. After taking possession of the planet, the Dragoons shaped it into the mercenary hiring capital of the Inner Sphere. Within a few years of the Dragoons' arrival, Outreach had eclipsed even the legendary Galatea, once called the Mercenary Star. The Dragoons instituted a rating system for all Inner Sphere mercenary units to provide prospective employers with evaluations of unit capabilities, built extensive training facilities, and reactivated Outreach's Star League-era armaments factories and repair facilities. When the ComStar schism after the battle of Tukayyid caused the Successor Lords to replace ComStar's Mercenary Review Board, they set up the new Mercenary Review and Bonding Commission on Outreach. This move cemented the planet's reputation as the new Mercenary Star.

Outreach contains two major land masses. Romulus, home to most of the planet's population, boasts the only major city on the world: Harlech, planetary capital and headquarters of Wolf's Dragoons. Remus, the second continent, is known among the Dragoons as "the Outback" or "the other side of the mountain." By order of the Dragoon commander, access to Remus is restricted.

MERCENARY REVIEW AND BONDING COMMISSION

The Mercenary Review and Bonding Commission has taken the place of ComStar's Mercenary Review Board. Like its predecessor, the Bonding Commission provides impartial arbitration in contract disputes between mercenaries and their employers, and through its ComStar-bonded bank accounts, it offers a secure depository of payment funds to help guarantee the good faith of both mercenary units and their employers. Under pressure from the Successor Lords, who lost faith in ComStar in the aftermath of the ComStar schism, the order dissolved the Review Board in 3052. The Successor Lords replaced it that same year with the Bonding Commission, on which ComStar retained only a single seat. The remainder of the commission comprises volunteer mercenary officers from elite units and representatives from each of the Successor States' ruling Houses: House Liao of the Capellan Confederation, Houses Steiner and Davion of the Federated Commonwealth, House Kurita of the Draconis Combine, House Marik of the Free Worlds League. Representatives from the Free Rasalhague Republic and the St. Ives Compact also hold seats on the commission. The House Steiner seat is currently occupied by Duchess Marion Reynolds, an avid political supporter of Ryan Steiner.

When sitting in arbitration over a contract dispute, a panel of four commission members hears the arguments of the contending