

ALLIED MERCENARY COMMAND

HISTORY

Mercenaries have existed since organized warfare began. They have advanced military arts and practices and have been responsible for the ascension and fall of entire nations. Their history is filled with valor and treachery alike, and while some have doubted their usefulness at times, the mercenary trade has never ended.

The first recorded use of mercenary forces dates back to 1500 BC, when the Egyptians of ancient Terra commanded an army twenty thousand strong. More than half of the men were mercenaries, paid from plundering the realms of their enemies, or sometimes via land grants. Perhaps one of the greatest examples of mercenary might though was during the Punic Wars two centuries before the birth of Christ. The mercenaries of Carthage nearly defeated and destroyed their rival for Mediterranean power, and their eventual defeat led to the formation of the great Roman Empire that would rule the known world. Ironically, Rome adopted the use of the mercenaries that so threatened them to great effect.

As the Roman Empire began to collapse, individual mercenaries formed their own companies, loyal only to themselves and their commanders. While free commands like this had been seen before, during the Terran Middle Ages they became a plague, sucking the people dry and sacking entire towns for the money they thought they were owed. Mercenaries became distasteful, something that civilized nations avoided using openly, and the mercenary trade began to fade into the background, skirting the edges of the more civilized countries.

By the twenty-first century in fact, the United Nations, a feeble ancestor of the Terran Alliance, actually outlawed the use

of mercenaries. In the face of this legal assault, mercenaries turned into private military companies, security contractors, or military firms, and continued to operate just outside the bounds of the Western World of the day. They proved instrumental to the nations that would form the Western Alliance during the Islamic Jihad and the Second Soviet Civil War, turning the fortunes of many battles.

Still, mercenaries remained in the shadows until the twenty-third century, when the colonization of far-flung planets outstripped the ability of existing governments to provide security. Mercenaries once again took a visible role in warfare, becoming instrumental during the Age of War and the founding of the Star League. The collapse of that giant realm caused a further expansion of the mercenary trade as hundreds of Star League units left the fracturing League to take up their own fortunes. They became one of the mainstays of action during the three centuries of the Succession Wars and the Clan Invasion that brought them to a close and forced the creation of a new Star League.

Then the Federated Commonwealth fell into a Civil War that proved to be nearly as dangerous for the mercenaries as the Clans, with employers wondering which ruler their soldiers were loyal to. Still, the mercenary trade prospered, as it always does in war, with conflicts raging in every March of the massive state. Casualties were much higher than normal, but that just meant more room opening up for young and coming mercenaries, and finally the Civil War came to an end in 3067. Throughout much of the Human Sphere, the later half of 3067 was a time of peace, a time to rebuild.

But few in what remained of the Sarna March, or Chaos March as many had taken to calling it, echoed those cheerful thoughts. Embroiled in a series of wars between the dregs of humanity and what remained of the old FedCom defenders, many worlds flew the reborn flag of Tikonov, one of the three most powerful new organizations in the Chaos March. Other worlds flew the flag of the Word of Blake, some welcoming them cheerfully, some only under duress.

But many others flew neither flag, and it was on those remaining worlds of the Chaos March that the Wolf's Dragoons and the Allied Mercenary Command continued to fight a war that few outside the Chaos March even knew about. Most who knew anything of the region only knew of terrorist attacks; buses, trains, and planes sent to kill and terrorize. They did not know who sent them. They were just glad that they lived in a place that either did not know war or would soon know peace. Most held little regard for those who lived in the Chaos March, and those few who did felt lucky that whatever chaos transpired there would not touch them. They didn't know how wrong they were.

In August, four Clan Elders of Northwind, one of the few centers of calm in the Chaos March, died in tragic "accidents." The Highlander regiments returned home to elect new Elders, exercising seldom-used loopholes in their contracts that covered such matters. Their actions angered many who did not like mercenaries, particularly in the Draconis Combine. But the deaths of such perfectly chosen targets were just a hint of what was to come in the following months.

On 15 October 3067, another, and perhaps the most well known, bastion of calm in the Chaos March suffered a grievous assault. Outreach, the home of the mercenary lifestyle in the thirty-first

century, came under the guns of mercenaries bought and paid for by the Word of Blake. It started with a bombing run by Smithson's Chinese Bandits that hit Harlech Interplanetary DropPort, followed by the Dragoon Housing Center. That cowardly attack murdered thousands of civilians and Dragoons in their sleep, starting fires that would burn tens of thousands out of their homes and into the streets as the Bandits' allies came marching into Harlech with weapons on full auto.

Waco's Rangers, the Tiger Sharks, and the Fifty-First Dark Panzer Jaegers—all names that will forever live beside Amaris in mercenary minds—burned down anyone who stepped in their way, civilian or Dragoon, as they marched on the battered DropPort and downtown districts. At the DropPort they met Battle Magic, the Wolf Spiders, and the famed Zeta Battalion in a firefight that shattered entire city blocks. The hastily assembled Home Guard, Beta, and Epsilon Regiments held the Hiring Hall and the rest of Downtown, stopping the traitors' assault cold with a wall of metal and gun fire that ripped the heart out of the attackers, and destroyed several more city blocks. It took over two days for the Dragoons and their allies to hunt down the traitors as they tried to break back out of the city. They were willing to destroy anything in their way if they could open a path to escape, and the city suffered more grievous wounds. But on 15 October, the last of the traitors fell to the wrath of the Dragoons and their allies. Few were granted the chance to surrender.

Then the Dragoons fell back to lick their wounds. Over two hundred thousand civilians were dead and three times that many were injured. More than three million were left homeless. Thirty thousand mercenaries or law enforcement officials were dead, and another fifty thousand were injured. The Dragoons and their law

enforcement capabilities had been savaged, and law and order collapsed as the survivors looted and pillaged for the necessities of life, or a nice music player. It took the Dragoons over two weeks, and the arrival of Gamma Regiment, to return order to the shattered city. Tent cities were erected outside Harlech to house the refugees of the destruction. In November, heavy construction equipment arrived from the Dragoon proving grounds on Remus to clear out and rebuild the debris into a recognizable city.

And through it all, the Dragoons tried to find out who had hired the traitors to attack. Their operatives scanned the surviving records, tracking down one dummy corporation after another, until they found their culprit. It was the enemy they had been fighting for years in the Chaos March. They brought their evidence to the Star League conference, only to find that they were simply the most visible victim of Word treachery. Others brought forth their stories and their intelligence, and on 30 November 3067, the Word of Blake was censured and named "*persona non-grata*" in the Inner Sphere.

The Word's response proved swift. On 5 December, they bombed Tharkad, sending nuclear hellfire over the capital. Ten days later, with the Inner Sphere still reeling from the first wave, a Word force arrived over Northwind to keep the Highlanders from ever being a threat again. They wiped out the Northwind navy in a pitched battle and advanced on Northwind itself. The Dragoons dispatched the *Congress*-class *Beowulf*, *Lola III*-class *Darius*, *Vincent*-class *Mars*, and Beta Regiment to end the assault. A risky double-jump deposited the fleet in a pirate point in high Northwind orbit. They followed that with a ground and space assault, in conjunction with the Highlanders, that shattered the Word presence in system. But they did not realize that the force hitting

Northwind was a shadow of the force arrayed to strike Outreach.

It arrived on 20 December and destroyed every fortification in Outreach orbit, including the *Sovetskii Soyuz*-class *Athena* and *Lola III*-class *Nelson*. Then they dropped troops on Harlech and the tent cities around it. Thus began a campaign to exterminate the Dragoons that made Waco's attack look like the work of an amateur. Still, like with those traitors, the Dragoons held their lines despite atrocious casualties and stopped the Word short of downtown. They had sent any mercenary who did not swear to defend Outreach out of the system within days of the assault on Tharkad, and those that remained fought like demons against the Word, bleeding them white. The Broadsword Legion turned traitor though, and on 24 December they all but destroyed the Wolf Spiders in a pitched battle that badly weakened the Dragoon flank.

The Word commanders awoke on the morning of 25 December, thinking that victory was theirs. They believed it would only take a few more hours to burn the Dragoons down, but their dreams of victory turned to ash when rest the of the Dragoons arrived. The *Aegis*-class *Alexander*, the *Beowulf*, the *Darius*, Alpha Regiment, Beta Regiment, and the Northwind Hussars performed a rapid double-jump from Northwind to Outreach. Arriving near the Word fleet, they opened up with all weapons. The troops landed to reinforce the flagging defenders as the Dragoon fleet rained vengeance on the Word for their dead brethren.

The running battle in orbit raged for two days. The ground forces slowly began to push back the Word, and it looked as if Outreach would triumph again. Then the Word commander ordered the remains of his fleet to perform a high-speed pass over Harlech and launched a full-scale orbital bombardment on the city. More strikes

targeted Remus, and fanatical Dragoon defenders rose up into the sky to intercept the attacks. Nuclear explosions filled the air over the targets, and Harlech itself felt the sting of more than one explosion. When the bombardment ended, the enraged Dragoons on the ground charged the surviving Word lines and shot anything that moved. If any Word soldiers surrendered, no record has ever been found to prove it. In orbit, the Dragoon fleet cut the Word off from escape and ripped them to pieces with a concentrated barrage of fire, leaving behind only Dragoons and debris.

After the second battle for Outreach in three months, the Dragoons once again fell back to lick their wounds and survey the damage. This time Word guns had claimed nearly two million civilians lives, along with over twenty thousand mercenaries. Another five million people were wounded, Harlech itself a ghost town with less than one hundred thousand people living within the old city limits. Destroyed and damaged BattleMechs, vehicles, and fighters littered the city, with the debris of larger ships dotting the landscape around it. In addition, the wreckage of ships and stations continued to rain down across the planet for the months it took the Dragoons to clear the orbitals of the ruined remnants of once-proud spaceships.

It took them significantly less time to strike back at those responsible for the deaths of so many under their protection. On 30 December, the Tikonov Free Republic officially allied with the Dragoons. They had hired and been friendly with the Allied Mercenary Command since it formed, but in the wake of the Word assault they chose to make their allegiance official. In January, they supported the Allied Mercenary Command by landing troops on Liberty and Epsilon Indi while the *Darius* and *Beowulf* cleared the road for them. The Dragoons Beta Regiment, the Northwind Hussars, and

others in the AMC supported the drive to clear the outer systems in preparation for a drive into the Blakist Hegemony itself.

Then ComStar's *Cameron*-class *Invisible Truth* arrived to lead a small naval squadron and a division of troops in the assault on Bryant. The WarShips cleared a road through the Word fleet in a heavy fight that cost the Word two WarShips and forced three more to flee the system. The ground forces landed through the gap the WarShips opened, and in March 3068, the first major battle for a Blakist Hegemony world began. The massive storms of the world limited their ability to perform aerial surveillance, allowing the Word forces to fight a long battle of attrition. They fell back from losing battles, drove hard in battles they could win, and cost Tikonov and the AMC dearly for every square kilometer they claimed. Despite the Word's best efforts though, in December 3068 Bryant finally fell to what the participants would soon call the Star League Offensive.

In January, as retribution for the loss, the Word of Blake assaulted Hall, Outreach, and Northwind simultaneously to keep them from supporting each other. They were meant to be punishment raids with full nuclear armaments designed to wipe out their enemies. Instead they ran into an orbital shell of small battlesats that, with the help of the *Alexander* at Outreach, the *Mars* at Northwind, heavy DropShip and fighter fleets at all three worlds, ripped the approaching fleets into ribbons before they could achieve bombardment range. Those were the last major Word assaults on any of those worlds.

March 3069 saw the Star League force assaulting New Home, a world of resource-rich highlands and numerous old Star League fortifications that the Word protected heavily and refused to give up. The *Darius* found itself surrounded and badly damaged in the opening rounds of the

naval engagement. Though the *Beowulf* was able to rescue it with a well-placed broadside that shattered her attackers. The *Darius* returned to Outreach for repairs and was unavailable for the rest of the campaign for New Home. The Word used that lack to their advantage, transporting supplies and reinforcements via high-speed supply runs that usually made it through the weakened blockade. Still, the Star League force broke the back of the Word resistance in October. Cleanup operations lasted more than a year, as the Word troopers fought for time their fellows desperately needed to reinforce their remaining territory.

The *Darius* came out of the makeshift yards in time to spearhead the invasion of Keid, a world the Word only weakly defended, in May 3070. Forced to spread their attention between supporting Keid and the crumbling resistance on New Home, the Word sent what they could to slow the Star League down. Most of those they sent proved to be unstable, badly brainwashed, or simply inexperienced in war. But some of the soldiers were incredibly deadly, the product of experimental techniques that the Word had been using on prisoners. Utterly loyal to the Word, these "super soldiers" made the Star League pay in blood for the conquests of Keid and New Home. By September 3071, the two worlds had been generally pacified. Remnants of Word resistance remained, as they would for years after, but they were broken and no longer required heavy military formations to wiped out.

With that taken care of, the heaviest units of the Star League force returned to Outreach to commence refitting and repairs. The fleets continued to spar along the border of the Hegemony, though major combat stalled as the Highlanders, Dragoons, Tikonov, and ComStar prepared for the next phase of the war. The Word had spent their time building up the defenses of Caph and

the invaders knew they would need everything they had to take it. They built up supply depots and shipped in more troops. Harlech again became a bustling city as military men filled it to the rafters. When the preparations were finished, they jumped.

On 10 August 3072, the Third Sirian Lancers, the Second and Third Republican Guards, ComStar's Third and Fifth Armies, Wolf's Dragoons' Beta and Epsilon Regiments, all three Dismal Disinherited regiments, and the two Northwind Highlanders regiments hit Caph. The *Alexander*, *Beowulf*, *Darius*, and the *Invisible Truth's* squadron, along with a massive nuclear barrage of the orbitals smashed the Word fleet and orbital defenses into gibbering hysterics. This opened the way for the ground forces to land. The remains of the Word of Blake's First, Fourth, and Fifth Divisions fought the invasion with a fanaticism that surprised the attackers. Their defense was a scorched earth campaign that wiped out the majority of the population and left the world a shattered husk. It also inflicted catastrophic losses on the Star League ground forces. In the end the Word forces fought and died there, unable to retreat because of heavy WarShip space superiority. Caph was declared pacified in January, a lightning-fast campaign compared to the early stages of the war. The attackers credited the speed to the large amounts of planning and preparation that went into the assault. They returned to Outreach to plan the next stage of the war

Terra.

The WarShips of the fleet returned to Outreach and the rapidly expanding repair docks in orbit. One by one they underwent much needed maintenance and repairs. Meanwhile the ground forces rested and recruited new members to replace their

losses. In May 3073, the Federated Suns fleet, finished their repairs as well. Led by the *Avalon*-class *Melissa Davion*, they had come after the Federation and ComStar destroyed the Word forces around New Avalon. With that reinforcement the combined fleet prepared to assault Terra. They jumped into the Terran system on 23 July and smashed the Word defenders easily, but as they began to accelerate towards the inner system, small Word ships began to harass the Star League fleet. The Star League, thanks to the Dragoons' WolfNet, knew how many WarShips the Word had left and that the Word could not hope to break their fleet.

They were preparing to order the troop ships into the system when the Word hit them with a fleet of one thousand small craft outside the Titan Yards. The Star League quickly realized they did not have the forces to defeat the Word fleet and began burning for a jump point. The running battle cost them heavily in men and ships. The *Alexander*, covering the retreat of the smaller ships, took down scores of small craft before following the rest of the fleet into hyperspace. Heavily damaged by weapons fire, the drive seemingly failed in mid jump and the *Alexander* never arrived in the Caph system. No one yet knows what truly became of the ship, but it has never been seen since.

The fleet fell back to Outreach again to perform repairs and regroup from the loss. The remains of the Free Worlds League fleet reinforced them there. Once the largest fleet in the Inner Sphere, the combined force sent from four nations of the former League numbered less than two dozen ships. Many of them were newer small ships built during the Jihad. Still, after the losses of the Jihad, they were the single largest force in the Star League fleet. The *Thera*-class *Santorini* and *Sardis*, as well as the *Black Lion*-class *Xanthos* led them. They also brought several

regiments of troops to support the ground invasion, led by Photon Brett-Marik.

After taking time to devise a way to kill the Word's small craft and to take their primary objective, the combined fleet jumped out again and hit Terra in 3074. They knew the Word would never give up the powerful Titan Yards intact, and the Dragoons came up with the idea of using neutron bombs on them. Unsurprisingly, the Regulans agreed with them completely. Despite the reservations of the rest of the Star League, the plan went forward. They prepared the warheads and left in August 3074 to hit Terra. They arrived off the Titan Yards on 23 October and began their assault without any delay.

Massed fighter assaults from the *Theras* stripped the small craft defenders back, and then assault DropShips and WarShips advanced on the yards. They smashed the defenders, but Word counter assaults, including the arrival of their last dedicated WarShips, took their toll on the Star League fleet, until the elite Dragoon Kommandos launched from the *Beowulf* and *Darius* to deliver their loads of destruction. Aboard stealth-coated small craft, they coasted into the Titan Yards without being detected. They left the neutron bombs behind and coasted out the other side of the Titan Yards before triggering the explosives. The radiation killed every living being in the Yards and left the Word incapable of destroying them.

The Word WarShips tried to shatter the Yards with naval fire, but the League fleet engaged them in close-ranged combat, forcing them to decide between survival and destruction. The surviving WarShips and small craft retreated from the Yards, leaving them mostly intact, and set course for the inner system. The Star League fleet followed them, but proved unable to destroy them during inter-planetary burn. The small craft, with their large fuel stores, could

easily fight during the burn, while the more short-legged League fighters could not do so well. The Star League hammered the Word fleet hard with continued raids but proved incapable of destroying it before entering Martian orbit and encountering the heavy defenses that the Word had built during the years they held it.

Unable to defeat those defenses, the fleet returned to the Titan Yards and began repairs once again. As the repairs went on, the *Beowulf* and *Darius*, along with the support of the Tamarind and Oriente fleets, began to support troop landings on every major rock outside the asteroid belt. Sometimes the Word fleet came out to fight, but as the months went by they slowly gave up and hunkered down at Mars and Terra. By November 3075, the entire outer system was under Star League control and the Regulans had nearly finished preparing the next stage of the assault. The ancient *Kimagure*-class *Katherine Steiner*, under a Lyrans flag, arrived as well, along with the dregs of new construction in the Inner Sphere. The combined fleet was as large as it would ever be, numbering scores of ships from ComStar, the Federated Suns, the balkanized Free Worlds League, the Lyrans Commonwealth, and the Allied Mercenary Command. With the exception of the shattered Draconis Combine, it was truly a united Star League fleet.

In March 3076, the fleet began burning for Mars. They accelerated to a significant fraction of the speed of light and launched missiles before turning around and beginning deceleration. The missiles arrived hours before the fleet, igniting their drives as their onboard chronometers marked the target time, and accelerated towards the Martian defenses. The Word soldiers, in forts, fighters, and small craft, shot many of the missiles down, even caught flatfooted as they were, but enough arrived at their targets. The dirty nuclear explosions they

generated lashed any nearby body with enough hard radiation to fry even hardened electronics. The majority of the minefields effectively ceased to exist. The forts either died in nuclear fires or were rendered impotent, and over a hundred fighters and small craft were simply no longer a threat, one way or the other.

But there were still some defenses left, and the Word moved to draw a line in space with their remaining forces: five WarShips, over a hundred DropShips, over a thousand fighters, and nearly five hundred of their remaining small craft. The Star League fleet tore into the Word without mercy, and what remained of the Martian defenses joined in. ComStar's *Invisible Truth* and scores of other WarShips died in the Battle of the Line, but they wiped out the Word fleet nearly to a man. Then, with the Word fleet and the Martian defenses wiped out, the Star League brought in the troops and pacified Mars. Outnumbered and outgunned by the invaders the Word fell rapidly.

With Mars pacified, the fleet burned on Terra itself, where the only remaining defenses were the Reagan Space Defense Systems on Luna and Terra. The Regulans nuked any position that fired on the fleet, and though many protested, the Dragoons and their allies remained silent. They had seen Outreach nuked. They felt no sympathy for the Word now. With the way opened, Tikonov and the Allied Mercenary Command landed in South America to pacify that hemisphere. They joined up with the remains of the ComStar resistance and rolled the Word up with a wave of firepower that ripped them apart. The battle of Buenos Aires in January destroyed what remained of organized Word resistance in South America, leaving the path open to North America.

Leaving the smaller AMC units to deal with the remaining guerilla fighters, the

Wolf's Dragoons, Dismal Disinherited, Northwind Highlanders, Battle Corps Legion, and the Republican Guards hit Panama. They marched up through Central America until Belize fell in May. Then they marched on Mexico City and Monterrey with little resistance. The Word was failing and everybody knew it. They also knew that if the Word had ever planned on surrendering they would have done so long ago.

In July they met up with ComStar's Third Army and penetrated the North American subcontinent. They captured Wichita in August, before continuing on to Hilton Head, where they met the remnants of the Word of Blake defenders. The Word fought them tooth and nail, with everything they had left. Attack after attack failed to break them, until the Regulans hit Hilton Head with a naval bombardment powerful enough to erase it from existence. The Dragoons congratulated the Regulans on their "effective use of materials" to end the battle.

The war continued for a few more months after that, but the loss of Hilton Head and its leadership hampered the Word resistance badly. The Allied Mercenary Command helped to dig out the remaining Word soldiers, and by April 3078, their resistance had been effectively wiped out. The Terran system was cleansed of the Word of Blake Problem.

With the war over, the Allied Mercenary Command returned to Outreach to once again rebuild their shattered forces. Most of them had been granted landholds on various worlds they'd helped liberate, and they returned to those worlds after repairs were finished. Life on Outreach began to return to normal. The multitude of foreign troops returned to their homes, and the Dragoons began to rebuild Harlech. The Dragoons and the rest of the AMC hired out battalion-sized forces to bring in money.

The profits were sent to the rebuilding effort, and Harlech began to take shape again.

Once again a crowning jewel of the Human Sphere, Harlech City houses one of the largest DropPorts in existence. Any mercenary with a ranking of C or above in the Mercenary Review and Bonding Commission is allowed on Outreach, as are all members of the Allied Mercenary Command, but less reputable soldiers are banned. The Dragoons will no longer allow vipers and traitors to lie in their midst, preparing to strike.

Now mercenaries come and go from Outreach and the other MRBC hiring halls, having fought in every major conflict, and most minor ones, since the Jihad. Life, for the mercenaries at least, is back to normal. The Human Sphere has many conflicts and many people with money willing to pay for good soldiers. The mercenaries of today fill the needs, as they have for millennia. Many worried that the betrayal of the traitor mercs would cause others to distrust mercenaries in general, but the AMC's prosecution of the war against Blake put aside most doubts. There are still nations that dislike and distrust mercenaries, but generally they are nations that always have. Mercenaries proved their honor in the Jihad, and they have continued to do so since. An employer can be certain that any mercenary unit allowed entry to Harlech City will hold to their contract.

The mercenary trade is a booming business, and with the continued small wars and raids, few believe that boom will make a downturn any time soon.

KNOWN FACTORY COMPLEXES THAT SUPPLY THE ALLIED MERCENARY COMMAND

NORTHWINID

Cosara Weaponries - *Black Watch*, *Crab*, and *Highlander* BattleMechs; Schiltron OmniTank

- Defiance Industries - *Locust*, *Uziel*, and *Wasp* BattleMechs; BattleArmor
- Shipil Company - *Seydlitz* AeroSpace Fighter, *Claymore* and *Overlord* DropShips, *Doune* frigate
- Cyclops Incorporated - Drillson, Glaive, Maxim and Hover APC vehicles.

OUTREACH

Blackwell Heavy Industries - *Adder (Puma)*, *Gargoyle (Man O'War)*, *Ice Ferret (Fenris)*, *Timber Wolf (Mad Cat)* OmniMechs; *Gallowglas C*, *Griffin IIC*, *Imp C*, *Locust IIC*, *Marauder II C*, and *War Dog C* BattleMechs; Badger IIC, Bandit IIC, Kestrel IIC, and Peregrine IIC omni vehicles; *Jagatai* and *Jengiz* OmniFighters; *Athena* and *Nelson* frigates, *Alexander* cruiser; *Overlord-C* DropShip

GLENGARRY

(FEDERATION OF SKYE)

Grey Death Technologies - BattleArmor and advanced electronics

SOLARIS

(SOLARIS COOPERATIVE)

There are other factories, but these are the only ones that build enough units to sell to the Allied Mercenary Command.

- Blue Shot Weapons - *Cestus* and *Lynx* BattleMechs
- Norse-Storm Technologies Inc. - *Maelstrom* and *Nightstar* BattleMechs
- OmniTech Industries - *Colossus*, *Koto*, *Morpheus* and *Tsunami* BattleMechs
- Solaris Naval Yards - *Hirsch* DropShip; *Noton* frigate
- Trisagion Aerospace - *Archangel* and *Serraphim* Land-AirMechs; *Nephilim* AeroSpace Fighter

CHARTER ALLIED MERCENARY COMMAND ESTABLISHMENTS

The Charter Allied Mercenary Command worlds have expansive Mercenary Review and Bonding Commission hiring halls, except on Glengarry, and are generally considered the best places to obtain contracts in the Human Sphere. Sporting advanced hiring halls, practice fields, and training centers, these worlds are the heart and soul of the modern Allied Mercenary Command. Members of the AMC can rest and relax in the AMC reservations setup on each of these worlds, and many consider them secondary homes even if they have a landhold elsewhere.

OUTREACH

The heart and soul of the mercenary trade in the Human Sphere, Outreach felt the wrath of the Word of Blake during the Jihad. An estimated two million people died during the two major assaults of that war, but the Dragoons have done everything in their power to rebuild the shattered city. Scars remain, but Harlech is once again the lively city it was before 3068.

The modern Harlech is separated into two primary sectors, civilian and mercenary. Only the locals and trusted members of the Allied Mercenary Command and Mercenary Review and Bonding Commission are allowed in the civilian sector. It is separated from the rest of Harlech by formidable walls, automated weapons turrets, and roving guards to protect the civilians from a second Waco.

The rebuilt Harlech Interplanetary DropPort is in the middle of the mercenary sector, and houses powerful defenses of its own, including ground-to-orbit weapons grids that complement the orbital defense grid. To further limit the chances of a second Waco, only Mercenary Review and Bonding Commission members in good standing are allowed entry. The mercenary sector is kept clean and safe, with police on every corner to watch for threats.

Mercenaries can still find places to let their hair down and party, though any

establishment that threatens the security of Harlech does not last long.

ARC-ROYAL

In the Tamar Pact, Arc-Royal is a pleasant, pastoral world of mild weather and remarkable beauty. Its architecture proclaims its Germanic heritage, and despite everything it has been through, it continues to have a small-town atmosphere where everyone is welcomed with open arms. Newcomers are expected to be nice and are treated nicely until they prove they are not.

Not as busy as some mercenary hiring locations, Arc-Royal is frequented mostly by units that believe themselves good enough to survive (or emerge victorious) in battle against the Jade Falcons. Not surprisingly, there is a steady influx of mercenaries returning to Arc-Royal from disastrous fights, and others returning with Clan-tech goodies that need to be repaired or fitted onto their units.

NORTHWIND

Colonized by Clan Stuart from Scotland in the early days of expansion into the galaxy, the Northwind Highlanders have protected the planet for most of the centuries since. The world's temperate zones are covered in postcard-worthy landscapes of rolling hills, vibrant green grass, and fog-enshrouded moors, all of which survived the Jihad intact.

The only hiring hall on Northwind is located in Tara, the capital city, under the watchful eyes of "the Fort," and sees many mercenaries coming through in search of jobs or education. Tara and its people look as if they were lifted from ancient Scotland, with cobblestone streets, small pubs, taverns, and inns, and kilts being as common as the wail of bagpipes or the thick Scottish brogues.

Northwind has made numerous trades of services with companies in the Federation of Skye since the Jihad, and has opened its world to factories constructed by them, giving it an impressive output dedicated to the Allied Mercenary Command.

GLENGARRY

Home of the famed Grey Death Legion, Glengarry is a small terrestrial world that was completely overlooked in the first major exodus from Terra. The poisonous atmosphere in a galaxy full of hospitable worlds kept it unwanted until the Federation of Skye terraformed it.

Scotia is the only inhabited continent of the three main landmasses. Its bustling capital city of Dunkeld is as large as any capital city in the Human Sphere and is a major center of trade, but has no mercenary hiring halls.

Mercenaries who wish to look for contracts in the Federation of Skye are encouraged to travel to Galatea.

MAJOR MERCENARY REVIEW AND BONDING COMMISSION ESTABLISHMENTS

Independent of the Allied Mercenary Command, the Mercenary Review and Bonding Commission is generally considered to be the trustworthiest holder of contracts and bonds in the mercenary trade. Only the Federated Suns Mercenary Commission has been successful at competing directly with the MRBC, though their rivalry is kept to a professional level.

SOLARIS VII

The capital of the Solaris Cooperative, this terrestrial world is one of the wealthiest in the Human Sphere. Dominated by the massively successful Solaris Circuit of Duels, it has also become the most successful of the non-charter MRBC hiring establishments. Dozens of mercenary companies travel to Solaris VII for access to its impressive hiring halls, and to the Solaris Circuit. Many mercenaries take advantage of the Circuit in an attempt to make extra money while waiting for contracts, though such dreams, along with their vehicle, often go up in smoke. It is the favored port of call for the DropShip Irregulars and sports an Allied Mercenary Command reservation like those offered on the Charter AMC worlds.

GALATEA

In the Federation of Skye, Galatea was once the center of the mercenary trade until its fortunes fell in the 3030s after Outreach rose to prominence. Its entry into the Commission in 3062 brought a return to the heady days of yore, and now this world is the center of the mercenary trade in the Federation. It is also the home of Solaris-like duels broadcasted throughout the Federation, and more than one Solaris champion has traveled to Galatea to test the local waters to see if the fish are dangerous.

CLINTON

Situated between the modern Lyran Commonwealth and the Federation of Skye, Clinton is the homeworld of the Snord's Irregulars. Long allied with the Dragoons and home to an AMC reservation, they were happy to allow the MRBC to build a hiring hall on this world. The Snord Antiquities Museum is well known to MechWarriors and historians for its vast array of Star League antiquities. The museum attracts just as many mercenaries as the promise of a contract. A strictly neutral world, mercenaries from all realms are welcomed here. The Lyran Commonwealth claims this world, and sometimes sends forces to ensure its loyalty, and the Snord representatives on the world are quick to affirm the claim, at least until the Lyran forces leave for more important duties and neutrality returns.

NOISEL

Nestled deep inside the Lyran Commonwealth's Alarion Association, Noisel is a modestly industrialized world of average resources and three primary landmasses. Ruled by a loose coalition of Alextep Families, it is home to the famous Noisel Olympics, the greatest modern competition of BattleMech athletics in the Human Sphere. The MRBC offices sit near the towering Olympic Stadium and are open year round. Mercenaries rent out the Olympic Grounds for training purposes, keeping them busy at all times.

NEW AVALON

Dominated by the powerful Federated Suns Mercenary Commission, the MRBC branch establishments on New Avalon are limited. They monitor contracts offered in the Federated Suns hiring halls and rank them as they do all other contracts, but traffic through their small hall is sparse. They make an impressive amount of money selling their information to mercenaries on world, though, maintaining the offices and hiring hall in hopes that expansion is possible.

GALATIA III

In the Ozawa-Addicks Mercantile Alliance, the hiring halls of Galatia III benefit from the high technology of the Alliance with a full range of holoboards for displaying available contracts, and full immersion holographic battlefield simulators. When not in use by mercenary units, these large holographic practice fields are used by the locals to air anything from sports games to recorded battles.

ASTROKASZY

Under slow invasion by the Free Worlds League's Rim Commonality, Astrokaszy looks like a sinister version of the Arabian Nights. Over a dozen beautifully jeweled cities now loyal to the Rim, and dozens of others still independent, dot the landscape. The MRBC hall is located in the Shervanis Caliphate, the first of the great cities to willingly swear loyalty to the Rim. The greatest and most beautiful city on the planet, it is an eye of calm on an otherwise barbarous planet, and has become the center of mercenary trade for hundreds of light years around.

WESTERHAND

Long a host to quarterly games of MechWarrior skill similar to Noisel and Solaris, though less spectacular than both, Westerhand has turned into a shining jewel of the modern Capellan Confederation. The late Sun-Tzu Liao expanded the games, first aimed at Liao troops only, to show off mercenary commands. He also built a new hiring hall in the heart of Victory City's business district that they could take advantage of. While it met some local success, the hiring hall never "made it big" until it became a part of the MRBC after the Jihad ended. That sponsorship brought in several training facilities, and the interstellar recognition to build the Victory War College. Now considered one of the best mercenary colleges in the Human Sphere, Westerhand is the center of mercenary trade for both the Confederation and the Duchy of Andurien.

HEROTITUS

This world was founded by cooperation between the Taurian Concordat and Magistracy of Canopus shortly before the Star League invasion of the Old Periphery. A temperate world of abundant water, plant, and animal life, it has mild seasons and long growing cycles that make it easy to support the expanding population. It is situated between five major nations, making it a natural center for trade, and the mercenaries have flocked there as well. One of the newer MRBC offices is located here, founded after the Trinity War ended, in the major city of Myrmos. Located near the Arcade, a growing collection of war games simulators, mercenaries have a ready supply of new recruits on world, locals looking for a life of travel and excitement. Factors from every major government in the region keep a permanent presence here, looking to sway mercenary commands towards their realm.

MAJOR MERCENARY UNITS

A large number of mercenary units maintain membership in the Allied Mercenary Command, with those below only being examples. The AMC has full members or contacts throughout the Human Sphere. The units that proclaim their loyalty to the AMC often fly their flags on *Athena* or *Doune*-class frigates built at Outreach or Northwind, and many use designs built on worlds affiliated with the AMC. In addition, *Nelson*-class frigates, and sometimes a rare *Alexander*-class cruiser, defend worlds with AMC landholds. The AMC looks out for its people, and those who betray them should beware.



WOLF'S DRAGOONS

Seven Regiments/Veteran/Fanatical/A

The Wolf's Dragoons jumped into the Inner Sphere in 3005, five regiments of fresh BattleMechs, Fighters, DropShips, JumpShips, and even a mobile space station. They offered their services to House Davion, and the rest is history. They worked for every House over the next quarter century, then settled down on Outreach.

There they helped form the MRBC in 3052, and created the AMC in 3066 to combat rising Word of Blake aggression in the Chaos March. Outreach One and Two started the Jihad for the Dragoons, and nearly destroyed them. They held though, and helped the Star League liberate Terra from the Word, at a terrible price.

The Dragoons have spent the quarter century since the end of the Jihad rebuilding their shattered regiments and fleet. Not wishing to risk a repeat of the Jihad assaults on their world, the vast majority of their fleets and regiments remain at Outreach at all times to protect it. The Black Widows, Zeta Battalion, and a handful of other forces are the only Dragoons that pursue outside contracts. Their flagship is the *Congress*-class *Beowulf*, escorted at all times by the *Lola III*-class *Darius*, last of the surviving Star League WarShips under Dragoon flag.



NORTHWIND HIGHLANDERS

Seven Regiments/Veteran/Reliable/A

The Northwind Highlanders are the single oldest mercenary command in the Human Sphere, tracing their origins all the way back to the Scottish regiments of seventeenth century Terra. They served in an unbroken line until the Terran Alliance came into being, and then they helped colonize Northwind. The Age of War, the Star League, the Succession Wars, the Clan Invasion, the reborn Star League, and even the FedCom Civil War are mere blips on their historical time lines.

The Jihad nearly destroyed them though, from the Word of Blake assault on Northwind, to the long and grueling war for Terra. The Highlanders fought through it all, suffering extremely heavy casualties.

They have since rebuilt and hire their forces out to maintain fighting trim in all of their regiments, but at least two-thirds of their military remains home at all times. Their most frequent employer is the Federation of Skye, a nation they feel very comfortable working with because of their similar heritage. Their flagship is the *Vincent*-class *Mars*, heavily modified over the years to become a powerful WarShip in its own right.



GRAY DEATH LEGION

Regiment/Veteran/Reliable/B

Grayson Death Carlyle formed the Legion out of the remains of Carlyle's Commandos on Trell 1 back in 3024. In its short history, the Legion quickly earned a reputation for being deadly when backed into a corner, especially when wounded.

They helped recover a Star League Memory Core named after them, fought the Clans to a standstill, and fought for and against multiple rebellions. They were finally destroyed on Hesperus by Skye rebels and the survivors returned to Glengarry to die as most thought.

But when the Jihad began and the Federation of Skye once again claimed its independence, Alexander Death Carlyle and many of his friends left Lyrans service and returned home to Glengarry, this time to side with Skye. There he found what remained of his father's command, and requested their aid in reforming the Gray Death Legion. The new Gray Death Legion sells its services a battalion at a time, rotating that duty through the battalions to keep them fresh and experienced, but has been through few major conflicts. Many wonder if it can fight and win as the original Gray Death Legion did, but so far they have not been required to prove themselves to that degree.



BATTLE CORPS LEGION

Regiment/Veteran/Reliable/B

The Battle Corps was formed in 3065 by warriors hailing from nearly every nation between the Taurian Concordat and the Clan homeworlds. The eclectic group was victorious in multiple contracts, and even a firestorm legal battle when charged with war crimes that another unit performed.

At the beginning of the Jihad, they were on Alula Australis, near Terra. The Word-dominated news services spun the news so well no one knew what was going on, until the Battle Corps were ordered to perform a "targeted assault" that would guarantee heavy civilian casualties. Colonel Nichole refused and the Word declared them rogue, targeting them for extermination. They ran until Alys Rousset-Marik contracted them to defend Augustine while she led the war against the Word. They took heavy losses, but held the line until the Word was eradicated in League space.

In 3073, their Alpha Battalion joined the AMC forces at Outreach. They fought the long campaign to liberate the Terran system, and then Terra herself, from the Word. They deployed with the other mercenary forces in South America before marching to North America. Reduced to little more than a company of combat effective BattleMechs by liberation's end, they returned to Augustine to rebuild.

Their two reinforced battalions now give them the combat power of a regiment. Beta defends their landhold on Augustine, while Alpha pays the bills. Having suffered numerous headhunter attacks, the Battle Corps command lance is now composed of four pink *Banshees*, with no markings to show which one Colonel Nichole pilots.



BATTLE MAGIC

Company/Elite/Reliable/A

In 3047, 'Mech Magic Incorporated opened up shop on Outreach. They specialized in refitting and modifying designs, and the group soon became known for providing superior technical support.

Battle Magic is a technological showcase of that company, filled with technicians, instructors, and some of the most advanced weapons platforms in the Human Sphere, much like the old unit commanded by Doctor Banzai. Battle Magic has proven in the past that it can fight well, holding the attacking Tiger Sharks at the Harlech Interplanetary DropPort until reinforcements could arrive in the first battle of the Jihad. They also fought beside the Dragoons through the end of the Jihad, wherever the Dragoons traveled.

Since the Jihad ended, Battle Magic has returned to Outreach, where they upgrade other mercenaries' units with new technologies and, more importantly, teach the techs how to maintain them. They have not left Outreach since the Jihad, only helping those mercenaries that travel there. They have a landhold on Remus where their families live and where they perform research into new and better weapons of war.



THE DIOSCURI

Cluster/Veteran/Reliable/C

Once two regiments in size, the Jade Falcons ground the Dioscuri down to a battalion in size during the original invasion and again in the FedCom Civil War. When the Jihad began, they wanted to help their AMC brothers on Outreach, but their last orders told them to "stand fast" against the Falcons. Unwilling to break contract, they kept to those orders, training with the Kell Hounds and Wolves In Exile on Morges.

The renewed Jade Falcon invasion proved the crucible that made them what they are today. Fighting beside the Kell Hounds and the Wolves, they helped hold the Falcon advance on a half dozen worlds, including Arc-Royal itself, where they helped break the attackers. They continued to fight next to the Kell Hounds and the Wolves through the end of the war in 3075, finally learning the Way of the Clans.

They now hold the line against the Jade Falcon menace, performing and defending against raids, using their hard-won knowledge of Clan tactics. Their landhold on Arc-Royal gives their dependents a secure place to grow up in, and they maintain a portion of their force there at all times on a rotating basis, relaxing from the border skirmishes.



DISMAL DISINHHERITED

Four Regiments/Regular/Reliable/A

A powerful force with a long history since their creation following the First Succession War, the Dismal Disinherited are one of the best mercenary forces in existence. Not as flashy as others like the Dragoons or the Highlanders, they make up for that with a cool professionalism.

After Tikonov defeated the Saiph Triumvirate, it hired the three Disinherited regiments to protect those worlds against Capellan terrorists and raiders. That contract kept them guarding the Capellan border, since many considered them an ally of the Word, until after 3070 when the Word assaulted and shattered the Confederation.

With that threat neutralized, they helped spearhead the invasion of Caph in 3072. They fought with the best of the AMC and Tikonov when they assaulted South and North America on Terra and participated in the final destruction of the Word of Blake.

Using salvage gained on Terra and Caph, they have raised a fourth regiment, each battalion made up of members of the other three regiments who serve on a rotating basis. This regiment serves throughout the Human Sphere, keeping the Disinherited an experienced command, while the others defend their landholds.



DROPSHIP IRREGULARS

Regiment/Veteran/Reliable/B

Formed in 3059, the Irregulars were built without all the crazy rules and such of more established units. They performed raiding and extraction operations, using amusing distractions to make the enemy look foolish, for most of their early history.

They were performing a rare security contract for the famed Dr. R. Raisley in the neutral Syrtis Federation when the Jihad began, but smuggled themselves into Solaris after hearing of the Word assault. They spent the Jihad on Solaris, fighting the Word in a bloody series of battles that nearly destroyed them, until the Word was crushed in 3074. Then they rebuilt, remaining there until Solaris' recovery was evident in 3080.

The Irregulars have returned to their small raiding and extraction contracts, leaving a random battalion at their Solaris landhold at all times. They have elevated finding new, embarrassing ways to defeat their enemies to an art form, and few escape with their dignity intact. First Battalion, the Warriors, have a pair of crossed swords over a DropShip on their right torso. The Warrior technicians of Second Battalion use a mirrored R. The insane Third Battalion's touch is a monkey astride a barrel with a cowboy hat and revolvers.



THE FURIES

Armored Regiment/Veteran/Reliable/B

During the Second Succession Wars, a Kurita armor unit mutinied after years of neglect. A Galatean clerk misspelled the name of the regiment's colonel, Li Sook Fry, and Sook's Furies were born. Later generations changed their name to Fury to match the unit's name as they worked for the Great Houses and the Periphery realms, before taking advantage of all the contracts in the Chaos March.

They were caught on Capolla when Tikonov attacked, and lost half their tanks before surrendering. Impressed with their prowess, the Ridziks then hired them to defend Capolla against small raiders operating from Federation space. The Word of Blake ignored them in the Jihad and they remained there, protecting the border of the Republic from raiders of both the crumbling Federation and Capellan nations.

As the Jihad continued to rage, they were finally called on to help near Terra and participated in the conquest of Keid before supporting the invasion of Caph. They continued on to Terra and remained in South America for the duration of the war before returning to Capolla. There they remain to this day, protecting their landhold, unless called on to protect other nearby worlds.



LINDON'S REGIMENT

Regiment/Veteran/Reliable/A

Sarah Lindon formed the original battalion and quickly went to work for the Davions. They helped the unit expand to a regiment in size, but the Clan invasion reduced them back down to a battalion. They worked for the Draconis Combine for a time as well, seeking to foster good will between Kurita and Davion, until the Fed Com Civil War torpedoed those efforts.

The Jihad found them on Liberty performing peacekeeping duties. A rash of Capellan and Word of Blake terrorist attacks nearly destroyed them, but the Republican Guards and the Allied Mercenary Command moved to support them in 3068. Colonel Lindon then ordered her unit back to Outreach to refit for the stage.

Their first major action involved the conquest of Keid, where they worked with the Furies. They garrisoned that world until the final battle for Terra began and they joined the rest of the AMC in assaulting South America. Once again, they remained in South America until the end of the battle for Terra, then returned to Outreach to rebuild and reorganize with their salvage.

They now have a landhold on Liberty where one battalion always remains while the others seek money and fame.