INTRODUCTION .................................................. 5
UNIT HISTORY .................................................. 6
Arrival at Delos ................................................. 6
In Service to Davion .......................................... 7
  First Assignment ........................................... 7
  Assault on Halloran ........................................ 7
  A Clever Trap ............................................... 8
  Raid on Styk ................................................ 9
  Attack on New Valencia ................................... 10
  String of Victories ........................................ 11
  Battle of New Aragon ...................................... 11
Death of Colonel Ker ........................................ 13
The Wolf's Gamble .......................................... 13
Blood Price .................................................. 13
Departure ..................................................... 13
In Service to Liao ............................................ 15
  Against the Eagle ......................................... 15
  Gamma Stands Alone ..................................... 15
  The Eagle Fails ........................................... 15
  Nest of Vipers ............................................. 16
  Pact with Anton Marik ................................... 17
First Victories .............................................. 18
Last Gasp .................................................... 19
Betrayal ...................................................... 19
Vengeance ................................................... 20
Turn of the Wheel .......................................... 20
In Service to Marik ......................................... 21
  Hide and Seek ............................................ 21
  Raid and Counter-Raid ................................... 22
A Daring Plan ............................................... 22
Icebox ....................................................... 23
Blood and Iron ............................................ 24
River of Swords ............................................. 24
The Widow's Crossing ...................................... 25
On the Verge of Victory ................................... 25
Retreat ...................................................... 25
In Service to Steiner ....................................... 26
  Harlow's Wood ............................................ 27
  Battle for Dromini ....................................... 27
  The Wolf and the Samurai ............................... 28
Enter the Dragon ............................................ 29
  The Hoff Campaign ...................................... 29
  Battle Heats Up ......................................... 30
  Eridani Strikes Back ................................... 30
  Success on Quentin ...................................... 31
The Sun and the Sword .................................... 32
Enemies in High Places ................................... 32
Wolf in the Fold ........................................... 33
Battle of Deshler .......................................... 33
Bloody Aghama ............................................. 34
Diversions ................................................... 34
After Galtor ................................................ 34
Turning Point ................................................ 35
Barlow's End ................................................ 35
Writing on the Wall ....................................... 36
The Wolf Alone ............................................. 36
Atrocity ..................................................... 36
Misery ....................................................... 37
Full Circle .................................................. 39
Bating the Dragon ......................................... 39
Fourth Succession War .................................... 40
Glennoma .................................................... 40
Harrow's Sun .............................................. 41
Wapakoneta ................................................ 41
Crossing ..................................................... 42
Colonel Jaime Wolf ........................................ 45
TIMELINE ..................................................... 46
MILITARY ORGANIZATION ............................ 48
Line Regiments ............................................. 48
  Alpha Regiment .......................................... 48
  Beta Regiment ......................................... 55
  Gamma Regiment ....................................... 62
  Delta Regiment ........................................ 69
  Epsilon Regiment ..................................... 76
Independent Units ......................................... 84
  Black Widow Company ................................ 84
  Seventh Kommando ..................................... 86
  Fire Support Group ................................... 88
  Orbital/AeroSpace Operations Group ............... 90
  Special Recon Group .................................. 92
  Support Battalion ...................................... 94
  Zeta Battalion ......................................... 97

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CREDITS

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Infantry

Equipment

BattleMechs
Vehicles
Infantry
AeroSpace
Hephaestus Station

100
112
118
118
118
120
120
120
121
121
122
122
124
125
125
126
126
127
128
128
128
128

3
Ever since the mercenary unit known as Wolf's Dragoons first appeared in Davion space in 3005, they have served with every Successor House and participated in numerous major military campaigns and other combat actions, both large and small. Now they have come full circle, returning to service with the Federated Suns, who were their first employer in the Inner Sphere.

It was in 3023, shortly after Colonel Jaime Wolf suddenly broke with the Lyran Commonwealth, that our Blessed Order commissioned me to work on this definitive, in-depth study of the Dragoons. So many mysteries surrounded the unit—where they originated, the unusual size and organization of their unit, their apparent secret source of spare parts and replacement parts, the unusual 'Mechs and other equipment in their arsenal, and the complete lack of background information on many of their officers and MechWarriors. We believed that it was in the interests of our own security that as many answers as possible be found concerning those and other questions.

Using the considerable means at our disposal, my research team and I tackled the project with enthusiasm and dispatch. Much of our research was done before the debacle of Misery in 3028, when both the Dragoons and their Kurita enemy took such heavy losses. Following close on the heels of this battle came the Fourth Succession War, which further decimated the already damaged Dragoons. This book would not be comprehensive if it did not cover this crucial recent period, and so we took up where we left off to discover as fully as possible what happened to Wolf's Dragoons after their contract with House Kurita ran its course.

Our team has been able to gather considerable detail on the Dragoons' organization, tactics, equipment, and personnel, yet many other of the mysteries surrounding the unit remain unsolved. Despite myriad attempts to infiltrate the Dragoons, no ROM mission has ever been successful. Nor have we been able to penetrate the Dragoons' own superior intelligence operation. Nevertheless, we have extrapolated from both the known facts and rational speculation to provide the members of our Blessed Order what they need to know when dealing with this formidable military unit. In many cases, we have also included some of the more fanciful speculations that also surround the mysterious Dragoons, for who knows what might turn out to be true when it comes to Jaime Wolf and his troops?

—Dirk Rijkmaan, Wolf's Dragoons ComStar Research Team
B4785, ComStar Archives, Terra, 3090
ARRIVAL AT DELOS

The planet Delos, a small, undistinguished world on the fringes of Federated Suns space, was an unlikely setting for the opening act of one of the greatest dramas of the Succession Wars. On the morning of April 11, 3005, a heavily escorted convoy of JumpShips appeared in the Delos system. These ships were of a design not seen in nearly two centuries, and were fully loaded with combat DropShips—Overlords, Unions, Leopards, and even several of the old Lion Class. With enough transport for over five full BattleMech regiments, the convoy created a panic among the small Davion garrison on Delos.

As virtually every citizen of the Inner Sphere knows, the mysterious visitors were none other than Wolfs Dragoons, appearing out of nowhere with five fully equipped BattleMech regiments and supported by several independent units. When a pair of Davion AeroSpace Fighters scrambled to investigate, they were politely warned away and were able to obtain only long-distance reconnaissance photos.

The panic on Delos subsided when the leader of the convoy sent a message to the planet instead of attacking. Identifying himself as Colonel Jaime Wolf, the leader stated that he had come in peace with his Dragoons to seek employment with Prince Ian Davion. As Wolf’s convoy quietly entered orbit around Delos, his message was relayed to Prince Ian on New Avalon through the local ComStar station.

At first, the Davion Prince was skeptical. Who, he wondered, were these “Dragoons,” appearing from out of the Periphery with unknown ship designs and an offer of service? It had to be a trick by the Draconis Combine.

Yet the Prince’s interest was piqued, and so he dispatched Duke William Schuler-Davion and a small aero-space force to Delos to investigate Wolf and his Dragoons. When the Duke arrived, Wolf received him with full ceremony and military courtesy.

Schuler-Davion was astonished. In a time of lost technology and jury-rigged equipment, it was incredible to find five such regiments, with their hundreds of gleaming, brand-new BattleMechs, AeroSpace Fighters, experienced MechWarriors, and even a massive orbital repair facility. If it was a Kurita trick, it was damned convincing. Schuler-Davion returned to Prince Ian with word that the reports about Wolf’s Dragoons were true, and that the unit wanted to work for the Federated Suns.

Colonel Jaime Wolf, the Duke reported, was a handsome, intelligent officer, seeming far too young to command such a unit. As for information on where the Dragoons had originated, the Colonel had politely but firmly refused to answer any questions.

OUT OF CONTROL

BLUE CITY TRACKING: This is Blue City Tracking—Priority One. I have unidentified traffic inbound. Please advise.

DELOS CONTROL: Can you get a profile, Blue City? It might be an unscheduled freighter run.

BCT: Negative, Control. I have profiles. I read six...no—seven...seven JumpShips. Two Monoliths, three Starlords...all fully loaded...Jesus Christ, Control.

DC: Blue City, I will not tolerate profanity on this channel. Now remain calm. You say seven JumpShips?

BCT: Possibly more. Strong aerospace escort...Christ, Control, it looks like an invasion.

DC: I don’t care what it looks like, Blue City. I repeat, there will be no profanity on this channel.

BCT: Sorry, Control.

DC: Can you get a vector triangulation? We need to know where they’re coming from, Blue City.

BCT: Coming in now. Jesus, there’s more of them!

DC: Blue City, I have to warn you again...

BCT: Sorry, Control. I’ve got a second sighting...triangulation confirmed. Bogies seem to have originated from outside the Inner Sphere. Repeat—outside the Inner Sphere.

DC: Jesus Christ.

—From transcript of Delos AeroSpace Control Station, April 11, 3005
IN SERVICE TO DAVION

During contract negotiations, the Dragoons showed a firm knowledge of mercenary practices. Though their fee was reasonable, Wolf also requested a leasehold on a Davion world for use as their home base during their period of service. Still cautious but more than a little impressed, Prince Ian agreed to Wolf’s terms, and a contract was signed.

Shortly after the Dragoons occupied the small world of New Valencia as their regimental base, the Prince began planning how to use his newly acquired mercenaries. Meanwhile, Wolf had selected the hills north of the capital city of Raitelord for the site of his headquarters, which became known as “Fort Jaime.” Though the citizens of New Valencia were at first apprehensive about the Dragoons’ presence, the mercenaries were unfailingly courteous and considerate of the rights of local residents.

Fascinated, the Valencians and their Davion officials watched as brand-new DropShips and unfamiliar ‘Mech designs trundled earnestly from orbit to ground and back into orbit in the process of constructing a compact, prefabricated regimental headquarters complex. Barracks, warehouses, and quarters for the Dragoons’ sizeable civilian contingent quickly sprang up. Within a week of the Dragoons’ arrival, Fort Jaime was complete, with the wolf’s-head banner raised proudly alongside the Davion sunburst over their base.

FIRST ASSIGNMENT

Though the origins of Wolf’s Dragoons remained mysterious, the mercenaries proved to be a potent, experienced fighting force in their initial assignments.

The Dragoons’ first major engagement occurred on Halloran V, a barren, underpopulated world in the region of Davion space known as the Capellan March. The Capellan March had been quiet for almost a decade, allowing Davion forces to concentrate their efforts against their other border, which they shared with House Kurita. Seeing the Capellan March under-defended, Maximilian Liao decided to raid the Davion worlds of Demeter, Chesterton, and Almack. With the help of his new mercenary unit, Prince Ian could search for and destroy the Capellan base of operations without diverting troops from the Kurita front.

In early February 3006, Wolf surprised Prince Davion with an intelligence report identifying the Liao raiders as the Blackwind Lancers and Marion’s Highlanders, and naming Halloran V as their base. Wolf further provided solid information on enemy orders of battle, predicted the date and time of their next raid. He requested permission for the Dragoons to attack.

Davion agents and officials found Wolf’s intelligence flawless. Too flawless, some said. How could a mere mercenary Colonel obtain such information unless he were a Kurita or Liao agent trying to win House Davion’s trust before betraying it? Prince Ian dismissed these charges, wanting to see how the Dragoons would perform in a major action.

ASSAULT ON HALLORAN

In addition to serving as a base for Capellan raids into Federated territory, Halloran was important to the Confederation as a major copper source. Success on Halloran would not only neutralize the threat of Liao raids, it would also gain a valuable resource world for House Davion, creating a copper shortage within the Confederation. The Dragoons’ Beta, Gamma, and Delta regiments were assigned the task of capturing Halloran, supported by the massive assault ‘Mechs of Zeta Battalion and the mysterious unit known only as Seventh Kommando.

With the careful planning and sense of timing for which he would become famous, Wolf waited until the two Liao regiments jumped out of system, bound for a raid on Vaexa. The Dragoon DropShips then took up a position on the far side of Halloran’s small moon, effectively shielded from Capellan detection gear.

After several days, the battle-weary Liao raiders returned. Again Wolf bided his time, holding back his considerable aerospace support until after the Liao regiments had grounded. Within hours after the Lancers and Highlanders had arrived onplanet, Wolf’s DropShips swept in with heavy-fighter cover, brushing aside the few Capellan Thrushes that opposed them.

Landing with pinpoint precision, the Dragoons achieved almost total surprise. The initial assault on the main Liao base near the city of Gethin, led by Zeta Battalion’s shock lances, sent the enemy reeling back with heavy losses. By the end of the first day’s fighting, the Dragoons had overrun the base. The stunned Liao units were falling back on defensive positions in Gethin and into the rugged terrain of the Shobol River Valley just outside the city.

The next day’s attacks pushed the Liao forces further back, but progress was slow enough that Wolf and his staff began to worry that Capellan reinforcements might arrive to aid their beleaguered troops. After lengthy consultation, Wolf decided on a twofold assault on enemy positions. The Dragoons’ weight was to rest on Liao’s left flank. Marion’s Highlanders occupied a strong position on the forested slopes of the valley, where they could frustrate air attacks and reconnaissance attempts. Beta and Gamma regiments, supported by Zeta Battalion, would fall on the Highlanders, while Delta Regiment held the right flank, driving the Blackwind Lancers out of Gethin. Delta would have the important tasks of denying the Lancers access to the Class B ComStar facility and preventing them from rejoining the Highlanders until just the right moment.

Colonel Jeremy Elliman, the Beta Regiment commander, would lead the initial assaults. Gamma, under the young Colonel Wilhelmina Korsht, and Zeta, commanded by Colonel Frank Wells, would both remain in reserve. As the Dragoon attack began on the morning of February 13, 3006, it became apparent that the success or failure of the operation depended on how well Delta Regiment could control the movements of the Blackwind Lancers.

Colonel Travis King was in control of Delta Regiment, the hinge upon which Wolf’s flanking attack would turn. King’s command style was conservative, tending toward slow, by-the-book advances featuring cautious use of combined arms, air, and artillery support rather than the heroic and often suicidal charges and assaults that some Dragoon commanders favored.
WOLF'S DRAGOONS

Opposing Delta were the Blackwind Lancers, defending the city of Gethin. As Beta Regiment's BattleMechs moved ponderously north of Delta's position at dawn of February 13, Delta's regimental artillery pounded Gethin, supported by a wave of AeroSpace Fighters that swept in, bombing and strafing. Enemy flank emplacements and air defense Mechs took their toll on the Dragoon fighters, but the attack served its purpose, damaging defensive positions and suppressing Liao fire for the Dragoon advance.

Meanwhile, Colonel Ellman, a more aggressive commander, called for an incendiary strike on the Highlanders' position in the forest. His assault lances followed quickly, moving rapidly into the woods, which had by now become a blazing inferno. As oily black smoke climbed into the sky, the BattleMechs of Beta Regiment engaged Highlander 'Mechs, driving them back. The Liao 'Mechs were plagued by overheating, while the smoke and flames crippled their detection gear. Though the Dragoon 'Mechs suffered similar problems, their machines were undamaged and piloted by fresh, rested MechWarriors. By afternoon, the Highlanders were falling back on secondary positions, and Gamma Regiment had moved forward to press the attack.

Colonel King's conservative command of Delta Regiment had succeeded in keeping the Lancers pinned. As Gamma pursued the fleeing Highlanders, King sent Delta's assault lances into the suburbs of Gethin. The area was heavily defended by Liao artillery and UrbanMechs, but the advance was steady.

As night fell, the Highlanders, badly damaged and on the verge of total collapse, were frantically consolidating their position in the north of the valley, while Delta Regiment had pushed the Lancers completely out of Gethin's suburbs.

With Gethin's outskirts firmly in Delta's hands, King halted the advance in order to consolidate his gains and bring reinforcements forward. A major push against the city's urban center was to begin the next day. Control of the city meant access to communications for the Liao forces, but both sides respected the neutrality of ComStar, taking care that the fighting came nowhere near the HPG station. With light 'Mech pickets patrolling the regiment's perimeter, the Delta began repair and resupply in the business and residential districts of the city.

The Liao counterattack in Gethin was not entirely unexpected, but its timing was. Just before midnight, Delta Regiment's patrol 'Mechs were suddenly silhouetted by flares, and almost immediately engulfed by SRM and flamer fire from Lancer infantry squads. As the Dragoons scrambled to react, Lancer UrbanMechs moved forward, autocannon fire illuminating the night.

The Delta pickets were either destroyed or forced to retreat, briefly throwing the Dragoons into confusion. King, however, reacted with icy calm, slowly pulling his forces back to the edge of the city to regroup.

The Lancers continued their advance, when suddenly the Dragoons turned the tables. Full spreads of starshell from Delta artillery bathed the Liao units in glaring white light, and autocannon fire from Delta assault 'Mechs cut down the lead Lancer elements. When they fell back, it was only to find that Dragoon commando teams manning portable SRM positions had infiltrated through them during their headlong advance. The Lancer UrbanMechs suffered heavy damage, and only half of the attacking infantry managed to make it back to the city center. King's level-headed tactics had saved the regiment from defeat.

The next day's attacks by Beta and Gamma Regiments failed to produce the hoped-for success, however. The Highlanders' defense was dogged, forcing the Dragoons to fight for every centimeter of ground. With Liao reinforcements only days away, it was crucial that a victory be achieved quickly.

Delta's advance had also been slow, but Wolf and King determined that a strong push in Gethin might collapse the entire Capellan position. By driving the Blackwind Lancers into the valley with the Highlanders, they could surround both units with the combined forces of Beta, Gamma, and Delta Regiments.

A CLEVER TRAP

As night fell with Liao opposition remaining strong in Gethin, King and Colonel Chayam Reis of Seventh Kommando formulated a plan to give Colonel Wolf the victory he needed. The next morning, Delta's attack began with yet another artillery barrage. Unknown to the Blackwind Lancers, the real purpose of the barrage was to cover the stealthy advance of the Seventh Kommando, which moved into positions behind the city. Inferior in numbers, the Kommandos were not expected to hold their positions against the Lancers; King and Reis's plan was considerably more subtle.

After the customary bombardment, the Dragoons advanced, still facing heavy opposition. This time, the Lancers received disturbing reports and radio messages indicating that a large enemy force of 'Mechs and support units, possibly of regimental strength, had appeared behind them. The Lancer commander quickly decided to break out of his position in the city to try to combine forces with the Highlanders in the valley nearby. He detailed units to hold the rear, and withdrew from the frontal assault of Delta Regiment. Unfortunately for the Lancers, there were no enemy 'Mechs behind them, only the hovercraft of the Kommandos and numerous misleading radio transmissions. The Lancers had taken the bait.

Pressing the pursuit with renewed enthusiasm, the Deltas chased the weakened Lancers into the valley, where the Highlanders were holding their ground against Beta and Gamma Regiments. In the confusion caused by their own troops running headlong into them from behind, Marion's Highlanders wavered and collapsed. Meanwhile, the 'Mechs facing the false threat at the rear of their original position were cut down from behind by elements of Delta Regiment. The Liao units somehow managed to break out of the trap in the valley after regrouping, but suffered heavy casualties.

When Capellan reinforcements finally arrived, it was just in time to help the beaten Highlanders and the badly mauled Lancers retreat to their planet. In a battle lasting only five days, the Dragoons had routed two entire Capellan regiments. It was their first real victory, thanks especially to Colonel King and Delta Regiment.
RAID ON STYK

The Dragoons returned to New Valencia in triumph, firmly established as one of House Davion's key mercenary units. The battle on Halloran had blunted House Liao's offensive capabilities in the Capellan March, and Prince Ian was determined to keep the Confederation off balance.

In late 3006 and early 3007, Alpha and Epsilon Regiments were selected for deep raids into Capellan territory. Jaime Wolf commanded Alpha Regiment in a strike on the industrial planet Styk. Because the mission's goals were to gather intelligence on the strength of local Capellan forces and to wreck production facilities, Wolf planned a rapid strike followed by rapid withdrawal. Again, precise planning was required.

The raid's main target was the 'Mech production facility at Hegemony Bay, guarded by elements of the Fourth Confederation Reserve Cavalry. Wolf dispatched Colonel Reis's Seventh Kommando ahead of Alpha Regiment to prepare the way.

Dropping in under cover of darkness and with ECM jamming gear concealing their approach, two companies of Kommandos dispersed into the hills above the bay. When periodic power outages and fires began to break out in the city over the next two days, local authorities began to suspect rebel activity. By the time Wolf began his landings on November 22, the Capellans were primed and ready to fall into his trap.

With maximum noise and pyrotechnics, the Kommandos mounted an assault on the Russell River Dam, 30 kilometers east of Hegemony Bay. Nervous Capellan authorities immediately jumped to the conclusion that the "rebels" were attacking in force, and dispatched most of the Fourth Cavalry to counter the threat.

In true Kommando fashion, the Dragoon attackers had vanished by the time the Capellan defenders arrived to relieve the "besieged" dam site. Meanwhile, the DropShips Chieftain, Duke Stengrim, and Talleyrand had landed in a strategic ring around Hegemony Bay and offloaded their cargo of 'Mechs and armored vehicles.

The Fourth Cavalry now moved back frantically toward the city, where they met with heavy aerospace attacks on their approach. This bogged down their advance, allowing Wolf and Alpha Regiment to batter through the single 'Mech battalion remaining in the city and fight their way to the industrial sector, where they caused enough damage to set back Styk's 'Mech production capacities at least six months.

As Capellan naval units swarmed into the bay to bombard the attacking Alphas, they met the Seventh Kommando's hovercraft, which had been quickly transferred from their decoy attack on the dam. A spectacular fight developed.

After two hours of intensive fighting, the Fourth Cavalry had reached the outskirts of the city. Additional conventional Capellan forces were also on their way, and Wolf decided that it was time to withdraw. In a brilliant display of piloting, the three Dragoon DropShips landed in the battered industrial district to pick up and escape with the Dragoons who had been in the fight. Colonel Reis also led the Seventh Kommando in a skillful withdrawal and escaped with minimal difficulties.

Another stunning success that further endeared the Dragoons to Ian Davion, the raid on Styk also added to Wolf's reputation within the Capellan Confederation.
**WOLF'S DRAGOONS**

**PROFESSIONAL DISCOURTESY**

After Halloran and Styk, there wasn't a Mech-Warrior in the entire Confederation who didn't burn for revenge against Wolf's Dragoons. To them, the Dragoons represented everything they hated, amoral sellowords who worked for the highest bidder. Resentment toward the Dragoons began to spill over into resentment toward all mercenary regiments. And with Big Mac being the best-known merc regiment in Capellan employ, we took a lot of heat for it.

As you might expect, the old man didn't take any of this very well. Colonel Archibald McCarron hadn't been in command of the unit for long, and was still a little unsure of himself. Wanting to prove the value of merc units to the Chancellors, he volunteered us for a raid on New Valencia to teach the Dragoons a lesson. As it turned out, this wasn't one of our more successful missions.

—Colonel Linda Chandrasekar, as quoted in "Ten Years with McCarron," a series of feature stories distributed by the Capellan Wire Service, 3008

**ATTACK ON NEW VALENCIA**

After the twin humiliations of Halloran and Styk, it was inevitable that House Liao would try to strike back, but even Jaime Wolf was surprised at the form that retribution took.

The year 3007 began with great promise for the Dragoons. Secure at their New Valencia base, they were the toast of the Federated Suns, the subject of numerous media reports and featured in the holovid docudrama, Against Capella. In mid-January, Alpha and Beta Regiments were rotated to the Davion planet Weekapaug as reserve for Federated operations against House Liao's St. Ives Commonality. Wolf accompanied the regiments, intending to supervise accommodations and logistics on Weekapaug and return to New Valencia within a month. His absence from New Valencia was keenly felt when the DropShips of McCarron's Armored Cavalry appeared in system, and moved to attack.

Located in the well-defended Achernar combat region, deep within the Federated Suns, New Valencia was not considered a prime target for Capellan raiders. McCarron's Armored Cavalry, specialists in deep raids and strategic maneuvers, were able to sweep in with little warning, foreshadowing the tactics that would frustrate the Federated Suns Armed Forces in the years 3022–23 during McCarron's infamous "Long March."

The senior Dragoon officer was Gamma Regiment's commander, Colonel Wilhelmia Korsht. She immediately sent word of the attack to New Avalon and Weekapaug, then assumed command of the three Dragoon regiments on New Valencia. Her job was made more difficult by the large number of dependents on the planet, and by the fact that many Dragoon AeroSpace Fighters were undergoing repairs and unable to participate in the battle.

With several non-Mech support battalions as a defensive screen, Korsht held back a threatened encirclement by the First, Second, and Third while the civilians evacuated Raiteland for the relative safety of Fort Jaime. Determined to make headway, McCarron ordered in his two reserve regiments. After two days of fighting, his men had the Dragoons besieged in the bunkers of Fort Jaime. Word came from New Avalon that reinforcements were on the way, but Colonel Korsht was sure they would not arrive in time.

With Raiteland in its hands, "Big Mac" was exultant. McCarron's 'Mechs caused widespread damage, though most of the destruction was to civilian property not directly affecting the Dragoons. Up in the hills, Fort Jaime and its repair and supply facilities remained strongly held. Over the next two days, Gamma Regiment and supporting independent units turned back five attacks, suffering heavy losses.

Soon, the situation had stabilized. Despite determined assaults by McCarron's heavy 'Mechs, Korsht and the three Dragoon regiments were securely entrenched at Fort Jaime. At night, fires raged in Raiteland as Dragoon commando teams destroyed Big Mac command posts and supply depots.

With time, McCarron might have been able to wear the Dragoons down, but time was in short supply. A furious Prince Ian quickly dispatched the three regiments of the Eridani Light Horse to relieve the Dragoons. The Eridanis, later to become fierce rivals of Wolf's Dragoons, were a force large enough to turn the tide of battle and trap McCarron's Armored Cavalry on New Valencia. As the Eridanis approached, a reluctant McCarron called off the attack and retreated offplanet.

After a desultory aerospace duel, McCarron's incursion ended with a rather pathetic whimper. The Eridanis, who had arrived in system after Big Mac's departure, returned to Colchester without even landing on Valencia.

A hastily recalled Jaime Wolf and his Dragoons returned to Raiteland to find the city battered by McCarron's troops. Wolf pressed Dragoon 'Mechs into service for emergency construction and removal of debris, for the damage was widespread. Most Dragoon dependents had escaped unharmed, but the civilians of Raiteland had suffered serious casualties.

Survivors told of Big Mac troopers rounding up civilians to search for Dragoon family members, and of several mass executions by subordinate Cavalry commanders. While many in Raiteland were grateful for Wolf's help during the reconstruction of their city, many others resented the mercenaries, believing it was their presence that had brought on McCarron's destructive attack. Clearly, something had to be done.

The Seventh Kommando and the Special Recon Group attacked McCarron's baseworld of Menke. They created panic and confusion by destroying supplies and damaging 'Mechs. McCarron's regiments were furious, but Maximilian Liao denied their repeated requests for revenge, believing that the mercenaries' furious emotions were certain to lead them into disaster. Big Mac spent the remainder of the year on garrison duty, stung and humiliated by the Dragoons' revenge. It would be another four years, however, before the next act in the drama of the McCarron/Dragoons rivalry was played out.
Though several of Wolf's younger officers, particularly the firebrands of Zeta Battalion, had wanted to take stronger measures against McCarron, Wolf's relatively mild response to Big Mac's New Valencian raid brought praise from Prince Ian and the favorable notice of Colonel Hanse Davion, Ian's brother and commander of the Third Davion Guards. Soon, life on New Valencian returned to normal.

STRING OF VICTORIES

In 3007, Wolf's Dragoons proved their mettle in various smaller actions. In September of that year, Gamma and Delta Regiments participated in a successful punitive raid against New Haiti, one of the worlds controlled by Lord Calvin Bar-Dynes's pirates of the Tortuga Dominions. Under the methodical Colonel King, Delta Regiment wore the enemy down, enabling Gamma Regiment to circle behind the bandit positions. The encircled pirates managed to break out and escape, but took heavy losses. This raid discouraged further attacks on Federated Suns worlds by the Tortuga bandits for several years. In November, Beta Regiment helped repel an assault by the St. Ives Armored Cavalry on Weekapaug, where they held a key highway junction against determined enemy attacks. In December, elements of Epsilon Regiment participated in a raid on Poznan.

Though success was becoming routine, all was not entirely well with the Dragoons. The Capellan March, domain of Duke George Housek, had become a mire of corruption and inefficiency, with the Duke's son, Michael Housek-Davion, frequently diverting funds and equipment to favored nobles in exchange for political favors. The Dragoons, whom Housek-Davion referred to as "mercenary trash," were particularly stung by this policy. Their growing resentment did not dampen their fighting spirit, however, and the year 3008 opened with Dragoon raids on Necromo and Tikonov. Carried out by units ranging in size from lances to battalions, the raids continued the Dragoons' unbroken string of victories.

These minor engagements, as well as raids on Hunan, St. Andre, and Shensi by regiment-sized forces, were little more than curtain-raisers for the featured drama of 3008—House Liao's capture and Davion's recapture of New Aragon. Heavily defended, this major industrial center was a place of vast swamps and impassable terrain, a virtual fortress at the bottleneck of the Capellan Confederation. Both sides knew that New Aragon would be the next battleground. The only question was when.

After Capellan forces captured New Aragon in early 3008, Davion pressure on nearby systems kept the Capellens off-balance, but it also served to alert Maxmillian Liao's High Command that a big push on New Aragon was in the works. During the first three months of 3008, the Liao High Command rushed reinforcements into the region to meet the coming offensive.

BATTLE OF NEW ARAGON

In March 3008, all five Dragoon regiments were transferred to Haloran V. A single support battalion was left to guard New Valencian, though no attacks were expected. Both the Capellan Confederation and the Federated Suns were mobilizing all available forces, bracing themselves for a brutal struggle over New Aragon.

In defense of New Aragon were eight entrenched Capellan regiments. Wolf's Dragoons and five Federated Suns Regimental Combat Teams made up the invasion force. When the Davion JumpShip fleet appeared in the New Aragon system on March 29, the defending Capellan aerospace forces scrambled to meet them. The Battle of New Aragon had begun.

Elements of the Avalon Hussars and the Crucis Lancers tackled the First and Second Ariana Fusiliers, Fremont's Cuirassiers, and Trimad's Secutors elsewhere on the equatorial continent. Colonel Jaime Wolf led the Dragoons against the First and Second Kearsy Highlanders, McCormack's Fusiliers, and the Waco Rangers, a mercenary unit employed by House Liao. These units held the Monte Estacade area, a region of forests, valleys, and swamps, all natural defensive positions. Assigned to Wolf's semi-independent command was the Federated Suns' Fourth Deneb Light Cavalry.

Things went wrong almost immediately. As the Fourth Deneb dropped into a supposedly secure area, it was ambushed by Liao Transgressor Class fighters operating from a hidden airbase in the Estacade foothills. Caught at their most vulnerable, the

ANOTHER CRACK

We figured Wolf wouldn't be too happy about our mission, but nobody thought he'd react so fast. We'd been back on Monke for about a month, and had finally started to slap one another on the back for New Valenia. Hadn't we proved that the Dragoons weren't so tough? If Little Prince Ian hadn't sent in reinforcements, we'd have beat them in another couple of days.

Sure we were cocky. It was in late February that it hit the fan. I remember the day.... Barton and Hickney's regiments had been reassigned to Purvo, and the rest of us were champing at the bit. Some were even for requesting another crack at Wolf. They got it sooner than they expected.

That night we had power failures, explosions, fires, communication interruptions...everything...all over the place. We sent our security teams to investigate, but they couldn't do much in all the confusion. Some guards reported seeing jump infantry in black uniforms, but no one could be sure.

It was about two hours before dawn when they lowered the boom. Our regiments were distributed over five different bases, widely separated, each with its own repair and supply depot. All at one time, every single supply depot in all five cities blew up, causing massive damage and destroying or crippling dozens of 'Mechs. I think old man McCarron nearly had a stroke at that point. Then at dawn, we heard reports of DropShips lifting off from various points around the planet. We dispatched fighters to stop them, but their jamming gear was unbelievable...We barely got a glimpse, but it was enough. The DropShips were black and carried the wolf's-head insignia and the red number "seven". We'd been suckered.

When Colonel McCarron returned to his quarters after the Dragoons escaped, he found a note attached to his door. It showed the Wolf's Dragoons' crest and carried a single line: "Next time, we get rough."

—Colonel Linda Chandrasekar, as quoted in "Ten Years with McCarron," a series of feature stories distributed by the Capellan Wire Service, 3008
WOLF'S DRAGOONS

Fourth's DropShips took heavy damage, with almost an entire battalion crippled. The Fourth's AeroSpace Fighter group quickly swept down and drove off the Liao attackers, but not before many of the Fourth's 'Mechs were forced to make hard landings, severely damaging the regiment's offensive capabilities. The Fourth remained out of the battle for over a week.

This unaccustomed bad luck continued to dog the Dragoons. Liao air support slowed landings and deployments, and the First and Second Kearny Highlanders, entrenched in the Estacado Mountains, were able to turn back five separate Dragoon assaults. Artillery bombardments were ineffective, and air attacks also met with stiff resistance. Even determined assaults by Zeta Battalion were repulsed.

Only Colonel Dana McGuire's Epsilon Regiment experienced any success. For two days, fighting had raged around Hill 714, which the Epsilons had nicknamed "Pillow Hill." After the failure of three conventional assaults, McGuire infiltrated her 'Mechs forward for a night assault. At midnight, by the garish light of autocannon and plasma fire, her assault units moved in, supported by infantry and heavy armor. Slowly they ascended the hill, fighting for every centimeter forward.

The battle was fierce and long, but by morning, Epsilon had secured the hill. To the exhausted MechWarriors and infantrymen of the regiment, it seemed a pung prize after the vicious fight to win it.

CROWN OF SARNA

New Aragon, gentlemen! The crown jewel of the Sarna Commonality—keystone in the Capellan defense strategy. This world has changed hands more than once in the history of our relations with the Capellan Confederation. More often than not, we have been able to keep our banner flying over its lands. And we can wrest it from the hands of House Liao once more.

If New Aragon falls, what can the Confederation do but follow—or at least agree to peace under our conditions? We have the future in our hands, ladies and gentlemen—the chance to make history. Honor demands that we seize it—the honor of House Davion, the honor of our people, and the honor of the lost Star League. I say we seize it now. Let us fall like a hammer upon New Aragon. And once we have it, the entire Capellan Confederation is ours for the taking.

—Speech by Prince Ian Davion broadcast by Federated Independent Broadcasters, March 29, 3008
DEATH OF COLONEL KING

Hill 714, which was later added to the battle honors on Epsilon's regimental colors, proved to be an isolated success. Two more Dragoon assaults on the Estacado position were repulsed by the Highlanders over the next week, and even the return of the Fourth Deneb Light Cavalry did little to remedy the situation.

Casualties and equipment losses were mounting, but the greatest tragedy had yet to occur. Still in command of Delta Regiment was the conservative Travis King. Though his stolid, by-the-book tactics had proven successful in so many other situations, the tenacious Highlanders had thrown back all four of Delta's assaults.

Ordered to attack the Liao positions once more, King's artillery laid down a massive barrage as his assault units advanced. Again the attack stalled as enemy autocannon and PPC fire took a heavy toll. Reluctantly, King ordered a retreat.

The Capellan forces were ready for him, however. As the Deltas fell back, heavy AeroSpace Fighters and bombers swept down on the retreating Dragoon 'Mechs. As losses became heavy, King called frantically for air support. Within minutes, Dragoon fighters had arrived and driven off the enemy, but not before the Liao forces had inflicted severe damage on the Deltas.

As the smoke cleared and the shattered lances slowly reformed, Colonel King failed to answer repeated calls. A recon lance went out to find him, and within minutes they had located the remains of King's Archer. A direct hit to the 'Mech's rear torso had set off the 'Mech's ammunition, blowing the machine apart and killing its pilot instantly. Delta Regiment had lost its commander.

THE WOLF'S GAMBLE

Badly mauled and dispirited, the Deltas were pulled back for garrison duty. Wolf shared the regiment's sorrow at the loss of a popular officer, and began to rethink his strategy. Elsewhere on New Aragon, the Avalon Hussars were also having difficulty breaking the Capellan positions. Taking advantage of the stalemate, the Capellans were busy bringing up reinforcements from their core systems. Finally, Wolf and his inner circle formulated a plan to bypass the entire Estacado position and threaten the agricultural area of the plains beyond.

The narrow confines of El Diablo Pass provided a route through the mountains, and a means of encircling the Liao defenders. The pass was screened by heavy woods and held by McCormack's Fusiliers and the Waco Rangers, a mercenary unit of uncertain quality. Wolf was certain that the Dragoons could break the position if the supporting Capellan regiments could be drawn off long enough.

Again the Seventh Kommando was assigned to a decoy mission. Along with several light battalions detached from Alpha and Gamma Regiments, the Seventh dropped in behind the main Capellan defensive lines, giving the impression of a much larger force. As Colonel Wolf had hoped, the Liao commanders committed two full reserve regiments to meet the threat.

Colonel Frank Wells and Zeta Battalion stormed El Diablo Pass, followed closely by the remainder of Wolf's Dragoons. The Waco Rangers, strung out on picket duty, fell back in the face of such an unexpectedly swift attack, and Zeta's assault 'Mechs advanced steadily through the pass.

BLOOD PRICE

Commander of a recon lance for the Waco Rangers was Lieutenant John Waco, the only son of Colonel Wayne Waco, the unit's commander. Overwhelmed by Zeta Battalion's superior 'Mechs, Lieutenant Waco made the best of a bad situation. Using his unit's superior mobility to fall back, he did his best to slow down Zeta's advance.

Caught in rough terrain, Waco's lance was overtaken by Zeta's lead elements, and his Wasp was surrounded and torn apart. The young Ranger ejected, only to be crushed by the foot of a Dragoon Stalker. One death among many, Lieutenant Waco's received no more notice from the Dragoons than that of any other fallen opponent. Yet this seemingly minor incident would set the stage for yet another blood feud.

Swept aside by the swift advance of Zeta Battalion, then scattered by the overwhelming force of Dragoons that followed, McCormack's Fusiliers fared scarcely better than the Rangers. Within hours, the Dragoons had bypassed one of Liao's strongest positions on New Aragon, and the cities and farms of the plains beyond the pass fell to the Dragoons. Surrounded and cut off from supplies, the remaining Liao defenders were forced to retreat. Sporadic resistance continued for nearly two months, but by summer 3008, New Aragon was firmly in Davion hands.

Among the battered and demoralized Capellan troops that retreated to Hunan were the bitter, angry Colonel Wayne Waco and his men. Upon hearing false reports that the MechWarriors of Zeta Battalion had deliberately murdered his son, Waco swore vengeance against the Dragoons. To this day, he and his men refuse to serve any Successor House that also employs Wolf's unit.

DEPARTURE

Once again, Wolf's Dragoons had played a key role in a major Davion victory. A weary Jaime Wolf accepted the Crucis Cross from a grateful Ian Davion, appearing on a Federated-wide holovid broadcast as Ian Davion announced the terms of the Capellan cease-fire.

Upon returning to New Valencia, the Dragoons took leave to repair and resupply. Major Sarah Weiss, the senior Delta officer, was promoted to command of the regiment, and slowly began to rebuild Delta's shattered morale.

The remainder of 3008 was quiet for the Dragoons, though rumors and speculation regarding the Dragoons' history and organization began to run rampant through the Federated Suns. It was during this period that the "Star League Agents" theory began. In essence, the theory postulated that the Wolf and his Dragoons had been sent by descendants of Aleksandr Kerensky's vanished legions to reconnoiter in the Inner Sphere, preparing for the eventual return and triumph of the former armies of the Star League. These speculations also connected the Dragoons to such famous enigmas as the Vandenberg White Wings and the Minnesota Tribe, a mysterious 'Mech regiment that raidied the Draconis Combine in late 2825, doing widespread damage and freeing thousands of slaves and Unproductives.
FREELANCE KINGMAKERS

One theory that has not received enough analysis is that Jaime Wolf is a renegade Successor State military officer who managed to erase all trace of himself and his followers from House computers and records, then departed for the Periphery where he built a powerful military machine. His intention was to return to the Inner Sphere, learn the strengths and weaknesses of the various Successor States, and eventually take over one of them from the inside.

This hypothesis is no more ridiculous than some other speculations regarding Wolf. Without a doubt, he has become intimately familiar with the inner workings of all of the Successor Houses through his superb intelligence apparatus, and his personal relationships with several major political figures gives Wolf considerable political influence.

Whether or not Wolf has any political ambitions, the kind of intelligence information his agents seem able to obtain would be of great use as leverage to demand better contracts, supplies, replacements, and so on. Jaime Wolf's intelligence files must contain voluminous data, much of it potentially damaging in the wrong hands. (Perhaps someday our ROM operatives may be able to study these files, though intelligence operations against Wolf have been futile thus far.)

Past history seems to indicate that Wolf harbors no political ambitions, and negotiates contracts without resorting to blackmail or other forms of leverage. If he is, indeed, a kingmaker or pretender to one of the Successor State thrones, he is certainly a patient one, having made no political moves since his arrival at New Delos many years ago. This seems to undermine the credibility of the conspiracy theories, though they continue to proliferate.

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Frustrated by the delays and shortages created by Michael Hasek-Davion's schemes in the Capellan March, Jaime Wolf requested time for a full refit for his regiments in early 3009. Prince Ian agreed willingly, and asked Wolf for a list of needed replacements and supplies. The Prince was dumbfounded when Wolf replied that all he wanted was a few months off combat duty for his unit.

Meanwhile, activity suddenly increased around the Dragon's New Valencia base. JumpShip sails unfurled while AeroSpace Fighters and DropShips shuttled from surface to orbit. To all appearances, the Dragons seemed to be preparing to leave for good.

In reply to frantic queries from Davion officials, Wolf assured them that all was well. On January 11, 3009, the Dragon convoy jumped outsystem, leaving behind only a skeleton staff to manage things on New Valencia. The Dragons' trajectory was such that it would take them completely out of the Inner Sphere, and in the general direction of the Pirate's Haven Star Cluster, just beyond Federated Suns space.

There has been endless speculation on exactly where and how the Dragons accomplished this first supply run. As for the known facts, Colonel Wolf and the Dragons returned ten months later from deep space, completely restocked with a vast cargo of supplies and parts, and equipped with brand-new equipment, including several BattleMech designs never seen before.

Eluding questions about their absence and the source of supplies, Wolf and the Dragons served out the remainder of 3009 with distinction, engaging in further successful raids against House Liao.

As the year 3010 dawned and the Dragon contract approached renewal time, Prince Ian was determined to keep the now-famous mercenaries in Federated Suns' employ. Promising to remedy the supply problems the Dragons had faced in the Capellan March, Davion offered the unit a permanent place in the AFFS, a knighthood for Jaime Wolf, and a permanent leasehold on New Valencia for the Dragons. It was an offer that Ian Davion was sure Jaime Wolf would not refuse.

WOLF'S DRAGOONS

REPLY TO DAVION

It is with great regret that I inform His Highness that I cannot accept the generous offer of permanent service. The Dragons have been proud to serve the House of Davion and the Federated Suns, but we have now decided to accept employment with the Capellan Confederation. In deference to the respect that His Highness always showed in dealing with our unit, we have requested that our new contract specify that the Wolf's Dragons will not participate in operations against the Federated Suns. I wish His Highness good fortune, and hope that someday we meet again.

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(signed) Colonel Jaime Wolf
Commander
Wolf's Dragoons, 10 February, 3010
IN SERVICE TO HOUSE LIAO

In mid-3010, the Dragoons packed up and departed, this time for the Capellan capital of Sian. The wily Capellan Chancellor, Maximillian Liao, saw the Dragoons as a trump card in his secret schemes to halt the steady advance of Free Worlds League forces against the inner worlds of his Sian Commonality. The contract was negotiated by Jaime Wolf's brother Joshua, who was coming into his own as a skilled staff and liaison officer.

There are a number of possible reasons for the Dragoons' departure from the Federated Suns. Perhaps Jaime Wolf was unhappy with Duke Michael's machinations, or maybe his troops were simply tired of working for the same employer. Some have suggested that Wolf had intended all along to work for each of the five Successor Houses, and was simply carrying out his plan. In any event, the Dragoons were now in the employ of House Liao, their former enemies, while the mystery around them deepened.

Publicly, all was well between Maximilian Liao and Wolf. In private, each man must have recognized that the other was a cunning strategist and a potentially deadly enemy. During the years that the Dragoons served with House Liao, the two sides remained at arm's length, always polite, always cordial, but ever cautious.

AGAINST THE EAGLE

After settling into their new base on the planet Wright, the Dragoons engaged in routine garrison duty throughout the rest of 3010. Early the next year, they were called into action. After a major Free Worlds offensive sent Capellan forces reeling, the Dragoons were sent to defend Wallacia in mid-March.

Leading Delta Regiment on Wallacia was the newly promoted Colonel Sarah Weisz. From a less conservative school of tactics than the late Colonel King, she kept the Marik attackers off-balance with an aggressive, mobile defense. This tied down three enemy regiments while Gamma and Epsilon Regiments raided the enemy rear, destroying supplies and crippling DropShips. Despite these successes, the arrival of Marik reinforcements eventually forced the Dragoons to retreat offplanet.

In the following months, the Dragoons used similar tactics on nearby Scarborough. The Marik forces were better prepared this time, and soon had Wolf's units isolated and under heavy attack. Delta and Epsilon struggled to consolidate a position along the Fielder River, while Gamma Regiment found itself occupying an exposed position on the Samcho Plain, where they were beset by two brigades of the Fusiliers of Orientale.

Epsilon's commander, Colonel Harold Jones, had been promoted only the month before when Dana McGuire was badly injured in a Mech accident. Showing rare tactical flair, Jones linked up with the beleaguered units of Colonel Weisz's Delta Regiment, and set up a defensive salient along an oxbow in the river. The position held, but gave the Dragoons very little breathing room. When a call for reinforcements came in from Gamma's Wilhelmina Korsht, Wolf was forced to inform her that she was on her own.

GAMMA STANDS ALONE

With her heavy Mechs dug in along a circular perimeter, Korsht maintained a mobile defense force of light and medium Mechs, shifting them back and forth to counter enemy thrusts and breakthroughs. After three days, Gamma had driven off six Free Worlds attacks, but losses were high and ammunition low. This time, Korsht managed to persuade Colonel Wolf to lend her air support while she attempted to escape the encirclement.

By morning, however, a thick mist had rolled in, canceling the expected fighter cover. Korsht continued with her plan anyway, replacing her heavy-perimeter Mechs with light units and massing her assault Mechs to punch through the enemy lines. As it turned out, the fog worked in Gamma's favor, enabling its assault Mechs to move close to the Fusiliers' positions before being detected. A furious firefight erupted as Gamma moved south. Realizing what had happened, heavy Free Worlds Mechs moved in, bombardng the light Mechs now holeding the Gamma perimeter. As the menacing silhouettes of Marik Marauders and Warhammers emerged from the fog, Korsht ordered her lights to fall back.

Amid enemy fire badly aimed in the fog, the light lances retreated. Several fell to Marik shells or were caught and pounced to pieces, but most were able to escape and add their weight to the breakout attempt to the south. By ten o'clock, the fog was beginning to lift, and Korsht received word that Dragon fighters were on their way.

As the Free Worlds heavy Mechs descended on the rear of Gamma's breakout force, two squadrons of Dragoon Eagles thundered in at low altitude, pinning the Marik forces and enabling Korsht and her Mechs to complete their escape.

The Gammas had taken heavy losses, but they had also inflicted major damage on the enemy. The Battle of Sanho Plain put the Free Worlds offensive seriously behind schedule, but Gamma's retreat imperiled the Dragoons' remaining position, forcing them to abandon Scarborough.

THE EAGLE FAILS

Defeat or no, the Dragoons had won valuable time for their Liao employer. In the invasion of Furund four months later, Free Worlds forces met regular Liao regiments, fresh and refitted after the Dragoons' brilliant holding actions. Furund fell as well, but Marik losses were again heavy.

The Free Worlds' offensive was finally halted at the Battle of Shiro III in 3012, where the Dragoons participated with distinction. Mobile tactics again confused the enemy, and the counterattack by Capellan forces trapped and defeated the invading Marik units.

The Dragoons had gained a fearsome reputation among the Marik forces, and several times enemy units retreated rather than meet them in open battle. Delta's Colonel Sarah Weisz began to be known as "The Ghost" for her hit-and-run tactics, and Harold Jones, Epsilon's new commander, was proving to be an innovative, if somewhat unpredictable, officer. On the darker side, the fiery Colonel Frank Wells, commander of Zeta Battalion, was killed while leading an assault on Shiro III. He was replaced by Major Mary Terrell, another reckless officer who could easily meet the same fate.

In the aftermath of the campaign, Liao officials were surprised to note that Wolf required very little in the way of technical support. The Dragoon 'Mechs were repaired or replaced with existing stocks of parts, and damaged DropShips were repaired, not at the Liao facilities at Necromo, but in the Dragoons' orbiting Hephaestus Station.
WOLF'S DRAGOONS

Further signs of Dragoon independence came when Wolf's agents contacted Patrick Rivoli, president of Ceres Metals, to negotiate supply contracts independent of the Capellan military. The Dragoons also began to deal with such firms as the Backwell Corporation and even Federated Banking of the Federated Suns. Clearly, Jaime Wolf was not going to allow his Dragoons to be marooned or forced into the "company-store" syndrome.

Over the next few months, the Dragoons helped House Liao recoup some of their losses from the Free Worlds offensive. By the following year, the Dragoons were assigned to garrison duty on the Liao world of Carver. Barren climate and easy lifestyle notwithstanding, Wolf's troops became restless for action.

When action came, it was in the form of a brawl. While on leave on the tourist world of Bithinia, members of Alpha Regiment encountered members of McCarron's Armored Cavalry, also on leave. Bad blood still existed between the two units, though they were now on the same side.

DEADLY ENEMIES

As soon as they walked into the bar, I realized they were Dragoons. Even in civvies, they generally wear that wolf's-head patch somewhere. They knew damned well who we were, too—Wilson's Nightriders, heart and soul of McCarron's Armored Cavalry. And we just happen to hate the Dragoons' guts.

And yeah, maybe I threw the first punch, but they damn well provoked it. There were two of them talking in loud voices, discussing ancient history. "Yeah," says the first, "Philip of Macedon—you know, Alexander the Great's father—they say that he wept over the bodies of the Theban Sacred Band after he killed them."

"The Theban Sacred Band?" says the other.

"Who were they?"

"The elite regiment of the Theban army. Supposedly the whole unit was made up of pairs of male homosexual lovers."

"Oh," pipes up the second Dragoon, looking right at me. "Sort of like an early version of McCarron's Armored Cavalry."

I don't remember much after that.

—Lieutenant Jonathan Pelley, McCarron's Armored Cavalry, in a statement after his arrest for assault, disorderly conduct, destruction of public property, and illegal discharge of a firearm, on Bithinia, 3012.

NEST OF VIPERS

While Colonel Wolf and his Dragoons took pains to stay away from the Byzantine scheming of the Liao court, Wolf could not prevent politics from coming to him. Relative calm had settled over the Confederation, but the intrigues of Maximilian Liao's household and government were stronger than ever.

A leading conspirator was young Candace Liao. At 23, Maximilian's eldest daughter was intelligent, beautiful, and chafing at her father's plans to marry her to the unstable Anton Marik. To keep the headstrong young Duchess from raising too much fuss, the Chancellor kept her busy with numerous governmental and ceremonial duties. When Maximilian decided to send Candace on an inspection tour of the Dragoons, he could not have foreseen what she would stir up in that quiet place.

Candace arrived on Carver in May 3013, bringing Jaime Wolf a splendid Turin stallion as a gift from Maximilian Liao. Over the next few weeks, the Duchess inspected the Dragoons' operations, participated in maneuvers, and in general made a pest of herself.

For her part, the Duchess saw the Dragoons as a possible means to greater political power, and set about attempting to seduce the legendary commander. Preoccupied with the intricacies of rotating Beta and Gamma Regiments on Principia, Jaime Wolf had little time for the games of spoiled Capellan nobility. Further, there is some evidence that Wolf was actually married at the time, though details on his wife and family are, at best, scarce.

Though stung by the rejection, Candace decided to make another move, this time on Colonel Harold Jones, commander of Epsilon Regiment. Through Jones, Candace apparently intended to create a cadre of rebellious officers who might depose or even kill Wolf. This would allow her to take over the Dragoons, who would be incorporated into the Capellan armed forces as her personal guard.

The dashing Colonel Jones was only too willing to be seduced, but was completely immune to Candace's plots and plans. After playing along with the Duchess's coy suggestions and games for a few weeks, Jones finally informed her that the games were over and that she should return home to her father, where she belonged. Enraged and humiliated, Candace returned to Sian, swearing vengeance on the Dragoons.

Two other disturbing incidents marred the closing months of 3013. In October, Jaime Wolf's Archer mysteriously malfunctioned, causing the ammunition to detonate prematurely, and Wolf escaped only by ejecting at the last instant. A more obvious attempt on Wolf's life was foiled in December. At Wolf's villa on Carver, Seventh Kommando sentries shot and killed a lone assassin armed with a crossbow and poisoned quarrels and a sniper rifle loaded with explosive bullets.

The would-be assassin carried no identification and remained totally anonymous, but his armament was typical of the Capellan Death Commandos, an elite unit commanded by Warren Po, yet another of Candace Liao's lovers. When the Dragoons were finally reassigned to assist Anton Marik in his rebellion against his brother Janos, Captain-General of the Free Worlds League, Jaime Wolf and his Dragoons must have considered this an improvement in their fortunes.

The brawl that broke out between the two groups was certainly not as destructive as the fighting on New Aragon, but must have been fought with almost as much ferocity. Though rumors of the wreckage were probably exaggerated, local authorities expressed gratitude that the combatants did not have access to their BattleMechs.

This particular conflict did nothing to sweeten the Dragoons' disposition, and the tedium of garrison duty was all the more trying because of it.
PACT WITH ANTON MARIK

On May 22, 3014, Anton Marik issued a Proclamation declaring himself Captain-General of the Free Worlds League and calling for all the provinces of the League to join with him against his brother Janos, "the tyrant." The Duke had been planning this moment for years, beginning in 3003, when he had made a secret deal with the Capellan Chancellor Maximillian Liao. Liao had promised to supply military training and intelligence as well as his daughter Candace's hand in marriage. The Chancellor intended, of course, that the clever Candace would be able to control Anton and bend him to her father's will.

Ten years would pass before the two plotters would put the final stage of their plan into motion. With Janos Marik becoming increasingly isolated and brooding over a series of private griefs, they must have believed the Captain General would lack the will to fight. They also had a new weapon, Jaime Wolf and his formidable Dragoons.

In a clandestine meeting with Anton Marik and Liao on Terra early in 3014, Wolf and the younger Marik signed a contract for the mercenary's services in aiding the cause of his rebellion.

Duke Anton was also encouraged in his ambitions by ROM agent Vesar Kristofur. A skilled agent, Kristofur apparently believed that by meddling in Free Worlds internal affairs, he could gain power within our Blessed Order. Kristofur's secondary goal was to force Wolf into another deep-space supply run so that he could discover the location and nature of the mercenary's supply source.

[EDITORS NOTE: By this time, speculation was rife that Jaime Wolf was actually a Star League agent scouting out the Inner Sphere in preparation for a return by Aleksandr Kerensky's vanished legions. Kristofur's current penal servitude at our Alpha Hydri B Station is continuing evidence of the folly of such ambitions.]

The revolt got off to a strong start, with a quarter of the Free Worlds' provinces immediately pledging to Anton. As commander of the Capellan front, Anton was able to attract the loyalty of a number of Marik Militia and even Regulan Hussar units to his banner. With Wolf's Dragoons also in his camp, the usurper was confident that he would soon triumph over his care-ridden brother. It did not seem to worry him that Chancellor Liao was too preoccupied along his border with House Davion to lend any real logistic or technical support to the rebellion.

Though Wolf and Anton disliked each other almost immediately, they worked together as agreed. When the Dragoons departed for their first offensive action against Marik Loyalists, Wolf left his brother Joshua as Liaison Officer on Anton's base-world of New Deios.

Shortly after Wolf's return from Terra, he decided to create a new unit to give Dragoons troublemakers and hard cases a chance to rehabilitate before it became necessary to court-martial them. To head up this new unit, Wolf selected Lieutenant Natasha Kerensky, a promising young officer who loved to tackle impossible situations and still come up a winner.

Promoted to Captain, Kerensky was assigned the task of whipping the Dragoons' misfits into a trouble-shooter unit, a company-sized strike force able to handle situations that larger formations could not resolve. She plunged enthusiastically into the assignment, and by the time the Dragoons arrived in Marik space, her unit, the future Black Widows, were ready for the test.
FIRST VICTORIES

In September 3014, Beta Regiment, supported by the Seventh Kommando, the Special Recon Group, and Zeta Battalion, descended on Nova Roma in the first series of attacks on worlds in this region lying between Arton's capitol of New Delos and Janos's on Atreus. Taken completely off-guard, the Marik Loyalists scrambled to organize a defense, but the mere mention of Wolf's Dragoons threw many of the local militia members into a panic. Within 72 hours, resistance on the planet had been put down, and Duke Anton had his first major victory.

Not long after, Duke Anton broadcast an inflammatory speech from Nova Roma, having rounded up members of the planet's government to create a fake show of support for his cause. When tapes of the speech reached the Loyalists, it seemed to touch off a core of fierce patriotism that would eventually bring Anton down. The people of Nova Roma would suffer, too, for Janos's troops eventually laid waste to many of its farms and mines in retaliation for the perceived disloyalty of the planet's leaders.

The next target of Anton's limited offensive was Emris IV, site of several important industrial centers and defended by the Sixth and Ninth Marik Militia regiments. With a victory at Emris IV, Anton hoped to win over some vacillating Parliament members and thus further legitimize his claims.

The industrial centers of Emris formed the only real defensive positions on the planet, and that is where the Marik Regulars met Wolf's Alpha, Beta, and Gamma regiments with stiff resistance. Alpha and Gamma combined to overrun the production facilities at Ivanograd, while Beta Regiment, reinforced by the Fire Support Group and Zeta Battalion, fought its way through to the provincial capital of Urseinova.

Though the Marik defenders had little time to prepare defenses, their improvised fortifications, barricades, and deadfalls proved formidable. A dogged, straight-in attack was the only option available for Beta's Colonel Jeremy Edman. Beta's tedious, street-by-street advances continued for three weeks.

Urseinova was built in a style of architecture featuring colonnaded stone structures and broad streets. Such buildings were especially common in the government district of the city, the area assigned to Beta's Able Battalion, the Cavaliers. Recon lances moving into the area came under heavy fire from infantry occupying the granite buildings of the city's Courthouse and Public Works Department. Return fire from the Cavaliers' light 'Mechs did little more than chip the buildings' facades, and so the recon lance was forced to withdraw.

Under Major Nikos Palassis, the Cavaliers moved in again, this time in a two-pronged sweep of the area. The defenders were prepared, rigging the major approaches to the government district with vibrabombs and mines. When Major Palassis's Warhammer stumbled, Marik armor emerged from the side streets, pouring fire onto the stricken 'Mech.

Captain Alicia Fancher led her assault company in to rescue their commander. The rescuers pulled the crippled Warhammer out of the fire zone, but Major Palassis was too badly wounded to continue command of the battalion. As medevac hovercraft sped Palassis out of danger, Fancher took over.

With her armor and fire-support 'Mechs laying down a heavy suppressive barrage, Fancher's assault 'Mechs systematically demolished the strong-point buildings, driving the infantry off in disorder. Major Palassis eventually returned to command the Cavaliers until his retirement in 3020. In that year, Captain Fancher was promoted in his place.
LAST GASP

Other Dragoon successes helped keep the rebellion alive. While Anton’s forces were meeting with almost uniformly bad luck elsewhere, Alpha and Gamma Regiments combined to turn back and seriously damage the Fourth Regualar Hussars on Vanra, while Dragoon AeroSpace Fighters were instrumental in turning back a Loyalist attack on New Delos in November. The Dragoons’ defense of Hepheteus Station was particularly spirited, and the facility survived with minimal damage.

Sophie’s World was another matter. With the rebel Duke’s offensive running out of steam, the Dragoons were his only sources of success. Realizing this, Janos Marik met Delta and Epsilon’s attack on Sophie’s World with reinforced garrisons of three Mechregiments and numerous conventional units. Though outnumbered, Delta and Epsilon fought well, and actually managed to gain the upper hand when Colonel Wolf sent in Alpha Regiment as reinforcement.

Loyalist forces were compelled to withdraw, but this time, everyone knew the rebellion was doomed. Surrounded at Calloway VI, Ducal forces surrendered, and the Dragoons themselves only escaped with the help of a desperate covering action by Kerensky’s Black Widow Company. All along the front, rebel forces were driven back. By year’s end, all of the Dragoons’ gains had been lost.

BETRAYAL

By late February 3015, the rebellion was some nine months old. Beset by enemies on all sides, Duke Anton’s mental state was deteriorating rapidly. Even the specter of Wolf’s Dragoons could not dampen the ardor of Janos Marik’s Loyalists, for their hatred of Anton’s “traitors” was greater than their fear of a daunting opponent. The rebels had been driven back to huddle among a few systems in the area of Ling. As his enemies closed in and the fighting grew more desperate every day, Anton summoned Wolf to New Delos.

The two men met behind closed doors, but the discussion soon turned into a shouting match for all to hear. Because only the Dragoons had enjoyed any success, the Duke ordered Jaime Wolf to break up the Dragoons into small task forces to be distributed among the remaining forces to bolster them.

Wolf replied that this was in direct violation of the agreement signed on Teria, and flatly refused to comply. He offered his own suggestions for hit-and-run raids to help delay Loyalist forces and to give Anton time to rebuild his forces. Each man began to accuse the other of violating the contract, and the argument ended abruptly when Wolf stormed out of the room.

FIRST LADY OF DEATH

The haughty, beautiful MechWarrior standing amid the wreckage of battle... the distant, mysterious "widow," subject of so much speculation and so many adolescent fantasies... the skilful soldier and officer who bears the name of the vanished champion of the lost Star League... all these images and more apply to one woman: Captain Natasha Kerensky, the so-called "First Lady of Death" and commander of the infamous Black Widow Company of Wolf’s Dragoons.

The subject of so much legend—who is this woman, truly? How may we separate fact from fiction, and will we ever know her actual history and identity? Circumstantial about her private life and downright elusive about her past. Captain Kerensky herself is no help at all, even going so far as to purposely obscure the facts.

Not even her appearance is consistent, for she emerges differently in virtually every photograph, holo, or portrait. Her hair color has ranged from red to brown to black to blond; her eyes from brown to green or blue; and her skin color from pale to olive. Some observers go so far as to suggest that Kerensky is no more than a myth, an image created by Colonel Jaime Wolf to distract attention away from the Dragoons’ other secrets.

Misha Aubrun, the Lyran Commonwealth historian who once interviewed Kerensky, theorized that the Widow has undergone periodic plastic surgery to alter her appearance. Kerensky has certainly spent a good share of her time in hospitals, recovering from battle injuries or training mishaps, a perfect cover for any such surgery.

Perhaps it is only some feminine quirk in Kerensky’s temperament that drives her to create an exotic, mysterious public persona. Indeed, she freely admits that many of the “cheesecake” battling photos that adorn locker rooms, barracks; and military rec centers across the Inner Sphere were carefully staged images, and that her costumes were, to say the least, inappropriate for the circumstances.

Added to this mystique are the legends that she is actually a descendant of Aleksandr Kerensky, appearing now to herald the return of the Star League. Other stories have Kerensky as the true leader of the Dragoons, with her persona as a mere Captain and Wolf’s guise as commander an elaborate ruse designed to mislead the outside world.

The theories are romantic, sometimes outlandish, sometimes fanciful, sometimes even humorous. But can we afford to leave any stone unturned even the most unlikely, in our search for the truth about this dangerous woman and her place in the Wolf’s Dragoons?

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030
The Dragoons left New Delos, plotting a course for McKenna. Remaining behind were Wolf's brother and Liaison Officer Joshua, along with 27 other staff members and dependents. The remainder of the Dragoon families enjoyed comparative safety on Second Chance, guarded by Epsilon Regiment. The maddened Anton did not waste time in arresting Joshua, whom he tried for treason by drunkead court martial. Then he ordered Joshua Wolf and his 27 campatriots shot.

As the Dragoon regiments emerged from hyperspace, a terse message awaited them.

TO: Colonel Jaime Wolf, Commander, Wolf's Dragoons
FROM: Duke Anton Marik, Captain-General of the Free Worlds League

This is to inform you that Major Joshua Wolf and 27 members of your household staff have been arrested. They will be held until such time as you comply with my orders and place your units at the disposal of my line officers. Failure to obey these orders will result in the execution of all prisoners within 14 standard days of this transmission.

The entire Dragoon convoy immediately turned around and headed back toward New Delos. As the Dragoon JumpShips entered the New Delos system, Anton informed Wolf that his brother and all the other hostages had been executed.

Exactly what happened remains a mystery. Many accounts claim that Duke Anton never really intended to kill Joshua and the others, but that the threat was meant only to intimidate Wolf. Vesar Kristofur, in testimony before a ComStar disciplinary board, claimed that Joshua's death was the accidental result of an escape attempt. ComStar investigators believe that Kristofur himself killed Joshua to force Wolf to attack, thereby weakening the mercenary's forces enough to require a second supply run.

There are also suggestions, so far unconfirmed, that among the hostages killed on New Delos were Jaime Wolf's wife, and possibly, his child. ComStar has been unable to uncover any facts on the identity of a wife and child, and so such hypotheses remain pure speculation.

The murder of Joshua Wolf and 27 other Dragoons was a deed that Jaime Wolf could not leave unavenged. Indeed, the commanders of every Dragoon regiment, battalion, and company demanded the right of vengeance for the murders, but Wolf saved the actual assault on Anton Marik's palace for the commander who, beside him, had lost the most—Captain Natasha Kerensky.

VENGEANCE

The Dragoons descended on New Delos like the wrath of an angry god, showing no mercy, giving no quarter. The already demoralized Ducal forces were able to hold off the mercenaries for three days and nights, but finally collapsed before the Dragoons' unabated fury. This allowed the Black Widows to punch through their lines and mount a surprise attack on Anton's residence.

Desperate and by now hopelessly mad, Anton set off napalm charges in the woods behind his estate, transforming the surrounding area into a nearly impassable inferno. Thinking himself secure against any attack from the rear, Anton concentrated his forces before the palace, where he waited to meet the Dragoon attack.

After running a gauntlet of aerospace defense fighters, the Widows dropped into the burning forest, taking casualties as they did so. With Alpha Regiment keeping the Duke's guards busy at the front of the residence, the Widows advanced.

Explosions along the rear wall of the palace told Anton that his plan had gone disastrously wrong. Few troops were available to stop the Widows, giving Duke Anton no choice but to flee when Kerensky's 'Mechs swarmed through the flaming branches.

Marik did not get far. Confronted by the looming black juggernaut of Captain Kerensky's Warhammer, Anton was buried under tons of rubble and died, along with his rebellion. Over the next two days, the Dragoons destroyed every major building on New Delos, hunting down and wiping out every surviving rebel unit. With the smoke of a thousand fires rising against a blood-red sky, the Dragoons boarded their DropShips and returned to Second Chance, where Epsilon Regiment still guarded the unit's families and other dependents.

Vengeance was won against Duke Anton Marik, but to Wolf and his MechWarriors, it was an empty victory. The following weeks on Second Chance were spent in preparation to meet an attack by Janos Marik that the Dragoons were sure would come.

The rebels, however, were by now confused, disordered, and beginning to scatter. This allowed Janos's army to take the positions the rebels abandoned along the remaining front. Within six weeks, Anton's rebellion was over.

TURN OF THE WHEEL

The attack by Janos Marik against the Dragoons never materialized. Instead, Jaime Wolf received a most interesting communication from the Captain-General, against whom the Dragoons had just battled so fiercely.

TO: Colonel Jaime Wolf, Commander, Wolf's Dragoons
FROM: Duke Janos Marik, Captain-General, the Free Worlds League

Colonel Wolf,

Please accept my deepest sympathies on the death of your brother. My feelings at this time are not dissimilar, for although Duke Anton was an outlaw and most certainly mad, he was still my flesh and blood. It was with mixed feelings that I heard the news of his fate.

Your actions in Anton's rebellion represented his only real successes. Your Dragoons have gained a fearsome reputation among my own forces, a reputation that I am eager to use to promote the Free Worlds' cause. I am therefore offering you and your regiments a five-year mercenary contract, with terms similar to those offered you by your previous employer, Chancellor Maximillian Liao. Should this interest you, please reply at your convenience.

On a personal note, Colonel Wolf, I wish to state that the recent conflict has been both long and painful for all involved. It is my wish that its wounds be healed as quickly as possible.

(Signed) Janos Marik, Captain-General, The Free Worlds League, 3015
IN SERVICE TO MARIK

The Dragoons instead signed a five-year contract with Janos Marik in 3015. As a home base, the Captain-General assigned them the planet Sterling.

The hiring of Wolf's Dragoons set off a major political firestorm in the Free Worlds League, which had plunged into massive reprisals and purges of Anton's supporters. Many Parliament members opposed Janos Marik's decision to hire the Dragoons particularly MP Shane Eastwick of Atsuma, who delivered an impassioned speech against the unit. Support for Wolf came from Duggan and Duncan Marik, who delivered equally impassioned, if less eloquent, speeches favoring the Dragoons. In the end, the Marik's prevailed, and opposition gradually gave way.

The next several years were comparatively calm. Though House Steiner had taken advantage of the Marik Civil War to step up its border raids, the Lyran troops were currently tied up with a new flurry of Kurita border raids. This was just as well for Janos Marik, whose own troops were weary in both body and spirit from the internal struggle that almost tore their realm apart. The Dragoons were no less exhausted, for they had taken the brunt of much of the fighting. Though Wolf would later refer to his first years with Janos Marik as a "cattle-raiding" period, his men needed the relative peace to regain their fighting trim.

The Succession Wars are nothing if not continuous, however, and so the Dragoons did not lack for assignments. In the end, these added up to a series of minor border skirmishes and campaigns that left neither side stronger or weaker than the other. The Lyran's capture of Ford in response to Janos Marik's full-scale assault on Mogrez was typical of the actions in this period.

Though Maximillian's hopes for deposing Janos Marik in favor of Anton were dashed, he was not ready to give up and began to harass Marik worlds wherever possible along his own border with the Free Worlds League. To counter the pressure from the Capellans, Janos Marik shuttled units here and there along the Capellan front in a series of hit-and-run raids. Again, the balance of forces did not change much. For example, when the Capellans assaulted Hassad, the League replied by taking the industrial Liaow world of Jasmine.

HIDE AND SEEK

The raids and counter-raids against the Lyran world of Wyatt in 3016 are typical of the Dragoons' "cattle-raiding" era. Wyatt, which occupied a prominent, and to Janos Marik, irritating salient with Free Worlds space, was also the site of a major AeroSpace Fighter factory. In June 3016, Captain-General Janos Marik decided to send a message to the Steiner regiments based on Wyatt. As his messengers, he chose Beta and Delta Regiments of Wolf's Dragoons.

A planet of deserts and bizarre rock formations, Wyatt held thousands of strong defensive positions and numerous hiding places to frustrate raiders. Once more, Jaime Wolf's intelligence services proved their superiority by identifying a key Commonwealth headquarters complex. The Lyran were stunned and their command structure thrown into confusion for several hours after Assault Mechs from Major Palassis's Cavalier Battalion slammed into the well-hidden HQ.

Meanwhile, the remainder of Colonel Jeremy Ellman's Beta Regiment descended, hitting major targets, then vanishing, utilizing the same terrain features that hardserved the Lyran so well. Soon, Sarah Weisz's Delta Regiment joined Beta, using the tactics that had earned its commander the nickname of "The Ghost."

The Dragoons had their work cut out for them. The world's defenders, the Eleventh Lyran Guards, one of the finest regiments in Steiner service, and the Seventeenth Arcturan Guards, an experienced unit with a long history, recovered quickly from their initial shock. Moving to counter the Dragoons' threat, they saturated likely hiding places with reconnaissance drones and scout Mechs, and maintained continuous combat air patrol around key installations. Though Beta and Delta remained comparatively safe from detection, what had been intended as a lightning raid soon developed into a deadly game of hide-and-seek in the ravines and valleys of Wyatt.

The Dragoons did their best to frustrate the Lyran, avoiding patrols and attacking whenever the opportunity arose.

Meanwhile, a second drama was developing, this one in space and with potentially catastrophic consequences for the two Dragoon regiments on the ground. Six Overlord Class DropShips, along with their aerospace escort, Beta and Delta's vital transport, remained on station within the system, waiting for orders to land and evacuate the two regiments.

Lyran aerospace patrols searched daily for the Dragoon Mechs, but the skillful warriors at first eluded the enemy fighters. When the Lyran finally pinpointed the Dragoons' position, the Lyran Guards confidently moved in for the kill. With the situation rapidly deteriorating, Ellman and Weisz made preparations to withdraw, sending the short, coded recall message to the regimental aerospace and drop forces still holding out against the Lyran in orbit.

The DropShip's descent was hellish, heavily opposed by Commonwealth fighters. The Utah Beach and Sendalor were seriously damaged and almost forced to abort, while numerous Dragoon fighters were destroyed. Finally, amid heavy enemy fire, the DropShips landed in the rough terrain of Libre Valley and swiftly evacuated the embattled 'Mechs of Beta and Delta Regiments.

As the DropShips lifted, the Lyran redoubled their attacks. Sendalor tumbled from the sky, carrying with it an entire battalion of Beta Regiment. After this action, the wounded and battle weary Colonel Jeremy Ellman submitted his resignation.
RAID AND COUNTER-RAID

Though the Wyatt raid was, at best, a mixed success, it succeeded in laying down two key Lyran regiments so that Janos Marik could launch raids elsewhere in Commonwealth territory. In gratitude, Marik sent Jaime Wolf a gold and firestone ring, inscribed with the legend, "In memory of Sendalor."

Major Andrei Shostokovitch, whose performance had been exceptional during the fracas on Wyatt, received promotion to command of Beta Regiment, while Marik 'Mechs replaced many of the Sendalor losses. "Shos," as he was affectionately known, was a gruff, good-humored man who seemed as fond of beer as he was of BattleMechs. No one could question his skill and bravery in battle, however, and he was immediately popular with his regiment.

The game of raid and counter-raid continued. The newly promoted Colonel Shostokovitch led the Betas in a successful operation against industrial facilities on New Kyoto, and Colonel Sarah Weisz used her famous tactics to good effect in a deep raid against the Commonwealth world of Summer, gaining the Free Worlds several vital JumpShip components. To almost no one's surprise, Colonel Mary Terrell died at the controls of her Marauder II during a raid on Dixie in late 3016. Her replacement, Colonel Simpson Pollock, carried on Zeta's reckless traditions.

A DARING PLAN

Throughout 3017 and 3018, the Dragoons gave good service to their employer as their raiding duties continued unabated. In 3019, Janos Marik sent Jaime Wolf a message to his base on Sterling, wishing the Dragoons a fine new year and ordering the unit to undertake one of their most daring missions, a raid on the 'Mech production facilities of Hesperus II, deep within the Lyran Commonwealth.

The plan was a bold one. In a long-range strike, the Dragoons would fight their way alone from planet to planet until they reached Hesperus, where the seemingly impregnable and greatest 'Mech factories in the Inner Sphere were located. Though some of Wolf's advisers counseled that this virtually impossible scheme must have been hatched by Marik leaders who still hoped to get rid of the Dragoons, Wolf accepted the mission.

In early 3019, the Dragoons slipped across the border, moving quickly from system to system. Stopping only to obtain food and water supplies, the Dragoons struck fast and hard, taking what they needed and moving on. Lyran forces were frantically shifted to meet the threat, but Wolf's course was unpredictable.

In mid-January, the Dragoons descended on Glenah, surprising the single Lyran regiment guarding the world. Within 24 hours, the Dragoons were offworld and jumping
toward their next target, Launam. As the Commonwealth High Command had been expecting a follow-up raid on either Arcadia or Hyde, the Dragoons again met with little opposition and then vanished once more. Fianna, Sarpsborg, and Lamon were the next stops on the Dragoons’ path of lightning raids.

These raids were typically furious assaults led by such units as Zeta Battalion or the Black Widow Company, followed by ruthless exploitation by the main regimental formations. It was not until mid-May that the Dragoons encountered any real, though unexpected, opposition on Lamon, a planet of vast ice plains and low, rocky mountains that lay in a strategic position along the approach to Hesperus.

**ICEBOX**

With the Lyran High Command edgy about the Dragoons’ increasing penetration of their space, they had recently bolstered Lamon’s defenses with the Seventeenth Arcturan Guards, one of the Archon’s most loyal and experienced regiments.

When it became apparent that the Dragoons were bound for Lamon, the canny Colonel Timothy Elgar deployed his regiment in fortified positions around Lamon’s principal city and prime supply source, the aptly named Icebox. The Seventeenth’s commander took great pains to conceal the true strength of his force. Thus did Zeta Battalion and the Black Widow Company arrive on Lamon, expecting only a brief fight with the planet’s two-company garrison and then a quick withdrawal. It was one of the few times that Wolf’s intelligence-gathering services failed him.

As the Dragoon DropShips descended, a swarm of Aero-Space Fighters struck at them, forcing low atmospheric deployment of the attacking ‘Mechs. The Zetas and Widows landed amid a heavy rain of particle beam and Long Tom artillery-fire. Meanwhile, the Seventeenth’s fighters moved into orbit, harrying the Dragoons’ main body of DropShips and delaying reinforcement.

Separated by their hasty deployment, the Widows and Zetas fought to hold their respective landing zones. Knowing the psychological value of a quick victory, Elgar threw his best units at the Dragoons, hoping to break their resistance before they could set up a perimeter defense or be reinforced.

It was the unshakable morale of Zeta Battalion and the Black Widow Company that saved them. Repulsing attack after attack, the two units managed to link up, and held their ground along a pair of ice ridges as the Dragoons overhead drove off the enemy fighters and began to move in reinforcements.

Knowing that his unit could not stand alone against the full force of Wolf’s Dragoons, Colonel Elgar withdrew to a position beyond the city and poured fire onto Wolf’s regiments as they landed. Though the Dragoons took the supplies they needed before leaving Lamon, the Seventeenth’s put up a dogged defense.

With the Dragoons now poised to attack Hesperus, they could not know that a traitor in the Marik court on Atreus had leaked information on the Dragoons’ mission to agents of the Commonwealth. Reinforcements had been rushed to Hesperus, and the Dragoons would be in for an unpleasant surprise.
ISLAND OF DEFIANCE
I submit to you, men and women of the Lyran Guards; that the fate of our beloved Commonwealth is in your hands. Your BattleMechs alone can stem the evil tide that threatens to engulf Hesperus, this tiny island of defiance against the evil of the Dragon and the corruption of the Eagle. With courage, with sacrifice, with blood and iron, we will throw back these mercenaries. These wolves nurseth on the blood of innocents; these sellswords whose hands are stained with the unclean gold of the Marik usurpers. Fight, MechWarriors of the Lyran Guards, and know your cause is just.
—Speech by Lieutenant-Colonel Orpheus Thomas, Commander of the Twenty-fourth Lyran Guards, June 6, 3019

BLOOD AND IRON
Despite the bombastic anti-mercenary broadsides of such individuals as Lieutenant-Colonel Thomas, the defenders of Hesperus II were heavily reinforced by the mercenary regiments Hasen Hotheads and Hansen's Roughriders. Joining them were the Twenty-fourth Lyran Guards—the Slashers—and the elite Third Royal Guards—the Pride of Tamar. Combined with the world's normal garrison, the elite Sixth and Fifteenth Lyran Guards, the Lyran defenders of Hesperus outnumbered the Dragoons.

Though Defiance Industries of Hesperus, the Inner Sphere's most prodigious manufacturer of BattleMechs, has been attacked many times no enemy has succeeded in destroying the factories, whose location is almost impregnable. The Defiance Industries complex, which House Steiner inherited after the fall of the Star League, is set deep within the tortuous Myoo Mountains, a site that took thousands of workers ten years to construct.

Despite unexpectedly heavy aerospace opposition, Alpha, Beta, and Gamma Regiments landed on Hesperus without major losses, while Delta and Epsilon remained in orbital reserve. Forced to disperse by the rough mountain terrain, the three regiments landed in extremely spread-out formation. The Lyran forces moved quickly to exploit this, driving wedges of heavy 'Mechs between the isolated Dragoon regiments. As the rough mountains and steep canyons frustrated Wolf's attempts to link up his forces, and enemy opposition grew stiffer, the Colonel committed Delta Regiment, ordering Colonel Weisz to drop behind the Lyran lines.

Again, enemy aerospace forces were unexpectedly strong, inflicting severe damage that crippled 20 percent of Weisz's 'Mechs before they could land. As evening of the first day approached, the surviving Deltas moved to assault the rear of the Lyran positions, forcing the enemy troops back and enabling Wolf to complete the consolidation of his forces.

Realizing that he faced far heavier opposition than anticipated, Wolf moved his tired regiments forward in a hazardous night march, attacking the surprised picket of the Twenty-fourth Lyran Guards at dawn the next day. Even in such dire straits, Wolf still had numerous tricks up his sleeve, plus the entire Epsilon regiment in reserve.

RIVER OF SWORDS
Two weeks of hard fighting followed, with the Dragoons advancing, sometimes at a painfully slow pace, along the mountainous approaches to the Hesperus 'Mech facilities. First Zeta Battalion, then the whole of Epsilon Regiment were committed to the struggle. Other independent units also saw their share of fighting, with the Special Recon Group repeatedly called upon to reconnoiter enemy formations, and Seventh Kommando's Colonel Chayam Reis killed when the heavy 'Mechs of Hansen's Roughriders ambushed the battle. Losses were mounting and the Dragoons' morale was beginning to sag, when a major breakout brought them to the last line of enemy defense, the Myoo Mountains.

The next two days proved among the most difficult in Dragoon history. On June 22, Wolf ordered Zeta Battalion and Alpha and Gamma Regiments, supported by what remained of the Dragoons' air lances, across the kilometers-wide Erewhon River.

The lumbering BattleMechs splashed into the deep green channel. In a few moments, they vanished completely, slogging with great difficulty along the muddy river bottom. Lyran fighters swooped in, loaded with concussion bombs and depth charges liberated from Hesperus's meager naval contingent. A vicious air battle ensued as the fighters of the Orbital Operations Group engaged the Lyrans, wheeling like great metallic birds in the bright blue sky.

The Dragoon fighters blunted the Commonwealth attack, but several enemy planes were able to drop their charges, causing mayhem in the murky depths of the river. Epsilon Regiment lost its commander, Colonel Harold Jones, during that bombing attack. He was replaced by Baxter Arbuthnot, later promoted to Colonel and given permanent command of the regiment.

While the fighters engaged in their deadly dance overhead, the Lyran 'Mechs waded into the river to oppose the Dragoons. At the same time, Commonwealth hovercraft and patrol boats skimmed across the river, dropping bombs and depth charges. Dragoon artillery saturated the area above the river with airbursts, destroying or suppressing numerous enemy craft. Bombs and charges still dropped into the river, however.

Bubbles and the shock of unseen combat appeared on the surface of the river. As the Dragoons watched the turbulence with mounting apprehension, several massive explosions thundered up from the depths. Wolf began to receive reports from the commanders involved in the battle on the river bottom of compounded difficulties resulting from the combination of battle damage and being underwater. Reluctantly, he pulled his forces back and began planning another assault at a different section of the river.

Alpha Regiment had taken heavy casualties for so short an engagement. A few MechWarriors had been lost in the depths of the river, their bodies and the wreckage of their vehicles carried away by the current or buried in the mud. It was a sad moment for the Dragoons as Wolf doggedly reformed his regiments for a second assault.

The Dragoons engaged in four more assaults that day, moving to a section of the river that was shallow enough in most places to allow the 'Mechs to cross without being totally submerged. Wolf's advisors assured him that his forces would fare much better if they did not have to worry about
cockpit pressurization, but the Lyran's still managed to throw back every assault. Only once did any 'Mechs gain the opposite bank, when Harold Jones's Epsilon Regiment held a slender scrap of ground for ten minutes before being forced back.

Opposition grew. Nearly a third of Wolf's 'Mechs were destroyed or damaged, but still the assaults continued. Another assault that night was turned back, as were four more the next day.

During a staff meeting that night, Captain Natasha Kerensky of the Black Widow Company suggested a possible way out of the deadlock. Her study of old maps of the region revealed a narrow ford known as Tanda's Crossing. Existing only in the dry season, the Crossing offered a protected approach. Reconnaissance photos revealed that it was lightly garrisoned with only a medium lance of Lyran BattleMechs. Seizing on the chance for victory, Wolf gave Kerensky permission to launch an attack the next day.

THE WIDOW'S CROSSING

That night, the Black Widow Company moved into position opposite the crossing. Wolf assembled a follow-up force from Delta and Epsilon Regiments and prepared to exploit the Widow's breakthrough.

As the morning sun rose, the Widows exploded from concealment, crossing the ford, and then descending on the Lyran defenders' flank with unbridled ferocity. Captain Kerensky and her MechWarriors had felt the same frustration as the rest of the Dragoons over the past two days. Now, with victory within reach, they gave no quarter, blasting the Lyran 'Mechs to pieces, allowing only a single, battered Crusader to escape.

Delta and Epsilon Regiments quickly followed, opening up a massive breach in the Lyran lines. With House Steiner's 'Mech production facilities less than 50 kilometers distant, the Dragoons advanced, the Widows leading the way.

ON THE VERGE OF VICTORY

Moving through the mountains surrounding the Hesperus 'Mech factories, the Dragoons threatened to encircle the entire Lyran position, rendering their river line useless. Realizing this, but still pinned by the three remaining Dragoon regiments, the Lyran commander detached Hansen's Roughriders to stop Wolf's advance.

It was early evening as Natasha Kerensky's Warhammer emerged from the peaks and into the valley surrounding the 'Mech factories. In the distance, the Widows could see the dark shapes of the production complex and the sprawling settlement around it. The Dragoons were on the verge of their greatest triumph.

Just then, a fiery line of autocannon explosions tore up the ground ahead of the Widows. It was Hansen's Roughriders.

As night closed in and Hesperus's two moons rose in the sky, Hansen's BattleMechs engaged the Widows. Though the Widows fought well, Kerensky's MechWarriors were badly outnumbered. After a fierce battle, they were forced back into the mountains, where the Roughriders held them. Even the arrival of Delta and Epsilon Regiments failed to dislodge Hansen's regiment. By morning, the entire Lyran front had stabilized along the new battle lines.

Wolf had had enough. Demoralized, out of supplies, and with half their 'Mechs out of action, his regiments were certain to be destroyed if they did not retreat. Using his few remaining uncommitted units to hold the line, Wolf called in his DropShips.

RETREAT

The Lyran Guards maintained constant pressure on Wolf, forcing his rear guard back as his exhausted MechWarriors and their battered 'Mechs loaded onto their regimental DropShips. The line bent, and in some cases, showed signs of breaking, but the Dragoons held. The rear guard was the last to go, falling back in stages, loading and then finally retreating themselves. Casualties among the rear guard were high, but in the end, they too escaped.

As the Dragoons boosted offplanet and rendezvoused with their JumpShips, a deep depression descended on them. Many brave soldiers had died and much vital equipment had been lost in what seemed, in retrospect, a doomed mission and a foolish gamble. The Dragoons had been beaten, and for the first time, the full weight of failure lay heavily on them.

Little did the Dragoons know that in defeat they had won one of their greatest victories. Their dogged determination and skillful professionalism even in the face of overwhelming opposition further enhanced their already enviable reputation. They had fought the finest soldiers in the Lyran Commonwealth to a standstill, and come within a hairsbreadth of total victory at the impregnable Hesperus 'Mech factories.

After the heavy fighting on Hesperus, Wolf's regiments needed both qualified MechWarriors and replacement BattleMechs. After a second, high-speed supply run into deep space, Wolf returned within six months with more brand-new 'Mechs and replacement parts. Again, our agents were unable to learn anything about his destination or source of supply. Upon his return in early 3020, Wolf immediately began to recruit replacement MechWarriors.

Many came from the Dragoons' own lower ranks of armored vehicle, infantry, and artillery units. Deficiencies in these branches were then filled from among Draagoon families and dependents. Gaps still existed and so Jaime Wolf was forced to recruit from outside his own units.

Standards for admission into the Dragoons were strict, but there was no shortage of qualified applicants. Exercising final say on all new recruits, Jaime Wolf showed almost flawless judgment. Even our own Blessed Order was unable to penetrate the Dragoons. Indeed, three high-level ROM agents were detected and politely sent packing.
IN SERVICE TO STEINER

Not much was heard from the Dragoons following the fight they put up on Hesperus. It is now known that while most of the regiments made their way back to Sterling, some of the Dragoons traveled beyond the Inner Sphere once more, returning in late 3019 with a fresh supply of parts and materiel. This is the last known deep-space supply run by Wolf's Dragoons that we have been able to trace.

It was while the Dragoons were getting some well-deserved rest on Sterling that Katrina Steiner, Archon of the Lyran Commonwealth, contacted Jaime Wolf with an offer of employment. It was ironic that the Dragoons' near-success on Hesperus II was what prompted Katrina's interest, while Janos Marik considered their performance so disappointing that he did not make much of a counter-offer.

Thus did Colonel Wolf lead his regiments across the border into Lyran space in spring of 3020. It is not surprising that some citizens of the Commonwealth objected to the arrival of these mercenaries, most notably Duke Alde Lestrade (who favored hiring Wolf, then placing him under arrest for "atrocities" committed on Hesperus), and Simon Johnson, Archon Katrina's chief of intelligence.

The pro-Dracon faction prevailed, and a lucrative, if somewhat unusual, contract was signed. The agreement gave the Dragoons a permanent base on the small world of Mizar, prohibited Steiner from using the Dragoons against House Marik, their former employer, and provided for high pay and usual combat bonuses.

The contract was to run for five years, but contained an escape clause that would allow Wolf to end the Dragoons' service at his own discretion, at any time. Katrina did not quibble about this seemingly minor point, though it would have major ramifications later.

It was also at this time, in 3020, that Archon Steiner communicated her "Peace Proposal" to the other Successor Lords of the Inner Sphere. The only one who treated this initiative seriously was Hanse Davion of the Federated Suns, but no one in any Successor State could have guessed that it would lead to an alliance of marriage between the strongest and richest of the five warring powers.

Archon Steiner was expecting major action against House Kurita's Draconis Combine within the year, and the five regiments of Wolf's Dragoons fit into her plans perfectly. Meanwhile, the Dragoons were posted to Chukchi III, where Lyran officers reviewed the mercenaries' formations and reported favorably on the Dragoons' professionalism.

It was also at this time that a key officer left active duty. Ten years of command had taken their toll on Colonel Sarah Weisz, leader of Delta Regiment. Weary of the life of a regimental commander, "The Ghost" retired in late 3020 to the deep regret of those who served under her. The regiment's new commander, Colonel Kathleen Dumont, received Weisz's enthusiastic support, but was at first not popular with the regiment. Many Deltas favored Major Benjamin Schwartzkopf, commander of the Landsknecht Battalion, for a regimental position, and there was grumbling in the ranks. Colonel Dumont had her work cut out for her in winning the regiment's trust.
HARLOW'S WOOD

The situation along the Lyran/Draconis border was, by mid-3020, reaching flashpoint. The Kuritans had been unable to launch any serious attacks against the Lyrans since 3014 when Davion forces destroyed a major Combine supply depot at Halsehold Station. The Kuritans had, apparently, replaced their losses and recent victories along the Davion/Kurita front had freed up reserves. Through her military intelligence on Kurita deployments, Archon Katrina was fairly certain that the Dragon was planning a major new offensive against her realm. After studying the situation, she and her High Command decided to blunt the attack with their own preemptive strike.

Nowly supplied, staffed, and rested, the elite Wolf's Dragons would give the Archon her chance to strike hard and fast, at the same time proving to Hanse Davion that her military was a force to be reckoned with. The Lyran Archon and the Davion Prince had by now begun a series of secret talks, and Katrina wanted to impress Davion with every means at her disposal.

After Hesperus II, Jaime Wolf had given the Black Widows a year's leave on the new homeworld of Chukchi III. The Widows spent some of the time training and refitting, but within six months, they were restless and champing at the bit for action. While the rest of the Dragons were completing their own badly needed period of rest and repair, the Black Widows were assigned to raid New Wessex, a forward base and staging area for several Kurita 'Mech regiments.

Dropping in secretly under ECM cover, Natasha Kerensky and her Black Widows established a base deep within Harlow's Wood, a vast, dense forest region on New Wessex. From here, the Widows began a series of swift raids against Kurita supply depots, storage areas, and Aerospace Fighter bases. The Widows' antics kept the planetary garrison occupied, and eventually goaded the garrison commander into sending the whole Twentieth Draconis Regiment into Harlow's Wood in pursuit of the Widows. With this act, he played straight into Kerensky's hands.

In command of the Twentieth Draconis was Brigadier Jinniro Yamashiga. Having split up his regiment into 'lances', he had ordered them to carry out a massive sweep of the woods to locate the Black Widows' base. Kerensky reacted with typical aplomb, ambushing the dispersed units one after another, then vanishing quickly. In a running battle that lasted over a week, the Black Widows mauled 18 of the 27 Kurita lances.

While the battered enemy was attempting to re-group, Kerensky ordered a withdrawal. All during this time, Waco's Rangers had been present elsewhere on New Wessex. When Colonel Wayne Waco finally received reports of the battle, he assembled what he could of his own men, who were dispersed over the planet, and proceeded to Harlow's Wood. Brigadier Yamashiga refused to allow Waco to participate in the battle, but the Colonel had his own ideas. By studying maps of the region, he surmised the Widows' most probable DropShip rendezvous point.

His hunch was correct. As the Widows were boarding their DropShips, they were surprised by long-range autocannon fire blasting trees and throwing up dirt around them. Disobeying orders, Waco had ordered his company of Rangers into the woods, but he was too late. After the Rangers and the Widows exchanged some long-range fire, the Dragoon unit successfully lifted offplanet.

Livid at being cheated of his revenge, Wayne Waco filed a vitriolic report on Brigadier Yamashiga's incompetence at Harlow Wood. With his regiment virtually destroyed and his honor shamed, Yamashiga committed ritual suicide one month later.

BATTLE FOR DROMINI

Dromini VI, a small industrial world in the Combine's Dieron Military District, was garrisoned by the Third and the Twenty-second Dieron Regulars, and was a likely staging area for any incursion into Lyran space. In September 3021, Alpha, Delta, and Epsilon regiments were assigned to assault the Franchelco Province of Dromini, while three regiments of the Lyran Donel Guard remained hiding in orbit to ambush Combine reinforcements as they arrived.

Unfortunately for Katrina Steiner, her intelligence reports were several weeks old. Neither she nor her High Command was aware that the elite Second Sword of Light Regiment was also currently on Dromini in preparation for Kurita's planned offensive against the Lyrans.

Alpha and Epsilon Regiments quickly secured their respective landing zones, followed by Kathleen Dumont and Delta Regiment. In heavy fighting around the strategic city of Bali, Epsilon Regiment drove off the Third Dieron, while Alpha, under Jaime Wolf's command, sparred with the Twenty-second Dieron and its supporting armor in heavy forest to the south.

Dumont and Delta Regiment remained in reserve, with orders to hold the landing zone. Upon hearing reports that the battle was going well, Dumont decided to attack the small settlement of Draschau, which might serve well as a regimental HQ. Ordering her regiment to advance, Colonel Dumont was so confident that Draschau would fall with little or no fight that she failed to scout the settlement adequately. The regiment walked straight into a trap, leaving Dumont's lead 'Mechs crippled by vibroblasts hidden all around Draschau.

Entrenched infantry supported by the BattleMechs and heavy armor of the Second Sword of Light soon pinned down the Deltas' surviving lead elements, defying all attempts to dislodge them with artillery and air bombardment. The cautious Colonel King might have pulled back to reconsider the situation. The innovative Colonel Weisz might have opted for a more indirect approach. Colonel Dumont's response to the Combine defenses was a direct assault on the enemy's strong points with her heavy 'Mechs.

A BattleMech is not always the invulnerable, unstoppable engine of destruction that holoid producers like to portray. Against well-armed, entrenched infantry and hull-down armor in an urban setting, a 'Mech is at a serious disadvantage. Colonel Dumont's specialty was stand-up 'Mech combat, and so this situation represented a major hole in her training. Caught in a deadly crossfire, her lead 'Mechs retreated with heavy losses. After winning this Pyrrhic victory, Dumont was even less popular with her troops.

After a review of the action, Jaime Wolf reprimanded Dumont and warned her that a repeat of Draschau would result in demotion to battalion command. This was, for Wolf, a stinging rebuke. Dumont was determined to improve her performance in future combat. Meanwhile, the Battle of Dromini raged on.
WOLF'S DRAGOONS

THE WOLF AND THE SAMURAI

Under constant pressure from the Dragoons, the Kurita defenders were driven back. As the Second Sword of Light fell back on secondary positions, Alpha Regiment pursued. Then, in an obscure valley, the epic of Wolf's Dragoons nearly ended.

With the Kuritans in full retreat, Jaime Wolf and his command lance observed the battle from what they believed was a secure valley. This was because the swiftly moving Dragoon recon Mechs had not observed Tercian's Company of the Dromini Ducal Armored Hussars and a handful of tattered light Kurita 'Mechs where they lay hidden in a narrow ravine. Their parent unit smashed and their vehicles damaged, Tercian and his fellows were eager for revenge against the Dragoons. They very nearly got it.

Descending on Wolf and his command lance, the Hussars poured fire onto the isolated Dragoons. Taken by surprise and ignorant of what kind of enemy force he faced, Wolf ordered his lance to scatter. As two Pegasus Class howitzers charged, he met them alone in his blue and gold Archer. The fight was furious, and soon the rest of the lance lost all contact with Wolf amid deafening SRM volleys and explosions of blue laser light.

Pinned down, the rest of the Dragoons unit had all they could do just trying to stay alive. These embattled Dragoons must have been terrified by the sudden appearance of their commander, wondering whether he still lived or had been overwhelmed by the vengeful fury of Kurita armor. Perhaps this fueled their ability to fight off their attackers.

Whatever else he was in life, Jaime Wolf was a skilled MechWarrior. Despite the heavy damage he was taking, he crippled the two Kurita howitzers with his lasers, then moved to close combat with a Combine Blackjack. The assault was successful, but Wolf's Archer was badly damaged and threatening shutdown. As the few surviving Hussars retreated in disorder, the Dragoons began to search for their commander.

But the battle was not over yet. From out of the smoke of combat at the far end of the valley loomed the silhouettes of a Kurita recon company. In the confusion following Wolf's disappearance, the Second Sword had launched a desperate attack, and Wolf was again in danger.

Slowly, Wolf's Archer moved to face the enemy. Its armor hung in shreds, and most of its ammunition was exhausted. As the Colonel tried to urge his 'Mech forward, actuator servos whined in protest and shutdown warnings flared. Then the entire machine ground to a feeble halt, and Jaime Wolf was helpless.

No one knows what went through Jaime Wolf's mind as he stood immobilized in the face of the enemy. We do know, however, what happened next.

Jaime Wolf popped the hatch of his steaming Archer and stared in astonishment as the Kurita lance halted. His amazement deepened when the lead Panther's external speaker boomed to life and he heard these words:

"Warrior, I, Minobu Tetsuha, Tai-i of Reconnaissance Company Gold of the Second Sword of Light Regiment, samurai of House Kurita, and soldier of the Draconis Combine, honor your prowess and your courage. We shall not kill you now. Return to your forces, if you can. Die in battle as a true warrior."

ABOVE ALL, HONOR

TETSUHARA: Lance, halt!
MECHWARRIOR AKUMA: Damn your fool code to the Buddhist hells! He's easy meat, Tai-i.
TETSUHARA: No! Tetsuha. An enemy to whom we must show no mercy. It's a heavy Battle-Mech, which, in its weakness, we can destroy for no cost.
TETSUHARA: No! Tai-i Tetsuha. An enemy to whom we must show no mercy. It's a heavy Battle-Mech, which, in its weakness, we can destroy for no cost.
TETSUHARA: No! Tai-i Tetsuha. An enemy to whom we must show no mercy. It's a heavy Battle-Mech, which, in its weakness, we can destroy for no cost.
TETSUHARA: No! Tai-i Tetsuha. An enemy to whom we must show no mercy. It's a heavy Battle-Mech, which, in its weakness, we can destroy for no cost.

With that, the Combine 'Mechs withdrew from the valley. Within hours, the Second Sword's counterattack was faltering, and by noon of the next day, the Combine forces were again in full flight. When the expected Kurita reinforcements arrived several days later, the hidden Lyran regiments hit them as they offloaded, badly damaging the Draconians.

The Dragoons withdrew without further losses, and they chalked up Dromini VI as another victory.
ENTER THE DRAGON

As the year 3022 came to a close, Jaime Wolf gave Archon Katrina Steiner the unexpected news that the Dragoons would enter service with the Draconis Combine at the start of the new year. There has been much speculation on why Wolf would exercise the escape clause of the Dragoons' contract when things were going so well for them in the Lyran Commonwealth. Perhaps it was that Takashi Kurita offered the Dragoons the highest price ever paid for a mercenary contract.

House Kurita was infamous for its poor treatment of mercenaries, but Wolf had apparently negotiated an agreement that suited him.

The year of 3022 had been full of surprises. It was in June that Hanse Davion and Katrina Steiner signed the Federated-Commonwealth Alliance agreement, which would ultimately lead to the joining of their two great Houses in marriage. In reaction, Janos Marik, Takashi Kurita, and Maximilian Liao overcame their deep animosities enough to meet together on Terra in October 3022, signing their own alliance agreement, the Concord of Kaptayn.

Equally significant for the Draconis Combine was the loss of six planets, three to the Lyran and three to the Federated Suns in 3022. The Coordinator wasted no time in laying plans for a series of retaliatory raids, with Wolf's Dragoons key players in his strategy of revenge.

In early 3023, the Dragoons took on the long journey across the Combine to their new homeworld of An Ting, in the Galedon District, along the Draconis border with the Federated Suns. Not all of them would go directly there; however, Jaime Wolf split his regiments into three groups. Epsilon Regiment and the Black Widows would head for Hoff to join in an assault on that planet. Beta would escort the Dragoons' support services and noncombatants to An Ting. Meanwhile, Alpha, Gamma, and Delta would remain in the Dieron District, where they were to participate in a raid on the Quentin system.

THE HOFF CAMPAIGN

The Battle for Hoff lasted six weeks. In this campaign, House Davion forces, including the Dahir DMM, the 151st Light Horse Regiment, and the Seventh Battalion of the Eridani Light Horse, faced off with House Kurita's 17th Galedon Regulars and the Dragoons' Epsilon Regiment and Black Widows. As Natasha Kerensky later wrote, the Eridanis were "the only mercenary unit in the Human Sphere with the tactical competence to seriously challenge our status as the best regiment in the galaxy." She also believed, erroneously, that the attack on Hoff was the reason that Takashi Kurita had wooed the Dragoons away from Archon Katrina Steiner.

Until now, Hoff had been a peaceful agricultural world of small rivers, grazing lands, and modest coal and other mineral deposits. This was perhaps why Hanse Davion selected Hoff for a special research facility staffed by a team from the New Avalon Institute of Science. Having renovated the long-abandoned Friden Aerospace Park on the planet's northern continent, the team was now rumored to be carrying out important 'Mech technology research. Takashi Kurita was determined to seize this prize for himself.

In April 3023, the Dragoon units arrived on Hoff, joining the Regular units already present. In command was Colonel Baxter Arbuthnot, at the head of Epsilon Regiment.

The Battle for Hoff began with minor probing actions, as recon parties of the Dragoons and the Light Horse met and searched out each other's weaknesses. When the Widows moved against the General Circuits manufacturing complex near Belfast Heights, it was not so much a test of strength as a contest for an important target. The defenders were the Wolfhounds Company of the Eridanis' Seventh Battalion, commanded by Major Pierre Bouchard. Bouchard, a warrior every bit as proud as Captain Kerensky, knew that the target was of no particular strategic importance. Though both sides fought well, neither commander was prepared to take serious losses to win this target. The Eridanis ultimately held off the Widows at the General Circuits plant.

AN TING BASE

While employed by the Draconis Combine, Wolf's Dragoons were based on An Ting, and assigned to garrison the worlds of Misery, Thestria, Capra, Delacruz, and Marlowe's Ritt.

As with their previous base worlds, the Dragoons built a bivouac on An Ting. Like the original "Fort Jaime" on the Davion world of New Valenicia, this was an arrangement of prefab buildings more sophisticated than many small cities. The An Ting base spread out over five kilometers and included command headquarters, general stores, utilities, and a school for older children. Ringing the compound were 'Mech bays and DropShip sites. Radiating from the center to the 'Mech and DropShip work areas were six residential sectors that corresponded to the five regiments and the collective support units. Thus, no one in the compound ever had to travel more than two and a half kilometers from home to work or from market to home.

The sheer size of the Dragoons allowed Wolf to rotate units, sometimes up to a battalion in size, into An Ting for R and R and a chance to spend time with their families. It also meant that at any given time the An Ting was defended by a respectable number of troops. This feature was unique among mercenary units.

—From Before the Fourth Succession War, by DuShandra Covenex, Investigations Press, Tharkad, 3035
WOLF'S DRAGOONS

BATTLE HEATS UP
The first major contest on Hoff was at Johnson's Farm. With its underground springs, artesian wells, and water processing facility, Johnson's Farm was the principal source of purified fresh water for the whole region. Both sides wanted to control this site.

Located in the Clatsop Province on Hoff's northern continent, Johnson's Farm was defended by two lances of the Eighth Battalion's Lightning Company. To take this target, Kerensky went in with her own command lance and recon lance.

What Kerensky did not realize was that the Lightning Company had been equipped with experimental heat sinks produced by Davion's researchers on Hoff. Though not always reliable, these special heat sinks gave the Eridani Mechs a definite advantage in endurance. After several hours of heavy fighting, the Widows were astounded to see the Eridani Mechs were still firing long after they would normally have shut down from heat overload.

The Widows eventually won through at Johnson's Farm, but the damage had been greater than expected. Reluctantly, Colonel Arbuthnot called for time to allow repairs.

ERIDANI STRIKES BACK
The battles in Clatsop Province were particularly brutal, but the Dragoons began to push back the Eridani after further important victories at Aram's Ravine and Proud's Ridge. By now, some of the Dragoons must have been wondering if the Wood Soldiers—their name for the Eridani—had lost their edge. It was also at this time that the Dragoons' reconnaissance definitively located the Fridek research station. The Dragoons may have discovered the location of their primary target on Hoff, but they still did not know their opponent.

On May 1, the main body of the Dragoons present on Hoff met the Eridani Sixth Battalion and elements of the Draconis March Militia at the mining town of Flint in the Brand Valley Sector of the planet. The Dragoons confidently began their attack.

The battle plan was simple. Kurita's Seventeenth Galaxon Regulars, commanded by Colonel Itseo Suribachi, took a strong position in an area of hills and open-pit mines. From this vantage point, they were to hold their ground while the Dragoons assaulted the enemy.

The tide of battle turned when Colonel Suribachi decided suddenly to change the plan. Upon rising that day, Suribachi had consulted his personal soothsayer, who cast a rather obscure augury. Suribachi apparently interpreted the omen as a sign for him to boldly attack Davion positions on his own.

As Suribachi's troops pressed forward, this action created a gap in the Dragoon/Kurita line. The wily Eridani commander, Nathan L. Armstrong, moved quickly to exploit it. As the 'Mechs of his Fiftieth Cavalry Battalion, the Bloody Half-Hundred, poured through the gap, they rolled back the Dragoons.

Confused and under attack from an unexpected direction, the Dragoons reeled back. A major frontal assault by the remainder of the Light Horse units further complicated the situation, threatening to break the Dragoons' position wide open.

Colonel Suribachi, meanwhile, had blundered forward into a fortified infantry position. He and his unfortunate command were caught in heavy fire, and Suribachi was killed when his Marauder entered a minefield and was thrown down an open mineshaft in the resulting explosion.

As the Dragoons retreated under heavy fire, the Eridani continued to press forward. With neither time nor space to regroup, it looked as though only a miracle could save the Dragoons.

With his men's retreat threatening to become a rout, Arbuthnot realized that the situation was becoming untenable and he gave the order to withdraw. While he struggled to regain control of his scattered units, the Eridani Sixth Battalion tore into them, hoping to break the Dragoons before they could regroup.

Major Stuart Fields' Able Battalion bore the brunt of the assault. Fields' BattleMaster was badly damaged in a confrontation with the First's lead Cyclops. Within minutes of initial contact between the two units, Able was in danger of being outflanked. If Jarrett's Lancers, led by Dragoon Major Richard Jarrett, had not arrived just then, the First Heavy Assault Company would probably have broken through.

The Dragoons now took up a new position in the Alonzo Mine region of Brand Valley, some 50 kilometers southeast of Flint, in an area of deep treacherous excavations. On May 11, a combined ELH-DMM force converged on the Dragoons' new position in which they hoped was the final assault. As they approached, they saw none other than Natasha Kerensky and her Black Widows actually moving out to meet them. As the Widows held the advance, they were joined by fresh members of Epsilon Regiment.

As a result of this pivotal engagement in Brand Valley, the Dragoons drove back the Eridani, and by nightfall, their position had stabilized.

The Dragoons' line stabilized along the Brand Valley, and by the next day, they were engaged with the Eridani in a vicious, no-holds-barred struggle of 'Mech against 'Mech. For 34 hours, the battle raged, with neither side making any headway.

It was the Black Widows who finally broke the stalemate. Though they were somewhat weakened by the past week's fighting, the Widows had not lost their fighting spirit or their commander. When ordered to make a push against the northern end of the battle line, the Widows went into action almost immediately, autocannon and PPCs blazing. In a short but spirited fight, the Widows broke through, making way for the rest of the Dragoons.

With their flank turned, the Light Horse units fell back through the Clatsop mining country, finally digging in around the town of Fridek. After another fierce struggle, the Aerospace Park finally fell to the Dragoons. To their intense frustration, however, the staff had evacuated the facility and had not left much behind.

When the Dragoons finally withdrew from battle, they had not achieved their final objective of capturing the Techs and research data of Fridek Aerospace Park. Takashi Kurita was nevertheless pleased, for the Dragoons had been able to seize some potentially valuable research files, and the work being done on Hoff was definitely at a standstill. Hanse Davion would be forced to find and set up another research center on another world before the experiments on Hoff could bear any fruit.
It was not long afterward that the rest of Wolf's Dragoons, including the Colonel himself, took part in a raid on Quentin IV, a planet and a system that the Federated Suns and the Dracorion Combine had been disputing almost since either state had been in existence. For reasons unknown, there is not much public knowledge of the Dragoons' activities on Quentin, while much has been made of Hoff. Some accounts even mention Jaime Wolf being present at the Battle of Hoff, but that is not accurate. Wolf was definitely on the planet Quentin in June 3023, along with Alpha, Gamma, and Delta Regiments. Perhaps Kerensky's boasts about the importance of Hoff were due as much to her overdeveloped ego as to a larger plan to keep the details of the Dragoons' whereabouts and unit strength a secret.

Quentin III was valuable for its mineral resources and Quentin IV for its manufacturing and research centers. It was also true that the hot, dry planet of Quentin IV would be the site of the Dragoons' first meeting with the Liaison Officer assigned to them by the Combine's Professional Soldierly Liaison. Though the Liaison Officer's role was ostensibly to assist communications between mercenaries and the government, everyone knew that the real reason for the officer's presence was to keep the Dragoons on a short leash and to serve as a constant reminder that they were under the Combine's thumb.

Minobu Tetsuhara, now a Lieutenant Colonel of the Dracorion Combine, had been a member of the Sword of Light at the time the Dragoons fought them on Dromini VI. Though neither man realized it, Tetsuhara was the Panther pilot that had spared Jaime Wolf's life on Dromini. For that action, Tetsuhara had been deprived of his 'Mech and removed from his unit. As a member of the Dispossessed, he was now reduced to liaison work with what most Combine officers considered the lowest form of vermin: mercenaries.

Journal entries and reports later filed by Tetsuhara reveal that he was impressed by the Dragoons' organization, morale, and leadership from the start. A warrior devoted to the ancient code of Bushido, Tetsuhara noted that the Dragoons seemed to live by some similar code as well. After Wolf revealed his plan for attacking the BattleMech facilities on Quentin IV, Tetsuhara was astonished that these mercenaries would even attempt such a complicated strategy, much less hope to pull it off.

SUCCESS ON QUENTIN

As Wolf outlined it, the plan was to send Alpha and Delta Regiments, plus elements of Gamma, toward Port Galfiry. This would be a decoy force to draw Davion forces away from the BattleMech factories at Fasoloth, which was the Dragoons' real target. When the Davions attacked, the decoy Dragoons would seem to retreat, further luring the enemy into a trap. Then, when the time was right, the retreating Dragoons would turn about and attack their Davion pursuers, keeping them busy while the rest of Wolf's men hit the now under-defended Independence Weapon Complex at Fasoloth.

Before the plan could be fully implemented, an emergency arose. In an unauthorized attack, the mercenaries Snake Stompers had ambushed Kelly Yukinov and his men in a desolate area known as Fire Rift. Because the Dragoons were expecting a visit from Takashi Kurita himself, Wolf decided to take part in rescuing his men at Fire Rift. He also provided the Dispossessed Tetsuhara with a Vindicator so that he could observe the Dragoons in action.

That spontaneous gesture on Wolf's part would later save his life. Separated from the main body of his regiment in the rugged, geologically turbulent Fire Rift region, Wolf and his command were scattered after an encounter with the fanatical Snake Stompers. With his communications equipment destroyed, Wolf's Archer became trapped after it fell through the crust of an old lava flow bed. As part of the relief force searching for Wolf, Tetsuhara was able to hold off the Stompers and rescue the wounded Wolf before his Archer's ammunition exploded. This was the beginning of a deep bond of friendship between the two men.

As Jaime Wolf's plans to decoy and trap the remaining mercenaries on Quentin unfolded, the DropShip of Coordinator Takashi Kurita descended. After meeting with Wolf, Takashi decided to join his newly hired mercenaries in carrying out Operation Sieght. Perhaps he hoped to forget, if only for a little while, the heavy burdens that went with the life of a Successor Warlord. The Coordinator would join with Wolf and his men twice more before their contract ran out, though the Quentin episode must have been particularly satisfying.

Wolf's plan worked to perfection, and on June 21, 3023, the Independence Weapon Complex fell to the Kurita attackers. It was filled with valuable booty, which the Dragoons helped to strip from the complex for transport back to Luthien.

At that moment, events seemed to bode well for relations between Takashi Kurita and Wolf's Dragoons. As usual, appearances were deceiving.

DOUBLE DEALING

The Dracorion Combine is infamous for its often shabby treatment of mercenaries, whom many Kuritans consider to be little more than "sellwords" and "scum." This is because the mercenary does not serve a lord for the sake of honor, but for the price of cash.

The Combine cannot survive without the aid of mercenaries, however, any more than can the other states of the Inner Sphere. The Coordinator does make sure that merc units in his employ are severely restricted in their actions, generally answering to Regular commanders. Another technique of getting control was to make the merc units beholden to the Combine for supplies and material, a kind of "Company Store" syndrome.

By the time Takashi Kurita hired Wolf's Dragoons, however, he needed their help so much that this point was a major concession in his negotiations with Colonel Wolf. The Dragoons exercised a significant measure of independent command authority, which satisfied the Dragoons' own sense of honor but enraged Galadon District Warlord Greg Samsonov, who became their enemy and apparently conspired to destroy Wolf's Dragoons.

—From Before the Fourth Succession War, by DuShandra Covenex, Investigations Press, Tharkad, 3035
WOLF'S DRAGOONS

THE SUN AND THE SWORD

Not long after Hanae Davion became Prince of the Federated Suns in 3013, he boasted that the Federated Suns would win back every world that the Draconis Combine had taken from it since the start of the Succession Wars. Yet, ten years later, as the Dragoons settled their dependents and set up their headquarters on An Ting, the Davion/Kurita border was relatively unchanged.

With the Dragoons stationed in the Galedon District, based on An Ting and garrisoning Thesria, Capra, and Miseray, the Coordinator hoped to keep the Davions hopping. The clever and numerous Dragoons would be most useful in forcing Hanae Davion to spread his troops even more thinly along the Federated/Combine border.

For the remainder of 3023, Dragoon units struck at Davion forces all along the frontier, with raids such as those against Eidere, Cimeron, and David keeping the Federated Suns off guard. As the pace quickened throughout 3024, the Dragoons were becoming so famous—or infamous—for their lightning-swift attacks that legend has them participating in actions as far away as the Kurita/Steiner border or on Thule in the Periphery region. Even the intrepid Dragoons would have found it difficult to travel to and from such distant assignments, however.

What they did participate in were scores of swift, successive raids on such neighboring planets as Khatan and Le Blanc, after which they would disappear for a few weeks, only to strike again at a more distant, unexpected target such as Marduk. While the Davion forces scurried to respond to these attacks, the Dragoons would then strike in similar fashion at worlds such Breed and New Ivaarsen, only to make a surprise raid a short time later at a planet like Lima. This kept the Davions on the defensive and always a step behind the skillful mercenaries.

It was also during this period that the star of the Black Widows shone ever brighter, particularly for their victories on Bergman's Planet, Proserpina, New Aberdeen, and Cour-sadin. Cour-sadin is remembered for the Widows' victory over a mixed force of Davion Third Guards and Lindon's Company, whose orders were to kill or capture the Queen of Spades herself. They succeeded in doing neither. As for the skirmish on New Aberdeen, it was not particularly significant militarily, but stands as a classic example of Kerensky's mastery of tactics. Her unit achieved victory after drawing a company of the Eridani Light Horse into a clever ambush some 50 kilometers from the ELH unit's duty post on the planet.

ENEMIES IN HIGH PLACES

For all their success and the favor they enjoyed with the Coordinator, the Dragoons also had their enemies in high places. Foremost among these was Grieg Samsonov, Warlord of the Galedon District, where the Dragoons were now stationed. The arrogant and ambitious Warlord must have considered the skillful Dragoons to be a threat to his own power and a possible source of embarrassment because his own forces might pale in comparison.

As 3024 drew to a close, Samsonov arrived in Cera City at the Dragoon Headquarters on An Ting for a meeting with Wolf. Complaining that Wolf's commanders, particularly Colonel Wilhelmmina Korsht, did not respect the proper chain of command and often acted on their own authority, Samsonov demanded that Wolf put his units directly under the Warlord's control. This was, of course, a violation of the Dragoon contract. Wolf refused, just as he had refused the same request by Anton Marik years earlier.

When Samsonov turned to the Coordinator with the same request, Takashi also refused, for he was well-pleased with the Dragoons. Jaime Wolf's war with Samsonov was far from over, however. In the end, it would escalate to a point that was tragic from the Dragoon point of view.

It was also at this time that Liaison Officer Tetsuha began to receive occasional complaints about shortages or defective shipments of supplies to Dragoon units. No one gave it much notice, but the problem would become both glaring and serious before long.

In early 3025, the constant sparring between the Suns and Combine grew more intense as Davion 'Mechs descended on Marlow's Rift, Delacruz, Capra, and Al Na'tir. It was also in this period that one of the Dragoons' few failures occurred when the First Chisholm Raiders attacked Thesria, garrisoned by Colonel Baxter Arbuthnot's Epsilon Regiment and the armored companies of Verhoffen's Support Battalion, "The Rogues." Colonel Arbuthnot had recently received orders to prepare Epsilon Regiment for offensive action. Placing bets among themselves about where the regiment would be bound, most Epsilon troopers were laying their money on Marlow's Sun.

The Rangers' raid put a halt to the regiment's speculation. Striking all along Thesria's dark side, the Davion unit evaded Arbuthnot's garrison forces with uncanny accuracy. In the key industrial city of Gresham, the Rangers surrounded Able Battalion, Captain Julie Sunstrom's Curassiers Company. The Rangers and the Davion troopers were badly mauled when they encountered vital defensive corridors heavily mined with vibro-bombs.

Attempts to relieve the beleaguered battalion met with stiff resistance, leaving Major Richard Jarrett's "Lancer" Battalion stalemated at the Valley River, and Charlie Battalion, under Major Husein Tejdar, taking heavy losses at Perry Point. With the Dragoon regimental battalions isolated and unable to make headway, the remaining Raiders had a field day, stripping storehouses of vital parts and destroying many major installations.

Though a counter-raid by Verhoffen's Battalion destroyed or damaged several enemy DropShips and Aerospace Fighters, the Raiders withdrew with minimal losses, and the operation went down as a smashing Davion success.

After Thesria, Colonel Arbuthnot complained loudly that the Davion commanders must have had access to Epsilon's deployment and defensive plans to be able to thwart his skillful troops so effectively. When other similar occurrences began to plague the Dragoons, Wolf, too, must have begun to wonder whether a spy had finally managed to breach the Dragoons' tight security.
WOLF IN THE FOLD

By early March 3025, tensions between Houses Kurita and Davion were about to explode on the battle-scarred world of Galtor III. As the Combine's Third and Seventeenth Benjamin Regulars, the Twenty-first Galedon Regulars, and Moroishi's Independent Assault Battalion prepared for their assault on Galtor, Beta and Gamma Regiments of Wolf's Dragoons were detailed to carry out a preemptive strike against the Davion world of Deshler. This was partially for legitimate military reasons but also because Grieg Samsonov hoped to keep the Dragoons away from the glory he hoped to reap for his own troops on Galtor.

Occupying a strategic position from which to reinforce Galtor III, Deshler was garrisoned by the Federated Suns' Fourth Davion Guards RCT and several conventional units. The Dragoons' mission was to tie down the Guards and cause enough damage to keep them from assisting the Galtor garrison. A second, equally important, goal was to occupy the BattleMech production facilities located on the world. If Takashi Kurita could seize Galtor, Deshler, and the nearby strategic world of Marduk, he would be able to claim a major victory over the Federated Suns.

Colonel Wilhelmina Korsht led the two regiments in their initial combat drops on January 4, 3025.

BATTLE OF DESHLER

Deshler was a ghastly place for a battle. Its seas covered nearly 80 percent of the world's surface, and were so laden with reddish algae that they sometimes resembled bloodied waters. On land, the rugged continents that thrust themselves above the oceans were places of rocky hills, thick lowland jungles, and windswept crags.

Colonel Shostokovitch's Beta Regiment was given the task of capturing the damaged 'Mech works in the Aghama Valley of Deshler's Gaugain Continent, where they expected only light resistance. Instead, Beta met the well-prepared Fourth Davion Guards RCT, who made the Dragoons break off their attack after two DropShips were badly damaged. Forced to land in the unoccupied northeastern reaches of the valley, Shostokovitch and his MechWarriors steeled themselves for a tough fight through heavy tropical forest.

Meanwhile, Colonel Korsht surprised the Raman DMM, defenders of the planet's second 'Mech factory at Valerian Bay, by seizing the aerospace facilities in the city of Katimi rather than pressing the attack directly against the 'Mech works. After several days of consolidation, Korsht's 'Mechs moved south and met the enemy on the plains north of Valerian Bay, near a formation known as Luft Wells. In this terrain of broken rock, sinkholes, and hidden hot springs, the fighting was especially fierce.
BLOODY AGHAMA

At the approach to the Aghama 'Mechworks, an ambush by Davion armor cost the regiment both time and lives. Though Beta eventually drove off the ambushers, it put their advance badly behind schedule. The terrain was full of hiding places for Davion hit-and-run snipers, who harassed the Dragoon units relentlessly.

Though each regiment was meeting with difficulty in its advance, they were succeeding in their primary mission of tying down Federated reinforcements. Shostokovitch's next thrust, against strong points south of the factory complex, was intended to break the Davion resistance once and for all.

After probing the entrenched defenses, Beta's lead elements pressed ahead, at first meeting little opposition. Then the Fourth Guard opened up from hidden positions. Beta's flanks collapsed, sending Shostokovitch's heavy lance falling back, and isolating the overextended recon lances from the rest of the regiment.

Surrounded and in danger of being overwhelmed by swarms of Davion infantry, Captain Ramon Magdaleno's light company struggled to hold a low ridge line until they could be rescued by the rest of Baker Battalion, Major Michael Hart's "Heartbreakers." The dim sun of Deshler cast strange shadows through the trees as the beleaguered Dragoon Hornets and Wasps fought on in a steadily tightening circle, illuminated occasionally by a Davion flamethrower. Magdaleno's own Phoenix Hawk took an SRM volley in the rear torso, badly damaging its power plant. For three hours, the company held, desperate for reinforcement.

It was slow in coming, for the Davion trap had been cunningly sprung. With little room to fall back, the rest of Beta Regiment became boxed into a deadly firefight from which there seemed no escape.

The Dragoons were, however, the finest mercenaries in the Inner Sphere. As they continued to fight back, the situation slowly began to stabilize. Major Anton Ivanovitch's "Red Guard" Battalion, notable for the large red stars painted on its Mechs, managed to form a perimeter, buying badly needed breathing room for Shostokovitch's regiment.

As the afternoon waned and the sun vanished behind the volcanic crags of the upper valley, the Dragoons re-formed and silenced most of the enemy guns. Continuing their advance, they were soon able to rescue Captain Magdaleno's company, now reduced to less than a third of its initial strength. Magdaleno, who had been forced to eject from his Mech by an ammo explosion, was directing the battle by commink. Though he had one arm broken, several ribs cracked, and severe burns, Magdaleno waved as the rest of the Heartbreakers approached. "What the hell took you so long?" he croaked. "We had to drink all the beer."

Resistance to Beta's advance continued to be heavy, and it was only with assistance from Zeta Battalion's reckless assault companies that the Dragoons finally took the 'Mech factory in early April. Even in defeat, the Davion troops managed to frustrate the Dragoons on Deshler. When the Dragoons reached the vital Aghama 'Mech factory, they found it stripped of all valuable equipment.

DIVERSION

The Fourth Guards retreated in good order from Luft Wells, falling back to prepared defenses around Valerian Bay and the second 'Mech factory. Gamma's advance slowed to a virtual crawl, and by April, stopped altogether. With Zeta Battalion engaged in the Aghama fracas, Korsh would have to use subterfuge to break the Valerian position.

At dawn on April 17, a swarm of black hovercraft sped across the blood-red waters of Valerian Bay, avoiding the few naval defense units that opposed them. Moving ashore, they deployed their cargo of black-clad jump infantry. The Seventh Kommando Raiders moved swiftly through the town, destroying communications and utilities, laying down an intense SRM volley against the Davion headquarters, and finally withdrawing when a battalion of Guard BattleMechs came out to hunt them down.

With their rear area in shambles, the Guard commanders were unable to control the city's defenses adequately, as Gamma Regiment launched a furious assault on several weak points. By the next day, the Fourth had lost many key positions, and several Dragoon companies had actually reached the outskirts of Valerian Bay. The defenders had turned back the Dragoon attack on the 'Mech factory, but they paid for it with heavy losses.

As the Gammas prepared for their final assault, a Davion emissary approached under a flag of truce, offering terms of surrender. Valerian Bay had fallen. Deshler was in Kurita hands.

This triumph was short-lived, though. After Marduk fell to a masterstroke by the Davion First New Vaarsen Chasseurs. Deshler was in danger of being surrounded and isolated. Takashi Kurita reluctantly withdrew the Dragoons from Deshler after months of fighting and heavy losses on both sides. The whole Galtor Campaign had ended in disaster.

AFTER GALTOR

The Draconis Combine was much weakened after the Galtor defeat, with the strength of the Galedon and Benjamin Military Districts seriously depleted and morale very low. At year's end, Benjamin District had been restored to only 68 percent full strength and Galedon was back up to about 75 percent.

Neither side could afford a major offensive following Galtor, but Takashi intended to keep Davion busier than ever with border raids. The Fifth Sword of Light were sent to the Dieron District to block the Terran corridor region and attempt to cut off access between Houses Davion and Steiner.

The Dragoons, meanwhile, would continue their raiding activities. They would also become the model for a new Kurita House unit, the Ryuker, or Dragon Sword. The Dragoons, whose combat record was better even than most Sword of Light regiments, would instruct this new unit in their fast-strike and tactical methods. The Coordinator certainly did not intend to replace the Dragoons, whose service was more crucial to him than ever. He must have wanted to hedge his bets, however, in case the Dragoons did defect to a rival House, as Samsonov was gloomily predicting.
Minobu Tetsuhara was named commander of the *Ryuker*, and his replacement as Dragoon Liaison Officer was Major Jerry Akuma, one of Greg Samsonov's aides and a martinet who began almost immediately to do everything in his power to obstruct the Dragoons. This was the beginning of the end for Dragoon-Kurita relations, which would climax on the aptly named planet of Misery.

**TURNING POINT**

In early 3026, Jaime Wolf became one of a mere handful of mercenary officers to receive the Combine's Order of the Bushido Blade. In a ceremony on Benjamin, broadcast across the Combine, Takashi Kurita decorated Colonel Wolf and praised both him and the Dragoons. Though the Coordinator honored the Dragoons, 3026 would mark the beginning of the end for Dragoon-Kurita relations.

Grim reminders of the Combine's power over the Dragoons began to manifest. Requested supplies arrived late or not at all. The Dragoons were constantly overcharged and short-changed. Major Sean Rutherford of the Contract Operations Group had several confrontations with Kurita officials over such incidents, further straining relations between the Combine and the Dragoons. Equally serious was the failure of a number of vital messages to arrive between regiments, which prompted Wolf to arrange for his own JumpShip-based communication routes between Dragoon garrison worlds.

Meanwhile, the Dragoons continued to harass Davion forces with successful raids on Proserpina, David, and Cylene. Yet Greg Samsonov once again called for closer supervision of the Dragoons and demanded that the Coordinator place him in command of the unit. It was now their loyalty he questioned, after receiving reports that the Dragoons had sent an officer to Galatia, the world where mercenaries gathered to seek employment. Though the Dragoons still had two years on their contract with Kurita, the specter of their leaving the Combine was frightening. The Dragoons currently represented a major portion of the Kurita military.

Insult was added to injury when Liaison Officer Akuma ordered that a Professional Soldier Liaison officer must inspect and verify all military cargoes destined for the Dragoons. This particular bit of bureaucracy enraged the Dragoons, who believed it was just a cover for spying. With all this, the *Ryuker*, the fledgling regiment in training with the Dragoons, were well-supplied with the best in arms and equipment.

By August of 3026, the training of *Ryuker*'s First Battalion was proceeding so well that it looked as though they would join the Dragoons in a raid of Barlow's End in September.

**BARLOW'S END**

In the last days of September 3026, the *Ryuker* undertook their first combat mission in a raid on Barlow's End. They were joined by Alpha Regiment, commanded by Kelly Yukinov. The objective of the raid was to capture a prototype of a new weapon that was being transferred from the Achkarn Proving Grounds in Landova to another location.

The Dragoons and *Ryuker* commander Tetsuhara had hatched an excellent plan to divert the Davions' attention with an apparent attack on the Achkarn Proving Grounds while an ambush force went after the prototype as it crossed the Shaw River Valley. The Dragoons, especially Patrick Chan's battalion, would take on the hit-and-run work of capturing the prototype, while the *Ryuker* would take the decoy role of moving on Landova.

Also present on Barlow's End was the Dragoons' Liaison Officer, Jerry Akuma. While the Dragoon-*Ryuker* commanders were mapping out their strategy, Akuma was apparently laying plans of his own. On the night of October 1, 3026, Minobu Tetsuhara and Kelly Yukinov were both caught in a suspicious skimmer explosion. Both men miraculously escaped death, but not injury. Minobu lost an arm and a leg and Yukinov an arm.

The operation continued, with Tai-ja Elijah Satoh replacing Minobu. After the daedevils of Zeta Battalion successfully overcame the transport carrying the prototype, they began to search the trucks for their prize. It was at that point they received an unexpected visit from a company of enemy 'Mechs. Instead of the White Witches, or other merc units the Dragoons knew to be on Barlow's End, these were members of the Eridani Light Horse, a mercenary unit as clever, skillful, and tough as the Dragoons themselves.

Satoh, an officer loyal to Warlord Samsonov, was incompetent. Though the ambush had been successful, he refused to send reinforcements to the Dragoons now facing an attack from the Eridani company. Because the sham attack on Landova was part of the original plan, Satoh insisted on carrying through with it, though it was no longer necessary. Colonel Jamison of Zeta Battalion attempted to persuade Satoh to regroup to meet the new threat, but the Kurita officer would not budge from his rigid adherence to the "Plan."

Declaring that Zeta had fulfilled its mission on Barlow's End, Jamison left the field command MHO and led his men to assist the Dragoons at the Shaw Valley ambush site. After assessing the situation, the Dragoons realized it was time to cut their losses and withdraw, no matter what the *Ryuker* commander intended to do. The *Ryuker* fought on for a day longer after the departure of the Dragoons, then they also withdrew. After it was all over, the Light Horse commander found Commander Satoh shot in the back of the head in his command HQ.

No proof exists that Samsonov was behind the accident that injured Tetsuhara and Yukinov, but if he was, the scheme backfired. The military defeat at Barlow's End and the Dragoons' retreat from battle left the Warlord with a political black eye. Some evidence suggests that Samsonov believed the Dragoons may have retreated from Barlow's End purely to embarrass him. The Warlord's antagonism toward the mercenaries grew deeper.
WOLF'S DRAGOONS

WRITING ON THE WALL

Enraged as he must have been, Samsonov had legal means at his disposal for destroying the Dragoons. His former aide, PSL officer Jerry Akuma, was carrying out a veritable campaign of harassment against the mercenaries. Not only was he trying to starve them of supplies, or rob them blind to obtain them, but he often insisted that the Dragoons depart from the site of battle, strictly according to timetable. On some occasions, this had forced the mercenaries to cut short their searches for troops missing in action. Sometimes they were able to return to the planet later on, but such operations were generally too expensive for the Dragoons to carry out very often. With Tetsuha's out of commission because of the skimmer explosion, the Dragoons were temporarily deprived of their greatest ally.

In November 3026, reports of the atrocities on New Mendham began to surface. These were stories of a lance of black BattleMechs led by a red-haired female referred to by her comrades as "the Widow." Two Lyran newsmen were said to have observed these MechWarriors in the act of sacking a Kurita supply convoy and flogging a friendly town. The Dragoons flatly denied the charges, which were all based on hearsay. In our own investigations, we were unable to place the Widows on New Mendham in September 3026, the date of the atrocities. On the other hand, we were never able to ascertain their whereabouts elsewhere.

The Dragoons offered no explanation, though some members of our Blessed Order have speculated that Kerensky and her company were on a secret diplomatic mission to Hanse Davion. Others believe she may have been involved with a third major Dragoon supply run beyond the Inner Sphere. All we really know about this incident is that the Prince of the Federated Suns anonymously informed Jaime Wolf of the rumors, perhaps hoping that Wolf might consider it all part of a plot to discredit his unit. If that happened, the Dragoons might be persuaded to jump their contract with the Draconis Combine.

Meanwhile, the Dragoons' missions grew steadily tougher, with less and less support from regular Combine units. During a raid against the Davion world of Benet III by Epsilon Regiment and the Black Widows in May 3027, the Kurita troops left the Dragoons so stranded that the Widows became desperate enough to strike a deal with the infamous Bounty Hunter to break out and escape. The Bounty Hunter was in the employ of the Federated Suns but he, too, was apparently suffering from poor relations with his employers' Regulars. In exchange for transport off Benet III, the Bounty Hunter promised to reveal what he knew about the conspiracy against the Dragoons.

The evidence was all either hearsay or circumstantial, but the Dragoons could see the writing on the wall. Samsonov was definitely out to destroy the unit, and Wolf may have wondered whether the Coordinator had a stake in that, too. Wolf was not a man to violate a contract, however, and his current one contained no escape clause.

We do know, through information supplied by the renegade Dragoon, Padre Singh, that the mercenaries had developed a mass escape plan after the massacre of Dragoon dependents on New Delos. They had vowed never to let such a tragedy happen to them again. As the current situation grew darker, with enemies seeming to lurk in every corner, the Dragoons may well have been preparing for the worst.

THE WOLF ALONE

With supplies running dangerously low and the PSL virtually ignoring the Dragoons' requests for replacement parts, Jaime Wolf decided it was time to take matters into his own hands. In April of 3027, Commander Giroud's listening posts had intercepted a Davion communique concerning a supply cache on the Federated Suns world of Udibi. Though independent combat action was expressly forbidden by the Dragoons' service contract, the agreement did allow Wolf to make his own arrangements to obtain supplies.

Knowing that he would provoke a storm of protest, but also desperately in need of supplies, Wolf began preparations for a raid on Udibi. To carry out the raid, he created an ad hoc reinforced battalion out of units from all of his regiments. This move was obviously intended as a symbol of the Dragoons' solidarity.

Striking with characteristic speed, the Dragoon battalion surprised Udibi's defenders, the Seventh Crusis Lancers. Recovering quickly, the Lancers gave the Dragoons a stiff fight, even capturing Captain Frank Woomack, a promising Dragoon officer. Despite losses, the Dragoons withdrew with a rich haul of spare parts and supplies.

As expected, Wolf's rash action provoked an explosion from House Kurita. Upon hearing the news, Greg Samsonov dismissed all pretense and swore to destroy the Dragoons. A saddened Minobu Tetsuha delivered a summons from the Coordinator calling for Jaime Wolf to come to the Combine capital of Luthien to explain this outrageous action. No sooner had Wolf departed for Luthien than the captured Frank Woomack returned, bearing an offer of employment from Hanse Davion.

Wilhelm Knorsht, senior Dragoon Colonel, was apparently concerned for Wolf's safety while deep in the heart of the Combine, and indications exist that preparations began for punitive counterattacks on Combine systems should Wolf be arrested or killed.

Such preparations proved unnecessary. In another stormy confrontation, Samsonov accused Wolf of willful disobedience and treason. Wolf responded coolly, citing that he was within his contractual rights. Again, Takashi Kurita seemed to side with Wolf, offering him a new contract. Wolf left the meeting, promising to take the Coordinator's offer under consideration. Meanwhile, the Dragoons continued their preparations for escape, though their contract with the Dracons Combine still had several months to run.

ATROCITY

The efforts by the Kuritans, particularly Warlord Grieg Samsonov, to frustrate and discredit the Dragoons increased throughout the rest of 3027. The people of An Ting, roused by contrived offenses blamed on Wolf's Dragoons, rose up against the mercenaries' presence on their world. Branding the Dragoons outlaws, ComStar cut off their access to its communication network.

In the midst of this confusion and with communications between Dragoon regiments limited to couriers, Kurita agents slipped aboard the Hephaestus, the Dragoons' orbital space station. The Dragoons responded by activating their secret plan to evacuate their families and support personnel in time of emergency. First, though, they had to notify all the regiments.
The task fell to Seventh Kommando to seize the ComStar facility on An Ting and use the HyperPulse Generator to alert the rest of the Dragoons. Despite the presence of ComStar and Kurita guards, a Seventh Kommando team slipped into the compound, killed the ComStar Precentor and his Acolytes, and rewired the HPG to circumvent ComStar access codes. Though they got the message out, the Seventeenth Kommando team was trapped and killed, including the unit’s commander, Anton Shadd.

Even as another team from Seventh Kommando landed in spacesuits on the hull of the Hephæstus, the terrorists holding the Dragoon dependants hostage learned of the assault on the ComStar compound. Before the Kommandos could get inside, the terrorists blew up the space station, killing everyone aboard.

The Combine then tried to take advantage of the Dragoons’ surprise and disorganization by sending the Ryukens to attack the mercenary barracks on An Ting. In their rage, however, the elite Dragoons became indomitable, and caught the attackers in their own trap. After suffering heavy losses, including the death of their commander, Jerry Akuma, the Ryukens retreated from An Ting.

To protect the Dragoons from further harm, Colonel Wolf devised a plan to distract House Kurita’s attention from the departure of Dragoon dependents and support personnel. He issued a challenge, knowing that the Kurita sense of honor would not allow the Coordinator to refuse. As the mercenaries battled their new enemy, their families would be on their way to a secret rendezvous point and then to the safety of the Federated Suns, which was to be the Dragoons’ new employer.

To meet the challenge, the Draconis Combine assigned Minobu Tetsuhara, newly promoted to Tai-sho and commander of the Ryukens. Under Tai-sho Tetsuhara’s command were the five Ryukens regiments, the Eighth Sword of Light, and the Seventeenth and Twenty-first Galedon Regulars. The two forces met on Misery. The Kuritan numerical advantage was balanced by the Draconis’ superior experience and fighting ability.

A trattor within the Dragoons almost ruined Colonel Wolf’s plan. Upon learning the Draconis families’ whereabouts and intention of leaving Kurita space, Warlord Samsonov sent the Fifth Galedon Regulars and Third Proserpina Hussars to chase them down. The valor and skill of a battalion of Dragoon cadets, plus adistaste for hunting down civilians on the part of some Kurita warriors, saved most of the Dragoon dependents. Their JumpShips arrived in the Cassias system of the Federated Suns on April 11, 3029.

MISERY

Later that month, the pitched duel on Misery began. With the Kurita forces deployed in several key locations on the barren planet, the Dragoon regiments all landed near Farsund. The choice of landing zones surprised the Kuritans somewhat because it left many kilometers of difficult terrain separating the opposing forces. The Dragoons further surprised Tai-sho Tetsuhara by bringing only their ‘Mechs to Misery. All support units were escorting the families to the Federated Suns.

Jaime Wolf waited until his contract with House Kurita officially expired before he began moving against the Ryukens, however. After scout elements clashed and the two main forces finally faced each other, Tetsuhara got yet another surprise. A single Dragoon MechWarrior, Colonel Wolf’s bodyguard, marched forward from the rest of his unit and issued a challenge to any Kurita ‘Mech willing to fight in lone combat. A Kurita Thunderbolt broke the shocked silence by trudging out to pick up the gauntlet that Dragoon Lieutenant Hans Vordel had thrown down. Vordel’s Victor made short work of his opponent and returned to the lines with barely a scuff on its armor.

A series of duels followed. Though the Dragoons won most of the fights, none was as easy as the first. Though the Ryukens were no match for the Dragoons, MechWarrior for MechWarrior, Tai-sho Tetsuhara allowed the duels to continue while awaiting arrival of the Eighth Sword of Light. The Eighth was overdue from Leandral, presumably because of a Dragoon delaying action at the Voss Gap. Just as the duels were beginning to run together like the fights on a boxing card, Tetsuhara got yet another surprise. The supposedly honorable Dragoons broke combat etiquette by firing on a Kurita Panther that was about to finish off a defeated Dragoon Spider.

Their sense of honor violated, the Kurita MechWarriors rushed forward in their machines without restraint. The Dragoons turned and fled. Knowing Jaime Wolf, Tetsuhara suspected a trap and tried to slow the charge of his forces. Enraged at what they considered underhanded cowardice on the part of the Dragoons, the Kurita troops were deaf to their commander’s cautions.

Wolf’s Dragoons raced across the Opadal Glacial Fields to more defensible positions amid the boulders at the rocky foot of a mountain, then turned and fired at the main body of Ryukens crossing the glacier. The lasers were aimed at the ice, however, and not the Kurita ‘Mechs. Two dozen ‘Mechs slipped from view as the ice turned to steam. Others scrambled for chunks of ice that had not yet begun to melt. The Dragoons then began to destroy the disorganized and confused Ryukens, who had broken into scattered groups and lost unified command.

Tai-sho Tetsuhara tried mightily to rally his forces, but the battle had turned into a rout. Just as the mercenaries were about to deliver the coup de grace, help finally arrived. It was the long-delayed Sword of Light. Unprepared for a fresh regiment behind them, the Dragoons withdrew.

The Dragoons and Kuritans met in small actions for the next week. This sparring sometimes ended with little damage, but other times, one side or the other lost an entire lance. On April 29, Colonel Wolf had a close call. Alpha Regiment’s Command Lance was moving slowly through the Hamar Valley from Able Battalion to Charlie Battalion, which held positions near Farsund.

At midmorning, Colonel Wolf received a message from Major Sanford Blake, whose Phoenix Hawk LAM spotted a company of Ryukens to the left of the Command Lance’s line of march. As Wolf altered course, Major Blake began to scout ahead. Moments later, Blake’s new warning was cut off in mid-sentence as a Kurita laser bolt ripped into his LAM.

Wolf’s lance headed toward their downed comrade, with Lieutenant Sheila Selden taking off in her Wasp LAM to get a better look. Colonel Wolf’s Command Lance watched in horror as Selden’s LAM crossed a slight rise into a deadly firestorm of laser and PPC fire. Needless of the danger, the rest of the lance rushed to avenge Lieutenant Selden’s death.

Crossing the rise, Colonel Wolf and his lance came upon another Ryukens company. Seeing the wreckage of Major Blake’s LAM, the Dragoons pushed forward despite the odds. They quickly destroyed a recon lance and charged into a cluster of medium Kurita ‘Mechs. More Ryukens ‘Mechs began to fall, but the Dragoons too were taking heavy damage. Colonel Wolf’s bodyguard, Lieutenant Hans Vordel, pushed his Victor as hard as possible before the heat levels began to slow him down. As the
giant machine came to a halt, Lieutenant Vordel tried to fight on, even though one medium laser was destroyed and his AC/20 and SRM were out of ammunition.

Colonel Wolf had to repeat the order to eject before Vordel complied. Twenty seconds later, the Victor exploded. The next Dragoon 'Mech to fall was the specially equipped Cyclops of Captain William Cameron. After destroying a Ryukin Panther, Cameron simultaneously took on a Warhammer and an Odstol. He almost pulled it off. The Warhammer's final shot ripped off the Cyclops's right leg, and the giant Assault 'Mech was crushed in the fall.

Wolf and the remainder of his lance drove off the three remaining Ryukin 'Mechs, and then they recovered Cameron, Blake, and Vordel. They could not, however, save Captain Cameron's Cyclops, and the loss of its sophisticated communications equipment hampered the Dragoons for the rest of the battle on Miserly.

Three days later in the same area, Captain Danielle Rondema's Company, Charlie Battalion, Beta Regiment, was on patrol when it came face to face with a Ryukin company. Captain Rondema's Assault 'Mechs did not hesitate before wading into combat. The Ryukin 'Mechs fell before another Kurita company could arrive to help. The Dragoons then turned on the second company and destroyed it in short order. When Rondema returned to the rest of her battalion, the other Dragoons could hardly believe she had destroyed two entire Kurita companies while taking only minor damage.

On May 8, Gamma Regiment moved to a new position in the Hamar Valley, farther away from Farsund. Reaching their destination, the Gammas met the Seventeenth Galedon Regulars heading in the other direction. The Seventeenth fought with a ferocity and skill that surprised the Dragoons. Major Ike Takashima's Able Battalion met the Galedons head-on, fully expecting the Kuritans to buckle and flee. Able Battalion suffered the highest casualties of any Dragoon battalion before the rest of Gamma could help out.

Though the Dragoons' superior skills prevailed, and the Seventeenth Galedons were destroyed, it was not without cost. Majors Takashima and Mary Campbell were killed in the battle, as were four company commanders.

The last pitched battle on Miserly occurred on May 20, when Epsilon Regiment attacked a large Ryukin force in fortified positions in the Trotjef Highlands. Though several company commanders distinguished themselves in the battle, it was Captain Trenton McGarvey's Company that broke the Kurita position and allowed the more maneuverable 'Mechs to destroy the Ryukin in detail.

Wolf's Dragoons won the battle of Miserly, but they did not look much like winners after it was over. The Dragoons lost half their 'Mechs and more than half their MechWarriors on Miserly. Casualties in some regiments were as high as 60 percent. The Kurita forces looked worse. The Twenty-first Galedon Regulars were mauled, and the Seventeenth Galedon Regulars would never fight again. Half the Ryukin units were destroyed, with only the Eighth Sword of Light emerging relatively intact.

Worst, the Kurita forces lost a skilled commander, Tai-sho Minobu Tetsuhara, who was captured when his Dragon was destroyed. Tetsuhara committed seppuku because of the dishonor of losing the battle.

DEATH OF A SAMURAI

Minobu Tetsuhara, once Taisho of the Reconnaissance Company Gold of the Second Sword of Light Regiment, considered himself a samurai in service to his Lord, Takashi Kurita. As a follower of Bushido, Minobu saved Jaime Wolf's life twice, once on Dromni VI in 3021, and again on Quentin in 3023.

As a result of the Dromni incident, Tetsuhara was removed from his command and stripped of his Taisho the following month. It was ironic that two years later, he would become Liaison Officer to the very same Dragoons, though Tetsuhara was yet unaware that it was Jaime Wolf's life he had saved. Within hours of making Wolf's acquaintance, Minobu saved Wolf's life a second time.

According to the ancient warrior's code that Tetsuhara revered, the karma of the man whose life he saved was now also his own karma. For good or ill, Minobu Tetsuhara shared responsibility for every word or deed of Colonel Jaime Wolf. This was the law of Bushido.

Five years later, in a further irony, the same Tetsuhara was assigned the task of destroying the Dragoons and the man who had become his closest friend, Jaime Wolf. The battle took place on the planet Miserly. Though both sides were heavily damaged, Minobu could not claim to have destroyed the Dragoons, as his Lord had commanded. This, he believed, was a disgrace to his honor.

Further, the Dragoons were now leaving the Draconis Combine, which would seriously threaten the realm's defenses. According to Bushido, Tetsuhara had failed to carry out his Lord's command and he was also responsible for the threat to the Combine posed by the loss of the Dragoons' military presence.

To restore his honor, Minobu believed he had no choice but to perform seppuku. The ritual ceremony took place after the final confrontation in the Trotjef Highlands of Miserly.

At Minobu's request, Colonel Jaime Wolf served as his friend's kaishaku-nin for the ceremony.

-Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030
FULL CIRCLE

Their contract satisfied, their revenge achieved, their hands bloodied, and their honor intact, Wolf's Dragoons left the Draconis Combine for the Federated Suns. The battered force arrived at remote Fort Belvoir, a backwater Federated Suns base on Harrow's Sun. There to welcome them was Lieutenant General Ardan Sortek, personal aide to Prince Hanse Davion.

Though battered, the Dragoons proudly paraded before the Davion official. General Sortek later told historian Dr. B. Banzai that it was "sad to see so many Dragoons missing. Often it was a lone warrior who marched solemnly past, carrying the pennant and ribbons of an entire company."

Sortek informed Colonel Wolf that the Federated Suns would provide a safe home base for the Dragoons' families on Robinson. He described the facilities for the support personnel and for the newly created Home Guard Force, members of the Dragoons assigned to protect the families. The Federated Suns also provided ten Enforcer 'Mechs and ten Sparrowhawk Aerospace Fighters to help replace lost Dragoon equipment.

House Davion also supplied Techs and medical personnel to help the Dragoons recover from Misery and rebuild themselves into an effective fighting force. General Sortek also offered the Dragoons six months on Robinson for needed rest and repairs. Colonel Wolf surprised Sortek by politely refusing the offer and requesting a posting along the Draconis Combine border. A surprised General Sortek suggested the worlds of Harrow's Sun, Wapakoneta, and Glenmore, and Colonel Wolf nodded approval.

From the middle of June until mid-July 3028, Sortek and Wolf conferred, with the General briefing Wolf on Hanse Davion's plan to invade the Capellan Confederation and the accompanying Lyran offensive into the Draconis Combine. Sortek and Wolf both knew that Coordinator Takashi Kurita would use this opportunity to strike at the Federated Suns, and probably at Wolf's Dragoons as well. Wolf welcomed the prospect of another showdown with House Kurita, and he set about reorganizing the Dragoons to compensate for the enormous casualties suffered on Misery.

Colonel Wolf kept the regimental structure intact, but reorganized each regiment's battalions into provisional companies. The Black Widow Company was incorporated into Alpha Regiment, giving Wolf's command five provisional companies. Beta, too, had five companies, but the other regiments ended up with only four each. With the other support units now part of the Home Guard Force, Wolf's Dragoons was little more than a third its strength before Misery.

While Wolf was immersed in the reorganization and the refit of battered units, he received an offer of support and assistance from the Eridani Light Horse, the Dragoons' former nemesis. Though honored and touched, Wolf declined. General Sortek also wanted to assist the Dragoons. He received permission from Prince Davion to transfer the Tenth Deneb Light Cavalry from Rowe to Benet IV, from which world it could support the Dragoons.

BAITING THE DRAGON

In early August, Jaime Wolf assigned the Dragoons to their stations: Alpha Regiment to Glenmore, Beta and Delta Regiments to Wapakoneta, and Gamma and Epsilon Regiments to remain on Harrow's Sun. He then left for Terra to attend the wedding of Hanse Davion and Melissa Steiner.

At the ComStar reception three days before the marriage, Wolf confronted Coordinator Takashi Kurita. Chasising the Coordinator for wasting the life of Minobu Tetsuhara, Colonel Wolf dropped his dead friend's swords at Takashi's feet. Before the assembled VIPs of the Inner Sphere, the mercenary expressed visible scorn for the Combine fighting force and the Coordinator's honor. He then swore revenge against the Draconis Combine.

Takashi Kurita was taken aback by the mercenary's venom, but he was composed enough to order Greg Samsonov's execution and to begin laying his plans to repay Jaime Wolf for the dishonor he had shown the Coordinator of the Draconis Combine on this day.
WOLF'S DRAGOONS

FOURTH SUCCESSION WAR

Upon his marriage to Melissa Steiner, Hanse Davion launched a devastating attack into the Capellan Confederation. Simultaneously, the Lyran Commonwealth pushed into the Draconis Combine along a very broad front. Though offensives of this scope had the potential to give the Inner Sphere an entirely new face, Coordinator Takashi Kurita was obsessed with revenge against Jaime Wolf.

Dozens of Kurita worlds were under attack on the Lyran front and many Davion planets lay vulnerable because the Federated Suns had committed so many regiments against House Liao, but Takashi Kurita put those dangers and opportunities aside. He began to plan and move troops to attack the narrow segment of border occupied by Wolf's Dragoons.

GLENMORA

While Jaime Wolf was on Terra for the wedding, Major Kelly Yukinov commanded Alpha Regiment. To protect Glenmora's chemical industry and factories, he deployed the Dragoons on the continent of Hades, which was crisscrossed by fiery lava flows from five active volcanoes.

On September 18, the Fifth Galedon Regulars dropped 100 kilometers east of the main Dragon position, then spent a week becoming familiar with Hades' unusual conditions and gradually closing the distance between themselves and the Dragoons.

While scouting the enemy personally, Major Yukinov and his lance became involved in a brief, but deadly firefight with an enemy lance. Yukinov's unit gained the upper hand by disabling the two lead 'Mechs, but the other two Kurita 'Mechs began to fire on Yukinov's Archer. Their concentrated fire melted away the Archer's armor and knocked the Major unconscious. As they continued to blast at the helpless Dragoon with volley after volley, Yukinov's 'Mech computer sensed that the reactor and cooling systems were failing and activated the ejection seat.

The Major's lancemates fought to save him, but another Combine lance had already arrived. When Lieutenant Charles MacGuyver's Shadow Hawk exploded in a ball of blue and orange flames, the two remaining Dragoons saw that the situation was hopeless. The best they could do was attempt to draw the Kuritans away from the unconscious heap that was their commander. The civilian helicopter pilots of Glenmora Air Rescue retrieved Kelly Yukinov, but his severe injuries kept him out of action for many months.

Temporary command of Alpha Regiment passed to Major Coshasa DuKirk, a newcomer to the Dragoons who had been hired during their service to House Kurita. Many of the Dragoons who did not know DuKirk were suspicious or even defiant, but she faced them down and went on to win the regiment's confidence. In Major DuKirk's first action, she unleashed the Black Widow Company against the Galedon Regulars. Kerensky and her troops had a field day picking off isolated units and using their superior mobility and training to strike the Kuritans where they least expected it.

Jaime Wolf returned to his regiment just as the Combine was reinforcing Glenmora with the Sixteenth Galedon Regulars. Though battered, the Fifth Galedon remained a threat to the east, and the Sixteenth's landing to the north jeopardized the Dragoon forces near Tronka.

In an effort to split the enemy, Colonel Wolf marched his regiment to the northeast. After a series of costly skirmishes, however, Alpha Regiment was in danger of being caught in a pincer. The Dragoons withdrew to Tronka, while the two Galedon regiments massed for an assault on the city of Tronka to keep the Dragoons from slipping through their claws. The Dragoons made them pay for every block they took.

Though the Dragoons delayed and harassed the Combine 'Mechs, numbers and the Dragoons' battered condition were beginning to tell on them. There are reports the two Kurita commanders, Brigadier General Li Dok To of the Fifth and Francisco Bevier of the Sixteenth Galedon Regulars, argued over the privilege of finishing off the Dragoons.

Unknown to either the Dragoons or the Kuritans, Marshal Carl Sanders of the Tenth Deneb Light Cavalry had learned of the arrival of the Sixteenth Galedon Regulars on Glenmora and went in to help Alpha Regiment even though Colonel Wolf had not summoned him. Though the Tenth Deneb was relatively inexperienced, the arrival of a fresh regiment at this critical moment turned the tide for the Davion forces. Both Galedon Regular regiments fell back in disarray.

Attempting to pursue, the Tenth Deneb rushed after the Kuritans, but their lack of caution or planning betrayed their inexperience. The Sixteenth Galedon Regulars set an ambush for the Tenth Deneb, and Marshal Sanders, in his Warhammer, paid the price. Only blocks from linking up with the Dragoons, the Marshal's 'Mech was felled by a Kurita Stinger leaping off a building. The Tenth Deneb saved the Dragoons, but it lost its commander and sustained heavy casualties. Colonel Wolf made the Tenth's MechWarriors honorary Dragoons and assumed command of the demoralized unit.

For months, the Davion and Kurita forces played a game of cat and mouse across the hellish black valleys, flaming rivers, and exploding mountains of Hades. In June, Major Coshasa DuKirk's Second Provisional Company caught up with a company of the Sixteenth Galedon Regulars. Enjoying initial success, the Second drove for the heart of the Kurita unit, destroying four enemy 'Mechs in the process.

Just when Major DuKirk expected the Galedon company to break, the other two companies of the Kurita battalion appeared on her flanks. While the Major was attempting to order a retreat, the fire from three enemy 'Mechs hit her Crusader simultaneously. The Crusader swayed and slowly toppled over. Then it lay still, quiet except for the popping of circuitry shorting out. The other Dragoons fought with fury, but their fate was sealed. The Second Provisional Company was destroyed so utterly that nothing remained for the Kurita victors to salvage of their 'Mechs.

The loss of the Second Provisional Company was a serious blow to the Dragoons. With the other Dragoon regiments also taking heavy losses on Harrow's Sun and WaраСаконета, Colonel Wolf decided to reinitiate the various regiments rather than risk letting them be destroyed piecemeal.
HARROW'S SUN

The Eighth Galedon Regulars arrived on Harrow's Sun on September 12. Two Gamma Regiment companies, led by Major Arthur Dumont, led the Combine forces on a merry chase from the Jinxor River to the String Forest of New Castle. The two companies stung the Kuritans repeatedly, melting away each time reinforcements arrived.

This harassment reached a climax at Yustis Pass, where Major Dumont led the Galedon Regulars into an ambush by the command companies of both Gamma and Epsilon Regiments. As Dumont's companies scooted through the pass, the heavy companies commanded by Colonels Wilhelmina Korsht and Baxter Arbuthnot attacked the Combine flanks.

The Kuritans reeled under the withering attack. As they reorganized, however, their superior numbers began to take a toll. Colonel Korsht's company, especially, took heavy damage, and Korsht barely escaped with her life. Her Marauder II took serious damage, and the rest of her lance was destroyed, but the two companies led by Major Dumont returned to cover the retreat of what was left of the two command companies.

The Dragoons eventually had to fall back on the defensive positions of Fort Belvoir. The Eighth Galedon positioned itself for a frontal attack, but superb delaying attacks and teints by Captain Elizabeth Nichole's Company postponed the Kurita attack for weeks. When it finally came, the assault quickly lost steam and sputtered to a halt by focusing on the strongest points in the Dragoon defense.

Combine Brigadier General Victor Nicholeas fell back to reorganize and devise a new plan. When the Galedon 'Mechs began to encircle the fort, Colonels Korsht and Arbuthnot were worried. They knew that spreading the Dragoons to cover all possible attack routes would weaken them too much to turn back another push.

Still, the attack did not come. Instead, the Dragoons and Kuritans faced each other for weeks, with no apparent activity. Then the Dragoons found out why, when they discovered that Combine engineers were digging tunnels to infiltrate infantry into the fort behind Dragoon lines.

The Dragoons responded by bombarding the ground above the tunnels, collapsing them at several points. The action came too late, however. Two hours later, companies of foot soldiers emerged inside the fort. They showed their rigorous training by destroying all Federated Suns militiamen that they met and by heading for the tops of buildings that commanded the largest view of the fort's interior.

With the Federated Suns militia completely outclassed and with heavily armed infantry showing up on buildings behind them, the Dragoons' defenses were a shambles. The Dragoons turned to meet the threat within, and the Eighth Galedon stormed the perimeter of the fort.

Hours of bloody combat followed. The Dragoon 'Mechs took heavy damage and used up all their ammunition, then were reduced to grappling with the enemy hand-to-hand or using pieces of rubble as cudgels. All the highest officers of Epsilon Regiment—Colonel Baxter Arbuthnot, Major Hussein Tajdar, Major Stuart Fields, and Major Richard Jarrett—died in this slugfest. Major Dumont, who led two companies so superbly earlier in the campaign for Harrow's Sun, died when his 'Mech exploded after taking tremendous damage.

Gamma Regiment's Fourth Provisional Company was one of those eliminated in the fighting, but Gamma took out an entire battalion of the Eighth Galedon Regulars before it was destroyed. Many notable small actions and heroics took place during this vicious fighting among the buildings. Major Fields' command lance knocked out a Kurita assault lance, but lost no 'Mechs of its own. Ten minutes later, it encountered another Combine lance. One by one, the 'Mechs on both sides fell. Only a single Kurita MechWarrior survived to see Major Fields and his lance wiped out.

The fire lane of Epsilon's Third Provisional Company made another valiant stand. While most of the Dragoon 'Mechs still showing heavy damage from the battle on Misery, the fire lane destroyed five enemy 'Mechs before it, too, was obliterared.

With no hope of holding out, Colonel Korsht led the two Dragoon regiments to their dropships and off of Harrow's Sun.

WAPAKONETA

Colonels Andrei Shostokovitch and Kathleen Dumont decided that Wapakoneta, with little land area sprinkled among five continents and myriad tiny islands, was well suited for a guerrilla defense. They began an intense campaign to familiarize themselves and their warriors with the terrain. They also placed secret depots of equipment and provisions at strategic locations on the continent of New Wisconsin.

The Dragoons considered it essential to maintain air superiority in order to conceal their positions. The Third Proserpina Hussars and the Twelfth Galedon Regulars landed on the northern plains of New Wisconsin on September 17 and began constructing an airfield.

Beta Regiment's Third Provisional Company, led by Captain Michael Vanduesen, was assigned to monitor the Kuritans' progress and to destroy their fighter force. The Combine engineers had soon completed the landing field, and the two regiments' fighter force moved in.

Captain Vanduesen came up with an excellent plan, which failed only because of flawed execution. Leaving two lances to draw the Combine 'Mechs away from his own unit's positions, Captain Vanduesen marched his lance down the Sarola River toward the airfield. The bait worked, and the main body of Kurita forces went in pursuit of the two decoy Dragoon lances.

Because of faulty intelligence, Vanduesen and his men emerged from the river ten kilometers east of the airport. Nor did he realize that his other two lances were destroyed and the Kuritans were already headed in his direction. The Combine 'Mechs hit Vanduesen's command lance and began tearing it to pieces, but not before the Dragoons had destroyed 25 enemy fighters. Nothing remained of the Third Provisional Company after the battle.

Captain Vanduesen was not the only one to get caught as the Dragoons began to carry out a hit-and-run campaign, destroying a Hussars 'Mech here and a Galedon 'Mech there. At one point, Delta Regiment's Second Provisional Company lured two lances of Galedon 'Mechs away from the main body and destroyed them quickly. When the battle started a fire that attracted other Galedon units, the Second Provisional Company was ordered to pull back.

Captain Ralph Kincaid at first ignored the order entirely. Seeing that his command faced double danger from the fire and the approaching enemy, Kincaid ordered his warriors to retreat. He alone remained behind to fight alone, though it was clear he had no chance for survival.
The Dragoons decided to make a stand in the city of Hannibal. On their way there, however, Captain Danielle Rondema's Company ran into a battalion of the Proserpina Hussars, who wiped out Captain Rondema and her company before help could arrive.

The Dragoons did eventually reach Hannibal. Using the city's defenses to full advantage, they caused heavy casualties to the two Kurita regiments. Major Benjamin Schwartzkopf, a commander of great repute, led his First Provisional Company in an ambush of a Galedon battalion. Though greatly outnumbered, the Dragoons had experience, position, and surprise on their side.

As the battle continued, however, the surprise faded and the Combine unit's strength overpowered the First's experience and position. The street was already littered with Combine 'Mechs when the first Dragoon fell. As damage accumulated rapidly, the battle's momentum turned. The Dragoons fought on in the hope of being reinforced, but no help came. Major Schwartzkopf and his command lance were all killed, and the rest of the company suffered heavy casualties, though a few escaped.

The Dragoons slipped out of Hannibal and away from the Kuritans. It was the end of May, the beginning of New Wisconsin's severe winter. Before the Combine forces could locate the Dragoons, a colossal winter storm broke. By the time it eased, Wolf's Dragoons had vanished. They had managed to get off Wapakoneta just before the storm broke, and other DropShips had evacuated other parts of the planet when Hannibal was snowed in.

CROSSING

Wolf's Dragoons rendezvoused on the planet Crossing with their original strength of five regiments reduced to that of about one. The Armed Forces of the Federated Suns offered help, but the Dragoons declined. The AFFS commanders then briefly considered ways to remove the mercenaries from harm's way until they could recover. Nothing, however, could keep the Dragoons from their appointment with destiny.

Knowing that House Kurita would be again trying to destroy the Dragoons, Jaime Wolf chose Tartarus Caldera, a two-kilometer-wide crater, as his defensive position. Formed by the collapse of an ancient volcano cone, the crater's walls rose 500 meters high.

During the Star League era, the crater had served as a platform for a massive radio telescope. Though the steel supports had long since collapsed, many buildings remained, but in a state of disrepair. The Dragoons had only a few weeks to fortify their positions before they spotted Kurita vessels heading toward Crossing.

The Fifth, Eighth, Twelfth, and Sixteenth Galedon Regulars, all badly damaged by the Dragoons but reinforced with eager academy graduates, would have their chance to redeem themselves by destroying the mercenaries. On September 4, 3029, the four Kurita regiments landed 30 kilometers from the Dragoons. Remaining in orbit was a company of Draconis Elite Strike Teams [DEST]. Kurita special forces that always draw the toughest assignments.
The Combine forces deliberately formed up and moved into position at four approaches on opposing sides of the crater. The two sides faced each other for three weeks, girding for what they knew would be a fight to the finish. On September 28, the Kuritans began their approach, the heavy Eighth Galedon Regulars along the lone road from the south, the light Twelfth up the east face, the medium Sixteenth up the slopes of the western side, and the mountain specialists of the Fifth up the rugged northern face.

Though some Combine regiments got close to the summit, the Dragoons pushed them all back. The Kuritans had, however, gained some lessons about how to attack up the crater face as well as knowledge of the Dragoons’ positions and strategy. On October 3, the Combine forces launched a second assault. This time, they got closer to the top, but withdrew before suffering heavy casualties.

After two testing attacks, the Kuritans used the partial cover of a warm fog to charge up the face in earnest on October 9. Wolf’s Dragoons held out against them on three faces, but the Fifth Galedon reached the summit of the northern face. With the Dragoons’ perimeter penetrated, Colonel Wolf ordered a general withdrawal to new positions on the floor of the crater.

The Kurita orders were to wait at the crest for fear of rushing into a trap amid the rocky spires on the crater’s floor. Except for a few probing missions, the four Combine regiments remained on the summit for ten days as both sides nervously prepared for the last assault. On October 20, Dragoon satellites detected the approach of a Kurita DropShip toward the center of the crater.

Knowing that any unit skilled enough and brave enough to drop into the middle of the Dragoons in such unforgiving terrain would create havoc, Colonel Wolf ordered an attack outward toward the Galedon Regulars perched on the summit surrounding the Dragoons. The Kurita regiments reeled under the shock and force of the attack, and the Dragoons then turned to meet the new enemy within their circle.

The Kurita DEST company landed fighting. Elite Dragoons slammed it out at close quarters with Combine special forces. The appearance of DEST also rallied the Galedon Regulars, who recovered from their surprise and charged down the slopes of the crater as they had originally been ordered. Though the Dragoons were destroying the DEST warriors, they were also taking heavy losses as four Kurita regiments slammed into them on all sides.

Eeta Regiment was hit especially hard. Colonel Andrei Shostokovitch led his Command Lance and his Second Provisional Company against the Galedons. His small force smashed into the Kurita unit, driving a deep wedge into its center and dropping eight enemy ‘Mechs. Then Shostokovitch’s subcommanders started to fall. Captain Susan Flandrey’s Thunderbolt, Lieutenant Danielle Montclair’s Shogun, and Lieutenant Perry Norton’s Crusader were all taking heavy damage. The Colonel ordered a general retreat while he remained to cover the withdrawal. Captain Flandrey and Lieutenant Montclair could only eject, but Lieutenant Norton could not even do that much before his ‘Mech exploded. Shostokovitch’s heroic stand rallied his troops, who wheeled and slammed into the Galedon position and sent the enemy reeling. It was too late to save Shostokovitch. His troops could only recover his body.

Just as things looked bleakest for the Dragoons, a new force appeared on the crater’s crest. The Tenth Deneb Light Cavalry, which had rescued the Dragoons on Glenmora, again arrived unexpectedly at the crucial moment. The Tenth Deneb fell upon the four regiments of Galedons, buying the Dragoons enough time to finish off the DEST company and drive back the Kurita regiments.

Delta Regiment led the charge in pushing back the Kuritans. Though Colonel Kathleen Dumont lost her BattleMaster and her unit suffered high casualties in that action, Delta routed the Eighth Galedon Regulars.

Despite the momentary success, the Dragoons and Tenth Deneb were badly outnumbered. Both sides were also too busy fighting to notice the three cargo DropShips landing outside the crater. When Assault ‘Mechs debarked and began to advance toward the battle, the Tenth Deneb fired on them in confusion. The ‘Mechs quickly identified themselves as Zeta Battalion of Wolf’s Dragoons.

The shock troops had retired to Robinson with the Dragoons’ families after Misery. After months of recuperation and assimilating MechWarriors from other Dragoon units also too badly injured to fight, Zeta Battalion now arrived to save the day. Unknown to Colonel Wolf, Colonel J. Elliot Jamison had rented three commercial DropShips so that the and Zeta’s mad dogs would not miss the Dragoons’ climactic battle at Crossing.

Zeta’s Assault ‘Mechs had a devastating effect on the Galedons’ morale. Already battered after the weeks of fighting, the Kurita units, still with half their warriors green, shrank from the monsters of Zeta. Soon the Fifth and Sixteenth were pinned against the north wall of the crater. Some ‘Mechs of the Fifth, being expert at mountain fighting, began to climb up the face, only to become ripe targets for the Dragoon ‘Mechs. Seeing their comrades shot to pieces, the Sixteenth Galedon Regulars surrendered.

The Eighth and Twelfth, meanwhile, were on the only road leading out of the crater. Despite heavy losses, they managed to escape to their DropShips, and the weary Dragoons let them go. The Kurita DropShips waited a week for other stragglers, but few arrived. Of the four regiments of Galedon Regulars, plus the DEST company, little more than 100 Combine ‘Mechs and their warriors survived Crossing.

The proud but exhausted Dragoons had survived the Dragon’s attempt at vengeance and the destruction of the Fourth Succession War. Though their losses were massive and their survivors deplorably few, Wolf’s Dragoons escaped destruction with their honor and reputation shining brighter than ever.
THEORIES ON DRAGOON ORIGINS

In the course of researching this sourcebook on Wolf's Dragoons, ComStar used numerous outside sources, including the independent, concurrent research done at the Eridanus Historical Research Society. ComStar heartily thanks Kyle Lochabar and his research team (David M. Arrowood, Michael T. Dunleavy, Robert A. Gross, Jr., Curtis David Lyon, Barry K. and David Lee McMillin, Jeffrey F. Piper, and Patrick Starnaker), and we are gratified that the conclusions drawn by the Eridanus team confirm our own research.

In the interests of thoroughness, our own researchers and the Eridanus team tracked down even the most outrageous theories on the mysterious origins of Wolf's Dragoons. We include brief summaries of some of them here, though very few serious students of history could take any of them seriously.

The Terran Descent Theory

Natasha Kerensky is a direct descendant—no less—of the famous Star League General Aleksandr Kerensky, but of the ancient historical figure who led the provisional Soviet government before the Bolsheviks took power. Being obsessed with ancient history, both she and her friend, Jaime Wolf, a former history professor and military archivist whom she met in her college days in Moscow, Terra, set out to re-establish Humanity's homeworld as the cultural and political center of the galaxy. They formed a mercenary band designed to reconquer the Successor States and recruit from among the best troops each House had to offer, then seize Terra and declare a new Hegemony that could negotiate a lasting peace within the Inner Sphere.

The Universal Collection Theory

Jaime Wolf is from the Periphery, where he had either a cache of Star League equipment or a pipeline to advanced manufacturing capabilities. In this theory, he is obsessed with the re-unification of Humanity, but lacks the statesmanship of his long-deceased kindred spirit, Ian Cameron. After two decades in the regular military of a state such as the Outworlds Alliance, Wolf developed the elaborate pipe dream of a military unit to consist of representatives from every inhabited world of Inner Sphere and Periphery alike. Being a financial as well as tactical wizard, he used profits from substantial investments in BattleMech manufacturing, research, and development, and founded his own mercenary unit. His goal, in this theory, was to conquer anybody, or even make a good living, but to collect warriors from everywhere.

The Götterdämmerung Theory

Named after both the planet and the incident in Norse mythology, the Götterdämmerung Theory is popular in Rasalhague, where a disproportionate number of people are of Norse origin and whose ancestors suffered the worst calamities of the Amaris War. It is also sometimes known as the Berserker Theory. According to the Rasalhagians, Wolf and his Dragoons hail from Hendrik Grimm's Oberon Confederation, whose worlds were once part of the Rim Worlds Republic. Wolf is gathering power to confront the evil Grimm from a power base on Terra, so that one day the two commanders can refight the Kerensky/Amaris civil war, with the entire Inner Sphere as the prize.

The Separated Twins Theory

Jaime Wolf is the long-lost, ne'er-do-well twin brother of Thelos Auburn, court historian and advisor to Katrina Steiner. That Wolf appears to be several years younger than Auburn is beside the point. As a youth, Wolf was so rebellious that all record of his existence was expunged from Lyran—and family—archives. As a young man, Wolf changed his name, departed for the Periphery, and founded the Dragoons. After honing his, and their, skills by battling pirates for several years, he decided that there was more money to be made in the Inner Sphere. According to this theory, the Dragoons have no ulterior motives such as reconnaissance or long-range plans for conquest.

A variant on this theory is that Natasha Kerensky is the long-lost twin of Misha Auburn. Again, Kerensky being several years older than the junior Auburn is beside the point. One drawback to this variant on the twins theory is that it does not explain anything, neither who the Dragoons are, where they came from, or what their intentions are.

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030
COLONEL JAIME WOLF

[The following information is all that has been learned about Jaime Wolf, the man, in the decades since the Dragoons arrived on New Delos.—Editor]

Jaime Wolf is short, compactly built, and muscular, with an angular face and graying hair. His exact age is unknown, but he is at least in his fifties. The fact that he remains an awesome MechWarrior, a trade which most practitioners are over the hill at 35, is a tribute to his almost preternatural reflexes. His eyes have been described as “perpetually impassive,” a trait that lends itself to his legendary leadership abilities, as it gives those who deal with him a sense of expectation about what he might say or do next. His undeniable charisma is rooted in his confident air of being able to handle any situation that arises. Unlike most MechWarriors, he wears his many battle scars without arrogance, accepting them as a natural part of his way of life.

Wolf is brilliant in his chosen field of military strategy, as analysis of his battle plans has invariably shown. He is intensely loyal to his troops, who return the feeling. His devotion to military ethics (something often lacking among military commanders of the Succession Wars) has won the admiration of Kurita samurai, whose code of bushido normally prescribes contempt for “mercenary scum.”

Not only are Wolf’s Dragoons the only mercenary unit to have served all five Successor States at various times, but Wolf himself is the only individual to be highly decorated by them all.

Though Wolf’s first name is an archaic spelling of the Spanish for “James,” several variants on it (including Jamie, Jany, Heimre, and even the ancient Scottish Hamish) have become popular names for the younger generation since his appearance in the Inner Sphere.

Despite the best efforts of ROM (not to mention the ISF, MJO, Maskirovka, LIC, and SAFE), next to nothing is known about the origins or early life of Jaime Wolf. We do know that he was at least thirty—and possibly much older—when he first appeared in the Inner Sphere in 3005. In the late 3020s, we had hoped for an intelligence breakthrough after former Dragoon Padre Singh defected to the Draconis Combine, but much of the information that he supplied has since been assigned a low level of credibility.

Wolf and his Dragoons first appeared, without warning, on Delos VI to offer their services to Prince Ian Davion. The position of this border world offers some tantalizing clues. One of the outermost Federated Suns worlds, and close to the Draconis Combine border, it would be a logical stopping-off place for travelers entering the Inner Sphere from the Outworlds Alliance, the Tortuga Dominions, or any of a number of uncharted regions that may or may not be settled even farther out in the Periphery.

None of the governments with which ComStar has contact have any record of the existence of Wolf’s Dragoons prior to their landing on Delos VI, indicating an origin either farther out or in a different direction from that sector of space.

One of the most telling things about Wolf’s character is the emphasis he places on treatment of Draconian civilians in negotiating his service contracts. Each contract specifies that a world be designated as headquarters, with provisions for housing civilian family members. This allows the mercenaries to exist as a close-knit community, rather than as transient, homeless soldiers wandering in and out of this state or that.

Wolf’s career as a mercenary leader has included a string of successes that have underscored his tactical brilliance. In 3006, the Dragoons triumphed over Liao forces in the Battle of Halleon V, followed by a further triumph on New Aragon in 3008. The following year, Wolf requested a regimental furlough, which included a journey back into deep space, presumably to the Draconian’s native soil. When the ships returned, they were laden with new material and replacement parts. It was obvious that wherever Jaime Wolf came from, it gave him access to a high level of battle technology—higher, in fact, than that of the Inner Sphere Houses.

Wolf surprised his employers in 3010 by not renewing the Dragoon contract with House Davion. His subsequent actions indicate that serving out a single five-year contract and then moving on was Wolf’s intention from the start, for this has been the Dracons’ modus operandi ever since. The contract Wolf negotiated with Maximilian Liao was also revealing of character, in that he insisted on a clause prohibiting the use of the Dragoons against their former employer. Prince Ian had treated the Dragoons fairly. Wolf explained.

As everyone knows, Wolf continued this policy with each successive employer until he had worked for every Warlord of the Inner Sphere.

The Dragoons have now come full circle, serving House Davion with distinction in the Fourth Succession War. Because of the treatment the Dragoons received at the hands of Takashi Kurita during their service to the Combine, they had no such clause preventing them from combat with this previous employer. Indeed, the Dragoons took their revenge against the Kuritans at Glenmora and Crossing, while also suffering their own heavy losses.

Jaime Wolf is rumored to be an author, circulating samizdat copies of his three books, Basic Strategy, Basic Tactics, and Principles of Modern Warfare, among his troops. Though our Blessed Order has reason to believe that this rumor is true, ROM agents have been unable to gain access to any of these works.

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030
WOLF'S DRAGOONS

IN SERVICE TO DAVION

3005
Dragoons arrive on the Federated Suns world of Delos on April 11.

3006
In February, Dragoon forces defeat the Blackwind Lancers and Marion's Highlanders on Halloran V, the site of their first major engagement.
In late November, Wolf leads Alpha Regiment in an attack on Styx.

3007
In January, McCarron's Armored Cavalry attacks Dragoon headquarters on New Valencia while Wolf is on Weekapaug with two regiments. Later in the year, the Dragoons also fight on New Haiti, Weekapaug, and Poznan.

3008
In March, all five Dragoon regiments transfer to Halloran V in anticipation of the Battle of New Aragon, which begins on March 29. By mid-3008, the Dragoons put down the last Liao resistance on New Aragon.

3009
Wolf's Dragoons make first supply run into deep space.

3010
In February, Wolf informs Prince Davion that the Dragoons have accepted an offer of employment with the Capellan Confederation.

IN SERVICE TO LIAO

3010
Dragoons arrive on the Liao capital of Sian in mid-year.

3011
After months of garrison duty, the Dragoons are finally assigned to action on Wallacia in mid-March. They also participate in the defense of Furund in this year.

3012
Dragoons break the Marik offensive in Battle of Shiro III.

3013
Hanse Davion becomes Prince of the Federated Suns after his brother's death on Mallory's World.
In May, Candace Liao meets Jaime Wolf on Carver. He resists her attempts at seduction, and she swears revenge against the Dragoons. In October, Wolf is almost killed when his Archer malfunctions. In December, another threat to Wolf's life is averted when Seventh Kommando forces kill a would-be assassin at Wolf's villa on Carver.

3014
In January, Davion forces defeat Kurita forces at the Battle of Halstead Station.
Jaime Wolf attends a meeting on Terra with Maximilian Liao and Anton Marik. Liao and Wolf agree that the Dragoons will assist Anton in his attempt to depose his brother Janos. In May, Anton Marik declares himself Captain-General of the Free Worlds League, and civil war breaks out.
Jaime Wolf decides to create a unit to give Dragoon misfits a chance to rehabilitate. He assigns Natasha Kerensky as their leader, and the Black Widow Company is born.
Fighting for the Usurper, the Dragoons see action on Nova Roma, Emris IV, Vanra, New Delos, and Sophie's World. With the fall of Calloway VI late in the year, Anton senses that his rebellion is doomed.

3015
In February, Anton Marik demands that Wolf break the Dragoons into small units to be attached to his regular army. Wolf refuses. Marik has Joshua Wolf and 27 other Dragoon personnel and dependents executed for "treason." Natasha Kerensky leads punitive assault on New Delos in which Anton Marik is killed.

IN SERVICE TO MARIK

3015
With the threat to his power ended, Janos Marik signs the Dragoons on to work for him.

3016
In June, the Dragoons begin their "cattle-raiding" period with strikes on Wyatt, New Kyoto, Summer, and Dixie.

3019
Janos assigns the Dragoons to spearhead a raid on the BattleMech factories of Hesperus II. Making their way there, the Dragoons raid Gienah, Launam, Fianna, Sarpsborg, and Lamon.
After a valiant effort that nearly succeeds, the Dragoons are forced to withdraw from Hesperus, leaving the factories as impregnable as ever.
Late in the year, the Dragoons stage another deep-space supply run into the Periphery.

3020
Early in the year, the Dragoons return to Marik space resupplied with 'Mechs and materiel.
IN SERVICE TO STEINER

3020
Jaime Wolf accepts Katrina Steiner's offer of employment. Archon Katrina Steiner makes peace initiative to other Inner Sphere House Lords. While the Dragoons await assignment, Colonel Sarah "the Ghost" Weisz retires as Delta Regiment commander, replaced by Colonel Kenneth Dumont. Late in the year, the Black Widows are assigned to raid New Wessex, where the famous Battle of Harlow's Wood takes place.

3021
In September, Alpha, Beta, and Epsilon Regiments take part in the attack on Dromini VI, where they meet some of Kurita's elite Sword of Light. It is here that Minobu Tetsuhabara first spares Jaime Wolf's life in accord with the precepts of his Bushido code.

3022
The Draconis Combine loses three planets each to the Federated Suns and the Lyran Commonwealth. Takashi Kurita vows to pay them back. In June, Hanse Davion and Katrina Steiner sign the Federated-Commonwealth Alliance agreement. In October, Takashi Kurita, Janos Marik, and Maximillian Liao respond to the threat of a united Davion-Steiner force by signing the Concord of Kapteyn on Terra. As the year ends, Wolf exercises the escape clause in his contract with Steiner and signs on with the Draconis Combine after only two years of service with the Lyrans.

IN SERVICE TO KURITA

3023
The Dragoons navigate Kurita space, some headed toward Hoff, others toward the new homeworld of An Ting, and the majority to the world of Quentin where they will participate in a raid. In April, Epsilon Regiment and the Black Widows engage the Eridani Light Horse on Hoff. In June, Alpha, Gamma, and Delta, plus auxiliary Dragoons units, participate in a raid on Quentin. It is here that they meet their Kurita Liaison Officer, Minobu Tetsuhabara, for the first time. He once again saves Wolf's life in the desolate area known as Fire Rill. Takashi Kurita arrives to meet the Dragoons, too, and he joins them for a brief stint of combat.

3024
The Dragoons participate in many raids against the Davion border, including strikes on Thue, Klahandu, LeBlanc, Marduk, Breed, Proserpina, New Aberdeen, and Cour-sadin.

3025
Beta and Gamma Regiments invade Deshler. Meanwhile, Davion forces are invading Marlowe's Rift, Delacroix, Capra, and Al Na'ir. On Thersia, they defeat Epsilon Regiment. In March, Kurita begins its attack on Gallor III. In April, Gamma Regiment and Zeta Battalion conclude the conquest of Deshler.

3026
Takashi Kurita awards Jaime Wolf the Order of Bushido blade. While the Dragoons successfully raid Proserpina, David, and Cylene, Warlord Samsonov plots to prevent them from receiving badly needed supplies. In September, a group of BattleMechs disguised as Black Widows are filmed sacking a city on New Mendoth. Samsonov accuses the Dragoons of atrocities in Ka-wab. Late in the year, Jaime Wolf sends a special team on a raid of Udibro for spare parts and supplies.

3027
Warlord Samsonov attempts to discredit Dragoons with a disinformation campaign, leading to the uprising on An Ting. Kurita agents invade the Hephaestus, triggering the evacuation of Dragoon dependents.

3028
In April, Wolf sends a battle challenge to Takashi Kurita, having chosen Misery as the site of the encounter. At midnight, April 23, the Dragoons' contract with the Draconis Combine expires. While the Dragoon dependents arrive safely in the Cassias system, the Misery campaign begins. The Dragoons hold off Ryuden, the Eighth Sword of Light, and the Seventeenth and Twenty-first Galedon Regulars for over a week and, on May 8, the last battle takes place on Misery. The Dragoons and the Twenty-first Galedon regulars suffer heavy casualties. the Seventeenth Galedon Regulars and half of the Ryuden units are destroyed, and Tetsuhabara performs seppuku.

In August, Wolf posts Alpha Regiments to Genmora, Beta and Delta to Wapakoneta, and Gamma and Epsilon to remain on Harrow's Sun. Hanse Davion marries Melissa Steiner. Wolf presents Tet-suhabara's samurai swords to Takashi Kurita at the wedding reception. The Federated Suns invades the Capellan Confederation. The Lyran Commonwealth invades the Draconis Combine.

3028
Kurita forces engage Alpha Battalion and the Black Widows on Glenmora in September. Other Kurita units engage Gamma and Epsilon on Harrow's Sun, and still others engage Beta and Delta on Wapakoneta.

3029
In May, Dragoon survivors rendezvous on Crossing. In September, Kurita forces invade Crossing. They are defeated by Wolf's Dragoons.
WOLF'S DRAGOONS

LINE REGIMENTS

Jaime Wolf's five line regiments form the Dragoons' heart and soul. All are 'Mech units that exemplify the concept of combined arms to a striking degree. Though each regiment has its own strengths and weaknesses, the basic organization and tactics are similar for all five.

Each regiment is designed to operate independently, but is also effective in combination with other formations. This flexibility allows Wolf to utilize the Dragoons in full-scale invasions (as on Hesperus II), or in pinpoint, surgical strikes sometimes involving only a single 'Mech company (a particular specialty of Natasha Kerensky's Black Widows).

The Command Company of each regiment provides artillery and mechanized infantry support, often serving as a reserve or security force. Each regiment's three battalions are organized along similar lines, with a heavy or assault company, a medium or fire support company, and finally, a light company for scouting and mobile support.

Jaime Wolf's use of these battalions and their subordinate companies might be considered textbook examples of 'Mech tactics, and an impressive argument for Wolf's combined-arms philosophy. Light 'Mechs, supported by hover-tanks, jump infantry, or even light aerospace LAM lancs, move forward in a flexible screen, probing for enemy concentrations and guarding the battalion's main body from unexpected enemy thrusts. Medium 'Mechs form the battalion's backbone, providing long-range fire support or close-combat capabilities. Heavy and assault 'Mechs are generally kept in reserve until combat begins, at which time they are unleashed with devastating effect.

The lance designations given below are based on the total weight of the individual Mechs, not the predominant 'Mech type. Four Medium 'Mechs can add up to a heavy lance, for instance. The categories are as follows: total weight up to 130 tons, light lance; 135 to 200 tons, medium lance; 205 to 280 tons, heavy lance; and more than 280 tons, assault lance.

Non-Mech elements also play an important role in Dragoon tactics. Light hover-tanks provide the speed and maneuverability that BattleMechs often lack, while heavier armored vehicles provide the firepower needed for a 'Mech advance. Other elements, such as AeroSpace Fighters and jump and mechanized infantry, may further enhance the battalion's flexibility.

Following are capsule descriptions of the various regiments of Wolf's Dragoons, broken down by battalion. This list is based on the unit's organization before the battle on Misery. Dispositions after this battle are listed for each individual or unit.

ALPHA REGIMENT

Name: Alpha Regiment
Commander: Colonel Jaime Wolf
Unit Composition: 3 battalions before Misery, 5 companies afterward
Unit Status: elite
Unit Nickname: First Team
Unit Insignia: Greek letter Alpha
DropShip Assignments: Chiieftain, Talleyrand (Overlord Class), Mentasta, Gloire, Praussen (Union Class)

Alpha Regiment, "First Team" in name and in fact, is the lead unit of Wolf's Dragoons. Majors Chan, Yukinov, and DuKirk were easily the equal of most mercenary colonels, and Alpha also represents the finest in training and equipment. Led by, and unflaggingly loyal to, the enigmatic Wolf, Alpha has become the Dragoons' most potent and visible force, capable of accomplishing nearly impossible tasks. Even the neglect or even outright hostility from their Kurita employers failed to blunt First Team. Under Kurita, supply and communication problems led the Dragoons to change their tactics somewhat, forcing them to engage in more small-unit operations and to detach battalion- or company-size raiding forces to carry out their missions. Alpha Regiment suffered higher-than-average equipment losses on Misery but did not lose as many Mechanikar as some of the other regiments. It also had a higher survival rate during the Fourth Succession War.

Name: Able Battalion, Alpha Regiment
Commander: Major Kelly Yukinov
Unit Status: Elite
Unit Nickname: Wolf's Own
Unit Insignia: Black silhouette of a howling wolf against a white circle
DropShip Assignment: Chieftain (Overlord Class)

Major Yukinov leads an interesting double life, commanding first Able Battalion and then the First Provisional Company, as well as occasionally serving as brevet Colonel in command of the entire regiment when Colonel Wolf is absent. He does well in both roles, and Able Battalion embodied the best of the Dragoons' combined-arms philosophy. In service to Kurita, the battalion did more independent fighting because the lack of supplies limited the regiment's ability to fight as a unit. Wolf's Own was considered the Dragoons' lead battalion, which explains why the unit exceeded 75 percent equipment losses on Misery.
Name: Baker Battalion, Alpha Regiment
Commander: Major Patrick Chan
Unit Status: Elite
Unit Nickname: The Red Devils
Unit Insignia: A small red devil carrying a pitchfork
DropShip Assignment: Talleyrand (Overlord Class)

Like the other two Alpha battalions, the Red Devils are a tough, well-disciplined fighting force whose battle performance is every bit as fearsome as its reputation. Patrick Chan, or "Old Stone Face" as he is sometimes known, has an expert grasp of tactics, timing, and coordination, which he learned from both Jaime Wolf and Sarah Weisz. The Red Devils were a dangerous, respected battalion.

Name: Charlie Battalion, Alpha Regiment
Commander: Major Coshasa DuKirk
Unit Status: Elite
Unit Nickname: The Pathfinders
Unit Insignia: A black arrow with red and blue feathers hanging from the shaft
DropShip Assignments: Mertesta, Gioire, Preussen (Union Class)

Though a foreigner to the Dragoons and the newest of Alpha's battalion commanders, Major DuKirk showed her reliability and leadership on Glenmora when she was called upon to command the regiment. Major DuKirk's battalion was famous for its daring, often dangerous, combat drops. Eschewing their assigned Union Class DropShips for the aerodyne Leopard, the Pathfinder 'Mechs leaped from the DropShip as it skimmed low over the ground. Such tactics sometimes damaged or even destroyed 'Mechs and wounded MechWarriors, but they also allowed the Pathfinders quick deployment without the exposure to enemy aerospace cover typical of high-atmospheric drops. The battalion emerged from Misery with relatively light losses. It has since been reorganized into the Second and Third Provisional Companies.

ALPHA REGIMENT UNIT ROSTER

Command Company
Commander Lance: (Wolf's Guard)
Colonel Jaime Wolf, Elite, Archer
Captain William Cameron, Elite, Cyclops (Communications), 'Mech damaged beyond repair on Misery, shifts to a Hermes II, killed on Crossing
Major Stanford Blake, Elite, Phoenix Hawk LAM (Intelligence), LAM destroyed on Misery, commands 3rd Provisional Company in a Clint, seriously injured and 'Mech destroyed on Crossing
Major Olga Kormanski, Elite, Marauder (Security), killed on Glenmora
Lieutenant Sheila Selden, Elite, Wasp LAM (Message/Scout), killed on Misery
Lieutenant Hans Vordel, Elite, Victor (Wolf's Bodyguard), 'Mech destroyed on Misery, shifts to a Thunderbolt

1st Motorized Infantry Platoon (Laser)
Lieutenant Austin Purlow, Elite
Sergeant Harold Putnam, Elite
Corporal Mina Iorcuzi, Elite, killed on Crossing
Corporal Walter Almee, Veteran
Corporal Buddy Lee Bobob, Veteran, killed on Crossing

2nd Motorized Infantry Platoon (Laser)
Lieutenant Jacob "Ches" Wildmon, Elite
Sergeant Darlene Char, Elite
Corporal Lawrence Landro, Elite, killed on Crossing
Corporal Ikez Maguire, Elite
Corporal Bertram Aliard, Veteran

Artillery Lance 1
Captain Harriet Ciroz, Elite, Packrat Scout Vehicle
Lieutenant Elizabeth Layton, Veteran, Long Tom Artillery, killed on Crossing
Lieutenant Horton Sirelli, Veteran, Long Tom Artillery
Lieutenant Beth Danzoll, Veteran, Long Tom Artillery
Lieutenant Marcus Brewer, Veteran, Sniper Artillery, killed on Crossing

Artillery Lance 2
Captain Fadi Fadoul, Elite, Packrat Scout Vehicle
Lieutenant Kathy Lipscomb, Elite, Long Tom Artillery
Lieutenant Janice Haaken, Elite, Sniper Artillery, killed on Crossing
Lieutenant Brooks Gunsel, Elite, Sniper Artillery
Lieutenant Gene Mandamaker, Veteran, Sniper Artillery

Able Battalion ("Wolf's Own")
Commander Lance
Major Kelly Yuknov, Elite, Archer, 'Mech badly damaged on Misery, commands 1st Provisional Company in a Phoenix Hawk, badly injured and 'Mech destroyed on Glenmora
Captain Ariele Mandujano, Elite, Thunderbolt, killed on Misery, 'Mech salvaged
Michael Alan Murrow, Veteran, JagerMach, killed on Misery
Kenneth Sohier, Veteran, Hermes II, killed on Misery, 'Mech salvaged
Kenner's Company, Disbanded after Misery
Command Lance, Wiped out on Misery
   Captain Lucas Kenner, Elite, Marauder II
   Lieutenant Ariana Foster, Veteran, Atlas
   Howard Lorrel, Veteran, Zaus
   Steven Barrows, Veteran, Awesome
Heavy Lance ("The Catapulters"), Wiped out on Misery
   Lieutenant Florence Milhaus, Elite, BattleMaster
   Sergeant Quarrel Ghania, Elite, Staker
   Drew Pulver, Veteran, Warhammer
   Kingsley Mentor, Veteran, Warhammer
Attack Lance
   Lieutenant Austin Lee Jennings, Elite, Marauder II, killed on Misery
   Sergeant Brandi Mohammed, Elite, Archer, killed on Misery
   Keri Marie, Veteran, Grasshopper, joins Command Lance, 1st Provisional Company after Misery, killed on Crossing
   'Mec salvaged
   Arnold Morrow, Regular, Rifleman, killed on Misery
1st Armored Support Platoon, Joins Home Guard Force
   Lieutenant Mordecai Bonner, Elite, Von Luckner Heavy Tank
   Sergeant Phillip Darrow, Elite, Von Luckner Heavy Tank
   Sergeant Chun Sun Wan, Veteran, Von Luckner Heavy Tank
   Sergeant Emis Fortescue, Veteran, Ontos Heavy Tank
   Sergeant Zachary Bonner, Veteran, Ontos Heavy Tank
Charleston's Company ("The Silver Bears"), Reorganized into 1st Provisional Company
Command Lance
   Captain John Charleston, Elite, Quickdraw, killed on Misery
   'Mec salvaged
   Lieutenant Tammy "Doe" O'Malley, Elite, Crusader, killed on Misery
   A Tai Ng, Veteran, Catapult, killed on Misery
   Terry Linzer, Regular, Cetos, killed on Misery
Fire Lance ("The Bad Boys")
   Lieutenant Carl "Cap" Zedrow, Elite, Rifleman, 'Mec destroyed on Misery, joins Home Guard Force
   Sergeant Trent Pozner, Elite, Phoenix Hawk, killed on Misery
   'Mec salvaged
   Bradley Turlow, Elite, Vulcan, joins Fire Lance, 1st Provisional Company after Misery, 'Mec destroyed on Crossing
   Jennifer Huan, Elite, Clint, joins Fire Lance, 1st Provisional Company after Misery, killed on Glenmora
Light Lance ("The Grunts")
   Lieutenant Ivan Drusinski, Elite, Wasp, joins Fire Lance, 1st Provisional Company after Misery, disabled on Crossing
   'Mec serviceable
   Sergeant Deacon "Deke" Smith, Elite, Hornet, joins Medium Lance, 1st Provisional Company after Misery, killed on Crossing
   Gordon Perlman, Elite, Panther, killed on Misery, 'Mec salvaged

Waller's Company ("Waller's Wailers"), Disbanded after Misery
Command Lance
   Captain Lauren Waller, Elite, Wolverine, commands Fire Lance, 1st Provisional Company after Misery
   Lieutenant Charles MacSweeney, Elite, Shadow Hawk, joins Command Lance, 1st Provisional Company after Misery, killed on Glenmora
   Linda Finhami, Veteran, Scorpion, 'Mec destroyed on Misery, joins Home Guard Force
   Theresa Jones, Veteran, Phoenix Hawk LAM, joins Medium Lance, 1st Provisional Company after Misery, killed on Glenmora
Light Lance
   Lieutenant Corwin Grimaldi, Elite, Assassin, joins Command Lance, 1st Provisional Company after Misery, seriously injured and 'Mec destroyed on Crossing
   Sergeant Jean-Michael Cheval, Veteran, Flea, killed on Misery
   John Brett, Veteran, Oatscout, killed on Misery
   Jason MacAllister, Veteran, Stinger, joins Scout Lance, 5th Provisional Company after Misery, killed on Crossing, 'Mec salvaged
Recon Lance ("Swift West Wind")
   Lieutenant Saburou Akanuki, Elite, Firefly, killed on Misery, 'Mec salvaged
   Sergeant Adriana Campbell, Elite, Spider, killed on Misery
   Uzanna Whitehand, Veteran, Flea, 'Mec destroyed on Misery, joins Home Guard Force
   Martin Cummings, Veteran, Oatscout, killed on Misery
   Armored Support Platoon, Joins Home Guard Force
   Lieutenant Maurice "Tripper" Tripp, Elite, Saracen Heavy Hover Tank
   Sergeant Corey Shipley, Elite, Scimitar Medium Hover Tank
   Sergeant Edward Murakamo, Veteran, Scimitar Medium Hover Tank
   Sergeant Kamar Breen, Veteran, Saladin Assault Hover Tank
   Sergeant Renee Tiromeo, Veteran, Saladin Assault Hover Tank
Jump Infantry Support Platoon (Flamer), Joins Home Guard Force
   Lieutenant Coleen Saar, Elite
   Sergeant Garth Gregg, Elite
   Corporal Howell Rizanji, Elite
   Corporal Carol Ilhammo, Elite
   Corporal Robert Irving, Veteran

Baker Battalion ("The Red Devils"), Reorganized into 5th Provisional Company
Command Lance
   Major Patrick Chan, Elite, Crusader-L, 'Mec destroyed on Misery, commands 5th Provisional Company in a Valkyrie, 'Mec destroyed on Crossing
   Captain Eugene Durr, Elite, Archer, killed on Misery
   David Cobbins, Veteran, Deviant, killed on Misery
   Samuel "Silent" Kepper, Veteran, Thunderbolt, killed on Misery
Fraser's Company ("The Hackers"), Disbanded after Misery Command Lance
Captain Dechan Fraser, Elite, Shadow Hawk, on special assignment after Misery Lieutenant Maximilian Edwards, Elite, Whitworth, killed on Misery, Mech salvaged
Donald Cameron, Veteran, Javelin, joins Fire Lance, 5th Provisional Company after Misery, killed on Crossing
Donald McDonald, Veteran, Javelin, Mech destroyed on Misery, joins Scout Lance, 5th Provisional Company in a Hornet

Heavy Lance
Lieutenant Candra "Tigress" Halston, Elite, Marauder, Mech badly damaged on Misery, commands Medium Lancer, 1st Provisional Company in a Quickdraw, disabled and 'Mech destroyed on Crossing
Sergeant Marisa Gido, Elite, Catapult, killed on Misery
Vladimir Andriovitch, Veteran, Crusader, killed on Misery
Calvin Wakeman, Veteran, Trebuchet, 'Mech destroyed on Misery, joins Medium Lance, 1st Provisional Company in a Panther, killed on Glennmore.

Medium Lance
Lieutenant Thomas West, Elite, Griffin, 'Mech badly damaged on Misery, joins Command Lance, 5th Provisional Company in a Whitworth, killed on Crossing
Sergeant Thom Dominguez, Elite, Wolverine, 'Mech destroyed on Misery, joins Command Lance, 3rd Provisional Company in a Firefly
Gilbert Orman, Regular, Cicada, killed on Misery, 'Mech salvaged
Keith Galin, Veteran, Oustsoult, 'Mech destroyed on Misery, joins Medium Lance, 3rd Provisional Company in a Commando, injured on Crossing

MacElroy's Company, Disbanded after Misery Command Lance
Captain Douglas MacElroy, Elite, Archer, 'Mech destroyed on Misery, commands Scout Lance, 6th Provisional Company in a Firefly, killed on Glennmore
Lieutenant Steward Adams, Elite, Archer, killed on Misery
Narco Kuribash, Elite, Quickdraw, 'Mech destroyed on Misery, joins Home Guard Force
Arthur Simpson, Veteran, JagerMech, killed on Misery

Fire Lance
Lieutenant Rhonda Himmel, Elite, Thunderbolt, 'Mech destroyed on Misery, joins Scout Lance, 5th Provisional Company in a Wasp, killed on Glennmore
Lance Chapin, Veteran, Riffleman, killed on Misery
Jessica Morton-Kane, Veteran, Whitworth, killed on Misery, 'Mech salvaged
Kenneth Tremmel, Regular, Crusader, killed on Misery, 'Mech salvaged

Recon Lance
Lieutenant Jack "Jock" Viremo, Elite, Valkyrie, killed on Misery, 'Mech salvaged
Sergeant Bonnie Ho, Veteran, Stinger, killed on Misery
Gilbert Torelli, Regular, Wasp, killed on Misery, 'Mech salvaged
David "Duke" Shaw, Regular, Locust, 'Mech destroyed on Misery, joins Home Guard Force

Laskowski's Company ("The Scourts") Command Lance, Becomes Fire Lance, 5th Provisional Company Captain Amy Laskowski, Elite, Crusader-L, 'Mech damaged beyond repair on Misery, shifts to a Whitworth, killed on Glennmore
Lieutenant Marion Snyder, Veteran, Valkyrie, killed on Glennmore
Ramon Escalero, Veteran, Hornet, killed on Glennmore
Shaheen Muhmet, Veteran, Stinger, killed on Misery

Recon Lance
Lieutenant Eric Fokker, Elite, Phoenix Hawk, killed on Misery, 'Mech salvaged
Sergeant Gina Chandler, Veteran, Hornet, joins Command Lance, 5th Provisional Company after Misery, killed on Glennmore
Malcolm Spence, Veteran, Shadow Hawk, 'Mech damaged beyond repair on Misery, joins Medium Lancer, 3rd Provisional Company in a Cicada, killed on Glennmore
Janette Rand, Veteran, Devush, on special assignment after Misery

Light Lance
Lieutenant Joseph Hogan, Elite, Hornet, joins Command Lance, 5th Provisional Company after Misery, killed on Glennmore
Sergeant Topol Ivanovitch, Elite, Firefly, killed on Misery, 'Mech salvaged
Lucas Blumburg, Elite, Hornet, killed on Misery, 'Mech salvaged
Hezekiah Walker, Veteran, Wasp, 'Mech destroyed on Misery, joins Command Lance, 3rd Provisional Company in a Falcon, killed on Glennmore

Jump Infantry Support Platoon (SRM), Joins Home Guard Force
Lieutenant Reginald Camm, Elite
Sergeant Pieter Weiszoffen, Elite
Corporal Fitney Immler, Elite
Corporal Astrea Rivera, Elite
Corporal Kip Jenkins, Veteran

Aerospace Lance, Joins Home Guard Force
Lieutenant Sidney "Jackrabbit" Moskowitz, Elite, Thrush Light Fighter
Thomas "Top Hat" Gordon, Veteran, Thrush Light Fighter

Charlie Battalion ("The Pathfinders"), Reorganized into 2nd and 3rd Provisional Companies Command Lance
Major Coshia DuKirk, Elite, BattleMaster, 'Mech badly damaged on Misery, commands 2nd Provisional Company in a Crusader, killed on Glennmore.
Captain Craig Lucas, Elite, Archer, killed on Misery
Nora Echols, Veteran, Shogun, killed on Misery
Said Muhara, Veteran, Warhammer, 'Mech destroyed on Misery, joins Home Guard Force

Brenson's Company, Disbanded after Misery Command Lance
Captain Tharon Bronson, Elite, Atlas, killed on Misery
Lieutenant Alice Sumner, Veteran, Awesome, killed on Misery
Hmo Mandalla, Veteran, Marauder, 'Mech destroyed on Misery, joins Home Guard Force
Charles Zukarow, Veteran, Stalker, killed on Misery

Assault Lance ("The Gurkhas")
Lieutenant William Fish, Elite, Shogun, killed on Misery
Sergeant Demi Bannock, Elite, Stalker, 'Mech destroyed on Misery, joins Home Guard Force
Sal Field, Veteran, Goliath, killed on Misery
Gordon Zed, Veteran, Behemoth, killed on Misery

Heavy Lance
Lieutenant Norman Stein, Veteran, BattleMaster, 'Mech destroyed on Misery, joins Home Guard Force
Sergeant Erica Caputo, Veteran, Warhammer, 'Mech damaged beyond repair on Misery, joins Medium Lancer, 3rd Provisional Company in a Phoenix Hawk, killed on Glennmore
Timothy Simmons, Regular, Riffleman, killed on Misery
Ito Shukima-Garnity, Regular, Hoptile, killed on Misery, 'Mech salvaged
Wolf's Dragoons

Uchimaya's Company ("The Swarm"), Becomes 2nd Provisional Company after Misery

Command Lance
Captain Ataru Uchimaya, Elite, JagerMech, killed on Misery
Lieutenant Vincent Timmons, Elite, Cyclone, killed on Glenmora
Leslie Grubbick, Veteran, Ostrol, killed on Glenmora
James Buck, Veteran, Ostrol, killed on Glenmora

Heavy Lance ("The Long Rifles"), Wiped out on Glenmora
Lieutenant John McDonnell, Elite, Warhammer
Sergeant Melissa "Missy" Melman, Veteran, Enforcer
Maurice Shipman, Veteran, Hoplite
Phillip Burrows, Veteran, Thunderbolt

Fire Lance ("The Flankers"), Wiped out on Glenmora
Lieutenant Floxanne Tyne, Elite, Griffin
Sergeant Kerry Tenner, Veteran, Catapult
Ernest Cameron, Veteran, Enforcer
Douglas Dominguez, Regular, Quickdraw

Jump Infantry Support Platoon (Flamer), Joins Home Guard Force
Lieutenant Zhubin Tzarovich, Elite
Sergeant Tyler McKay, Elite
Corporal Gunther Bideau, Elite
Corporal Ray Abruzio, Veteran
Corporal Warren Robb, Veteran

Stane's Company
Command Lance, Becomes Recon Lance of 3rd Provisional Company after Misery, wiped out on Glenmora
Captain Kristen Stane, Elite, Phoenix Hawk
Lieutenant Constantine Ellery, Veteran, Valkyrie
Perival Plummel, Veteran, Jahalin
James Walters, Veteran, Firefly

Fire Lance
Lieutenant Stanley "Texas" Havelock, Elite, Ostscout, joins Command Lance, 3rd Provisional Company after Misery, killed on Glenmora
Sergeant Andrea "Mouse" Sheets, Elite, Stinger, killed on Misery
Earl Schwartz, Regular, Clint, killed on Misery, Mech salvaged
Haskins Lawrence, Regular, Locust, killed on Misery

Recon Lance
Lieutenant Miriam Rapapport, Elite, Locust, Mech damaged beyond repair on Misery, commands Medium Lance, 3rd Provisional Company in a Hoplite, killed on Glenmora
Sergeant Ma Prem Isabel, Veteran, Commando, severely injured on Misery and retired, Mech serviceable
Pala Sunim, Veteran, Falcon, killed on Misery, Mech salvaged
Deborah Hart, Regular, Stinger, Mech destroyed on Misery, joins Home Guard Force

LAM Lance, Destroyed on Misery
Lieutenant Susanna Imroz, Elite, Wasp LAM
Sergeant Christopher Subbar, Veteran, Wasp LAM
Kohler Vamens, Veteran, Stinger LAM
Maurice Weens, Regular, Stinger LAM

Aerospace Lance, Joins Home Guard Force
Lieutenant Julia "Hellcat" Norton, Veteran, Sholagar Light Fighter
Michael "Bullseye" Kyle, Veteran, Sholagar Light Fighter
ALPHA REGIMENT PERSONALITIES

Name: Colonel Jaime Wolt
Assignment: Commander of Wolf's Dragoons
   Commander of Alpha Regiment, Wolf's Dragoons
   (See page 45)

Name: Major Patrick Chan
Assignment: Former Commander of Baker Battalion, Alpha Regiment; now Commander of Fifth Provisional Company
   Respectful, if not universally liked, by his command, "Old Stone Face" rarely reveals his true feelings to his MechWarriors. In private or in staff meetings, however, Chan is outspoken and outmannered, often voicing his views with vehemence. The high number of kill markers on his Crusader L- and the many victories of Baker Battalion's Red Devils, are impressive testimony to "Stone Face" Chan's tactical brilliance. He is all that kept him alive on Misery, where his 'Mech absorbed salvo after salvo from the Kuritans. He was the only member of his lance to survive as he ejected just before the Crusader exploded. He had another close scrape on Glenmora, where half his lance was destroyed. His 'Mech, this time a Valkyrie, was shot out from under him again on Crossing, but again he survived.

Name: Major Coshaha DuKirk [deceased]
Assignment: Former Commander of Charlie Battalion, Alpha Regiment; then Commander of Second Provisional Company
   A foreigner to the Dragoons, Major DuKirk signed on after meeting Colonel Wolf in a Dieron hiring hall. She then led the battalion with distinction and was well-known for her late-night poker games with her captains. DuKirk usually won the games, and her luck at cards had carried over into her activities as a 'Mech officer. Her luck held on Misery. Her Command Lance was cut off from the rest of her battalion, and the Kuritans took full advantage. The rest of the lance was wiped out before relief could arrive. After Misery, many Dragoons were suspicious and hostile toward Major DuKirk, though she was not Combine-born. The hostility turned to near rebellion on Glenmora when Major Yukinov passed regimental command to Major DuKirk during Colonel Wolf's absence. In a dramatic confrontation, Major DuKirk maintained control. She showed her loyalty and her valor repeatedly in the campaign for Glenmora, fighting to the death for the Dragoons.

Name: Major Kelly Yukinov
Assignment: Former Commander of Able Battalion, Alpha Regiment and Wolf's Dragoons; temporary Commander of First Provisional Company
   Major Kelly Yukinov is one of the most important officers in the Dragoons. During Wolf's absence on tour or in combat, Yukinov is officially breveted to Colonel and takes command of Alpha Regiment. Like all Dragoons, Yukinov is an accomplished professional, and he fulfills his dual role well. Though little is certain about his private life, the Major is known to be unmarried and is considered a bit of a Don Juan. Some say he is even tougher than Wolf when the Colonel is away. During Yukinov's absence after his injury on Barlow's End in 3026, the regiment came briefly under the command of Zeta's Elliot Jamison, and discipline slipped a bit. In the battle on Misery, Major Yukinov was injured again and was lucky to escape with his life. After a two-month recovery and period of adjustment to a new 'Mech, Major Yukinov returned to active duty. Soon Major Yukinov was badly injured once again, this time on Glenmora.

Name: Captain Theron Branson [deceased]
Assignment: Former Commander of Branson's Company, Charlie Battalion
   Generally known as a bit of a wise guy, Branson played it cool on the battlefield, where his abilities as a MechWarrior and officer were unquestioned. He died with most of his company on Misery. His humor while off-duty was well-known. Toward the end, his jokes took a more political tone, lampooning such notables as Kurita Warlord Greg Samsonov ("Why didn't the shark eat Warlord Samsonov? Professional courtesy."). Branson was also an animal lover, keeping an impressive collection of exotic finches from several worlds.

Name: Captain William Cameron [deceased]
Assignment: Former Communications Officer, Command Lance, Alpha Regiment
   Jaime Wolf's eyes and ears, Captain William Cameron used the advanced computer and communications system of his Cyclops to keep in constant touch with Dragoon line officers. Calm and quietly efficient, Cameron was typically seen relaying reports to his commander, or tinkering with the delicate circuitry of his BattleMech. The loss of the Captain's Cyclops on Misery created problems for the Dragoons because of its sensitive electronics. Expert Techs worked for two months to modify the late Kenneth Sohier's Hermes V to replace the Cyclops. Captain Cameron was killed on Crossing by a DESt warrior.

Name: Captain John Charleton [deceased]
Assignment: Former Commander of Charleton's Company, Able Battalion
   A typical workaholic, Charleton lived for his company and for his dark green Quickdraw, "Reverend Bob." He became even more withdrawn and sometimes depressed after his second wife divorced him in 3024. He took exceptional care of his 'Mech, which may account for its survival on Misery, where he died with all the rest of his lance.

Name: Captain Dechan Fraser
Assignment: Former Commander of Fraser's Company, Able Battalion
   A rising star in the Dragoons, Captain Fraser earned quick promotion after his bravery on Quentin and Barlow's End. Friendly yet firm with his MechWarriors, Fraser combines a youthful outlook with substantial experience in Mech combat. Some had suggested that he would soon command the Dragoons. With Fraser losing his company command after Misery, this talk has died down considerably, though Fraser was not demoted and in fact fought with distinction on Misery. He has been on special assignment ever since.

Name: Captain Lucas Kenner [deceased]
Assignment: Former Commander of Kenner's Company, Wolf's Dragoons
   Alternating between bouts of manic activity and periods of grim brooding over the unfairness of life or his most recent romantic failures, Captain Kenner commanded the lead assault company of Wolf's Dragoons. In combat, he was equally merciful, either sedate and cautious or furiously aggressive, depending on his level of mania/depression. Fortunately, Captain Kenner's various moods seemed to correspond admirably to battlefield requirements. He was his most aggressive on Misery, and only one MechWarrior in his company survived.
WOLF'S DRAGOONS

**Name:** Captain Amy Laskowski [deceased]

**Assignment:** Former Commander of Laskowski's Company, Baker Battalion; then Commander of Fire Lance, Fifth Provisional Company

Though her behavior toward superior officers occasionally bordered on insubordination, Amy Laskowski never hesitated to follow orders when it counted. A strong leader in her own right, Captain Laskowski enjoyed baiting Major Chan, though there was obvious respect between the two. Captured during the debacle on Barlow's End, Captain Laskowski returned to her command after a prisoner exchange. She chafed somewhat at commanding only a lance after the losses of Misery, but kept her feelings in check out of professionalism and respect for Major Chan. Though no one ever questioned her leadership or skill, she acted as if she had to prove herself again. Her lance held its position against overwhelming odds and against prudence on Glenmore, where the lance and the Captain were destroyed.

**Name:** Captain Dougas MacElroy [deceased]

**Assignment:** Former Commander of MacElroy's Company, Baker Battalion; then Commander of Scout Lance, Fifth Provisional Company.

Behind Captain MacElroy's gruff, abrasive exterior lurked a genuine concern and affection for his MechWarriors and the Dragoons. Most of his subordinates were on to him and accepted his occasional outburst with good grace. Most of the MechWarriors closest to MacElroy died at Misery, and he barely escaped after the loss of his Archer. He was not so lucky a few months later when he and his Firefly were destroyed on Glenmore. When not fulfilling his military duties, he was an affectionate husband and father, and his talent with the bagpipes was near-legendary.

**Name:** Captain Kristen Stane [deceased]

**Assignment:** Former Commander of Stane's Company, Charlie Battalion; then Commander of Recon Lance, Third Provisional Company

Enthusiasm was Captain Stane's most prominent character trait. Combining an ebullient personality with flawless tactical skills, Stane was well-liked by both her unit and the Dragoons in general. Though her enthusiasm sometimes got her into trouble, she seemed destined for a brilliant career. Stane had barely recuperated from wounds suffered during the Dragoon defeat on Barlow's End when she had to fight on Misery. Despite her injuries, she showed no sign of lessened abilities. Her lance emerged from Misery intact, but it was wiped out on Glenmore.

**Name:** Captain Ataru Uchimaya [deceased]

**Assignment:** Former Commander of Uchimaya's Company, Charlie Battalion

"The Swarm" was one of the best companies in the Dragoons, emerging from Misery intact except for the loss of its commander. Captain Ataru Uchimaya, a cunning tactician and student of Colonel Sarah Weiss's innovative mobile warfare techniques, deserved much of the credit. Poet, painter, and martial artist, Uchimaya embodied the warrior spirit and the code of *bushido* better than many of the corrupt or scheming "samurai" of the Draconis Combine. It is one of the cruel twists of war that he, alone in his company, was killed on Misery.

**Name:** Captain Lauren Waller

**Assignment:** Former Commander of Waller's Company, Able Battalion; now Commander of Fire Lance, First Provisional Company.

Temperamental, staunchly independent, and often more than a little profane, Captain Lauren Waller led a combined-arms company. Waller is known for her swift attacks and devastating ambushes. She is a dedicated MechWarrior, as well as a bit of a man-hater who seems determined to look unattractive. Risqué suggestions abound concerning her relationship with "Bunker," her Wolverine, but never in the Captain's presence. The combined-arms company was disbanded after the battle on Misery, and Captain Waller now commands the Fire Lance of the First Provisional Company.

**Name:** Lieutenant Reginald Camm

**Assignment:** Former Commander of the Jump Infantry Platoon, Uchimaya's Company

A scout among scouts, the 22-year-old Camm leads his platoon with distinction. At 18, he dispatched a Wasp 'Mech with a portable SRM, striking its damaged head and killing its pilot. When Colonel Wolf offered him the Wasp, Camm decided instead to stay with infantry, accepting a commission as a junior officer. Camm and his platoon were detached from the 'Mech unit after Misery to help protect the Dragoon families as part of the Home Guard Force.

**Name:** Lieutenant Florence Milhaus [deceased]

**Assignment:** Former Commander of Heavy Lance, Kenner's Company

Lieutenant Milhaus, a student of Byzantine history, nicknamed her unit "The Cataphracts" when she took command in 3023. The name stuck, seeing the lance through several major engagements. Lieutenant Milhaus went so far as to design a lance badge for her MechWarriors—a stylized armored horse's head. She and the members of her lance wore the badge with pride. The Cataphracts died a proud and honorable death at Misery, taking two Kurita lances with them.

**Name:** Lieutenant Hans Vordel

**Assignment:** Administrative Assistant to Jaime Wolf

After Jaime Wolf's close calls on Dromini and Quentin and the evidence of a Kurita conspiracy against him, other Dragoon officers insisted that Colonel Wolf appoint a bodyguard. Lieutenant Vordel was bound for either a firing squad or the Black Widow Company when Wolf chose him. Despite his rough nature, Vordel is deeply loyal and would lay down his life to protect his commander. He was the first Dragoon to step forward to duel the *Fyukin* on Misery. Though he destroyed the Kurita 'Mech without taking damage, Vordel was not so fortunate later. The Lieutenant fought bravely to protect Colonel Wolf, ejecting only on the Colonel's orders even though his *victor* was obviously about to explode.
BETA REGIMENT

Name: Beta Regiment, Wolf's Dragoons
Commander: Colonel Andrei Shostokovitch
Unit Composition: 3 battalions before Misery, 5 companies afterward
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Greek letter Beta
DropShip Assignments: Luanda (Fortress Class), Fitzyon, Kursk, Duke Torgal (Overlord Class)

Under ‘Shos’ Shostokovitch, Beta gained a reputation as an audacious unit that takes risks leading to either great success or embarrassing failure. The truth is somewhat different. Despite his gruff, devil-may-care affectations, the late Colonel Shostokovitch was a highly intelligent, intuitive officer whose tactical sense and training helped him determine an enemy’s weak spots and vulnerabilities. Colonel Shostokovitch was killed on Crossing.

Name: Able Battalion, Beta Regiment
Commander: Major Alicia Fancher
Unit Status: Elite
Unit Nickname: Cavaliers
Unit Insignia: A pair of dice, one reading 4, the other reading 6
DropShip Assignment: Fitzyon (Overlord Class)

Before Alicia Fancher, Able Battalion’s Cavaliers were under the command of the hard-headed Major Nikos Palassius, which gave the unit a reputation for recklessness second only to that of Zeta Battalion. Fancher changed all that. Turning Able into a textbook battalion, able to stick to orders even under the greatest duress. Fancher has, on rare occasions, thrown the book out the window to follow her soldier’s instinct, but she has little tolerance for such conduct from her officers. Major Fancher retired when the battalion was broken up after Misery.

Name: Baker Battalion, Beta Regiment
Commander: Major Michael Hart
Unit Status: Elite
Unit Nickname: The Heartbreakers
Unit Insignia: A broken red heart
DropShip Assignment: Kursk (Overlord Class)

The Heartbreakers had a somewhat schizophrenic approach to combat, ranging from Captain Vanduesen’s wild lack of restraint to Captain Magdaleno’s low-key, non-competitive command style. Major Hart managed to modify some of his unit’s more extreme tendencies, molding the battalion into a potent weapon capable of every type of mission, from prolonged assault to mobile reconnaissance. Magdaleno’s Company was especially good at raiding, for its supporting light armor and jump infantry acted as an excellent covering force. His lance then performed the same role, but without the support. Vanduesen favored assault and close combat, though his company was known to fill in as a fire unit upon occasion. Captain Fandreys’s unit acted in support of either the Heartbreakers’ other companies. Overall, Hart’s battalion was a versatile, capable unit that displayed some of the Dragoons’ best qualities. Broken up but mainly consisting of the Second and Third Provisional Companies, the Mechs of Baker Battalion were still among the most versatile in the Regiment on Wapakoneta. Captain Vanduesen’s company, however, paid for his impulsiveness on Wapakoneta when it was wiped out.

Name: Charlie Battalion, Beta Regiment
Commander: Major Anton Ivanovitch
Unit Status: Elite
Unit Nickname: The Red Guard
Unit Insignia: A red star
DropShip Assignment: Duke Torgal (Overlord Class)

The Red Guard was known as much for its colorful commander and the ancient Soviet motif of its BattleMech insignia as for its considerable fighting abilities. Despite friction between Major Ivanovitch and Captain Stoner over exactly how far the “Red Guard” motif should be carried, Charlie Battalion repeatedly displayed loyalty, tenacity, and unshakable morale in the face of overwhelming odds. The unit was broken up and Major Ivanovitch retired after Misery.

BETA REGIMENT UNIT ROSTER

Command Company
Command Lance
Colonel Andrei Shostokovitch, Elite, BattleMaster, ‘Mech badly damaged on Misery, switches to a Dervish; killed on Crossing
Captain Noah Grimm, Elite, Dervish, severely wounded on Misery, retires after persuading Colonel Shostokovitch to use his ‘Mech
Lieutenant Jeffrey Odoms, Elite, Cossar, killed on Misery
Sean Finney, Elite, Warhammer, killed on Misery

Fire Lance, Disbanded after Misery
Lieutenant Calvin Jenkins, Elite, Hunchback, killed on Misery, Mech salvaged
Sergeant Evita “Smoky” Ibarra, Elite, Griffin, joins regimental Command Lance after Misery
Gerald Madeux, Elite, Trencher, killed on Misery

1st Motorized Infantry Platoon (Laser), Joints Wolf’s Dragoons Battle Group
Lieutenant Joseph Mayer, Elite, killed on Crossing
Sergeant Hermione Shelton, Elite
Corporal Elgin Spravozoff, Elite
Corporal Scott Jannack, Elite, killed on Crossing

Artillery Lance 1, Joins Home Guard Force
Captain Michael Busey, Elite, Blackwell Bandit Vehicula
Lieutenant Seth Foreman, Elite, Long Tom Artillery
Lieutenant Bradley Dunnevent, Veteran, Long Tom Artillery
Lieutenant Sheldon "Rocky" Dreyer, Elite, Sniper Artillery

Artillery Lance 2 ("The Plumbers"), Joins Wolf’s Dragoons Battle Group
Captain Gerald Landrey, Elite, Blackwell Bandit Hovercraft
Lieutenant Austin Montague, Elite, Sniper Artillery
Lieutenant Obloha Cheato, Veteran, Sniper Artillery, killed on Crossing
Lieutenant Louis Trochia, Veteran, Thumper Artillery
Lieutenant Yince Janske, Veteran, Thumper Artillery

Able Battalion ("The Cavaliers")
Command Lance
Major Alicia Fancher, Elite, Warhammer, retires after Misery
Captain Phantoulath ‘Phan’ Thillavant, Elite, Awesome, killed on Misery
Julia Bonet, Elite, Atlas, ‘Mech destroyed on Misery, joins Command Lance, 1st Provisional Company in an Inp, killed on Wapakoneta
Grover Thill, Veteran, Banshee, killed on Misery
WOLF'S DRAGOONS

Umaio's Company ("The Reapers"), Disbanded After Misery
Command Lance
Captain John Umaio, Elite, BattleMaster, joins regimental
Command Lance after Misery, badly injured and 'Mech
destroyed on Crossing
Lieutenant Richard "Clop" Clepton, Elite, Goliath, killed on
Misery
Zedra Hall, Elite, Imp, still in coma from wounds suffered on
Misery, 'Mech salvaged
Charles Pitey-Johnson, Veteran, Zeus, killed on Misery

Heavy Lance ("The Headsmen")
Lieutenant Frima "Wishbone" Kawanaa, Elite, Marauder, killed on
Misery
Sergeant Robert Rivetti, Elite, Archer, joins Heavy Lance, 1st
Provisional Company after Misery, killed on Crossing, 'Mech
salvaged
Mery O'Calahan, Veteran, Annihilator, joins regimental
Command Lance after Misery, killed on Wapakoneta
Tom Peterson, Veteran, Crusader, killed on Misery

Fire Lance
Lieutenant Danielle Montclair, Elite, Shogun, commands Heavy
Lance, 1st Provisional Company after Misery, 'Mech de-
stroyed on Crossing
Sergeant Ivan Drivovitch, Elite, Catapult, killed on Misery
Clive "London" Tanner, Elite, Warhammer, killed on Misery
Victor MacLane, Fedgull, Riffman, killed on Misery

1st Armored Support Platoon ("The Deathtracks"), Joins Wolf's
Dragoons BattleGroup
Lieutenant Joan "Dancer" Ford, Elite, SturmFeur Heavy Tank,
killed on Crossing
Sergeant Yi Kow Song, Elite, SturmFeur Heavy Tank
Sergeant Lynn-Marie Halwell, Veteran, SturmFeur Heavy
Tank
Sergeant Pamela Dekker, Elite, Schreck PPC Carrier, killed on
Crossing
Sergeant Gil Tarnower, Veteran, Schreck PPC Carrier

2nd Armored Support Platoon ("Eagle's Eagles"), Joins Home
Guard Force
Lieutenant Johnny Eagle, Elite, Behemoth Heavy Tank
Sergeant Thran Van Tsiu, Elite, Behemoth Heavy Tank
Sergeant Arna Trowell, Veteran, Behemoth Heavy Tank
Sergeant Emil Zandt, Elite, Demolisher Heavy Tank
Sergeant Salvador Juarez, Veteran, Demolisher Heavy Tank

St. John's Company ("The Snow Leopards"), Disbanded
after Misery
Command Lance, Wiped Out on Misery
Captain Ward St. John, Elite, Marauder
Lieutenant Braha Mudavi, Elite, Archer
Zebulon Gross, Veteran, Ostrol
Clionne Brinn, Veteran, Hotlie

Fire Lance
Lieutenant Val Conner, Elite, Griffin, killed on Misery
Sergeant Adam Striker, Veteran, Shadow Hawk, killed on
Misery
Irving Craig, Veteran, Archer, killed on Misery
Darnell Winningham, Veteran, Enforcer, joins Heavy Lance,
1st Provisional Company after Misery, injured on Crossing

Medium Lance ("The Woodchucks")
Lieutenant Chad Blackstone, Elite, Ostrdc, killed on Misery
Sergeant Jumo Konanama, Elite, Wolverine, killed on Misery,
'Mech salvaged
Jex Farnam, Veteran, Phoenix Hawk, killed on Misery
Andrew Natal, Veteran, Phoenix Hawk, killed on Misery

AeroSpace Lance, Joins Home Guard Force
Lieutenant Warren "Viper" Windsor, Elite, Transit Medium
Fighter
Richard "Bear" Stark, Veteran, Transit Medium Fighter

Bray's Company, Reorganized into 1st Provisional
Company after Misery
Command Lance, Becomes Fire Lance, 1st Provisional Com-
pany
Captain Gene Bray, Elite, Thunderbolt, killed on Wapakoneta
Lieutenant Perry Norton, Elite, Crusader, killed on Crossing
Lilith Lang, Elite, Hermes II
Nicholas Wrigley-Cross, Veteran, Wolfhound, killed on
Wapakoneta

Light Lance ("The Rainmakers")
Lieutenant Wyatt "Kansas" Kenyon, Elite, Phoenix Hawk,
'Mech destroyed on Misery, joins Command Lance, 1st
Provisional Company in a Hunchback
Sergeant Shannon "Peak" Vermon, Elite, Firefly, joins Com-
mand Lance, 1st Provisional Company after Misery, dis-
abled and 'Mech destroyed on Crossing
Mehran Jazabi, Veteran, Wasp, killed on Misery
Henry Callahan, Veteran, Stinger, killed on Misery

Recon Lance
Lieutenant Elton Zuroff, Elite, Wasp, killed on Misery
Sergeant Ariel Myciavski, Elite, Spider, killed on Misery
Jim Theiss, Elite, Jawelin, 'Mech damaged beyond repair on
Misery, joins Heavy Lance, 1st Provisional Company in a
Wolverine, killed on Wapakoneta
Grignard Ecord, Veteran, Wasp, killed on Misery

Armored Support Platoon, Joins Home Guard Force
Lieutenant Leotta Aizello, Elite, Pegasus Light Hoverlank
Sergeant Waler Said, Elite, Pegasus Light Hoverlank
Sergeant Eugene Segren, Elite, Pegasus Light Hoverlank
Sergeant Scott Weese, Veteran, J. Edgar Light Hoverlank
Sergeant Anthony Graizer, Regular, J. Edgar Light Hoverlank

Baker Battalion ("The Heartbreakers"), Reorganized into
2nd and 3rd Provisional Companies after Misery
Command Lance
Major Michael Hart, Elite, Archer, killed on Misery
Captain Andrea Dugan, Elite, Griffin, commands Heavy Lance,
3rd Provisional Company after Misery, killed on Wapa-
koneta
Milo Ramsay, Veteran, Hotlie, killed on Misery
Barney Vaneli, Veteran, Ostrol, killed on Misery
Vanduesen's Company, Disbanded after Misery

Command Lance
- Captain Michael Vanduesen, Elite, Commando, commands 3rd Provisional Company after Misery, killed on Wapakoneta
- Lieutenant Jenny Tyler, Elite, Marauder, killed on Misery, 'Mech salvaged
- Wynona Twopine, Veteran, Rifleman, killed on Misery, 'Mech salvaged
- Maurice Hickey, Veteran, Thunderbolt, killed on Misery

Fire Lance
- Lieutenant Horace Tapp, Veteran, BattleMaster, killed on Misery, 'Mech salvaged
- Sergeant Angus MacTavish, Veteran, Marauder, joins Assault Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
- Menam Sabra, Veteran, Crusader, killed on Misery
- Paul Ovile, Regular, Crusader, killed on Misery

Recon Lance
- Lieutenant Robert Goldin, Elite, Commando, killed on Misery
- Sergeant Grig Selivanov, Elite, Panther, joins Heavy Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
- Herbert Carp, Veteran, Wasp, killed on Misery
- Milo Maddox, Regular, Wraith, joins Medium Lance, 2nd Provisional Company after Misery, killed on Crossing, 'Mech salvaged

Flandrey's Company

Command Lance
- Captain Susan Flandrey, Elite, Thunderbolt, commands 1st Provisional Company after Misery, 'Mech destroyed on Crossing
- Lieutenant Torvald Feller, Elite, Archer, 'Mech damaged beyond repair on Misery, commands Assault Lance, 3rd Provisional Company in a BattleMaster, killed on Wapakoneta
- David Thurston, Elite, Annihilator, joins Assault Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
- Found Iou Fasha, Veteran, Crusader, killed on Misery

Fire Lance
- Lieutenant Elwin Hawke, Elite, Archer, killed on Misery
- Coleen Hansen, Elite, Rifleman, killed on Misery
- Jed Snyder, Elite, Catapult, joins Heavy Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
- Eileen Hatter, Veteran, Crusader, 'Mech destroyed on Misery, joins Heavy Lance, 3rd Provisional Company in a Davion Enforcer, killed on Wapakoneta

Recon Lance, Becomes Command Lance, 3rd Provisional Company
- Lieutenant Joseph Ochs, Elite, Commando, killed on Wapakoneta
- Sergeant Daniel Hyatt, Elite, Wasp, killed on Wapakoneta
- Michael Huhndorf, Elite, Wasp, killed on Wapakoneta
- Claudia Gersbach, Veteran, Falcon, 'Mech destroyed on Misery, joins Assault Lance, 3rd Provisional Company in a Marauder, killed on Wapakoneta

Magdaleno's Company, Becomes 2nd Provisional Company

Command Lance
- Captain Ramon Magdaleno, Elite, Phoenix Hawk, killed on Wapakoneta
- Lieutenant Drew "Easy" Lanier, Elite, Locust, badly injured on Crossing, 'Mech serviceable
- Michael Gallagher, Elite, Frea, killed on Crossing
- Oriella Muheem, Veteran, Commando, killed on Wapakoneta

Recon Lance
- Lieutenant Lester Malawsky, Elite, Firefly
- Sergeant Gordon "Buck" Manney, Elite, Wasp, disabled and 'Mech destroyed on Crossing
- Ira Kindrick, Elite, Stinger, killed on Wapakoneta
- Zelda Houselskov, Regular, Valkyrie, killed on Crossing, 'Mech salvaged
- Kurt Brunner, Elite, Stinger LAM, killed on Misery

Light Lance, Becomes Medium Lance
- Lieutenant Susan Forthill, Elite, Jenner, 'Mech destroyed on Misery, switches to a Rifleman, 'Mech destroyed on Crossing
- Sergeant Hei Pon, Elite, Wasp, 'Mech badly damaged on Misery, switches to a Davion Enforcer, killed on Wapakoneta
- Darna Faurian, Elite, Locust, killed on Misery
- Piter Durst, Veteran, Jenner, killed on Wapakoneta
- Jump Infantry Support Platoon (Flamer), Joins Home Guard Force
- Lieutenant Dom "Junction" Silvers, Elite
- Sergeant Oscar Vrun, Elite
- Corporal Patrick Emmerson, Elite
- Corporal Kirk Johansen, Veteran
- Corporal Sarah Honer, Veteran

Armored Support Platoon, Joins Home Guard Force
- Lieutenant Calzone Oldham, Elite, Striker Light Tank
- Sergeant Tom Anclow, Elite, Striker Light Tank
- Sergeant Glenn Manning, Elite, Striker Light Tank
- Sergeant Carolynn Delozio, Elite, Hetzer Assault Gun
- Sergeant Samho Evers, Veteran, Hetzer Assault Gun

Charlie Battalion ("The Red Guard"), Reorganized into 4th and 5th Provisional Companies after Misery

Command Lance
- Major Anton Ivanovitch, Elite, Marauder II, retires after Misery
- Captain Loam Bassura, Elite, Archer, 'Mech destroyed on Misery, commands 4th Provisional Company in a Whirlwind, killed on Wapakoneta
- Lieutenant Bradford Sealeyham, Elite, Archer, joins Heavy Lance, 4th Provisional Company after Misery, killed on Wapakoneta
- Glen Waters, Veteran, Warhammer, 'Mech destroyed on Misery, joins Command Lance, 4th Provisional Company in an Ostschoot, killed on Wapakoneta

Rondema's Company ("Rondema's Roughnecks"), Becomes 5th Provisional Company after Misery

Command Lance
- Captain Danielle Rondema, Elite, Atlas, killed on Wapakoneta
- Lieutenant Madeleine Dubrowski, Elite, Imp, killed on Misery
- Yudo Kamazawa, Veteran, Stacker, 'Mech destroyed on Misery, switches to a Davion Enforcer, killed on Wapakoneta
- Erc Pollet, Veteran, Marauder, killed on Misery

Heavy Lance, Wiped out on Wapakoneta
- Lieutenant Dmitri "Borzoi" Speletnikov, Elite, Grasshopper
- Sergeant Homer Vozol, Elite, Dragon
- Mirkova Aidman, Veteran, Catroc
- Wesley Bryan, Veteran, Otschoot

Fire Lance, Wiped out on Wapakoneta
- Lieutenant Nabilah Baydarra, Elite, Hoptile
- Sergeant Simon Peset, Veteran, Hoptile
- Judge McKay, Regular, Shogun
- Bali Tollman, Regular, Shadow Hawk

Armored Support Platoon, Joins Home Guard Force
- Lieutenant Emmett Quincey, Elite, Panther Heavy Tank
- Sergeant Clarkon Banner, Veteran, Panther Heavy Tank
- Sergeant Leann Durrell, Veteran, Panther Heavy Tank
- Sergeant Donald Blessings, Veteran, Ontos Heavy Tank
- Sergeant Zubin Martell, Veteran, Ontos Heavy Tank
WOLF'S DRAGOONS

Stonker's Company ("The Rolling Stones"), Disbanded after Misery

Command Lance
Captain Rick Stoner, Elite, Orion, commands Heavy Lance, 4th Provisional Company after Misery, killed on Wapakoneta
Lieutenant Vincent Timmons, Elite, Dragon, joins Command Lance, 5th Provisional Company after Misery, killed on Wapakoneta
Leslie Gubbick, Veteran, Ostrov, killed on Misery
James Buck, Veteran, Ostrov, killed on Misery

Fire Lance
Lieutenant Gordon Stock, Elite, Whitworth, disabled on Misery, 'Mech salvaged
Sergeant Ned Wolter, Veteran, Vindicator, blinded on Misery, 'Mech salvaged
Andrea Jones, Veteran, Centurion, joins Command Lance, 5th Provisional Company after Misery, killed on Wapakoneta
Graham Quiller, Veteran, Trebuchet, killed on Misery

Recon Lance ("The Flashers")
Lieutenant Sun Kinney, Veteran, Ostscout, killed on Misery, 'Mech salvaged
Sergeant Jessica Webb, Veteran, Javelin, killed on Misery
Andrew Koli, Regular, Locust, killed on Misery
Zebulon Potts, Green, Wasp, killed on Misery

AeroSpace Lance, Joins Home Guard Force
Lieutenant Clarence "Sweep" Lamond, Elite, Cheetah Light Fighter
Rubin "Switchblade" Norris, Elite, Cheetah Light Fighter

Zielnikovski's Company, Reorganized into 4th Provisional Company after Misery

Command Lance
Captain Tony Zielnikovski, Elite, Hoplite, killed on Misery
Lieutenant Oliver Hezeli, Elite, Assassin, joins Command Lance, 4th Provisional Company after Misery, severely injured on Crossing, 'Mech salvaged
Sergeant Gregg "Blue" Korian, Veteran, Cicada, killed on Misery
Walter Light, Veteran, Whitworth, joins Command Lance, 4th Provisional Company after Misery, killed on Wapakoneta

Fire Lance
Lieutenant Harold Buller, Elite, Whitworth, killed on Misery, 'Mech salvaged
Sergeant Robert "Doveal Bob" Suarez, Elite, Centurion, joins Heavy Lance, 4th Provisional Company after Misery, killed on Wapakoneta
Arnold "Lucky" Starr, Veteran, Enforcer, killed on Misery
Wendy Hayes, Regular, Trebuchet, joins Heavy Lance, 4th Provisional Company after Misery, killed on Crossing

Recon Lance ("The In-and-Out Gang"), Becomes Recon Lance, 4th Provisional Company
Lieutenant Alan Deane, Elite, Ostscout, 'Mech destroyed on Misery, switches to a Vindicator
Sergeant John Hodges, Veteran, Jenner, killed on Wapakoneta
Sean Murphy, Veteran, Panther, killed on Wapakoneta
Paul Larch, Veteran, Vulcan, killed on Wapakoneta

Armored Support Platoon, Joins Home Guard Force
Lieutenant Katherine Hilman, Elite, Saladin Assault Hover Tank
Sergeant Osian Verdugo, Elite, Saladin Assault Hover Tank
Sergeant Birdwell "Bird" Dunningan, Veteran, Scimitar Medium Hover Tank
Sergeant Maurice Chelm, Veteran, Scimitar Medium Hover Tank
Sergeant Peter Black, Veteran, Scimitar Medium Hover Tank

Jump Infantry Support Platoon (Flame), Joins Home Guard Force
Lieutenant Lloyd Anderson, Elite
Sergeant John Tuttle, Elite
Corporal Kathy Klimura, Elite
Corporal Peter Schulberg, Veteran
Corporal Katherine "Babushka" Norton, Elite
BETA REGIMENT PERSONALITIES

Name: Colonel Jeremy Eillman
Assignment: Commander of Home Guard Force

Colonel Eillman commanded Beta Regiment with valor and skill from the time Wolf's Dragoons entered the Inner Sphere until 3016. He was well-liked by those who served with him, and his courage and leadership helped the Dragoons build their reputation. The horrors of war and the personal sense of loss from the death of one too many comrades finally took their toll on the Colonel. He resigned in 2016. It took all of Colonel Jaime Wolf's persuasive power to get Colonel Eillman to remain with the Dragoons as training commander. After the tragedy of Hephæstus Station, Colonel Eillman was charged with organizing the Home Guard Force to protect the Dragoon families. He continues as commander of this unit on Robinson.

Name: Major Alicia Fancher
Assignment: Former Commander of Able Battalion, Beta Regiment

Alicia Fancher is a dedicated team player. This may come in part as a reaction against Major Palassis, her predecessor. Then-Captain Fancher was interim Battalion Commander in 3014, when Major Palassis was badly injured in a reckless attack. She took full command in 3020, when Major Palassis retired. Always careful to avoid the independent glory-seeking actions that she feels can destroy even the best-laid plan, Fancher has no patience for such behavior in her officers. Sergeant Vernon is the most recent target of the Major's wrath, having been demoted from Lieutenant after his headstrong disregard for orders on Misery. Colonel Wolf later investigated the incident privately and found Lieutenant Vernon to have exercised good judgment. To avoid the spectacle of reprimanding a Major, Colonel Wolf persuaded Major Fancher to retire. He also assigned Sergeant Vernon to the Command Lance of the Second Provisional Company as a sign of confidence. Sergeant Vernon was expected to be restored to his former rank after a decent interval had passed.

His disabling injury on Crossing, however, will probably prevent him from returning to active duty.

Name: Colonel Andrei Shostokovitch [deceased]
Assignment: Commander of Beta Regiment

Colonel 'Shos' was a towering bear of a man with a hearty laugh and a quick, if not always entirely successful, sense of humor. He rose through the ranks over the years, taking command in 3016 after the retirement of Colonel Jeremy Eillman. A former line Mechjock himself, Shos was popular with his troops, who considered him "one of us." The Colonel occasionally posed as Jaime Wolf for visiting officials. Those who had never seen either man usually assumed that Shostokovitch was Wolf because of his gruff, authoritarian affectations. Shos delighted in embarrassing visitors in this way. Colonel Shostokovitch was intensely loyal to those near him. He agreed to use Captain Grimm's Dervish after Grimm was severely injured on Misery. Switching from an Assault 'Mech to a medium may have played a part in his death. The Dervish fell on Crossing while other Dragoon 'Mechs nearby were still fighting.

Name: Major Michael Hart [deceased]
Assignment: Former Commander of Baker Battalion, Beta Regiment

When the Heartbreakers fought the Lyrians on Hesperus II, the enemy called Major Hart the "Blue-Eyed Devil" because of the way his unit repeatedly stung the defenders in raids and unexpected assaults. Far from being a devil, Hart was a somewhat bockish intellectual who professed a dislike of war, but served out of loyalty and friendship for his fellow MechWarriors. His orders were masterpieces of understatement, and when he was in a particularly bad mood, sarcasm. For example, when Ramon Magdaleno was isolated and under heavy pressure from Davon forces on Deshler, Hart's message to him read, "My dear Captain: Perhaps you could be troubled to hold your position. The rest of the battalion seems to be missing." In the battle on Misery, Major Hart ejected from his heavily damaged Archer, but then he was killed when a Kurita Warhammer fell on him.
Name: Major Nikos Palassis
Assignment: Former Commander of Able Battalion, Beta Regiment
A man of quick temper and quick action, Major Palassis was one of the most colorful and feared warriors in the early days of Wolf's Dragoons. He coined the name Cavallers for his battalion, largely because of his eagerness for daring missions. Piloting his Warhammer in the front line, Major Palassis was badly injured in 3014. He missed several months of service during recuperation, and then he returned to risky missions. It is a testament to his skills as a MechWarrior that a man of his temperament survived to retirement, which he did in 3020. He now lives with his family, including 15 grandchildren, with the rest of the Dragoons' dependents.

Name: Captain Gene Bray [deceased]
Assignment: Former Commander of Bray's Company, Able Battalion; then Commander of Fire Lance, First Provisional Company
Captain Bray did not fit the stereotype of a Mech officer. He was soft-spoken and polite even in the heat of battle, always couching his orders in courteous, even courtly, requests or suggestions. Such a command style might be a formula for disaster with lesser units, but the Dragoons serving under Bray accepted his unorthodox style. They were loyal to the extreme, following his suggestions as though they were written by some divine law. Perhaps this was because Captain Bray also served as Beta Regiment's chaplain, conducting non-denominational services before and after each battle. Captain Bray fought bravely on Misery, where he was lucky to survive, and on Wapakoneta, where his luck ran out. His MechWarriors conducted impromptu services for him after his last battle.

Name: Captain Susan Flandrey
Assignment: Former Commander of Flandrey's Company, Baker Battalion; now Commander of First Provisional Company
Shy and retiring, Susan Flandrey is a loner who seeks little contact with others when not engaged in military duties. Reliable sources report that Captain Flandrey spends most of her spare time writing, but none of the Dragoons has ever seen her work. Beyond the fact that Captain Flandrey is a forceful, if somewhat understated commander, little else is known about her.

Name: Captain Ramon Magdaleno [deceased]
Assignment: Former Commander of Magdaleno's Company, Baker Battalion; then Commander of Second Provisional Company
Roundly praised for his spirited defense during the battle of Aghama Valley during the Deshler campaign, Captain Magdaleno shrugged off such kudos and led his unit with an air of humility rare among MechWarriors. Aside from a tendency to turn vicious in card games, Captain Magdaleno was an otherwise friendly, likeable man with a sincere concern for his MechWarriors. Though he was a master at getting his unit out of danger in the nick of time, he was trapped on Wapakoneta. His dying stand allowed some of the Dragoons' unit to escape.
Name: Captain Danielle Rondema [deceased]
Assignment: Former Commander of Rondema’s Company, Charlie Battalion; then Commander of Fifth Provisional Company

With more than 20 kills to her credit, Captain Rondema was the model of an assault ‘Mech leader—quick and tough but disciplined and slow to anger. Engaged in a stormy relationship with Captain Mercier of Epsilon Regiment before her death, Rondema refused to allow their periodic knock-down, drag-out blowups to interfere with her duties as commander of Rondema’s Roughnecks. Rondema’s ‘Mech was painted with the silhouette of an ancient Terran state called Minnesota. She also wore a patch showing the same silhouette on the left shoulder of her duty uniform. This led to speculation that she was connected with the mysterious Minnesota Tribe, a ‘Mech unit that terrorized Kurita space in 2825 and disappeared. Captain Rondema took the mystery to the grave with her. Her company distinguished itself on Misery, where it destroyed two Ryukin companies while taking little damage. In attempting a similar feat on Wapakoneta, however, the Roughnecks overextended themselves. Surrounded by two battalions, Rondema’s Company was obliterated.

Name: Captain Ward St. John [deceased]
Assignment: Former Commander of St. John’s Company, Able Battalion

The Snow Leopards earned their name in the icy-cold of Cylene, where Captain Ward St. John’s Company successfully ambushed elements of Warren’s Weasels, a Davion merc regiment, sending them fleeing in disorder. Throughout his command, Captain St. John distinguished himself for his caution and uncanny sense of timing. He never ran from a fight, however, and his entire company fought valiantly on Misery, where his unit took heavy losses and his Command Lance fought to the death.

Name: Captain Rick Stoner [deceased]
Assignment: Former Commander of Stoner’s Company, Charlie Battalion; then Commander of the Heavy Lance, Fourth Provisional Company.

A rational, no-nonsense officer, Captain Stoner went along with Major Ivanovitch’s “Red Guard” persona for morale purposes, but he secretly despised the image as theatrical and silly. Where he in command, he declared privately, things would be different. When Major Ivanovitch retired, Captain Stoner was happy to be done with the charade. Then, Captain Stoner’s company took very heavy casualties on Wapakoneta, where Captain Stoner died.

Name: Captain John Umaio
Assignment: Former Commander of Umaio’s Company, Able Battalion

Though Captain Umaio is a loyal, experienced officer, many of his MechWarriors believe that he compromised the security of the unit by entering into an intimate relationship with Lady Andrena Sokumo, a Kurita noblewoman. Many troops still harbor doubts about security leaks that occurred during the Dragoon’s final months in service to House Kurita, but a regimental board of inquiry found Captain Umaio innocent of wrongdoing. Nevertheless, Captain Umaio severed his relationship with Lady Sokumo and asked to be relieved of command. Major Fancher declined his request because she wanted his experienced leadership for the coming battle of Misery. When Captain Umaio persisted in his request after the battle, Colonel Shostokovitch named him as his executive officer in the regimental Command Lance. Captain Umaio almost saved the life of the fallen Colonel Shostokovitch on Carrion. Umaio fought valiantly, but Colonel Shostokovitch had little hope. Captain Umaio was lucky to escape, emerging from the battle with severe wounds and a hopelessly damaged ‘Mech.

Name: Captain Michael Vanduesen [deceased]
Assignment: Former Commander of Vanduesen’s Company, Baker Battalion; then Commander of Third Provisional Company

Fast, strong, and physically striking, this descendant of ancient Dutch sailors was both brave and reckless. Always ready to plunge into the thick of the action, Captain Vanduesen was wounded three times, and his Commando still showed the scars of half a dozen close encounters with enemy ‘Mechs. Captain Vanduesen’s aggressiveness earned him recognition and criticism from more level-headed Dragoons, who believe that a company commander should not take unnecessary risks. After one combat incident, Colonel Shostokovitch chided Captain Vanduesen for his antics, while at the same time complimenting his skill. The reprimand was not strong enough to dampen Captain Vanduesen’s enthusiasm for battle, however. Showing the same bravery and recklessness right up until the end, Captain Vanduesen lost his life and his entire company on Wapakoneta in the process of destroying or damaging 25 Kurita fighters.

Name: Captain Tony Ziuikowski [deceased]
Assignment: Former Commander of Ziuikowski’s Company, Charlie Battalion

Despite the fact that Tony Ziuikowski was Colonel Baxter Arbuthnot’s brother-in-law, there was little affection between the two men because of a family quarrel in 3021. Captain Ziuikowski’s feelings never seemed to affect his performance. His unit always cooperated fully with Epsilon Regiment when necessary, but Captain Ziuikowski showed a distinct lack of enthusiasm. Captain Ziuikowski, in his Hoplite, became a target early in the battle on Misery. Though he tried to eject when the damage had mounted, a Kurita laser hit the Hoplite’s head just as the canopy opened.
WOLF'S DRAGOONS

GAMMA REGIMENT

Name: Gamma Regiment, Wolf's Dragoons
Commander: Colonel Wilhelmina Korsht
Unit Composition: 3 battalions before Misery, 4 companies afterward
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Greek letter Gamma
DropShip Assignments: Phoenix (Overlord Class), Cetawayo, Bellingham, Dunnigan, Addiscombe, Bellatrix, Graf Berek (Union Class), Orca (Intruder Class)

After two decades, Gamma remains under the firm control of the "Old Lady," Wilhelmina Korsht, a woman of iron constitution and deep concern for the members of her regiment. Her command has held the regiment together through extremely trying times, though internal conflicts currently threaten to tear Gamma apart. Despite such troubles, Gamma Regiment and Korsht's legacy will surely endure as long as the Dragoons exist.

Name: Able Battalion, Gamma Regiment
Commander: Major Ikeo Takashima
Unit Status: Elite
Unit Nickname: Swift Lightning
Unit Insignia: A yellow lightning bolt against a dark blue circle
DropShip Assignments: Cetawayo, Bellingham, Dunnigan (Union Class)

Major Takashima has combined his experience in Liao politics and administration with a lifelong interest in military history to create a battalion capable of responding to the fighting styles of virtually any opponent. Swift Lightning's rapidly shifting strategies have frustrated many an enemy, including the Eridani Light Horse and other notable Davion border regiments. Takashima worked well with his captains, respecting Komachi's apparent hostility, Booth's aggression, and Girard's romantic tendencies. Though personal animosity drove wedges between his various officers, Takashima and Colonel Korsht managed to keep the battalion functioning at peak efficiency. This battalion sustained the highest casualties on Misery of any in Wolf's Dragoons, including the loss of its commander.

Name: Baker Battalion, Gamma Regiment
Commander: Major Mary Campbell
Unit Status: Elite
Unit Nickname: None
Unit Insignia: A humanoid turtle carrying a flamethrower
DropShip Assignments: Phoenix (Overlord Class)

Baker Battalion was a comparatively light unit, with a high proportion of scout 'Mechs and reconnaissance hovercraft. Major Campbell used her troops aggressively, however, and the unit chalked up a record of achievements that would be the envy of any assault battalion. Abbot's "Light Brigade" company in particular brought attention to Baker, gaining stunning successes despite its Captain's lax discipline off the field. Major Campbell tolerated Captain Abbot's attitudes, much to the chagrin of more conventional officers. Both died on Misery, where the unit again distinguished itself, this time against the Ryukens.

Name: Charlie Battalion, Gamma Regiment
Commander: Major Arthur Dumont
Unit Status: Elite
Unit Nickname: The Black Cats
Unit Insignia: A black cat in a BattleMech cockpit
DropShip Assignments: Addiscombe, Bellatrix, Graf Berek (Union Class)

Major Dumont was a by-the-book officer who held to established tactics and was slow to adopt new ones. What he knew how to do, he did well, however, and his cautious common sense kept the Black Cats from taking foolish risks. Dumont's approach led the Black Cats to many decorations. For raiding purposes, the battalion was often subdivided to lance or company level. Captains Singh, Woomack, and Snyder were all accomplished independent commanders. Singh and Woomack seemed especially fond of the freedom of small-unit raids or spy missions. The battalion fought well on Misery and ended the battle relatively intact, especially compared to the rest of Gamma Regiment. The battalion has been reorganized into the Third and the Fourth Provisional Companies and part of the Second. The Third and the Fourth Companies distinguished themselves with smashing victories on Harrow's Sun, where Major Dumont followed established procedure by making the best use of terrain and good judgment by harassing a superior force rather than engaging it directly. In the end, though, numbers prevailed and Major Dumont's BattleMaster exploded after taking tremendous damage.
GAMMA REGIMENT UNIT ROSTER

Command Company

Command Lance

Colonel Wilhelmina Korsh, Elite, Warhammer, 'Mech destroyed on Misery, shifts to a Marauder II
Captain Francis Burrows, Elite, Warhammer, killed on Misery
Sergeant Zella Cornell, Elite, Dragon, killed on Misery
Hyun Kyu, Elite, Hoplite, killed on Misery

Medium Lance

Lieutenant Jeremy Barron, Elite, Griffin, joins regimental Command Lance after Misery, killed on Harrow's Sun
Sergeant Theodora Del Fiero, Elite, Phoenix Hawk, 'Mech badly damaged on Misery, joins regimental Command Lance in an Imp, killed on Harrow's Sun, 'Mech salvaged
Andre Stroczez, Veteran, Enforcer, killed on Misery
Omar Fazio, Veteran, Wolverine, 'Mech destroyed on Misery, joins Assault Lance, 2nd Provisional Company in a Shopun, wounded on Harrow's Sun, wound becomes crippling and Mech destroyed on Crossing

1st Jump Infantry Platoon, Joins Home Guard Force

Lieutenant Mitchell Bondarowicz, Elite (SRM)
Sergeant Ikaic Suboff, Elite (Laser)
Corporal Edward Flett, Elite (Laser)
Corporal Jolene Pelt, Elite (Laser)
Corporal Calvin "Vermont" Innis, Veteran (SRM)

Artillery Lance 1, Joins Home Guard Force

Captain Theodore Toles, Elite, Blackwell Bandit Hovercrafter
Lieutenant Casey Starr, Elite, Long Tom Artillery
Lieutenant Robert Fader, Veteran, Long Tom Artillery
Lieutenant Geraldo Morricone, Elite, Long Tom Artillery
Lieutenant Aldous Michael, Veteran, Long Tom Artillery

Artillery Lance 2, Joins Home Guard Force

Captain Susanne Arthur, Elite, Blackwell Bandit Hovercrafter
Lieutenant Luther Biddle, Elite, Sniper Artillery
Lieutenant Simon Ceech, Veteran, Sniper Artillery
Lieutenant John Van Trojan, Veteran, Thumper Artillery
Lieutenant Dorothy Powell, Regular, Thumper Artillery

Able Battalion ("Swift Lighting"), Disbanded after Misery

Command Lance

Major Ike Takashima, Marauder II, killed on Misery, 'Mech salvaged
Captain Richard Hautzenroeder, Elite, Shogun, killed on Misery, 'Mech salvaged
Conrad Crispwell, Elite, Catapult, joins Assault Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Peter Scowen, Veteran, Shadow Hawk, killed on Misery

Komachi's Company ("The Komachi Express"), Disbanded after Misery

Command Lance

Captain Warren Komachi, Elite, Stalker, killed on Misery
Lieutenant Leslie Yoder, Elite, Imp, killed on Misery, 'Mech salvaged
Byron Duval, Veteran, Goliath, 'Mech destroyed on Misery, joins Home Guard Force
Winston Mizurski, Veteran, Cataphract, killed on Misery, 'Mech salvaged

Assault Lance ("The Yeomen")

Lieutenant Kent "Lobo" Lervoy, Elite, Marauder, commands Fire Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Sergeant Nigel Moreau, Elite, Atlas, killed on Misery
Elvin Tellman, Elite, Awesome, killed on Misery
Alan Inoto, Veteran, Cyclops, killed on Misery

Fire Lance

Lieutenant Hashi "Hot Stuff" Penoscoit, Elite, Marauder, killed on Misery
Sergeant Tedra McDonnell, Elite, Marauder II, joins Assault Lance, 2nd Provisional Company after Misery, 'Mech badly damaged on Harrow's Sun, switches to an Imp, killed on Crossing, 'Mech salvaged
Jacob Coleson, Veteran, Warhammer, killed on Misery
Rick "Raccoon" Surin, Regular, Archer, killed on Misery

1st Armored Support Platoon ("The Cossacks"), Joins Home Guard Force

Lieutenant Mikhail Admirnov, Elite, Zhukov Heavy Tank
Sergeant John "Guitar" Purcell, Elite, Zhukov Heavy Tank
Sergeant Louise Damon, Elite, Zhukov Heavy Tank
Sergeant Ezekiel Hammer, Veteran, Zhukov Heavy Tank
Sergeant Marquid Yalow, Veteran, Zhukov Heavy Tank

2nd Armored Support Platoon ("The Pikemen"), Joins Home Guard Force

Lieutenant Mark Fangen, Elite, Pike Support Vehicle
Sergeant Brian Stafford, Elite, Pike Support Vehicle
Sergeant Sarah Finney, Elite, Pike Support Vehicle
Sergeant Krista Von Hammel, Veteran, Pike Support Vehicle
Sergeant Salvador Juarez, Veteran, Domolisher Heavy Tank

Booth's Company, Disbanded after Misery

Command Lance

Captain Mina Booth, Elite, Archer, killed on Misery
Lieutenant Stanley Seelen, Elite, Warhammer, commands Assault Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Ashara Humma, Elite, Victor, joins Fire Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Chester "Red" Fontaine, Veteran, Catapult, killed on Misery

Fire Lance

Lieutenant Seth Bowie, Elite, Stalker, killed on Misery
Sergeant Irwin Tyrell, Elite, Wolverine, 'Mech destroyed on Misery, joins Command Lance, 2nd Provisional Company in a Cataphract, injured and 'Mech badly damaged on Harrow's Sun, 'Mech destroyed on Crossing
Gordon Shelley, Veteran, Archer, killed on Misery
Otis Jackson, Veteran, Thunderbolt, killed on Misery

Heavy Lance, Wiped out on Misery

Lieutenant Raymond Forsey, Elite, Shadow Hawk
Sergeant Paul Watson, Elite, Scorpion
Mary Tessier, Veteran, Centurion
Brewster "Blue" Swann, Veteran, Vindicator

Jump Infantry Support Platoon (Machine Gun), Joins Home Guard Force

Lieutenant Heidi Rimmer, Elite
Sergeant Onof Lawell, Veteran
Corporal Lars "Duck" LaPine, Veteran
Corporal Milton Appell, Veteran
Corporal Steven Crossley, Veteran
### WOLF'S DRAGOONS

**Giruard's Company**, Disbanded after Misery  
Command Lance, Wiped out on Misery  
Captain John Giruard, Elite, Orion  
Lieutenant Shad "Offender" Cleese, Elite, Grasshopper  
Brian Swanton, Veteran, Warhammer  
Aggie Varco, Veteran, Ostrol

Fire Lance  
Lieutenant David Coleman, Elite, Archer, killed on Misery  
Sergeant Grace Seihara, Elite, Fiery, 'Mech destroyed on Misery, joins Fire Lance, 2nd Provisional Company in a Thunderbolt, killed on Harrow's Sun  
Sylvan Greenman, Elite, Command Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun  
Amal Lux, Veteran, Crusader, 'Mech destroyed on Misery, joins Home Guard Force  
Recon Lance ("Rapid Transit"), Wiped out on Misery  
Lieutenant Faviiana Priolla, Elite, Stinger  
Sergeant Ronald Lsande, Elite, Stinger  
Daniel Bushnell, Veteran, Wasp  
Kenneth Lincoln, Veteran, Wasp  
Clinton Hindahl, Wasp LAM

AeroSpace Lance, Joins Home Guard Force  
Lieutenant Shara Sellers, Elite, Sabre Light Fighter  
Abdul Callahan, Veteran, Sabre Light Fighter

**Baker Battalion**, 1st Provisional Company  
Command Lance  
Major Mary Campbell, Elite, Zeus, killed on Misery, 'Mech salvaged  
Captain Arnold Shellhammer, Elite, Annihilator, killed on Misery, 'Mech salvaged  
Sergeant George Watney, Veteran, JagerMech, killed on Misery  
Alice Watson, Veteran, Crusader, killed on Misery

**Wisey's Company**, 1st Provisional Company  
Command Lance  
Captain Edward Wisey, Elite, Shadow Hawk, disabled on Misery, 'Mech destroyed  
Lieutenant Norah Jane Stokes, Elite, Griffin, injured on Crossing  
Tovald Vannen, Veteran, Trebuchet, killed on Harrow's Sun, 'Mech salvaged  
Hal Melkine, Veteran, Thunderbolt, killed on Harrow's Sun

Heavy Lance  
Lieutenant Harold Spim, Elite, Catapult, wounded and 'Mech damaged on Harrow's Sun, killed on Crossing  
Sergeant Simon Prosser, Elite, Crusader, killed on Harrow's Sun  
Wallace Chagall, Veteran, Fiery, killed on Harrow's Sun  
Shelton Woolrich, Veteran, Crusader

Recon Lance  
Lieutenant Samantha "Misty" Ryker, Elite, Panther, killed on Harrow's Sun  
Sergeant Gary Himmer, Elite, Stinger, blinded on Harrow's Sun, 'Mech damaged and trapped by fallen rock  
Maurice Flem, Elite, Falcon, wounded and 'Mech destroyed on Harrow's Sun, switches to a Trebuchet, severe wound reopened and 'Mech destroyed on Crossing  
Ludwig Raisi, Veteran, Wasp, killed on Harrow's Sun

**Raisul's Company**, Disbanded after Misery  
Command Lance  
Captain Mohammed Raisul, Elite, Orion, commands 1st Provisional Company after Misery, killed on Harrow's Sun, 'Mech salvaged  
Lieutenant Poll Lord, Elite, Archer, killed on Misery, 'Mech salvaged  
Benito Shallop, Veteran, Thunderbolt, killed on Misery, 'Mech salvaged  
Lance Kemal, Regular, Charger, killed on Misery, 'Mech salvaged

Pursuit Lance, Wiped out on Misery  
Lieutenant Sven Thorogirsen, Elite, Valkyrie  
Janice Waibel, Elite, Javelin  
Michael Handel, Veteran, Wasp  
Indra Hashameer, Regular, Hornet

Recon Lance, Wiped out on Misery  
Lieutenant Virginia Shellfield, Elite, Locust  
Sergeant Daniel Hyatt, Elite, Okada  
Mark Duley, Veteran, Falcon  
Joseph Sharram, Regular, Stinger

Jump Infantry Support Platoon (Machine Gun), Joins Home Guard Force  
Lieutenant Thomas Sangstack, Elite, Sergeant Milton Paradise, Elite  
Corporal Christopher "Frazier" Foreman, Veteran  
Corporal Fellon Zugg, Veteran  
Corporal William Chappell, Regular

**Abbot's Company** ("The Light Brigade"), Disbanded after Misery  
Command Lance  
Captain Gary Abbot, Elite, Hermes II, killed on Misery  
Lieutenant Ashley McGill, Elite, Wasp, killed on Misery  
Frea Thomas, Veteran, Locust, 'Mech destroyed on Misery, joins Fire Lance, 2nd Provisional Company in an Annihilator, 'Mech badly damaged on Harrow's Sun, switches to an Orion, killed on Crossing, 'Mech salvaged  
Suko Unamao, Regular, Locust, killed on Misery

Recon Lance  
Lieutenant John Parker, Elite, Jenner, 'Mech destroyed on Misery, joins Command Lance, 2nd Provisional Company in an Archer, killed on Harrow's Sun  
Sergeant Fran Munroe, Veteran, Wasp, killed on Misery  
George Elliot, Veteran, Wasp, killed on Misery  
Thomaso Collimos, Regular, Commando, killed on Misery

Light Lance, Wiped out on Misery  
Lieutenant Montgomery Hill, Elite, Valkyrie  
Sergeant Ronald Murphy, Elite, Firestarter  
Clyde Zunshusa, Veteran, Wasp  
Celia Orvin, Regular, Wasp

Armored Support Platoon, Joins Home Guard Force  
Lieutenant Olaf Grassley, Elite, Plainsman Light Hovertank  
Sergeant Christopher Murrue, Elite, Plainsman Light Hover tank  
Sergeant Annabelle Puvano, Elite, Plainsman Light Hover tank  
Sergeant Thaddeus Dummend, Veteran, Pegasu Scout Hover tank  
Sergeant Nicholas Crummeu, Veteran, Pegasu Scout Hover tank

AeroSpace Lance, Joins Home Guard Force  
Lieutenant Robert "Dragon" Day, Veteran, Sparrowhawk Light Fighter  
Stanley "Shaker" Schuler, Regular, Sparrowhawk Light Fighter
Charlie Battalion ("The Black Cats")
Command Lance
- Major Arthur Dumont, Elite, BattleMaster, commands 4th Provisional Company after Misery, killed on Harrow's Sun
- Lieutenant Leslie Kawall, Elite, Marauder, 'Mech destroyed on Misery, joins Command Lance, 4th Provisional Company in a Davion Enforcer, wounded and 'Mech damaged on Harrow's Sun, 'Mech destroyed on Crossing
- Sergeant Terrance Trukey, Veteran, Archer, 'Mech destroyed on Misery, joins Assault Lance, 4th Provisional Company in a Zeus, killed on Harrow's Sun
- Hobart McCarthy, Veteran, JagerMech, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Singh's Company ("Roger's Raiders"), Reorganized into 4th Provisional Company after Misery
Command Lance
- Captain Roger Singh, Elite, Marauder, commands 2nd Provisional Company after Misery, crippled on Crossing
- Lieutenant Robert "Gasolip" Beckner, Veteran, Marauder, commands Assault Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
- Eric Gawlick, Elite, Warhammer, killed on Misery
- Carl Kroft, Veteran, Archer, killed on Misery

Fire Lance, Becomes Heavy Lance, 4th Provisional Company after Misery
- Lieutenant Scott Casabier, Elite, Victor, killed on Harrow's Sun, 'Mech salvaged
- Sergeant Greg Kinsel, Veteran, Blackjack, injured and 'Mech damaged on Harrow's Sun, killed on Crossing
- Adam Virozova, Veteran, Hunchback, 'Mech destroyed on Misery, shifts to a Davion Enforcer, killed on Harrow's Sun
- Sierra Jems, Veteran, Griffin, killed on Harrow's Sun

Light Lance
- Lieutenant Andrew Perkins, Veteran, Phoenix Hawk, killed on Misery
- Sergeant Dale Smith, Veteran, Wasp, killed on Misery
- Timothy Storrs, Regular, Locust, 'Mech destroyed on Misery, joins Assault Lance, 4th Provisional Company in a ChARGER
- April January, Regular, Wolfhound, joins Assault Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Armored Support Platoon, Joins Home Guard Force
- Sergeant Henry Kahli, Elite, Demolisher Heavy Tank
- Sergeant Phillip Exman, Elite, Demolisher Heavy Tank
- Sergeant Che Magazine, Veteran, Behemoth Heavy Tank
- Sergeant Warren Selton, Veteran, Behemoth Heavy Tank
- Sergeant Amos Krupp, Veteran, Ontos Heavy Tank

Woomack's Company ("The Fox Hunters"), Becomes 3rd Provisional Company
Command Lance
- Captain Frank Woomack, Elite, Warhammer, killed on Harrow's Sun
- Lieutenant Michael Takata, Veteran, Thunderbolt, killed on Harrow's Sun
- Kathy Geagan, Elite, Wolverine, injured on Harrow's Sun, severely injured and 'Mech destroyed on Crossing
- Thor Masnyk, Elite, Phoenix Hawk, killed on Harrow's Sun

Heavy Lance
- Lieutenant James McLean, Elite, Catapult, 'Mech damaged beyond repair on Harrow's Sun, shifts to a Victor, killed on Crossing, 'Mech salvaged
- Sergeant Thomas Van Zyl, Veteran, Quickdraw, killed on Harrow's Sun
- Arthur Kane, Veteran, Dawnis, injured and 'Mech damaged on Harrow's Sun, 'Mech destroyed on Crossing
- Arnold Zosiek, Regular, Phoenix Hawk, killed on Harrow's Sun

Recon Lance ("The Moving Targets")
- Lieutenant "Bullseye" Bill Target, Elite, Phoenix Hawk, seriously injured on Crossing, 'Mech serviceable
- Sergeant Rick Phaner, Veteran, Shadow Hawk, killed on Harrow's Sun
- Ford Anderson, Elite, Whitworth, injured and 'Mech damaged on Harrow's Sun, killed on Crossing
- Steven Geiger, Elite, Stinger, 'Mech destroyed on Udfre, switches to a Hatchetman, killed on Crossing, 'Mech salvaged

Snyder's Company ("The Hat Trick Company"), Disbanded after Misery
Command Lance
- Captain Lisa Snyder, Elite, Crusader, killed on Misery
- Lieutenant Sharon "Magic" Griffith, Veteran, Quickdraw, killed on Misery
- Pozner Grant, Elite, Ostcol, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
- Hal Blumberg, Elite, Blackjack, joins regimental Command Lance

Light Lance, Wiped out on Misery
- Lieutenant Charles Shackleford, Elite, Griffin
- Sergeant Larry Leckner, Veteran, Locust
- Karen Wilson, Veteran, Firefly
- Terry Scot, Regular, Stinger

Recon Lance ("Fast Break"), Wiped out on Misery
- Lieutenant Robert Dennison, Elite, Ostcol
- Sergeant Jodi Brooks, Veteran, Locust
- Dennis Heyne, Veteran, Locust
- Jon Tenney, Veteran, Locust

1st Armored Support Platoon ("The Surgeons"), Joins Home Guard Force
- Lieutenant Tacoma Nedwell, Elite, Condor Heavy Hover Tank
- Sergeant Maurice Kennedy, Elite, Condor Heavy Hover Tank
- Sergeant Darin "Stinger" Portmann, Veteran, Scimitar Medium Hover Tank
- Sergeant Sidney Egler, Veteran, Scimitar Medium Hover Tank
- Sergeant Paula Chance, Regular, Scimitar Medium Hover Tank

2nd Armored Support Platoon ("The Rat Pack"), Joins Home Guard Force
- Lieutenant Cortland Anderson, Elite, Condor Heavy Hover Tank
- Sergeant Rampil Eddar, Veteran, Condor Heavy Hover Tank
- Sergeant Charles Carneese, Veteran, Saracen Medium Hover Tank
- Sergeant Brian Seligmann, Regular, Saracen Medium Hover Tank
- Sergeant Richard RUNEBERG, Regular, Saracen Medium Hover Tank
GAMMA REGIMENT PERSONALITIES

Name: Colonel Wilhelmina Korsht
Assignment: Commander of Gamma Regiment

Though youthful-appearing, Colonel Korsht has commanded Gamma Regiment since the Dragons appeared in the Inner Sphere in 3066 and must be near retirement age. Cunning, thoughtful, intelligent, and politically outspoken, Colonel Korsht is the Dragons' senior officer, and after Jaime Wolf, probably the most important member of the Dragons. In her many years of command, she has developed a tough exterior around her, an intimidating shell that hides a strong, caring woman whose loyalty to the Dragons is matched only by her concern for those who serve with her. Her beloved and well-cared for Warhammer was destroyed on Misery, with Colonel Korsht ejecting at the last minute. Her troops fought with renewed vigor to rescue her.

Name: Major Mary Campbell [deceased]
Assignment: Former Commander of Baker Battalion, Gamma Regiment

Active and athletic until she died at age 50, Major Campbell led Baker Battalion with a rare level of energy and intensity. Even with two grown children serving in the Dragons Liaison Office, Campbell's youthful enthusiasm was undiminished, and her leadership brought her and the battalion recognition both inside and outside of the Dragons. She died with the entire battalion Command Lance on Misery, but not before they destroyed most of a Ryukten company.

Name: Major Arthur Dumont [deceased]
Assignment: Former Commander of Charlie Battalion, Gamma Regiment; then Commander of Fourth Provisional Company

Major Dumont was noted for being protective of both his family and his MechWarriors. This was a blessing and a curse for his 20-year-old daughter Christine, who wished to join the ranks of the Dragons but was repeatedly denied by her concerned father. More recently, MechWarrior Mohammor Jahan asked the Major for Christine's hand in marriage and found himself assigned to the Black Widow Company for his troubles. Major Dumont distinguished himself on Harrow's Sun, where his company destroyed an entire battalion of the Eighth Galedon Regulars. Major Dumont was killed later on Harrow's Sun.

Name: Major Ikeo Takashima [deceased]
Assignment: Former Commander of Able Battalion, Gamma Regiment

Another member of the small fraternity of outside MechWarriors who have risen to high rank within the Dragons, Major Ikeo Takashima was once the privileged son of a wealthy Liao family. Disowned by his father after marrying a "commoner," Takashima shipped out with his wife on a tramp freighter, bound for the Free Worlds League, where he got caught up in Anton Marik's rebellion. When he became stranded on New Delos, Takashima offered his services to the Dragons as a tank pilot, and was eventually offered a position as a MechWarrior. Takashima later rose through the ranks to command Gamma's Able Battalion. For Takashima, the Dragons took the place of the family that rejected him, and he gave his life, along with the lives of most of his command, on Misery.

Name: Captain Gary Abbot [deceased]
Assignment: Former Commander of Abbot's Company, Baker Battalion

Handsome, easy-going and friendly, Abbot was censured more than once for the lax discipline within his company. Though demanding on the battlefield, Abbot let his MechWarriors get away with murder other times as long as their combat performance remained up to high standards. Many other officers claim that discipline off the field increases discipline while in combat, but Abbot never agreed. Captain Abbot fought well on Misery but did not survive the destruction of his Hermes II.

Name: Captain Mina Booth [deceased]
Assignment: Former Commander of Booth's Company, Able Battalion

Captain Booth's outward politeness hid an aggressive personality that found its full expression on the battlefield. Though Booth drove her company to nearly impossible accomplishments, her MechWarriors resented her command style, for they believed that her tactics required too high a price in casualties for the victories they achieved. Captain Booth's death on Misery and the high casualties in her company seem to bear out these arguments.

Name: Captain John Giraud [deceased]
Assignment: Former Commander of Giraud's Company, Able Battalion

Often described as an "incurable romantic," Captain Giraud spent his off-duty hours pursuing hopeless amorous entanglements. When not on duty, Giraud was invariably writing florid letters, delivering flowers, or making impassioned appeals to various women who wanted nothing to do with him. Giraud never gave up, however, and his frustrations seemed to add a certain desperate ingeniosity to his battlefield tactics right up to the end. His company suffered horrible losses facing a Ryukten unit that was much larger. Captain Giraud led his company into the fray with the words, "This is for Mary." The entire recon and command lanes were wiped out, and history may never record who was the object of Captain Giraud's affection when he died.

Name: Captain Warren Komachi [deceased]
Assignment: Former Commander of Komachi's Company, Able Battalion

Silent, unfriendly, and sometimes downright sullen, Warren Komachi was nonetheless an excellent leader. He conveyed his wishes as briefly as possible to his troops and accomplished Major Takashima's goals quickly and efficiently. The Komachi Express was noted as much for its swift, devastating attacks as for its quiet, uncommunicative commander. Captain Komachi died on Misery along with most of his company.
WOLF'S DRAGOONS

Name: Captain Mohammed Raisul [deceased]
Assignment: Former Commander of Raisul's Company, Baker Battalion; then Commander of First Provisional Company

In the space of his twelve years with Wolf's Dragoons, Captain Raisul claimed the unusual distinction of having served as an armored commander, an AeroSpace pilot, and a "Mech officer. This varied experience gave him a heightened understanding of the value of combined arms, knowledge he used to coordinate his company's attacks with the air, armored, and infantry elements of the Dragoons. Captain Raisul's Company fought to the last 'Mech, the Captain's, on Misery. The MechWarriors bravely held as their comrades fell one by one. Only Captain Raisul was left when the last Ryukan 'Mech exploded. The Captain died only a few months later on Harrow's Sun, where his new company took heavy losses.

Name: Captain Roger Singh
Assignment: Former Commander of Singh's Company, Charlie Battalion; then Commander of Second Provisional Company

Tall, thin, and with a shock of black hair and a heavy beard, Captain Singh took great pride in his leadership of the Raiders, a unit that he claims to have "built up from nothing." Captain Singh is a talkative man with a bawdy sense of humor. His officers, whom he usually referred to as his "lambs," often complained that Captain Singh used them as "servants" or to advance his own career, claiming their success as his own. They nevertheless bear him a somewhat grudging respect and reluctant admiration. Plunked down into the command of the Second Provisional Company after Misery, Captain Singh has used all of his organizational skills to give the unit an identity. Formed from the remnants of five companies after Misery, the Second Company has become an effective fighting force in a very short time. The company fought well on Harrow's Sun and again on Crossing, where Captain Singh sustained crippling injuries.

Name: Captain Lisa Snyder [deceased]
Assignment: Former Commander of Snyder's Company, Charlie Battalion

The Hat Trick Company was the domain of Captain Snyder. Short, wiry, and tough, Captain Snyder was a match for most men in the Dragoons, and when off duty she was usually working out in a gymnasium or on the target range. Though she apparently had a romantic life, she never said anything about it. Rumors abound, but the truth may have died with her on Misery. Only one MechWarrior from her company lived to tell the horror of being attacked by an entire battalion of Ryukan.

Name: Captain Edward Wisely
Assignment: Former Commander of Wisely's Company, Baker Battalion

Recently given a part-time assignment with the Dragoon training unit, Captain Edward Wisely is expert at small-unit tactics and company command. In line for promotion, Wisely showed his great courage in the battle on Misery. His company was engaged in a temporary screening action when Kurita forces threatened to turn his flank. He sacrificed himself and his Shadow Hawk to protect his command. The rest of the company emerged from the battle virtually unscathed, but Captain Wisely lost his 'Mech and his right leg. Though fitted with an artificial limb, he has not adapted well and serves with the Home Guard Force.

Name: Captain Frank Woomack [deceased]
Assignment: Former Commander of Woomack's Company, Charlie Battalion

Captain Woomack was fond of combat, either in or out of a 'Mech. An avid pugilist, the Captain was also involved in some epic bar-fights, from which he consistently emerged victorious. Pugnacious yet modest, Captain Woomack was neither as boastful nor as brash as many other MechWarriors. Ever since the Dragoons' raid on Udibi, Woomack and his unit, dubbed "The Fox Hunters," enjoyed numerous successes. Woomack's Company seized a great deal of supplies for Wolf's Dragoons in the raid, but Captain Woomack and two of his MechWarriors, Kathy Keegan and Steven Geiger, were captured. Held for a week after the week, they were eventually released to carry Hanse Davion's offer of employment to Colonel Wolf. Woomack's company saw heavy action on Misery but emerged relatively intact. On Harrow's Sun, however, the unit took heavy losses, including the death of Captain Woomack.

Name: Lieutenant Seth Bowie [deceased]
Assignment: Commander of Fire Lance, Booth's Company, Able Battalion

Lieutenant Bowie was Captain Booth's most outspoken critic. A nine-year veteran who began his career in the cockpit of a frail Locust, Bowie worked his way up to command his Fire Lance from a somewhat more substantial Stalker. Though he obeyed orders without question, he spoke out strongly against Mina Booth, both in staff meetings and in private. Captain Booth believed that Lieutenant Bowie was too ambitious, that he wanted to take over her job. He was on the verge of insubordination on Misery, where both he and Captain Booth died.
DELTA REGIMENT

Name: Delta Regiment, Wolf's Dragoons
Commander: Colonel Kathleen Dumont
Unit Composition: Three battalions before Misery, four companies afterward
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Greek letter Delta
DropShip Assignments: Loch Lomond (Fortress Class), Utah Beach, Thermopylae, Juan Carlos (Overlord Class)

Colonel Dumont's regiment has seen hard times—from the death of a popular commander to the morale-damaging defeats that followed Dumont's promotion. It was the crucible of Quentin that finally brought Delta back from the depths to the regiment it had been under Colonel Sarah Weiss. Quentin earned Kathleen Dumont the respect she so desperately needed. Since then, both Delta and Dumont have raised their status immeasurably, emerging as an outstanding regiment and a recurrent source of annoyance and frustration to Davion border commanders while in service to Kurita, and to Kurita commanders since the Dragoons reentered Davion service, and the start of the Fourth War.

Name: Baker Battalion, Delta Regiment
Commander: Major Diane Specter
Unit Status: Elite
Unit Nickname: The Specters
Unit Insignia: A ghost reclining in a crescent moon
DropShip Assignment: Thermopylae (Overlord Class)

Favoring mobility over firepower, Major Specter lived up to her name. By sending the Mechs of Captain Kincaid or the scouts of Abdulaziz's Black Swallow Company first to one location, then to another, she often confused the enemy with swift formation changes and feints. Then Captain Lean's unit entered the fray, often sending the enemy into flight without firing a shot. On Dromini VI, a panic-stricken Kurita officer reported Baker Battalion to be "at least one enemy regiment, and possibly more." The battle on Misery did not allow such tactics, and little of Baker Battalion survived.

Name: Able Battalion, Delta Regiment
Commander: Major Benjamin Schwartzkopf
Unit Status: Elite
Unit Nickname: The Landsknechts
Unit Insignia: Crossed halberds against a Mech silhouette
DropShip Assignment: Utah Beach (Overlord Class)

At the battle of Quentin, Benjamin Schwartzkopf's Landsknechts were instrumental in stabilizing the Dragoons' line and staving off defeat. For the battalion's grizzled veterans, it was all in a day's work, for they sought no recognition beyond the name of Landsknecht and had no home save Wolf's Dragoons. This pose was part affectation and part truth, for most of the Landsknechts had no family and few friends outside Delta Regiment. The Landsknechts distinguished themselves on Misery by demolishing a Ryukun battalion. The battalion was reorganized into the First Provisional Company after the battle.

Name: Charlie Battalion, Delta Regiment
Commander: Major Neil Parelia
Unit Status: Elite
Unit Nickname: None
Unit Insignia: A crested Corinthian helmet
DropShip Assignment: Juan Carlos (Overlord Class)

Delta's Charlie Battalion had little opportunity for advancement after Dromini VI, and morale seemed to be deteriorating somewhat. Major Parelia's drinking made matters worse, and the battalion needed action to hone the MechWarriors' skills. Colonel Wolf decided that the crucial battle on Misery was no time for Charlie Battalion to train, and so the unit was mainly held in reserve. The battalion suffered few losses but emerged from the battle with lower self-esteem. It has ceased to exist as a battalion, being split up into three provisional companies, two of them commanded by officers who were not even part of the battalion previously.
# WOLF'S DRAGOONS

## DELTA REGIMENT UNIT ROSTER

**Command Company**
- Command Lance ("Dumont's Dragoons")
  - Colonel/Kathleen Dumont, Elite, BattleMaster, 'Mech destroyed on Crossing
- Lieutenant Terence Blake, Veteran, Annihilator, command
  - Assault Lance, 1st Provisional Company after Misery, killed on Wapakoneta
- Brian Dunnivan, Veteran, Wolverine, killed on Misery
- Lauren Simmons, Veteran, Wolfhound, remains in regimental Command Lance after Misery, badly injured on Crossing, 'Mech salvaged.

1st Motorized Infantry Platoon (Flamer), Joins Home Guard Force
- Lieutenant Dane Clave, Elite
- Sergeant Janet Clark, Elite
- Corporal Zack Anderson, Veteran
- Corporal Edward Farrow, Veteran
- Corporal Frederic Heidel, Veteran

Artillery Lance 1, Joins Home Guard Force
- Captain Charles "Spotter" Shugart, Veteran, Packrat Scout Vehicle
- Lieutenant Drew McKay, Veteran, Long Tom Artillery
- Lieutenant Peter Scanlon, Veteran, Long Tom Artillery
- Lieutenant Kathy Shea, Veteran, Long Tom Artillery
- Lieutenant Scott Keller, Veteran, Sniper Artillery

Artillery Lance 2, Joins Home Guard Force
- Captain Daryl Boland, Veteran, Packrat Scout Vehicle
- Lieutenant William Paseo, Veteran, Long Tom Artillery
- Lieutenant Gene Patrick, Veteran, Long Tom Artillery
- Lieutenant Eric Lernardia, Veteran, Long Tom Artillery
- Lieutenant Dana Fields, Veteran, Sniper Artillery

AeroSpace Lance, Joins Home Guard Force
- Lieutenant Dale "Becwulf" Middlehoven, Elite, Cheetah Light Fighter
- Maria "Red Queen" Toreillo, Veteran, Cheetah Light Fighter

**Able Battalion ("The Landsknechts"), Reorganized into 1st Provisional Company after Misery**
- Command Lance
  - Major Benjamin Schwartzkopf, Elite, Marauder, commands
  - 1st Provisional Company after Misery, killed on Wapakoneta
  - Captain Zoia Mirhova, Elite, Warhammer, joins regimental Command Lance after Misery, killed on Crossing
  - Christopher Specker, Veteran, Crusader, killed on Misery
  - John Castle, Veteran, Crusader, 'Mech destroyed on Misery, joins Home Guard Force

**Holbrook's Company ("The Hammers")**
- Command Lance
  - Captain Justin Holbrook, Elite, Atlas, killed on Misery
  - Lieutenant Dustin "Dusty" Morelli, Elite, Cyclone, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta
  - Cheryl Prosser, Veteran, Marauder, joins Assault Lance, 1st Provisional Company after Misery
  - Thomas Okorn, Veteran, Awesome, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta

**Assault Lance**
- Lieutenant Douglas Bidwell, Elite, BattleMaster, killed on Misery
- Sergeant Jennifer Klinghoven, Elite, Goliath, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta
- Paul Ziegler, Veteran, Stalker, 'Mech destroyed on Misery, joins Assault Lance, 1st Provisional Company in a Davion Enforcer, badly injured and 'Mech destroyed on Crossing, Tobu Unamaiza, Veteran, Archer, killed on Misery

**Fire Lance ("The Marksmen"), Becomes Fire Lance, 1st Provisional Company after Misery**
- Lieutenant Harold "Dragonslayer" Thurston, Elite, Marauder, killed on Crossing, 'Mech salvaged
- Sergeant Eldon Keller, Veteran, Hunchback, killed on Wapakoneta
- Trel Morka, Veteran, JagMech, 'Mech destroyed on Wapakoneta, switches to a salvaged Kurita Ritterian, 'Mech destroyed on Crossing
- Frances Seahaven, Regular, Ritterman, killed on Misery

**Armored Support Platoon, Joins Home Guard Force**
- Lieutenant Karl Weisz, Elite, Mantacone Heavy Tank
- Sergeant Neil Inley, Veteran, Schreck PPC Carrier
- Sergeant James Stalling, Veteran, Schreck PPC Carrier
- Sergeant Louis Camelle, Veteran, Ontos Heavy Tank
- Sergeant Roger O'Neil, Veteran, Ontos Heavy Tank

**LaSalle's Company ("The Hunters"), Disbanded after Misery**
- Command Lance, Wiped out on Misery
- Captain Gerald LaSalle, Elite, Archer
- Lieutenant Beau "Bruin" Kamar, Veteran, Warhammer
- Trent Morrow, Veteran, Thunderbolt
- Donald Sukarmo, Veteran, Oetroc

**Assault Lance ("The Battleaxes"), Wiped out on Misery**
- Lieutenant Janet "Battleaxe" Landrum, Elite, Stalker
- Sergeant Gilbert Fasquillo, Veteran, Victor
- Sean Campbell, Veteran, Atlas
- Tam Ngo, Veteran, Archer

**Fire Lance**
- Lieutenant Sarah Hamer, Elite, Warhammer, 'Mech destroyed on Misery, joins Home Guard Force
- Sergeant Morris Astley, Veteran, Rifleman, killed on Misery
- Douglas Sharkey, Elite, Hunchback, joins regimental Command Lance after Misery, killed on Wapakoneta
- Roger Negumo-Gordon, Veteran, Regular, Crusader, killed on Misery

**2nd Motorized Infantry Platoon ("The Mechbusters"), Joins Home Guard Force**
- Lieutenant Ivan Druzinski, Elite (Laser)
- Sergeant Phillip Lee, Elite (Laser)
- Corporal Harold Lietzko, Veteran (SRM)
- Corporal Robert Sears, Veteran (Machine Gun)
- Corporal Cyra Forrest, Veteran (Machine Gun)

**AeroSpace Lance, Joins Home Guard Force**
- Lieutenant Jacques "Frenchie" Lecureur, Elite, Stuka Heavy Fighter
- James "Bougie" Doogan, Elite, Stuka Heavy Fighter
Dietrick's Company ("Dietrick's Destroyers"), Disbanded after Misery
Command Lance, Destroyed on Misery
Captain Gustav Dietrick, Elite, BattleMaster
Lieutenant Jordan Scott, Veteran, Thunderbolt
Cyrus Iman, Veteran, Crusader
Jeffrey Norton, Veteran, Crusader

Medium Lance ("The Rats"), Destroyed on Misery
Lieutenant Bertram Herolt, Veteran, Griffin
Sergeant Nikol Isackhan, Veteran, Phoenix Hawk
Teresa Connor, Veteran, Whitworth
Jan Swartz, Regular, Wolverine

Fire Lance
Lieutenant Josiah Olfasen, Elite, Crusader, killed on Misery
Sergeant Lloyd Morton, Veteran, Anchor, joins Assault Lance, 1st Provisional Company after Misery, injured on Crossing
Anton Renard, Veteran, Warhammer, killed on Misery
Emile Wider, Regular, Centurion, 'Mech destroyed on Misery, joins Home Guard Force

Armored Support Platoon, Joins Home Guard Force
Lieutenant Samuel "Adder" Alder, Elite, Saracen Heavy HoverTank
Sergeant Madeline Vaughn, Veteran, Scimitar Medium HoverTank
Sergeant Larry Whitman, Regular, Scimitar Medium HoverTank
Sergeant Brian Ramallo, Veteran, Saladin Assault HoverTank
Sergeant Michelle Swenson, Veteran, Saladin Assault HoverTank

Baker Battalion ("The Specters"), Disbanded after Misery
Command Lance
Major Diane Specter, Elite, BattleMaster, killed on Misery
Captain Sanji Vargas, Elite, Awesome, disabled on Misery, 'Mech salvaged
Jesse Dekker, Veteran, Phoenix Hawk, killed on Misery
Alan Horton, Regular, Shadow Hawk, killed on Misery

Lean's Company
Command Lance
Captain Susan Lean, Elite, Anchor, commands 3rd Provisional Company after Misery, killed on Crossing
Lieutenant Hermann Olafson, Veteran, Thunderbolt, killed on Misery
Lucas Kent, Veteran, Orion, 'Mech destroyed on Misery, joins Medium Lance, 2nd Provisional Company in a Hoptile, killed on Wapakoneta
James Peschei, Veteran, Quickdraw, killed on Misery

Fire Lance
Lieutenant Vernon Scholl, Elite, Warhammer, 'Mech destroyed on Misery, joins Home Guard Force
Sergeant Naoto Kurakami, Veteran, Crusader, killed on Misery
Yuri Petrovich, Regular, Crusader, killed on Misery
Bruce Jason, Regular, Rifleman, killed on Misery

Racon Lance
Lieutenant Ellis Etre, Elite, Hornet, disabled on Misery, 'Mech salvaged
Sergeant Tandy Magruder, Veteran, Stinger, killed on Misery
Sheldon Harker, Veteran, Wasp, 'Mech destroyed on Misery, joins Home Guard Force
Darren Cak, Veteran, Ostscout, killed on Misery

Kincaid's Company, Disbanded after Misery
Command Lance
Captain Ralph Kincaid, Elite, Thunderbolt, commands 2nd Provisional Company after Misery, killed on Wapakoneta
Lieutenant Theodore Reinhart, Elite, Archer, killed on Misery
Edgar Paulson, Veteran, Thunderbolt, killed on Misery
Samantha Norman, Veteran, Dragon, killed on Misery, 'Mech salvaged

Fire Lance
Lieutenant Anabel Royce, Veteran, Marauder, killed on Misery
Jason Kuno, Veteran, JagerMech, killed on Misery
Jai Rodrigues, Veteran, Catapult, 'Mech destroyed on Misery, joins Home Guard Force
Michael Kincaid, Regular, Crusader, killed on Misery

Recon Lance
Lieutenant William Isaacson, Elite, Stinger, killed on Misery
Sergeant Rena McCoy, Veteran, Firefly, killed on Misery, 'Mech salvaged
Mary Jenkins, Veteran, Spider, killed on Misery
Howard Caroen, Regular, Wasp, missing on Misery, 'Mech salvaged

LAM Lance, Wiped out on Misery
Lieutenant Voczek Bronkowski, Elite, Phoenix Hawk LAM
Sergeant Burgess Haler, Elite, Stinger LAM
Richard Smith, Veteran, Stinger LAM

Abdulaziz's Company ("The Black Swallows"), Disbanded after Misery
Command Lance, Wiped out on Misery
Captain Ali Abdulaziz, Elite, BattleMaster
Lieutenant Ulrich Leman, Veteran, Catapult
Jorge Androvich, Veteran, Crusader
John Le Mat, Veteran, Thunderbolt

Recon Lance
Lieutenant Richard Vallaci, Veteran, Phoenix Hawk, killed on Misery, 'Mech salvaged
Sergeant Daniel Portman, Veteran, Wasp, killed on Misery
Laura Speck, Veteran, Stinger, disabled on Misery, 'Mech salvaged
Franz Tral, Regular, Locust, killed on Misery

Light Lance
Lieutenant Hamilton Sorell, Elite, Ostscout, killed on Misery
Sergeant George Bradley, Elite, Commando, 'Mech destroyed on Misery, joins Home Guard Force
Arthur Loman, Veteran, Wolfhound, killed on Misery, 'Mech salvaged
Andrew Hall-Vladimirov, Veteran, Wasp, killed on Misery

1st Jump Infantry Platoon, Joins Home Guard Force
Lieutenant Gloria Lee Pittcock, Elite (SRM)
Sergeant Michael Leber, Elite (SRM)
Corporal Darren Hallwell, Elite (SRM)
Corporal Patricia Ward, Veteran (Flamer)
Corporal Frank Couch, Veteran (Flamer)

Light Armored Support Platoon, Joins Wolf's Dragoons BattleGroup
Lieutenant Rupert Koch, Elite, Swift Wind Wheeled Scout
Sergeant Patrick Elliott, Elite, Swift Wind Wheeled Scout
Sergeant Sheila Rupell, Veteran, Skulker Wheeled Scout
Sergeant Stuart Conner, Veteran, Skulker Wheeled Scout
Sergeant Lawrence Zenas, Veteran, Skulker Wheeled Scout

Charlie Battalion, Reorganized into 2nd, 3rd, and 4th Provisional Companies
Command Lance
Major Neil Pareila, Elite, Marauder, commands 4th Provisional Company after Misery
Captain Fletcher Condstone, Elite, Archer, retires after Misery
Emily Drake, Elite, Crusader, joins Command Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
Matthew Lanier, Veteran, Shadow Hawk, joins Medium Lance, 4th Provisional Company after Misery, 'Mech destroyed on Wapakoneta, switches to a salvaged Kurita Scorpion, severely injured and 'Mech badly damaged on Crossing
MacGregor's Company ("MacGregor's Grenadiers"), Becomes 2nd Provisional Company after Misery
Command Lance
Captain James MacGregor, Elite, Archer, retires after Misery
Lieutenant Nancy Baker, Elite, Warhammer, killed on Wapakoneta
Dhiru Mugabe, Elite, Crusader, 'Mech destroyed on Misery, switches to a Davion Enforcer, killed on Crossing, 'Mech salvaged
Ernest Sifton, Veteran, Hoplite, killed on Wapakoneta

Assault Lance ("The Cutting Crew"), Becomes Medium Lance
Lieutenant Shannon "Cutter" O'Donnell, Elite, Marauder, 'Mech badly damaged on Misery, shifts to a Davion Enforcer, killed on Wapakoneta
Sergeant Terry Talia, Veteran, Atlas, 'Mech destroyed on Misery, shifts to a Phoenix Hawk, killed on Wapakoneta
Russel Nam, Veteran, Goliath, killed on Misery
Phillip Akamo, Regular, Zeus, 'Mech destroyed on Misery, shifts to a Firefly, killed on Wapakoneta

Fire Lance, Becomes Recon Lance
Lieutenant David Barron, Elite, Rifleman, 'Mech badly damaged on Misery, shifts to a Hornet, killed on Wapakoneta
Sergeant Donna McCarthy, Veteran, Crusader, 'Mech destroyed on Misery, shifts to a Wasp, killed on Wapakoneta
Simon Moore, Regular, Thunderbolt, 'Mech destroyed on Misery, shifts to a Stinger, killed on Wapakoneta
Aki Whitman, Regular, Firefly, killed on Wapakoneta

Summers's Company, Becomes 3rd Provisional Company
Command Lance
Captain Morgan Summers, Elite, Marauder, resigns after Misery
Lieutenant Frank Trent, Veteran, Thunderbolt, badly injured on Crossing, 'Mech serviceable
Celia Minnow, Elite, Rifleman, 'Mech destroyed on Misery, shifts to a Davion Enforcer, killed on Wapakoneta
Jesse Phil, Veteran, Phoenix Hawk, killed on Misery

Fire Lance, Becomes Medium Lance
Lieutenant Henry Dara, Elite, Warhammer, 'Mech destroyed on Misery, shifts to a Wolfhound, killed on Crossing
Sergeant Craig Scanlon, Veteran, Hunchback, killed on Wapakoneta
Corey Vincenzi, Elite, Catapult, 'Mech destroyed on Misery, shifts to a Davion Enforcer
Thomas Grant, Elite, Rifleman, killed on Wapakoneta

Recon Lance ("The Bugs")
Lieutenant Vigna Manning, Elite, Firefly, blinded and 'Mech badly damaged on Crossing
Sergeant Andrew Shelley, Veteran, Hornet, killed on Wapakoneta
Darla Muloney, Veteran, Wasp, killed on Crossing, 'Mech salvaged
Andrew Cawrow, Regular, Spider, killed on Wapakoneta

AeroSpace Lance, Joins Hornet Guard Force
Lieutenant Ole "Snowman" Karlson, Elite, Stingray Fighter
Charlie "Gunner" Durant, Elite, Stingray Fighter

Paxon's Company ("Paxon's Lancers"), Becomes 4th Provisional Company
Command Lance
Captain Ben Paxon, Elite, BattleMaster, becomes executive officer to Major Parella, 'Mech destroyed on Crossing
Lieutenant Mara Khan, Elite, Warhammer, killed on Misery
Ronald Torrence, Veteran, Crusader, killed on Wapakoneta
Michael Gambrelli, Veteran, Firefly, badly injured on Crossing, 'Mech salvaged

Fire Lance
Lieutenant Mohammed Rasul, Elite, Catapult, killed on Wapakoneta
Sergeant Lawrence Thomas, Veteran, Griffin, killed on Crossing
Hina Fural, Elite, Wolverine
Khy, Elite, Quickdraw, killed on Wapakoneta

Recon Lance, Becomes Medium Lance
Lieutenant Buri Steed, Elite, Cicada, partially paralyzed and 'Mech heavily damaged on Crossing
Sergeant Jessa Crum, Elite, Locust, killed on Crossing
Pirotika Kureem, Veteran, Wasp, 'Mech destroyed on Misery, shifts to a Dragon
Ernest Vom, Green, Stinger, killed on Misery

and that of his company. He fell into a kunta trap on Misery by rushing in to exploit what he mistook for a weakness, exposing his company to entangling fire. Only one MechWarrior survived.

Name: Captain Justin Holbrook [deceased]
Assignment: Former Commander of Holbrook's Company, Able Battalion

This fiery Captain Justin Holbrook, a flamboyant officer in the model of the Bushranger, a commander of eminence.
Name: Captain Sanji Vargas
Assignment: Former executive officer of Baker Battalion
A former Tech, Captain Vargas took a great interest in keeping his 'Mech in perfect fighting condition, even modifying his awesome to improve its performance. These modifications may have eliminated some problems, but they have created others, giving the Dragoon Techs headaches. Captain Vargas was nevertheless a competent officer, and his performance on Misery demonstrated that for posterity. He destroyed an entire Ryuken lance. Though he was severely injured in the battle, his 'Mech had been so well maintained that it was salvaged despite great damage. Captain Vargas remains partially paralyzed by his wounds.

Name: Lieutenant Voicik Bronkowski [decased]
Assignment: Former Commander of LAM Lance, Kincaid's Company, Baker Battalion
Lieutenant Bronkowski flew "The Stork," a Phoenix Hawk LAM modified by Captain Vargas and his Techs to carry extra armor at the cost of one of the medium lasers. The rest of the company considered Lieutenant Bronkowski a strange man because of his bizarre hairstyles and odd quirks of dress. (Off duty, he favored capes and feathered hats.) Lieutenant Bronkowski's LAM Lance came to a gallant end on Misery, attacking despite its opponent's numbers.

Name: Lieutenant Ole "Snowman" Karlsen
Assignment: Former Commander of AeroSpace Lance, Summers's Company, Charlie Battalion; now part of Home Guard Force
Lieutenant Karlsen's Stingray, named "Shadowfax," carries 11 kill markers, making him one of the leading Dragoon AeroSpace pilots. Karlsen is a competitive pilot, with all other goals secondary to his desire to be known as the best. He has chafed at being assigned to the Home Guard Force because he wants front-line duty to show off his skill.

Name: Lieutenant Jacques "Frenchie" L'ecurie
Assignment: Former Commander of AeroSpace Lance, Lef-Salle's Company, Charlie Battalion; now part of Home Guard Force
Lieutenant L'ecurie values his Gallic heritage, often using French invective in battle, and decorating his Stuka's tail fins with the ancient French tricolor banner. The Lieutenant's fighter carries six kill markers, but only five of these can be confirmed within the Inner Sphere. The sixth was apparently earned in 3020, when the Dragoons were on their second major supply run, outside the Lyran Commonwealth. L'ecurie is as reluctant as any other Dragoon to discuss the details of his career.

Name: Lieutenant Dale "Beowulf" Middlehoven
Assignment: Former Commander of AeroSpace Lance, Delta Regiment Command Company; now part of Home Guard Force
Dale Middlehoven has been a Dragoon fighter pilot for more than eight years and now has nine kill markers, four Kurita and five Davion. This caused some friction with honor-obsessed Kurita pilots during the Dragons' service to the Combine, but "Beowulf" managed to keep his cool in tense confrontations. His competence and calm manner have combined to make him a candidate for aerospace command position, and perhaps someday the successor of Colonel Jason Carmody in Orbital Operations Command.

Name: Lieutenant Karl Weiss
Assignment: Former Commander of Armored Support Platoon, Holbrook's Company, Able Battalion; now part of Home Guard Force
The son of the celebrated Colonel Sarah Weiss, Karl has become a talented armored commander, in line to receive a BattleMech within the next two years. He is a serious young man who strives to meet the expectations that go along with being the son of a famous and respected mother. He is determined to succeed on his own, without outside help or influence.
Name: Able Battalion, Epsilon Regiment  
Commander: Major Stuart Fields  
Unit Status: Elite  
Unit Nickname: None  
Unit Insignia: A black griffin on a white diamond  
DropShip Assignment: Hawken (Overlord Class)  

Under their cyborged commander, Major Stuart Fields, the powerful and aggressive lead battalion of Epsilon Regiment was accused by Kurita Warlord Samsonov of committing battlefield atrocities on Kawabe. Such charges unfairly maligned a fine unit and did not sit well with the officers and MechWarriors of Able. A blend of heavy, medium, and light 'Mechs, Able Battalion scored a major victory over the Kawabe rebels attempting to relieve the besieged city of Mecklin. Such successes were lost on Lord Samsonov, who seemed determined to discredit the Dragoons in general, and Epsilon Regiment in particular. Able Battalion led Epsilon Regiment's successes on Misery. It was then reorganized into the First Provisional Company.

Name: Charlie Battalion, Epsilon Regiment  
Commander: Major Hussein Tajdar  
Unit Status: Elite  
Unit Nickname: Hussein's Hussars  
Unit Insignia: Silhouette of a charging hussar with saber held overhead  
DropShip Assignments: Sunniva, Hebrides, Mt. Suribachi (Union Class)  

Major Tajdar came under fire from members of his unit for using them to advance his own career, which did not help the elite battalion's morale. Formerly a crack unit led by the heavy lance of McGarvey's Horse, with Nichole's Company providing scouting and Shire's Company acting as a reserve, the battalion's performance fell off with the dissent. Because of Major Tajdar's ambitions, he showed little concern until it really counted. Before the battle on Misery, Major Tajdar apologized to his command and imploried them to do their best for the Dragoons. Hussein's Hussars responded, and the Major became much more humble afterward. He sacrificed his life for his warriors on Harrow's Sun.
Epslon Regiment Unit Roster

Command Company
Command Lance
Colonel Baxter Arbuthnot, Elite, Archer, killed on Harrow’s Sun
Captain Olivia Scalone, Elite, Griffin, killed on Misery
Lieutenant Benedict Goldman, Elite, Firefly, killed on Misery
Lieutenant Kamau Ede, Veteran, Jager/Mech, disabled on Misery

Assault Lance
Lieutenant Benton Bailey, Elite, Stalker, killed on Misery
Sergeant John Marlowe, Elite, Zeus, joins regimental Command Lance after Misery
Stuart McCloud, Elite, Victor, killed on Misery
Jennifer Archoski, Veteran, Imp, joins regimental Command Lance after Misery, killed on Harrow’s Sun

Motorized Infantry Platoon, Joins Home Guard Force
Lieutenant Kim Sundt, Elite (SMG)
Sergeant Farid Durrani, Elite (Machine Gun)
Corporal Peabody Hicks, Elite (Machine Gun)
Corporal Keith Nexis, Veteran (Machine Gun)
Corporal Cornne Buddas, Elite (SMG)

Artillery Lance 1, Joins Home Guard Force
Captain Barry Sono, Elite, Packrat Scout Car
Lieutenant Wayne Gesselle, Elite, Long Tom Artillery
Lieutenant Theodore Vandell, Elite, Long Tom Artillery
Lieutenant Michael Peiko, Veteran, Long Tom Artillery
Lieutenant Arnold “Sureshot” Jass, Elite, Sniper Artillery

Artillery Lance 2, Joins Home Guard Force
Captain Lester Subarov, Elite, Packrat Scout Car
Lieutenant Cheryl Spurrin, Elite, Long Tom Artillery
Lieutenant Ronald Beckett, Veteran, Long Tom Artillery
Lieutenant Phillip Gaglia, Regular, Thumper Artillery
Lieutenant Sharon Gallman, Regular, Thumper Artillery

Able Battalion, Reorganized into 1st Provisional Company after Misery
Command Lance
Major Stuart Fields, Elite, BattleMaster, commands 1st Provisional Company after Misery, killed on Harrow’s Sun
Lieutenant James Riker, Elite, Imp, joins regimental Command Lance after Misery, injured on Harrow’s Sun, badly injured and ‘Mech destroyed on Crossing
Sergeant Vikram Kothoung, Elite, Stalker, joins Command Lance, 1 Provisional Company after Misery, killed on Harrow’s Sun, ‘Mech salvaged
Burton Chambers, Elite, Shogun, killed on Misery

Sunstrom’s Company (“The Culrassiers”), Disbanded after Misery
Command Lance
Captain Julie Sunstrom, Elite, Victor, commands Heavy Lance, 1st Provisional Company after Misery, ‘Mech badly damaged on Harrow’s Sun, switches to a Stalker, killed on Crossing, ‘Mech salvaged
Lieutenant Spiro Killias, Elite, BattleMaster, killed on Misery
Jayson Givan, Veteran, Goliath, killed on Misery
Kenneth Mitari, Regular, Berserker, killed on Misery

Fire Lance, Wiped out on Misery
Lieutenant Koshko Kukuba, Elite, Marauder
Sergeant Octavio Fined, Elite, Archer
Thomas Savelski, Veteran, Archer
Water Samodurov, Veteran, Octokit

Heavy Lance
Lieutenant Frank Lundell, Elite, Orion, killed on Misery
Sergeant Cu Hu, Elite, Warhammer, killed on Misery
Vincent Cascia, Elite, Thunderbolt, ‘Mech destroyed on Misery, joins Heavy Lance, 1st Provisional Company in a Vindicator, killed on Harrow’s Sun
Axel Svensson, Regular, Dragon, killed on Misery

Jager’s Company (“The Hunting Tigers”), Disbanded after Misery
Command Lance
Captain Charles Jager, Elite, Jager/Mech, joins Home Guard Force
Lieutenant Kimberly Dixon, Elite, Hoplite, joins Command Lance, 1st Provisional Company after Misery, killed on Harrow’s Sun
Sergeant Paul Sayers, Elite, Warhammer, joins Home Guard Force
Shawn O’Neill, Veteran, Crusader, joins Home Guard Force

Fire Lance, Wiped out on Misery
Lieutenant Rolf Schmidt, Elite, Archer
Sergeant Doyle Jarvis, Elite, Thunderbolt
Dennis Carter, Veteran, Thunderbolt
Del Hesse, Regular, Scorpion

Heavy Lance
Lieutenant Ford Holgate, Elite, Centurion, killed on Misery, ‘Mech salvaged
Sergeant Vincent Snyder, Elite, Thunderbolt, killed on Misery
Zdzislaw Wawrzynczak, Elite, Shadow Hawk, joins Scout Lance, 1 Provisional Company after Misery, injured and ‘Mech damaged on Harrow’s Sun, ‘Mech destroyed on Crossing
John Smith, Regular, Vindicator, killed on Misery, ‘Mech salvaged

Jump Infantry Support Platoon (“The Flying Tigers”), Joins Home Guard Force
Lieutenant Henry “Tiger Man” Kane, Elite (Flamer)
Sergeant Karla Coplin, Elite (Machine Gun)
Corporal Jordan “Frog” Ling, Veteran (Machine Gun)
Corporal Donald Terwilliger, Elite (Flamer)
Corporal Helena Luckenbaugh, Veteran (Flamer)
Sun's Company
Command Lance
Captain Sun Cho, Elite, Phoenix Hawk, commands Scout Lance, 1st Provisional Company after Misery, killed on Harrow's Sun
Lieutenant Diana "Eight Ball" Standard, Elite, Locust, killed on Misery
Peter Divisadero, Veteran, Panther, 'Mech destroyed on Misery, joins Command Lance, 1st Provisional Company in a Centurion, killed on Harrow's Sun
Caridad Santa Teresa, Veteran, Jenner, killed on Misery

Fire Lance
Lieutenant Karl "Delta" LeMat, Elite, Valkyrie, killed on Misery
Sergeant Jennie Gerald, Elite, Jenner, 'Mech badly damaged on Misery, joins Heavy Lance, 1st Provisional Company in a Griffin, blinded on Crossing, 'Mechs serviceable
Martin Jonick, Veteran, Panther, joins Heavy Lance, 1st Provisional Company after Misery, killed on Harrow's Sun
Augusto Melis, Regular, Commando, killed on Misery

Recon Lance
Lieutenant Marik Winterhawk, Elite, Locust, killed on Misery
Sergeant Austin Bell, Elite, fiery, joins Scout Lance, 1st Provisional Company after Misery, killed on Harrow's Sun
Edward Jernhunnen, Veteran, Wasp, killed on Misery
Warren Kujalla, Veteran, Assassin, joins Scout Lance, 1st Provisional Company after Misery, wounded and 'Mech damaged on Harrow's Sun, killed on Crossing

Armored Support Platoon, Joins Home Guard Force
Lieutenant James Lafferty, Elite, Plainsman Light Hovertank
Sergeant Michael Bird, Elite, Plainsman Light Hovertank
Sergeant Susan Holmore, Veteran, Plainsman Light Hovertank
Sergeant Scott Uma, Elite, Pegasus Scout Hovertank
Sergeant Anne Oosterhoff, Veteran, Pegasus Scout Hovertank

Baker Battallion ("Jarrett's Lancers"), Reorganized into 2nd Provisional Company after Misery
Command Lance
Major Richard Jarrett, Elite, Archer, commands 2nd Provisional Company after Misery, killed on Harrow's Sun
Captain Morton Duggan, Elite, Warhammer, killed on Misery
Patrick Finnegan, Elite, Octot, joins Command Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Sheila Cadbury, Veteran, Catrach, killed on Misery

Gordon's Company ("Gordon's Highlanders")
Command Lance
Captain Patrick Gordon, Elite, Warhammer, killed on Misery
Lieutenant Mary Kirby, Elite, Crusader, joins Command Lance, 2nd Provisional Company after Misery
Carey Torrance, Elite, Hoplite, killed on Misery
Manfred Zysk, Veteran, Thunderbolt, killed on Misery

Fire Lance
Lieutenant Delcree Lutgen, Elite, Archer, killed on Misery
Sergeant Douglas Arno, Veteran, Archer, killed on Misery
Glenn Minshall, Veteran, Griffin, killed on Misery, 'Mech salvaged
Mercy Stengel, Regular, Crusader, killed on Misery

Heavy Lance
Lieutenant William Finzer, Elite, Trebuchet, killed on Misery
Sergeant Marcia Norris, Elite, Griffin, killed on Misery
Eugene Arguelles, Veteran, Shadow Hawk, killed on Misery
Strider Iyengar, Regular, Phoenix Hawk, killed on Misery, 'Mech salvaged

AeroSpace Lance, Joins Home Guard Force
Lieutenant Vogel Pearson, Elite, Hellcat Medium Fighter
Joanne Polletiere, Regular, Hellcat Medium Fighter

Armored Support Platoon, Joins Home Guard Force
Lieutenant Alain Prosser, Elite, Bulldog Medium Tank
Sergeant Greg Jammer, Elite, Bulldog Medium Tank
Sergeant Russell Davis, Regular, Bulldog Medium Tank
Sergeant Cedric Speckner, Veteran, Bulldog Medium Tank
Sergeant John "Concrete" Koopman, Regular, Goblin Medium Tank

Mercier's Company, Reorganized into 2nd Provisional Company after Misery
Command Lance, Becomes Assault Lance, 2nd Provisional Company after Misery
Captain Michael Mercier, Elite, BattleMaster, killed on Harrow's Sun, 'Mech salvaged
Lieutenant Kristina Yedinak, Elite, Archer, killed on Harrow's Sun
Wison Smullen, Elite, Shogun, badly injured and 'Mech destroyed on Crossing
Basil Farnham, Veteran, Marauder II, killed on Harrow's Sun

Fire Lance, Becomes Fire Lance, 2nd Provisional Company after Misery
Lieutenant John "Rally" Posseeth, Elite, Catapult, killed on Harrow's Sun
Sergeant Steven Hass, Elite, Shadow Hawk, badly injured and 'Mech destroyed on Harrow's Sun, switches to a BattleMaster, killed on Crossing, 'Mech salvaged
Henry Bolan, Elite, Scorpion, 'Mech destroyed on Misery, shifts to a Phoenix Hawk, killed on Harrow's Sun
Anton Emery, Veteran, Quicksdraw, killed on Misery

Recon Lance
Lieutenant Katherine Parrott, Elite, Locust, killed on Misery
Sergeant Samuel Yonkers, Veteran, Jenner, 'Mech badly damaged on Misery, joins Command Lance, 2nd Provisional Company in a Griffin, killed on Harrow's Sun
Jerry Hawker, Veteran, Ostoscout, killed on Misery
Duke Easom, Regular, Stinger, killed on Misery

Jump Infantry Support Platoon, Joins Home Guard
Lieutenant Marco "Choiboy" Lavine, Elite (Laser)
Sergeant Trenton Spilsbury, Elite (Laser)
Corporal Donald Dumas, Veteran (Machine Gun)
Corporal Wendy Riggs, Veteran (Machine Gun)
Corporal Odam Bach, Regular (Machine Gun)
Hoff's Company ("Firewalkers")
Command Lance
Captain Kirk Hoff, Elite, Rifleman, killed on Misery
Lieutenant Arthur Figgis, Elite, Dervish, commands Fire Lance, 4th Provisional Company after Misery, 'Mech badly damaged on Crossing
Jackson "Kicker" Chun, Veteran, Griffin, killed on Misery, 'Mech salvaged
Carry Makoi, Veteran, Hannes II, killed on Misery

Fire Lance
Lieutenant Alva Einfield, Elite, Archer, killed on Misery
Sergeant Christine Knott, Elite, Hunchback, killed on Misery
Chan Thabong Makharakham, Veteran, Trebuchet, killed on Misery
Raymond Jatos, Veteran, Panther, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Medium Lance
Lieutenant George Fille, Elite, Griffin, commands Medium Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Sergeant Paul Sandino, Elite, Firestarter, joins Fire Lance, 4th Provisional Company after Misery, injured on Harrow's Sun, rejoined on Crossing
Dale "Penguin" Horowitz, Veteran, Clint, joins Fire Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Clarence Grogan, Veteran, Cicada, joins Fire Lance, 2nd Provisional Company after Misery, killed on Crossing

AeroSpace Lance, Joins Home Guard Force
Lieutenant William "Trigger" Pitch, Elite, Centurion Light Fighter
Scott "Swede" Anderson, Veteran, Centurion Light Fighter

Charlie Battalion ("Hussein's Hussars"), Reorganized into 3rd and 4th Provisional Companies after Misery
Command Lance
Major Hussein Tajdar, Elite, Stalker, 'Mech destroyed on Misery, commands 4th Provisional Company in a Whitworth, killed on Harrow's Sun
Sergeant Sharyn Potter, Elite, Marauder, killed on Misery, 'Mech salvaged
Sergeant Richard Kosner, Veteran, Hoplite, killed on Misery, 'Mech salvaged


Vonda Evansich, Veteran, Archer, killed on Misery

McGarvey's Company
Command Lance ("McGarvey's Horse")
Captain Trenton McGarvey, Elite, Rifleman, killed on Misery
Lieutenant Malcom Hyatt, Veteran, Grasshopper, killed on Misery
Ted Haydon, Elite, Ostrich, 'Mech destroyed on Misery, joins Medium lance, 4th Provisional Company in a Valkyrie, 'Mech damaged on Harrow's Sun
Dennis Pickman, Regular, Archer, killed on Misery

Fire Lance
Lieutenant Eliz Ubel, Veteran, Dragon, killed on Misery
Sergeant Terry Hannula, Veteran, Whitworth, killed on Misery, 'Mech salvaged
Eleanor Thorsness, Regular, Jager Mech, killed on Misery
Mathias Haugen, Green, Griffin, killed on Misery

Medium Lance
Lieutenant Norton Conner, Veteran, Wolverine, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Sergeant William Harrington, Elite, Shadow Hawk, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Oscar Frossard, Regular, Griffin, killed on Misery, 'Mech salvaged
ShaRae PHONE, Green, Phoenix Hawk, killed on Misery, 'Mech salvaged

Shire's Company
Command Lance, Wiped out on Misery
Captain Amelia Shire, Elite, Warhammer
Lieutenant Curtis Holzgng, Veteran, Thunderbolt
Arturo Batista, Regular, Archer
Walter Nyland, Regular, Crusader

Heavy Lance
Lieutenant Gerhard Hannah, Veteran, Ostroc, killed on Misery
Sergeant Amanda Prohaska, Veteran, Crusader, killed on Misery
Charles Bruen, Regular, Dervish, joins Medium Lance, 4th Provisional Company after Misery, badly injured and 'Mech damaged on Harrow's Sun, injuries become severe and 'Mech damaged further on Crossing
David Rex, Green, Wolverine, killed on Misery, 'Mech salvaged

Recon Lance
Lieutenant Susana Rianpra, Veteran, Valkyrie, killed on Misery, 'Mech salvaged
Sergeant Reubin Haas, Regular, Spider, joins Medium Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Mitchell Zeeman, Regular, Ostroc, joins Fire Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
Arnet Grossbach, Green, Locust, killed on Misery

1st Armored Support Platoon, Joins Home Guard Force
Lieutenant Harold Cushman, Veteran, Pegasus Scout Hovertank
Sergeant Linda Czopek, Veteran, Pegasus Scout Hovertank
Sergeant David Malagamba, Regular, Pegasus Scout Hovertank
Sergeant Christina Gilderbeck, Regular, Pegasus Scout Hovertank
Sergeant Ahmad Parr, Regular, Pegasus Scout Hovertank

2nd Armored Support Platoon, Joins Home Guard Force
Lieutenant Joseph Mccall, Elite, Drillson Heavy Hovertank
Sergeant Warren Resser, Veteran, Drillson Heavy Hovertank
Sergeant Deborah Sutherland, Veteran, Drillson Heavy Hovertank
Sergeant Stanley Volgas, Veteran, Saracen Medium Hovertank
Sergeant Leonard Carbondale, Veteran, Saracen Medium Hovertank
Nicolle's Company, Becomes 3rd Provisional Company after Misery

Command Lance
Captain Elizabeth Nicolle, Elite, Gato. 'Mech destroyed on Misery, shifts to a Davion Enforcer.
Lieutenant Gerald Buskirk, Veteran, Phoenix Hawk, injured and 'Mech damaged on Harrow's Sun, reinjured on Crossing
Donald Larrios, Regular, Crusader. 'Mech destroyed on Misery, shifts to a Griffin, injured on Harrow's Sun
Hugh Minthorne, Regular, Wasp, killed on Harrow's Sun

Fire Lance
Lieutenant Peter Geffen, Veteran, Archer. 'Mech badly damaged on Misery, continues to use Archer after partial repair. 'Mech destroyed on Harrow's Sun, shifts to a Marauder
Sergeant Marory Rayborn, Elite, Archer. 'Mech damaged on Misery, continues to use Archer even though repairs are impossible, killed on Harrow's Sun
Vittorio Vietoian, Elite, Shadow Hawk
Rufus Denney, Regular, Griffin; continues to use 'Mech despite damage suffered on Misery, killed on Harrow's Sun

Strike Lance
Lieutenant Carter "Brook" Trent, Elite, Stinger, injured on Crossing
Sergeant Ross Thorsen, Veteran, Phoenix Hawk, killed on Harrow's Sun
Evila Boswell, Regular, Stinger, killed on Harrow's Sun
Michaila Parenieux, Regular, Stinger, killed on Harrow's Sun

LAM Lance, Wiped out on Misery
Lieutenant Emanuelle Kohrman, Elite, Phoenix Hawk LAM
Sergeant Curtis Lpke, Veteran, Wasp LAM
Sandra Bloch, Veteran, Wasp LAM

Epsilon Regiment

Epsilon Regiment After Misery
Epsilon Regulation Personalities

**Name:** Colonel Baxter Arbuthnot [deceased]
**Assignment:** Former Commander of Epsilon Regiment

Thin and balding, Colonel "Bax" Arbuthnot’s appearance did not match some romantic images of the dashing MechWarrior. Many new Epsilons, amused by Bax’s trim, reedy voice, assumed that he was not a forceful man. These troopers were shocked, then terrified, when that weak voice suddenly rose to a thundering bellow and Colonel Arbuthnot seemed transformed into a near-demonic figure. Fortunately, such incidents were rare, for Bax was usually able to get his way without raising his voice. His officers, respectful and ever mindful of Arbuthnot’s potential for violence, were quick to follow his orders. Colonel Arbuthnot’s lance was caught in an ambush on Harrow’s Sun, and the Colonel was killed.

**Name:** Colonel Harold Jones [deceased]
**Assignment:** Former Commander of Epsilon Regiment

From the time Colonel Jones took command in 3010, his popularity with his troops grew with each passing year. His command style changed, too. At first, Colonel Jones was overly cautious, perhaps guarding against the kind of accident that severely injured his predecessor, Colonel Dana McGuire. As if gaining confidence in his own judgment and leadership, Colonel Jones began to take ever bolder actions. Colonel Jones’s initial caution won the confidence of his troops, and his later brilliant maneuvers on the battlefield increased his popularity as time went on. Colonel Jones’s daring finally reached the point of upmanship over the other regimental commanders, and this was his undoing. Caught in a rash attack on Hesperus II, Colonel Jones was killed in 3019.

**Name:** Colonel Dana McGuire [deceased]
**Assignment:** Former Commander of Epsilon Regiment

Colonel McGuire had perhaps the most tactical skill of any of the Draconis’ early commanders. Under his command, Epsilon Regiment often made headway when the rest of the Draconis were thwarted. Colonel McGuire’s career came to an unfortunate end in 3010, when he was badly injured in a freak ‘Mech accident as his unit was successfully raiding Marik supplies on Wallacia. Colonel McGuire died of natural causes in 3024.

**Name:** Major Stuart Fields [deceased]
**Assignment:** Former Commander of Able Battalion, Epsilon Regiment; then Commander of First Provisional Company

A fast and hand-hitting unit, Able Battalion was Epsilon’s main strike force. Its leader, Major Stuart Fields, was a crag-faced career soldier with a scarred cheek and a bionic leg. Despite his handicap, Major Fields was an avid tennis player with a brutal reputation. With the battalion’s reorganization after Misery, Major Fields commanded the First Provisional Company, which suffered heavy casualties on Harrow’s Sun, where Major Fields died with his entire lance.

**Name:** Major Richard Jarrett [deceased]
**Assignment:** Former Commander of Baker Battalion, Epsilon Regiment; then Commander of Second Provisional Company

"Old Spit-n-Polish" Jarrett was well-known as a neatness nut who would not tolerate slovenliness even in the heat of battle. Though his mania for order and discipline sometimes went too far, neither Colonel Arbuthnot nor Jaime Wolf ever considered replacing him, because Baker Battalion’s reputation was as spotless as its BattleMechs. Major Jarrett maintained his reputation as head of the Second Provisional Company right up to his death on Harrow’s Sun.

**Name:** Major Hussein Tajdar [deceased]
**Assignment:** Former Commander of Charlie-Battalion, Epsilon Regiment; then Commander of Fourth Provisional Company

Though capable and unquestionably brave, Major Tajdar was a leader flawed by the sin of ambition. He masked this desire by showing a good-natured, loyal face, but Major Tajdar nursed aspirations of regimental command and possibly eventual control of the Draconis. To this end, he submitted several reports critical of fellow officers, particularly superiors, and never missed an opportunity to add to his own reputation. Major Tajdar was infuriated at being left to command only a company because of the reorganization after Misery. In a bold attack that apparently was intended to win Major Tajdar renewed stature, the Major was cut off from the rest of his lance and died on Harrow’s Sun.

**Name:** Captain Sun Cho [deceased]
**Assignment:** Former Commander of Sun’s Company, Able Battalion; then Commander of Scout Lance, First Provisional Company

Captain Sun Cho’s specialty was reconnaissance, a specialty his company and its attached hovertank platoon fulfilled admirably. A knowledgeable Tech as well as a MechWarrior, Captain Sun helped to keep his company in working order, ready at an instant’s notice for any kind of scout or raid mission. His scout lance then performed similar duty for the First Provisional Company until his death on Harrow’s Sun.

**Name:** Captain Patrick Gordon [deceased]
**Assignment:** Former Commander of Gordon’s Company, Baker Battalion

Captain Gordon was an abrasive, somewhat inconsiderate officer who also got the job done with particular dispatch. Interestingly, Captain Gordon seemed unaware of his effect on others, and continued to operate in his usual insensitive fashion, not always understanding why he was not better liked. His executive officer, Lieutenant Mary Kirby, said after the battle of Misery, however, that his men fought valiantly for the Captain and sacrificed themselves to save his life. Only Lieutenant Kirby survived.
WOLF'S DRAGOONS

Name: Captain Kirk Hoff [deceased]
Assignment: Former Commander of Hoff's Company, Baker Battalion
The moral and literal opposite of Major Jarrett, Captain Kirk Hoff was the proverbial blob, incapable of keeping a uniform pressed or a BattleMech clean. Generally unhewn, Captain Hoff often piloted his "Fireman "Oscar" with a cigarette hanging from his mouth, frequently burning the surface of his neurohelmet. Needless to say, such behavior irriated the impeccable Major Jarrett, landing Captain Hoff on report time after time. Captain Hoff was one of the best medium Mech commanders in the Dragoons, and "The Firewalkers" had collected numerous battle honors before the unit took heavy losses on Misery and was disbanded. Captain Hoff's body was never recovered.

Name: Captain Charles Jager
Assignment: Former Commander of Jager's Company, Able Battalion
The Hunting Tigers, all their 'Mechs painted gray with black stripes, were a distinguished support group. Captain Jager is a forthright, thoughtful man whose planning skills are equalized only by his luck. Not surprisingly, he piloted a gray JagerMech whose only designation was "Jager One." His luck held on Misery. After seeing dozens of Dragoon 'Mechs fall and then seeing his entire fire lane wiped out, Captain Jager and his command lance escaped. They saw such devastation and so many of their friends killed that Captain Jager and two other members of his lance requested permission to retire from service. Colonel Wolf prevailed on them to stay, but only as members of the Home Guard Force.

Name: Captain Trenton McGarvey [deceased]
Assignment: Former Commander of McGarvey's Company, Charlie Battalion
Atheist, debtor, Don Juan, and distinguished commander of McGarvey's Horse, this officer was one of the most colorful members of Epsilon Regiment. Always ready to argue, he often stayed up all night arguing minor points of philosophy. His numerous affairs were the stuff of legend, often ending in violence or hairbreadth escapes from angry husbands or lovers. Equally flamboyant and daring in battle, Captain McGarvey led his "Horsemen" like an ancient husar, braving shot, shell, and PPC beam for the "glory" of combat. The legendary man died a legendary death. He charged his company against an entrenched company of Ryukon on Misery. Though Captain McGarvey died, his company broke the Kuritans and gave the Dragoons great positional advantage.

Name: Captain Michael Mercier [deceased]
Assignment: Former Commander of Mercier's Company, Baker Battalion; then Commander of Assault Lance, Second Provisional Company
When not in combat, Captain Mercier was famous for his tardiness. Be it a staff meeting, a dinner date, or an important social function, Captain Mercier invariably arrived late, usually frantically buttoning up his jacket and apologizing profusely. What Captain Mercier lacked off the battlefield, however, he more than made up for in combat. His ambushes and raids seemed to occur where and when they were least expected, frustrating his opponents and earning him numerous commendations. He was one of only a few officers to keep his lance intact despite heavy fighting on Misery. His lack of punctuality seemed to affect his stormy relationship with Captain Danielle Rondema of Beta Regiment. Their verbal (and occasionally physical) disagreements were the stuff of legends, often awakening entire regiments. Captains Rondema and Mercier died on the same day, Rondema on Wapakoneta and Mercier on Harrow's Sun.

Name: Captain Elizabeth Nichole
Assignment: Commander of Nichole's Company, Charlie Battalion
After four years of company command, the pressure began to show on Captain Nichole. Short-tempered to begin with, Captain Nichole has become even more temperamental, showing little tolerance for failures in others. Her behavior has come to the attention of Colonel Wolf, who has spoken to Nichole about it.

Name: Captain Amelia Shire [deceased]
Assignment: Former Commander of Shire's Company, Charlie Battalion
Badly disfigured in a 'Mech explosion in 3022, Amelia Shire went on to lance, then company command, leading her unit with distinction. She grew used to her unusual appearance and seemed oblivious to the stares and whispers. Her company was almost maternally protective of her, to the point of starting a fight when a callous Lyran officer referred to her as "Froggy." Her Command Lance followed her to their deaths on Misery, though they destroyed seven Kurita 'Mechs in the process.

Name: Captain Julie Sunstrom [deceased]
Assignment: Former Commander of Sunstrom's Company, Able Battalion; then Commander of Heavy Lance, First Provisional Company
Captain Sunstrom was promoted to command of the Cuirassiers in 3025. She adopted the unit's image with enthusiasm, leading its troops in wild charges against impossible odds and winning despite heavy losses. Some might consider her to have been a better candidate for Zeta Battalion, but Captain Sunstrom had a cautious side as well, which tempered her aggressive nature. She was the only member of her lance to leave Misery alive. Since the reorganization, Captain Sunstrom commanded only a lance, but she did so with the same vigor. She survived the destruction of her 'Mech on Harrow's Sun, but she was not so lucky on Crossing, where she died.

Name: Lieutenant William "Trigger" Fitch
Assignment: Former Commander of Air Lance, Hoff's Company; now with Home Guard Force
Trigger Fitch is a leading pilot whose Centurion bears eleven aerospace and four 'Mech kill markers. Lieutenant Fitch's helmet is emblazoned with a pair of white dove's wings, which some say connects him to the Vandenberg White Wings, a legendary "lost" Star League unit that has reportedly appeared throughout the Inner Sphere in recent years.
INDEPENDENT UNITS

It is the independent units—the Black Widow Company, Zeta Battalion, Fire Support Group, and Seventh Kommando—that give the Dragoons vital flexibility to adapt to virtually any combat situation. In combination with the line regiments, the various independent bodies can create brigade organizations tailor-made to fit each mission.

This feature is one of the unit's greatest strengths. The units listed below are as these units existed before the Battle of Misery. Support units did not take part in that battle. In the reorganization after Misery, the Black Widow Company became part of Alpha Regiment. Zeta Battalion went to Robinson to recover from high losses, reemerging for the climactic battle on Crossing.

BLACK WIDOW COMPANY

Name: Black Widow Company
Commander: Captain Natasha Kerensky
Unit Composition: 1 company
Unit Status: Elite
Unit Insignia: A black widow spider
DropShip Assignment: Widow's Web (Union Class)

Much has been said in both the press and in the visual media about this unusual unit. Distinguishing between rumor and propaganda can be difficult, but the Black Widows' reputation remains impressive.

Formed during Anton Marik's abortive rebellion of 3014, the Black Widow Company still functions as a "last-chance" assignment for criminals and discipline problems. At its head is Captain Natasha Kerensky, whose authoritarian command style has proved more effective than Wolf had dared to hope. After 13 years, the Widows have had numerous members, some of whom returned to active duty, some of whom retired, and many of whom died. So far, none has had to carry out a disciplinary sentence.

Natasha Kerensky herself, sharing a surname with the vanished Regent of the ancient Star League, forms much of the exotic appeal of the unit. Beautiful but distant, she has been portrayed in several novels and holo-vid dramas, and has been the subject of many a romantic fantasy for MechWarriors of the whole Inner Sphere. Her style of command is impressive, varying with the situation and more often than not successful, even against unfavorable odds and severe conditions.

Lance commanders are no less dedicated. Lieutenant Ikeda's fire lance often enters combat as a close-combat unit, while "Gentleman Johnny" Clavell's recon 'Mechs seem to vanish and reappear at will.

The entire unit has seen action on numerous fronts in the 13 years since its creation and has engaged Kurita forces with special enthusiasm. Captain Kerensky's dislike for the Combine is well-known, and the feeling is apparently mutual. On occasion, Natasha Kerensky was the subject of Grieg Samsonov's well-known anti-Draconian tirades.

BLACK WIDOW COMPANY UNIT ROSTER

Command Lance
Captain Natasha "Black Widow" Kerensky, Elite, Warhammer
Sergeant Colin MacLaren, Elite, Marauder
Lynn Sheridan, Elite, Crusader
John Hayes, Veteran, Griffin

Fire Lance
Lieutenant Takiko Ikeda, Elite, Panther
Sergeant Mkos Delius, Elite, Whirlwind
Nikolai Koniev, Veteran, Firefly
Delmar Lindstrom, Veteran, Shadow Hawk

Recon Lance
Lieutenant John "Gentleman Johnny" Clavell, Elite, Firefly
Sergeant Piet Nichols, Elite, Hornet
Simon Fraser, Veteran, Stinger
Mohammar Jahan, Veteran, Stinger
BLACK WIDOW COMPANY PERSONALITIES

Name: Captain Natasha Kerensky
Assignment: Commander of Black Widow Company

Betrayed, ambushed, wounded, Natasha Kerensky returned almost literally from the dead to become the most famous female MechWarrior in the Successor States. The Bounty Hunter's treachery (described in the Friends and Enemies section of this book) is only one of the dangerous incidents this remarkable woman has overcome. Indeed, Natasha Kerensky is known as the "Queen of MechWarriors" and the "First Lady of Death." The tragic end of her affair with Joshua Wolf seemed to destroy any vestige of emotion in this infamous, complex officer. Tough, cold, loyal, beautiful—Kerensky is, in many ways, a microcosm of the Dragoons themselves.

Name: Lieutenant Takiro Ikeda
Assignment: Commander of Fire Lance, Black Widow Company

Aggressive and ambitious as well as loyal and supportive, Lieutenant Ikeda seems to regard the Widows as a means to an end—that of promotion to high command. Ikeda's ambition is not destructive, however. He knows that loyal service at lower ranks will help him later. Though casualties on the worlds of Barlow's End and Benet III left gaps at high levels, Ikeda was passed over for company command. The reorganization of the Dragoons after Misery put many Majors in charge of companies, and so Lieutenant Ikeda appears to be stuck in the Black Widows for the foreseeable future.

Name: Lieutenant John "Gentleman Johnny" Clavell
Assignment: Commander of Recon Lance, Black Widow Company

Despite a tendency to misuse his lance and take unnecessary risks, Lieutenant Clavell is an excellent leader and a brilliant tactician, both qualities likely to lead to success with the Dragoons. His killing of Lieutenant Michael Akawa in a duel, however, sidetracked Clavell's career somewhat, landing him and his Rifleman in the Black Widow Company. He has taken his unexpected transfer in stride, leading the recon lance with the same recklessness and foolhardy daring. In fact, he often calls his lance a strike lance, and he uses it as such. Since his Rifleman was destroyed, Lieutenant Clavell has used a Firefly.
SEVENTH KOMMANDO

Name: Seventh Kommando
Commander: Colonel Griffith Nikitch
Unit Composition: 1 battalion
Unit Status: Elite
Unit Insignia: A red numeral "7"
DropShip Assignments: Argent's Gift, Arrow, Northstar, Rio Nuncio, Sheba (Fury Class)

A battalion made up of teams, Seventh Kommando is a unique unit. A possible descendant of the elite Star League special forces unit and used for sensitive missions involving infiltration, intelligence, and sabotage, the battalion is not officially listed as part of Wolf's Dragoons. Seventh Kommando's highly secret organization has been, until recently, a total mystery to both the Successor Houses and our Blessed Order. Even today, the Kommando is an open secret within the Dragoons, and its members all claim to belong to other units. What follows has been painstakingly pieced together from scads of intelligence and observations.

One of Seventh Kommando's many tasks is that of espionage. When Jaime Wolf astonished Prince Ian Davion with the accuracy of his information about Liao dispositions on Halloran V, the covert intelligence-gathering was undoubtedly the work of the Kommando.

Quickly switching roles, the unit then engaged in a brilliant piece of deception during Delta Regiment's advance on the city of Gethin. Slipping behind Liao lines, the Kommandos sent radio messages that convinced the Capellans that they were actually an entire 'Mech regiment. When laser- and particle beam-fire began to erupt from the Kommandos' positions, Capellan forces were detached to meet the threat. This weakened the Liao lines and enabled Delta Regiment to break through.

At other times, the Kommandos have operated alone, destroying vital installations and supplies, sowing havoc and confusion among the enemy. The purifying raid against McCarron's armored cavalry in late February 3007 is an example of such a mission. Sabotage operations, culminating in the simultaneous destruction of major supply depots in five separate cities, frustrated the members of Big Mac and almost gave their commander a seizure. In this operation, the raiders were assisted by elements of the Special Recon Group, a unit that often works closely with the Kommandos.

One of Seventh Kommando's most unusual tasks is the spread of misinformation. During operations on New Aragon, for example, Kommando teams made nightly sorties behind Liao lines, destroying supplies, cutting rail lines, and generally raising havoc. The Kommandos' mission was far subtler than the simple destruction of property, however. By leaving behind unexploded demolition charges of obvious Kurita manufacture and miscellaneous items such as a Draconian cigarette butt and other confusing evidence, they led the Capellans to believe that Kurita agents were behind the mayhem. A minor diplomatic rift developed between House Liao and their Kurita allies, a rift that seriously compromised combined Capellan-Combine operations. Only after the Kuritas repeatedly protested their innocence was the rift patched up.

The Seventh Kommando engages in such a variety of missions that it is difficult to specify functions. With the extreme secrecy surrounding the unit, much of the information cited here is conjectural, based on both research and educated guesses.

Certainly, the members of Seventh Kommando are all highly skilled intelligence operatives as well as soldiers. Just as certainly, there are aspects to this unit that even our Order has been unable to fathom. Learning that the unit existed at all represented a considerable achievement on the part of our ROM operatives.

An intriguing rumor, and one that is so far totally unsubstantiated, is that Wolf has a highly secret cadre of trained telepaths in his employ. The source of this interesting, albeit unlikely, hypothesis is a high official of the Capellan Confederation who claims to have seen secret Dragoon documents with veiled references to a "psi-squad." If such a unit exists, it is sure to be a part of the Seventh Kommando.

The Seventh Kommando's flexibility is increased by the versatility of its prime combat vehicles, the Blackwell Bandit hovercraft. This fast, well-armored vehicle is a highly advanced design, built exclusively for the Dragoons by the Blackwell Corporation.

The Kommandos are usually armed with the Intek Pulse Laser Rifles, though numerous other weapons may also be carried, including grenade launchers, SRL-Maulers, LAWs, Blackwell light particle guns, and even dart guns and vibro-blades. On several occasions, Seventh Kommando teams have also operated as jump infantry for increased mobility.

Other Blackwell vehicles utilized by the Kommandos are the tracked Badger Class transport and the Kestrel VTOL aircraft. There is also evidence that the Dragoons are developing a light, one-man hovercraft similar to the Lwie-Savannah Master for use by the Kommandos. This unit also uses other vehicles, such as armored personnel carriers, attack helicopters, hydrofoils, drone carriers, and possibly even submarines. We have found that when dealing with the Seventh Kommando, nothing is certain.

Kommando uniforms vary as much as their equipment. Apparently they are most often provided with the uniforms of the Dragoons unit with which they are serving. On covert missions, or when the Kommandos are operating alone, their dress varies from standard camouflage to dark gray or black jumpsuits for night operation. They have also been known to wear enemy uniforms for infiltration.

Another theory, this one slightly more plausible than the "telepath" conjecture, suggests that the Kommandos have access to Star League-era combat suits. Utilizing technology that has been lost, these suits are said to have had a limited capacity to change their pattern and color. Whether the Kommandos possess these suits is questionable, but the Dragoons' capabilities make it believable.

Finally, the Kommando DropShip, Argent's Gift, has a story as fascinating as any other regarding this unit. Impressed by the Kommandos' bravery while in Liao service, and in particular the self-sacrifice of bandit pilot Shannon "Argent" Nikai, Captain Subo Tamayar of the DropShip Baron Ullfried renamed the vehicle Argent's Gift and offered it to Dragoon service. Wolf accepted, and the ship has been the Kommandos' main transport ever since.

The Seventh Kommando is known to have suffered very high casualties at An Ting, but the secretive nature of the unit makes it impossible to estimate losses with any accuracy or to say who might have survived.
SEVENTH KOMMANDO PERSONALITIES

**Name:** Command Team, Seventh Kommando (Gold Wolf), “The Philly Boys”  
**Commander:** Colonel Griffith Nikitch  
**Unit Status:** Elite  
**DropShip Assignment:** Argent’s Gift (Fury Class)  
Colonel Nikitch leads the Kommandos from his command platoon (code-named “Gold Wolf” in addition to the cryptic “Philly Boys”), coordinating the information gathered by the unit’s other companies, while Sergeant Major Reese takes command of the platoon’s squads during security operations.

**Name:** First Team, Seventh Kommando (Red Wolf)  
**Commander:** Captain H. Ian McMartin  
**DropShip Assignment:** Arrow (Fury Class)  
Code-named Red Wolf, Captain McMartin’s platoon is, after Gold Wolf, the lead unit of the Kommandos, operating in a command capacity when Colonel Nikitch is elsewhere. Red Wolf is also the most purely combat-oriented platoon in the Kommandos, frequently engaging in head-on battles with the enemy, sometimes as a diversion for the Kommandos’ intelligence operations.

**Name:** Second Team, Seventh Kommando (White Wolf)  
**Commander:** Lieutenant Yvonne Draedin  
**DropShip Assignment:** Northstar (Fury Class)  
White Wolf specializes in cold-weather operations. Lieutenant Draedin’s troops are trained as ski troops, and have vehicles designed for frigid conditions. Of course, the platoon excels at many other missions, including mountains and other rugged terrain. Lieutenant Draedin is fond of hovercraft combat, engaging the enemy with little regard for her own safety during the battle for Valerian Bay on Deshler.

**Name:** Third Team, Seventh Kommando (Gray Wolf)  
**Commander:** Lieutenant Sean Eric Kevin  
**DropShip Assignment:** Northstar (Fury Class)  
Gray Wolf operates most often in forests and swamps. Lieutenant Kevin’s near-fanatical devotion to his Irish ancestry does not seem to affect his unit’s performance, which is among the best in the Seventh Kommando. There is some evidence that Lieutenant Kevin’s platoon may also be equipped with armored pressure suits for space and low-gravity combat.

**Name:** Fourth Team, Seventh Kommando (Black Wolf, “Shadow Platoon”)  
**Commander:** Lieutenant Anton Shadd [deceased]  
**DropShip Assignment:** Rio Nunzio (Fury Class)  
Lieutenant Shadd’s team, a motley assortment of operatives who have been sighted on Gator III, Ozawa, Niles, Robinson, Bettendorf, and even New Avalon, favor night actions. Though many of these sightings were probably false alarms or purposeful diversion, they are evidence of the fear the Kommandos can cause. Black Wolf also appears to engage in High Altitude Level Operations (or “HALO”), which required special drop techniques. Dragoon transport, operating well above enemy radar, disperses Kommandos, who descend on parachutes, equipped with supplemental breathing apparatus. These operations are known to be very dangerous, but such concerns do not seem to bother the members of Shadow Platoon.

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**SEVENTH KOMMANDO UNIT ROSTER**

**Command Platoon** (*The Philly Boys*, Gold Wolf), Motorized Infantry  
Colonel Griffith Nikitch, Elite  
Major Richard Montfet, Elite (Intelligence)  
Sergeant-Major Scott Reese, Elite (Security)  
Corporal Grant Zez, Elite (Laser)  
Corporal Eleanor Landsam, Elite (Laser)  
Corporal Farley Oaken, Elite (Laser)

1st Platoon (Red Wolf), Motorized Infantry (Laser)  
Captain R. Ian McMartin, Elite  
Sergeant Vance Fisher, Elite  
Corporal Mark Cardew, Elite  
Corporal Arts Jahn, Elite  
Corporal Neil Lush, Elite  
Corporal Margarita Larocque, Elite

2nd Platoon (White Wolf), Motorized Infantry (Laser)  
Lieutenant Yvonne Draedin, Elite  
Sergeant James “Scout” Tanner-Smith, Elite  
Corporal Russell Nau, Elite  
Corporal Perry Denzman, Elite  
Corporal Lars Storven, Elite  
Corporal Richard Cho, Elite

3rd Platoon (Gray Wolf), Motorized Infantry (Laser)  
Lieutenant Sean Eric Kevin, Elite  
Sergeant Animal “Shake Eyes” Fastly, Elite  
Corporal Carlos San Ramon, Elite  
Corporal Alice Carucci, Elite  
Corporal Marion Schelhaus, Elite  
Corporal Earnest “Frosty” Hall, Elite

4th Platoon (*Shadow Platoon*, Black Wolf), Motorized Infantry, (Laser)  
Lieutenant Anton Shadd, Elite  
Sergeant Lester “Canter” Lukas, Elite  
Corporal Shelia Bokesby, Elite  
Corporal Robert “Tool Box” Rettman, Elite  
Corporal Harold Ketel, Elite  
Corporal Todd O’Toole, Elite

This roster represents, to the best of ComStar’s ability, the “standard” deployment mode for Seventh Kommando. Weapons, vehicles, and organization may change. Though the Kommandos are listed as Motorized Infantry, for example, on many occasions they have functioned as Jump Infantry. The Blackwell Bandit Class hovercraft may also be equipped with different weapon systems, depending upon the Kommandos’ mission. The Blackwell Badger Class tracked transport is also available for use, as is the Blackwell Kestrel light VTOL aircraft.

This roster represents, in some cases, educated guesswork, and so the unit may be capable of considerably more than is indicated here. Even the names of the unit’s officers are uncertain at times. Profiles of these soldiers would be mainly conjecture at best and deliberate misinformation at worst.
**WOLF'S DRAGOONS**

**FIRE SUPPORT GROUP**

**Name:** Fire Support Group  
**Commander:** Major Misha Sventnikov  
**Unit Composition:** 2 companies  
**Unit Status:** Elite  
**Unit Insignia:** A silhouette of a catapult  
**DropShip Assignment:** Wexford (Fortress Class)

The Fire Support Group is not the most glamorous unit in the Dragoons, but it is certainly an important one. With its massed artillery pieces, 'Mechs, and AeroSpace Fighters, the pinpoint targeting and prompt response time of the FSG has often meant the difference between victory and defeat for the Dragoons. Artillery bombardment on Haffelpilger Epsilon Regiment made its heroic stand in the Alonzo Mines in 3023, and FSG's suppressive fire greatly hampered the St. Ives Armored Cavalry during its raid on Weekapaug in 3077.

The various elements of the group are trained in spotting, map-reading, and fast response, and rarely does a Dragoon commander have to wait more than a few minutes for artillery support. AeroSpace and light armed elements act in a scouting role, often temporarily attached to the Dragoon units that the FSG is supporting.

Since the Battle of Misery, the Fire Support Group has been assigned as part of the Home Guard Force.

**Name:** Alpha Company, Fire Support Group  
**Commander:** Captain Wilford Scruggs  
**Unit Status:** Elite  
**Unit Nickname:** None  
**Unit Insignia:** Stylized letter "A" with one leg on land, the other in water, and the top poking through a cloud

Captain Scruggs's Alpha Company is one of the most flexible combined-arms units in Wolf's Dragoons. Combining 'Mech, AeroSpace, and light hover tank and element, this company is especially skilled at scouting, spotting, and other missions requiring high mobility. Lieutenant Tangel's aero-space lance also performs in a ground-attack role on occasion, while MacMahon's armored lance has engaged in furious firefights with enemy recon elements. Such instances are not common, however. The company's primary function is for spotting, and the two 'Mech lances are capable of adding their firepower to Beta Company's artillery strength.

**Name:** Beta Company, Fire Support Group  
**Commander:** Captain Pauline Aigner  
**Unit Status:** Elite  
**Unit Nickname:** The Kentucky Rifles  
**Unit Insignia:** Crossed breech-loading rifles

"What Alpha spots, Beta hits" sums up Pauline Aigner's philosophy quite aptly. Working closely, the two companies form a potent battlefield weapon, capable of virtually any fire mission. Kunina probably hit the Rifles particularly hard, causing some juryrigging on tracking and targeting systems, reducing the unit's accuracy. Captain Aigner soon became as vocal a critic of the Combine as Natasha Kerensky.

**FIRE SUPPORT GROUP UNIT ROSTER**

**Command Lance**, joins Wolf's Dragoons Battle Group  
Major Misha Sventnikov, Elite, BattleMaster  
Lieutenant Jennifer Weiss, Elite, Archer  
Simon "Hickock" Maddox, Elite, Imp  
Linda Kam, Veteran, Griffin  

**Alpha Company**

**Commander**  
Captain Wilford Scruggs, Elite, Marauder II  
Sergeant Roman Vanderschoff, Elite, Thunderbolt  
Marlon Mergelis, Veteran, Crusader  
Alan Seeley, Veteran, Crusader

**Fire Lance**  
Lieutenant Rebecca Ardenauer, Elite, Annihilator  
Sergeant Dawn Hirriman, Elite, Catapult  
Herbert McInnis, Elite, Derish  
Christopher Endre, Veteran, Crusader

**AeroSpace Lance**  
Lieutenant Duane "Tango" Tanglelli, Elite, Centurion Light Fighter  
Virginia "Hips" O'Hara, Elite, Centurion Light Fighter

**Armored Support Lance**  
Lieutenant Jordan MacMahon, Elite, Plainsman Light Hover tank  
Sergeant John "Alamo" Jones, Elite, Plainsman Light Hover tank  
Sergeant Grace "Tiger" Rohmer, Elite, Plainsman Light Hover tank  
Sergeant Gilbert Toliver, Veteran, Plainsman Light Hover tank  
Sergeant Barbara Shoop, Veteran, Plainsman Light Hover tank

**Beta Company** ("The Kentucky Rifles")

**Command Platoon**  
Captain Pauline Aigner, Elite, Packrat Patrol Vehicle  
Lieutenant Tertillo Euell, Elite, Packrat Patrol Vehicle  
Sergeant Micheal Timmons, Veteran, Packrat Patrol Vehicle

**Artillery Lance Alpha**  
Lieutenant Susan Merkle, Elite, Packrat Patrol Vehicle  
Sergeant William Speckler, Elite, Long Tom Artillery  
Sergeant Clarke Amato, Elite, Long Tom Artillery  
Sergeant Albert Boganhower, Veteran, Long Tom Artillery  
Sergeant Somchanthi Singharat, Veteran, Sniper Artillery

**Artillery Lance Beta**  
Lieutenant Walter Tschuud, Elite, Packrat Patrol Vehicle  
Sergeant Cuong Ton, Elite, Long Tom Artillery  
Sergeant Nicholas Verner, Elite, Long Tom Artillery  
Sergeant David Jossi, Elite, Sniper Artillery  
Sergeant Mihun Kao, Veteran, Sniper Artillery

**Artillery Lance Gamma**  
Lieutenant Meryl Blumenthal, Elite, Packrat Patrol Vehicle  
Sergeant Lars Anderson, Elite, Long Tom Artillery  
Sergeant Alan "Striker" Ains, Veteran, Long Tom Artillery  
Sergeant Shelley Ougendah, Elite, Sniper Artillery  
Sergeant Camilo Lule, Veteran, Sniper Artillery

**Jump Infantry Support Platoon** (Machine Gun)  
Lieutenant Garibaldi "Baldy" Clemmons, Elite  
Sergeant Miles Jarboe, Elite  
Corporal Anne Cooper, Elite  
Corporal Lawrence Frennel, Elite  
Corporal Jeffery Foxworth, Veteran  
Corporal Brenda McClure, Veteran
FIRE SUPPORT GROUP PERSONALITIES

Name: Major Misha Sventnikov
Assignment: Commander of Fire Support Group, Wolf's Dragoons

Tall and almost skeletal, Major Sventnikov maintains a youthful outlook even at age 60. The commanders of the various Dragoon units often reflect those units' missions, from the fiery officers of Zeta Battalion to the stealthy operatives of Seventh Kommando. Major Sventnikov is no exception. Reserved and cautious, he plots his fire missions with care, and his battalion's support gunnery rarely misses a target.

Name: Captain Wilford Scruggs
Assignment: Commander of Alpha Company, Fire Support Group

Alpha Company contains the First Support Group's mobile 'Mech and scout units. It has abruptly switched roles from scouting and spotting to attack in the midst of battle. Captain Scruggs is a broad, barrel-chested man without an ounce of fat on his body, appearing capable of facing down his own Marauder II in a one-on-one contest.

Name: Captain Pauline Aigner
Assignment: Commander of Beta Company, Fire Support Group

To some, war is a science, to others an unpleasant but necessary duty. To Captain Aigner, commander of artillery operations, it is an art, sometimes even a religion. She is exceptionally concerned about the condition of "her" guns, and is particularly skilled at figuring fire coordinates in her head. Despite this, she is socially inept and a complete bore in conversation.

Name: Lieutenant Walter Tschudy
Assignment: Commander of Artillery Lance Beta, Artillery Company

Lieutenant Tschudy is unique in the Inner Sphere. An accomplished artillery spotter and commander, Tschudy continues to serve with great success despite total deafness. Bionic prostheses have proven unsuccessful in restoring Tschudy's hearing, but the handicap does not seem to affect him. In fact, it seems to help somewhat, for his subordinates communicate with him by sign language unhampered by even the heaviest of barrages, and he is perfectly at home issuing orders over a text-only commlink unit.
WOLF'S DRAGOONS

ORBITAL/AEROSPACE OPERATIONS GROUP

Name: Orbital/Air Operations Group, Wolf's Dragoons
Commander: Colonel Jason Carmody
Unit Composition: 3 squadrons
Unit Status: Elite
Unit Insignia: A red fighter silhouette against a silver spiral galaxy
DropShip Assignments: Huscarl (Leopard Class), Akaga, Peregrine, Swallow (Leopard CV Class)

In addition to supervising operations by the Dragoons' AeroSpace Fighters, Colonel Carmody also has the unenviable task of coordinating all DropShip activity during combat operations. He accomplishes this task with calm intelligence, though the job could drive an ordinary man insane. This arm of Wolf's Dragoons became part of the Home Guard Force after the Battle of Misery.

Name: Red Flight, Orbital/Air Operations Group
Commander: Lieutenant Della Nichols
Unit Status: Elite
Unit Insignia: A red dragon
DropShip Assignment: Akaga (Leopard CV Class)

Only recently promoted to squadron command, Lieutenant Nichols has proved to be a capable officer, and Red Flight's pilots have improved steadily. While more cautious than Captain Larkin of White Flight, Nichols nonetheless emphasizes the value of the unexpected, and her pilots sometimes take long chances if the payoff seems worthwhile.

Name: White Flight, Orbital/Air Operations Group
Commander: Lieutenant Albert Larkin
Unit Status: Elite
Unit Insignia: A leaping tiger on a white circle
DropShip Assignment: Peregrine (Leopard CV Class)

The leaping tiger of White's insignia seems to have affected Lieutenant Larkin's judgment, for his command style has been daring in the extreme, engaging in high-risk maneuvers and dazzling the enemy with hot-dog flying and aerobatics. Though Colonel Carmody frowns upon such grandstanding, it gets results, and White Flight is only six kills behind Blue in the continuing competition for highest-scoring aerospace unit.

Name: Blue Flight, Orbital/Air Operations Group
Commander: Lieutenant Hamilton Atwy
Unit Status: Elite
Unit Insignia: A blue swallow on a black circle
DropShip Assignment: Swallow (Leopard CV Class)

Hamilton Atwy's Blue Flight is the highest-scoring aerospace squadron in the Dragoons, and its pilots are determined to keep it that way. Engaging targets in space, atmosphere, and on the ground with equal skill, Blue Flight is highly respected within the Dragoons and outside, where their services were often in demand to support the planetary operations of the Successor Houses. Sometimes Blue Flight and its DropShip, Swallow, serve with regular units, where their record continues to be exemplary.

ORBITAL/AEROSPACE OPERATIONS GROUP
UNIT ROSTER

Command Flight
Alpha Lance
Colonel Jason Carmody, Elite, Leopard Class DropShip
Captain Nathan "Starman" Charles, Elite, Helcat Medium Fighter
Evan "Rigger" Riggs, Elite, Helcat Medium Fighter

Beta Lance
Lieutenant Georgia Torango, Elite, Thrush Light Fighter
Kim Sung, Elite, Stuka Heavy Fighter

Red Flight
Alpha Lance
Lieutenant Della Nichols, Elite, Riever Heavy Fighter
Vance Tyrell, Veteran, Riever Heavy Fighter

Beta Lance
Lieutenant Sophia Dayton, Elite, Transgressor Medium Fighter
Maurice "Dove" LaPaloma, Veteran, Transgressor Medium Fighter

Gamma Lance
Lieutenant Gary "Laser" Fazer, Veteran, Seydlitz Light Fighter
Steward Greene, Regular, Seydlitz Light Fighter

White Flight
Alpha Lance
Lieutenant Albert Larkin, Elite, Eagle Heavy Fighter
Daryl "Dropkick" Plunkett, Veteran, Eagle Heavy Fighter

Beta Lance
Lieutenant Elena "Pistol" Maguire, Elite, Corsair Medium Fighter
Goodman Stafford, Veteran, Corsair Medium Fighter

Gamma Lance
Lieutenant Bruce Redman, Elite, Thrush Light Fighter
Tony Shelton, Elite, Thrush Light Fighter

Blue Flight
Alpha Lance
Lieutenant Hamilton Atwy, Elite, Lucifer Medium Fighter
Gianni Bredel, Elite, Lucifer Medium Fighter

Beta Lance
Lieutenant Thomas Gordon, Veteran, Sparrowhawk Light Fighter
Samuel Gordon, Veteran, Sparrowhawk Light Fighter

Gamma Lance
Lieutenant Bertrand Christian, Veteran, Sholegar Light Fighter
Evelyn Larkin, Veteran, Sholegar Light Fighter
ORBITAL/AIR OPERATIONS GROUP PERSONALITIES

**Name:** Colonel Jason Carmody  
**Assignment:** Commander of Orbital/Air Operations Group, Wolf's Dragoons

The headaches and pressures of aerospace operations demand a cool head and a quick intellect. Colonel Carmody is well-qualified on both counts. A Dragoon officer for almost eighteen years, Carmody began his career as a shuttle pilot, learning the complexities of air and space combat from the ground up.

**Name:** Lieutenant Della Nichols  
**Assignment:** Commander of Red Flight, Orbital/Air Operations Group

Lieutenant Nichols gained considerable fame for her daring river raid on Proserpina, where she flew her *Transit* at low altitude along the Jek River, avoiding enemy detection, and destroying a repair facility and a fuel dump before the enemy could respond. Promoted to squadron command after this feat, Lieutenant Nichols now commands Red Flight with the same daring and skill. Her new ship, a *Riever*, carried three new kill markers after only one year.

**Name:** Lieutenant Albert Larkin  
**Assignment:** Commander of White Flight, Orbital/Air Operations Group

“Lark” (a nickname that Larkin despises) is a bit of a hot-dog pilot, taking what many consider foolish risks to accomplish his missions. With nineteen kills, he is second only to Hamilton Atwyl in total victories, and the rivalry between the two is reportedly intense, but at the same time friendly.

**Name:** Lieutenant Hamilton Atwyl  
**Assignment:** Commander of Blue Flight, Orbital/Air Operations Group

Lieutenant Atwyl's *Lucifer* bears 22 victory markers, testimony to his unparalleled talent as a fighter pilot. He is both friendly and charismatic, though he has little tolerance for failure in his subordinates. Lieutenant Atwyl is particularly fond of combat with BattleMechs, and he often engages enemy targets on the ground. His one-on-one duel with a Davion *Rifleman* on Quentin is an example of this combat.
SPECIAL RECON GROUP

Name: Special Recon Group, Wolf's Dragoons
Commander: Major Hansen Brubaker
Unit Composition: 2 companies
Unit Status: Elite
Unit Nickname: None
Unit Insignia: A silhouette of a panther
DropShip Assignments: Bowfin (Intruder Class), Peter Iredale, Silkie, White Rose (Leopard Class)

The vital role of reconnaissance falls to the elite members of the SRG. Under the adroit command of Major Hansen Brubaker, SRG has performed diverse missions for both the Dragoons and their employers. Often associated with Seventh Kommando's shadowy operatives, SRG is structured for speed, stealth and versatility. Major Brubaker has increased the group's flexibility by adding a squadron of Ferret Class scout helicopters under the able command of Lieutenant Victoria Cheyne. The unit became part of the Home Guard Force after the Battle of Misery.

Name: Graham's Company, Special Recon Group
Commander: Captain Steven Graham
Unit Status: Elite
Unit Nickname: The Night Owls
Unit Insignia: A snowy owl with its wings extended
DropShip Assignments: Peter Iredale, Silkie, White Rose (Leopard Class)

The Night Owls are a pure scout 'Mech unit, also able to provide some level of fire- and close-combat support to the SRG's other elements. Captain Graham, a likely candidate for promotion after Major Brubaker's retirement, is careful not to get his 'Mechs involved in heavy combat. All the same, the Night Owls have fought several battles with other recon 'Mechs or enemy light armor.

Name: Combined Arms Company, Special Recon Group
Commander: Captain Steven Graham
Unit Status: Elite
Unit Nickname: None
Unit Insignia: A half-black, half-red eight-pointed star
DropShip Assignment: Bowfin (Intruder Class)

Since its subordinate units generally operate independently and deep inside enemy territory, there is no overall commander for the Combined Arms Company. The unit is under Major Brubaker's direct command, with each platoon assigned to a specific mission. Lieutenant Sigler's jump infantry is used on night missions and in difficult terrain, while Lieutenant Harrison's hovertanks or Lieutenant Cheyne's VTOLs respond when speed and mobility are important. In operations involving more than one unit, a platoon commander is authorized to command the entire unit.
SPECIAL RECON GROUP PERSONALITIES

Name: Major Hansen Brubaker
Assignment: Commander of Special Recon Group, Wolves Dragoon
The Special Recon Group has gained fame throughout the Inner Sphere as the model of a combined-arms scouting unit, and Major Brubaker, a quiet, reserved man in his late 40s, is one of the prime reasons. A talented MechWarrior, he first gained prominence leading a light lance on Hesperus II, penetrating enemy lines almost at will. Promoted to Captain, then to the command of the Recon Battalion, Brubaker increased in skill to become one of the best scout leaders in the Successor States.

Name: Captain Stovon Graham
Assignment: Commander of Graham's Company, Special Recon Group
When the respected Major Brubaker retires or accepts promotion, it is most likely that this bright, likeable officer will step into his shoes. Seeing Graham's potential, Brubaker has been teaching him all he knows. Already highly decorated, Graham shrugs off much of the praise heaped upon him, crediting his achievements to Major Brubaker.

Name: Lieutenant Victoria "Chopper" Cheyne
Assignment: Commander of Aerial Company, Special Recon Group
Another highly dangerous duty, aerial reconnaissance from the frail Ferrari Light Scout VTOL ships is the realm of "Chopper" Cheyne, a short, pretty woman whose soft voice belies her uncompromising nature. She enjoys the speed and freedom of aerial operations, and her company provides some of the most reliable scouting data available. Her succinct, highly accurate reports on Quentin helped the Dragoons engage and defeat an enemy of unknown strength and uncertain dispositions.

Name: Lieutenant Lasto Harrison
Assignment: Commander of Armored Recon Company, Special Recon Group
Armored reconnaissance is one of the most demanding jobs in modern warfare, placing its units and the humans inside them directly in the line of fire, spotting and calling in air or artillery strikes under the most hazardous conditions. Lieutenant Harrison has noticeable scars and walks with a pronounced limp, evidence of the hazards of his command. Though his wife, Mona, has repeatedly begged him to resign or transfer, he continues to pilot his Pegasus hovercraft into the most dangerous locations and emerge alive, if not entirely whole.

Name: Lieutenant Bethany Sigler
Assignment: Commander of Jump Infantry Company, Special Recon Group
The Recon Group's specialized mission requires close cooperation between its diverse arms, and the commanders of the various units must work together closely for the battalion to function. Lieutenant Sigler is an infantry officer through and through, uninterested in Mech or armor duty, but fully aware of their importance and able to work well with either.
WOLF'S DRAGOONS

SUPPORT BATTALION

Name: Support Battalion, Wolf's Dragoons
Commander: Colonel Karl Verhoffen
Unit Composition: 4 companies
Unit Status: Elite
Unit Nickname: Verhoffen's Rogues
Unit Insignia: White winged sword on blue hexagon
DropShip Assignment: Jeb Stuart, Marshal Ney (Gazelle Class), Jordan (Fury Class), Heron (Leopard CV Class)

Jaime Wolf takes full advantage of infantry, armor, and air support in modern warfare, and the Rogues of Colonel Verhoffen's Support Battalion show Wolf's organizational skill. To call the Rogues a battalion is somewhat misleading. The Rogues rarely operate as a unit. Rather, they are usually broken down to company, platoon, or even squad level and assigned temporarily to other units of the Dragoons. Piper's Company, for instance, has operated with all five Mech regiments, as well as several independent units such as the Black Widow Company, in the two years before the Battle of Misery. The drawbacks of the Rogues' flexible and somewhat inconsistent organization and mission assignment are considerable. There is little communication or cooperation between the unit's arms, and there is no sense of camaraderie or unit identification as in the Black Widow Company or Zeta Battalion. Colonel Verhoffen has tried to instill unit morale by coining the nickname "Rogues" and designing the battalion insignia (before Verhoffen took command the unit had no official badge or symbol). Verhoffen's efforts have borne some fruit, but the Rogues still have a long way to go before they are more than a disassociated conglomeration of units. The Support Battalion was assigned to the Home Guard Force after Misery.

Name: Piper's Company, Support Battalion
Commander: Captain Douglas Piper
Unit Status: Elite
Unit Nickname: The Long Riders
Unit Insignia: White seagull on blue background
DropShip Assignment: Jeb Stuart (Gazelle Class)

Captain Piper's Company spends so much time with other units that many of its soldiers might wonder what their actual unit affiliation is. On Barlow's End, the Long Riders' attacks were badly synchronized because of their lack of training together, and though the members of the company are highly professional and work well with other units, there is still a need for coordinated training.

Name: Graziar's Company, Support Battalion
Commander: Captain Edna Graziar
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Ancient cannon on green diamond
DropShip Assignment: Marshal Ney (Gazelle Class)

Captain Graziar's armored company has experienced problems similar to Piper's unit, but with less severity. Colonel Verhoffen's program of intensified training and morale-building has shown some success. The company's performance against rebel armor on Kawabe netted it an impressive victory.

Name: Sindh's Company, Support Battalion
Commander: Captain Jamad Sindh
Unit Status: Elite
Unit Nickname: The Chain Gang
Unit Insignia: Chain links across red circle
DropShip Assignment: Jordan (Fury Class)

Promoted after a successful career as an infantry commander, Captain Sindh is another example of Verhoffen's attempts to improve the battalion's level of expertise. Familiar with all major precepts of combined arms, Sindh leads the mechanized infantry of the Chain Gang with increasing confidence. His pride in his unit is equalled only by the troops' loyalty to him, and recent victories have proved how well this mutual respect produces results.

Name: Mcgonigal's Squadron, Support Battalion
Commander: Captain Mark Mcgonigal
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Silhouette of a black lion, rampant
DropShip Assignment: Heron (Leopard CV Class)

"Rabbit" Mcgonigal's squadron often serves as a reserve unit, a role that its aerospace pilots find distasteful. In spite of this, the squadron's performance has been improving lately.

Name: Hibbard's VTOL Squadron, Support Battalion
Commander: Captain Samuel Hibbard
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Black attack-VTOL against a white skull
DropShip Assignment: Amazon (Triumph Class)

Captain Hibbard's squadron, a recent addition to the support group, gives an extra level of punch to Dragoon attacks. The unit has participated successfully in several raids, its aerial capabilities increasing the flexibility and operating radius of Dragoon raiders.
### Support Battalion Unit Roster

#### Command Platoon
- Colonel Karl Verhoffen, Elite, Concor Heavy Hovertank
- Lieutenant Arnette Sealeyham, Elite, Pegasus Scout Hovertank
- Dack Mullaney, Elite, Pegasus Scout Hovertank
- Oliver Brett, Veteran, Pegasus Scout Hovertank

#### Piper’s Company ("The Long Riders")
- **Alpha Platoon**
  - Captain Douglas Piper, Elite, Saracen Medium Hovertank
  - Lieutenant Craig Ashley, Elite, Saracen Medium Hovertank
  - Sergeant Chelsea Morris, Elite, Dagger SRM Carrier
  - Sergeant Mark Ribideau, Veteran, Dagger SRM Carrier
  - Sergeant Franklin Underwood, Veteran, Dagger SFM Carrier
  - Sergeant Laurie Gillette, Veteran, Dagger SFM Carrier

- **Beta Platoon**
  - Lieutenant Robert Patterson, Elite, Saracen Medium Hovertank
  - Sergeant Lawrence Berg, Elite, Yeoman LRM Carrier
  - Sergeant Rita Rossetti, Elite, Yeoman LRM Carrier
  - Sergeant Alexander Spillane, Veteran, Yeoman LRM Carrier
  - Sergeant Brian Johnson, Veteran, Yeoman LRM Carrier

#### Gamma Platoon
- Lieutenant Bennet Curtis, Elite, Saladin Assault Hovertank
- Sergeant Maurice McClaren, Elite, Saladin Assault Hovertank
- Sergeant Lila Bonner, Elite, Saracen Medium Hovertank
- Sergeant Howard Frazier, Veteran, Saracen Medium Hovertank
- Sergeant Raymond Bertram, Elite, Scimitar Medium Hovertank

#### Grazier’s Company
- **Alpha (Command) Platoon**
  - Captain Edna Grazier, Elite, Saracen Medium Hovertank
  - Lieutenant Steve Illias, Elite, Saracen Medium Hovertank
  - Sergeant Norman Watkins, Elite, Ontos Heavy Tank
  - Sergeant Theodore Pigott, Veteran, Ontos Heavy Tank
  - Sergeant Joeslynn Trankov, Veteran, Partisan Heavy Tank
  - Sergeant Richard Santoso, Veteran, Partisan Heavy Tank

- **Beta Platoon**
  - Lieutenant Kenneth "Gravel" Kii, Elite, Saracen Medium Hovertank
  - Sergeant Earnest McWhorter, Elite, Manticore Heavy Tank
  - Sergeant Charles "Cleaner" Lazaro, Veteran, Manticore Heavy Tank
  - Sergeant Jonathan Eggert, Veteran, Schreck PPC Carrier
  - Sergeant Faramaz Jahouni, Veteran, Schreck PPC Carrier

#### Delta Platoon
- Lieutenant Ian Danner, Elite, Saladin Assault Hovertank
- Sergeant Reba Millichip, Elite, Saracen Medium Hovertank
- Sergeant Richard Hunt, Elite, Saracen Medium Hovertank
- Sergeant William Groen, Veteran, Scimitar Medium Hovertank
- Sergeant Rosario Laron, Veteran, Scimitar Medium Hovertank

### Sindh’s Infantry Company ("The Chain Gang")
- **Alpha (Command) Platoon**
  - Motorized Infantry Platoon (Machine Gun)
  - Captain Jamad Sindh, Elite
  - Sergeant Thomas Del Rio, Elite
  - Corporal Dale Vandeweghe, Elite
  - Corporal Louise Tarkington, Veteran
  - Corporal Edan Haldeman, Veteran
  - Corporal Sabella Daikoro, Veteran

- **Beta Motorized Infantry Platoon (Machine Gun)**
  - Lieutenant Jack Diers, Elite
  - Sergeant Robert Nguen, Elite
  - Corporal Val Tannan, Veteran
  - Corporal Sylvie Atiyeh, Regular
  - Corporal Christopher Paseotopolous, Regular
  - Corporal Stewart East, Regular

- **Gamma Motorized Infantry Platoon (Flame)**
  - Lieutenant Gordon "Moon" Insole, Elite
  - Sergeant Mick Fairweather, Veteran
  - Corporal Leonid Salik, Veteran
  - Corporal Mel Benid, Veteran
  - Corporal Chad "Curly" Gorman, Regular
  - Corporal Warren Finch, Regular

- **Delta Jump Infantry Platoon (Laser)**
  - Lieutenant Alvin Lack, Elite
  - Sergeant Cherie Hummel, Elite
  - Corporal Dean Roberts, Elite
  - Corporal Lynn Kindred, Elite
  - Corporal Saburo Mushon, Veteran
  - Corporal Munroe Demam, Veteran

### McGonnigal’s Squadron
- **Red Lance**
  - Captain Mark "Rabbit" McGonnigal, Elite, Chippewa Heavy Fighter
  - Lieutenant Drew "Red Dog" Smith, Veteran, Chippewa Heavy Fighter

- **White Lance**
  - Lieutenant Amanda "Bunny" Bordman, Veteran, Shilone Medium Fighter
  - Captain "Fireman" Haller, Regular, Shilone Medium Fighter

- **Blue Lance**
  - Lieutenant Sylvester "Rusty" Maddox, Veteran, Cheetah Light Fighter
  - Walter "Streak" Chase, Veteran, Cheetah Light Fighter

### Hibbard’s VTOL Squadron
- **Alpha (Command) Flight**
  - Captain Samuel Hibbard, Elite, Peregrine Attack VTOL
  - Lieutenant Bard Milhaus, Elite, Peregrine Attack VTOL
  - Tama "Downtown" Ingaraj, Veteran, Peregrine Attack VTOL
  - Irving Nasau, Regular, Peregrine Attack VTOL

- **Beta Flight**
  - Lieutenant Peter "Swayback" Manning, Elite, Peregrine Attack VTOL
  - Sergeant Manu Shi, Elite, Peregrine Attack VTOL

- **Gamma Flight**
  - Lieutenant Lewis "Rockheart" Miller, Elite, Warrior Attack Helicopter

- **Delta Flight**
  - Lieutenant Lloyd Flynn, Elite, Warrior Attack Helicopter
  - Sergeant Gene "Rockheart" Miller, Elite, Warrior Attack Helicopter
  - Van Seber, Veteran, Warrior Attack Helicopter
  - Ulua Macombe, Veteran, Warrior Attack Helicopter
SUPPORT BATTALION PERSONALITIES

Name: Colonel Karl Verhoffen
Assignment: Commander of Support Battalion, Wolf's Dragoons
The fatherly Colonel Verhoffen is a studious, concerned officer, often behaving as if the troops of his support battalion really were his children. He is reluctant to risk their lives unnecessarily. Colonel Verhoffen's paternal behavior has brought him both praise and criticism from the ranks of the Dragoons, with some admiring his concern for his troops and others accusing him of being an over-cautious old sentimentalist unfit for command.

Name: Captain Edna Grazier
Assignment: Commander of Grazier's Company, Support Battalion
Captain Grazier never stops taunting Captain Piper for his lack of ambition and his apparent lack of interest in anything save his tank and his unit. The unexplained appearance of a scantily clad cabaret performer in "Dotty" is generally credited to Grazier, who denied responsibility but tends to wear a Cat-That-Ate-the-Canary smile when discussing the incident. As for herself, Grazier eventually wants to be a MechWarrior, but her performance as an armored commander is impressive on its own.

Name: Captain Samuel Hibbard
Assignment: Commander of Hibbard's VTOL Squadron, Support Battalion
Captain Hibbard is the son of Dragoon MechWarrior and is young for his command. He is bright and effusively polite, even to the enlisted men of Wolf's Dragoons. He is nonetheless a stern commander, and his squadron of attack helicopters is often a welcome sight for embattled Dragoon units.

Name: Captain Mark "Rabbit" McGonnigal
Assignment: Commander of McGonnigal's Squadron, Support Battalion
Called "Rabbit" more for his speed and agility than for his temperament, McGonnigal leads the support battalion's independent AeroSpace squadron. Though the squadron is usually held in reserve for use if the line aerospace unit bogs down, all of its pilots are highly skilled, and McGonnigal often chafes at such limited duty. With twelve kill markers, McGonnigal's future looks promising, and he may one day lead the entire AeroSpace Wing of Wolf's Dragoons.

Name: Captain Douglas Piper
Assignment: Commander of Piper's Company, Support Battalion
Captain Piper leads the battalion's First Armored Company. When his nose is not in a book or armored tactics, it is usually deep in the works of his Saracen, "Dotty." A dedicated mechanic as well as an armor commander, Captain Piper is happy with his position and wants nothing to do with the headaches of higher command.

Name: Captain Jamad Sindh
Assignment: Commander of Sindh's Company, Support Battalion
Sindh's Infantry Company is a crack infantry unit, usually thrown into the fray to hold the line against enemy armor or BattleMechs. Despite the unit's high casualty rate, Sindh himself has a fierce pride in his unit and is always ready to lead it into the most hazardous situations.
ZETA BATTALION

Name: Zeta Battalion
Commander: Colonel J. Elliot Jamison
Unit Composition: 3 companies
Unit Status: Elite
Unit Name: None
Unit Insignia: Greek letter Zeta
DropShip Assignment: Hecate (Overlord Class)

Zeta Battalion is Jaime Wolf's trouble-shooter unit, a persuader used to crack tough enemy positions or, by its very presence, to convince a stubborn enemy to surrender. Composed exclusively of assault and heavy 'Mechs, Zeta Battalion has had four commanders in 21 years, the first three of whom died in combat. Jaime Wolf is unhappy with this tradition, but it remains an unofficial feature of the unit.

The battalion's MechWarriors, the Zetas, are probably the most reckless and suicidal of the Dragoons, ever ready to throw themselves at the toughest enemy positions and the heaviest enemy 'Mechs. Assignment to the unit is purely voluntary, but Wolf never lacks for volunteers. Despite their seeming lack of common sense, the Zetas are uncommonly well-disciplined, and are all experts in BattleMech tactics, especially those of close assault and heavy fire support.

First deployed in the Battle for Galloran V, the Zetas drove back several heavy companies of the Liao Blackwind Lancers while securing a landing zone for the remainder of the Dragoons. Success followed success, and within months the sight of the looming Zeta 'Mechs was certain to inspire panic in unprepared defenders.

It was Zeta Battalion that smashed through the light pickets of the Waco Rangers guarding El Diablo Pass during the invasion of New Aragon in 3008. The Zetas were known as the wild men of Wolf's Dragoons even at this early date, and allegations of deliberate murder in the death of Lieutenant John Waco gained credence in the Capellan Confederation. A ComStar board of inquiry found no evidence of any crime.

Sometimes winning battles without firing a shot, Zeta Battalion grew in legend as the Dragoons' fame spread throughout the Inner Sphere.

The Zetas' unusual 'Mechs, many of antique Star League design, inspire confusion and panic, often enabling the battalion to move to close quarters with minimal opposition. The battalion is always used as a single unit, never broken down into company-sized raiding parties as other Dracon formations are.

Before the Battle of Misery, Tara Lucas's Red Company had the highest number of battle honors, closely followed by Noi Srisubadh's White Company. The intense competition between the two companies usually worked to the battalion's advantage, with each company's MechWarriors striving to engage the enemy first to rack up a higher kill ratio.

Such gruesome bean-counting has always been distasteful to Captain Arthur Garrett, commander of the supporting Blue Company. Slightly more sensible than his fellow Zetas, Captain Garrett is less interested in dying gloriously. Blue Company provides fire support and acts as a mobile reserve for the rest of the unit. Despite Blue's comparatively conservative commander, its MechWarriors still fight with intense ferocity, and are only slightly behind White in total kills.

Except for Garrett's Blues, Zeta Battalion is composed entirely of assault 'Mechs. Stalkers, Awesomes, BattleMasters, and Atlasas are common, as are Star League designs, such as the 100-ton Imp, the Shogun, the jumper-equipped Marauder II, and the heavily armed Annihilator. Rare or unknown outside of the Dragoons, they have become something of a trademark to the members of Zeta Battalion.

Zeta Battalion suffered the worst losses of any Dracon unit on Misery, in both personnel and equipment. The unit was no longer an effective fighting force, and so the Zetas went to Robinson to rest and refit with the Home Guard Force. The unit, rested and bolstered by MechWarriors from other units who had recovered from their wounds, arrived just in time for the climactic battle on Crossing.
WOLF'S DRAGOONS

ZETA BATTALION UNIT ROSTER

Command Lance
Colonel J. Elliot Jamison, Elite, Stalker
Lieutenant Jesse "Weego" Connor, Elite, Imp, killed on Misery
Dahlia "China" Bassman, Elite, Zeus, killed on Misery
Nedo Zobrist, Elite, Atlas, killed on Misery

Lucas's Company ("Red Company")

Command Lance
Captain Yara Lucas, Elite, Stalker
Sergeant Jerid Mesa, Elite, Annihilator, killed on Misery
Rog Megstrom, Elite, Atlas, killed on Misery
Emily Plackett, Veteran, Awesome, killed on Misery

Assault Lance 1
Lieutenant Margot Felter, Elite, Marauder
Sergeant Emma Sheen, Elite, Atlas, badly injured on Misery,
'Mech destroyed
Audrey "Crazed" Bronson, Elite, Annihilator, killed on Misery
Harold Albright, Veteran, Imp, killed on Misery

Assault Lance 2
Lieutenant Hayato Kobyashi, Elite, Annihilator, killed on Misery
Sergeant Pierce Drenner, Elite, Stalker, killed on Misery
Albin "Scirocco" Bermadie, Elite, Shogun
Carla Malhase, Veteran, Atlas, killed on Misery

Stisubadh's Company ("White Company")

Command Lance, Wiped out on Misery
Captain Noi Stisubadh, Elite, Stalker
Sergeant Mata Kwong, Elite, Imp
Leto Gordon, Elite, Awesome
Urban Williams, Elite, Shogun

Assault Lance 1, Wiped out on Misery
Lieutenant Char Aznable, Elite, BattleMaster
Sergeant Theo Mason, Elite, Stalker
Madeline Jennings, Veteran, Imp
Jorge Muller, Veteran, Annihilator

Assault Lance 2
Lieutenant Lester Crawford, Elite, Shogun, injured on Misery,
'Mech destroyed
Sergeant Douglas Poess, Elite, Atlas
Rima Toff, Elite, Stalker
Steven Fujimi, Veteran, Marauder II

Garrett's Company ("Blue Company")

Command Lance
Captain Arthur Garrett, Elite, BattleMaster, killed on Misery
Sergeant Sveng Ngov, Elite, Marauder II, injured on Misery,
'Mech destroyed
Alexander Schwindt, Elite, Marauder II
Norris Knutson, Veteran, Annihilator

Heavy Lance
Lieutenant Tammy Markham, Elite, Marauder
Sergeant Aurelius "Caesar" Cunningham, Elite, Awesome, killed on Misery
James Kristler, Elite, Stalker, Mech destroyed on Misery
Benjamin Hugh, Veteran, Orion, killed on Misery

Fire Lance
Lieutenant Hunter MacDonald, Elite, Awesome, killed on Misery
Sergeant Maurice Neyman, Elite, Hunchback, Mech destroyed on Misery
Daniel Shaw, Elite, Archer
Sally Tiede, Veteran, Whitworth, Mech destroyed on Misery

ZETA BATTALION PERSONALITIES

Name: Colonel J. Elliot Jamison
Assignment: Commander of Zeta Battalion, Wolf's Dragoons

Strong, dashing, and every bit as imposing as the assault 'Mechs that he commands, Colonel Jamison seems a somewhat more stable commander than Zeta's past leaders. He may be the first to break the string of deaths in combat. Loyal, supportive, and usually serious in the extreme, Colonel Jamison is more than a simple assault 'Mech leader. After the Dragoons' defeat on Barlow's End, he took over for the wounded Kelly Yukinoff, commanding both Alpha Regiment and Zeta Battalion while Colonel Wolf scrambled to pull the Dragoons back together. Though discipline was reportedly quite lax during his tenure as commander, Colonel Jamison proved his ability to command a line 'Mech regiment as well as Zeta's hell-raisers.
**Name:** Colonel Simpson Pollock [deceased]
**Assignment:** Former Commander of Zeta Battalion, Wolf's Dragoons

Colonel Pollock was mostly responsible for building Zeta's reputation as a unit that could excel in any mission. The battalion proved itself repeatedly in Wolf's Dragoons' drive toward Hesperus in 3019. The Zetas showed their character most on Lamon, where they held their position despite facing an unexpectedly large Lyran force. Colonel Pollock continued to lead the battalion with a personal touch, and he became the third consecutive Zeta commander to die in combat.

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**Name:** Captain Tara Lucas
**Assignment:** Commander of Red Company, Zeta Battalion

Captain Lucas accepted duty with Zeta ten years ago as an alternative to regimental discipline for fighting and disobeying orders while serving in Beta Regiment. She took to the raucous, live-for-the-moment atmosphere at Zeta with enthusiasm, and within two years she received her commission. Given command of Red Company after Lieutenant Asov was killed during Zeta's relief of Alpha Regiment on Barlow's End, Lucas hopes to command the entire battalion someday.

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**Name:** Captain Arthur Garrett [deceased]
**Assignment:** Former Commander of Blue Company, Zeta Battalion

Captain Garrett's Blue Company formed the supporting backbone to Zeta Battalion, and its leader was somewhat more reserved than his fire-eating colleagues in Red and White. Captain Garrett was, in fact, a rather cautious commander, and the fact that his company had nearly as many kills to its credit as either of the other two is proof that success in Zeta Battalion does not necessarily entail suicidal risks. Captain Garrett did not shrink from a fight, however, as evidenced by his brave death on Misery, where he sacrificed himself to save most of his company.

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**Name:** Colonel Mary Terrell [deceased]
**Assignment:** Former Commander of Zeta Battalion, Wolf's Dragoons

Major Terrell was promoted to Colonel and took command of the battalion upon the death of Colonel Wells in 3012, but it was not until 3014 that she had the opportunity to prove her leadership. The Zetas played a major role in quickly seizing the planet Nova Roma. Colonel Terrell learned from the reckless style of Colonel Wells and carried it even further. No one was surprised when she failed to eject from her **Marauder II** in time and died during a raid on Dixie in 3016.

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**Name:** Captain Noi Srisubadh [deceased]
**Assignment:** Former Commander of White Company, Zeta Battalion

Fiercely competitive and heedless of his own safety, Captain Srisubadh was determined to overtake Red Company in total kills or die trying. A typical Zeta hothead, Captain Srisubadh was never merely assigned to a mission; rather, he and his company were unleashed, allowed to pursue their objectives regardless of risks or casualties. Captain Srisubadh's company destroyed twice its weight in **Ryukeri** on Misery, almost three full companies, but the casualties showed it. Captain Srisubadh's Command Lance was wiped out.

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**Name:** Lieutenant Tammy Markham
**Assignment:** Commander of Heavy Lance, Garrett's Company

Lieutenant Markham chafes at "unglamorous" Blue Company duty, desiring the blood-and-thunder excitement of the battalion's other two companies. To this end, she became rather reckless, placing extremely loose interpretations on Captain Garrett's orders and taking every opportunity to thunder into battle like her White and Red comrades. Captain Garrett, ever the pragmatist, realized that despite her excesses, Markham is a fine officer, and he usually only sighed and shook his head whenever she was mentioned. It is ironic that Lieutenant Markham survived the battle on Misery while Captain Garrett died there.
WOLF'S DRAGOONS

When Wolf's Dragoons arrived in the Inner Sphere in 3005, they had a different look from other units. Their equipment was different; they fought differently; and they were the best-trained warriors in the Successor States. This section examines what makes the Dragoons so special.

EQUIPMENT

BLACKWELL CORPORATION

The Blackwell Corporation presents an interesting tale in itself. Originally a small subcontractor with ties to both the Federated Suns and the Lyran Commonwealth, the company has quietly grown from manufacturing actuator components to producing a full line of infantry weapons and vehicles. Most recently, Blackwell has begun upgrading the basic Marauder 'Mech chassis to the improved Marauder II configuration, apparently using blueprints supplied by the Dragoons. Blackwell also modifies a small number of standard Archer class BattleMechs to produce the Dragoons' unique Archer-W variants.

Blackwell has been under contract to the Dragoons for nearly 18 years. Close cooperation between the two organizations has provided the Dragoons with a stable industrial supplier, and has given Blackwell financial and technical support.

—From The Military-Industrial Revolution, by Milo Kearns Blork, Complex Press, 3028

BATTLEMECHS

The Dragoons employ a variety of 'Mechs, ranging from light models to massive 100-ton assault 'Mechs. Several unusual 'Mech designs are employed, including the light Firefly, the medium Hoplite, and the heavy Shogun. Of these designs, and several others described later in this section, only a few can be found outside the Dragoons. Most appear to be Star League-era designs believed lost during the early Succession Wars. Descriptions are also included for models that are used by other units but that appear in greater numbers in the Dragoons. The Dragoons also employ their own "home-brewed" versions of several other 'Mech designs. The upgraded Marauder II is an impressive improvement on a tested 'Mech style, and the famous Archer-W is a Dragoon trademark. Contrary to reports published elsewhere, the Dragoons do not manufacture Archers, but the sophisticated facilities on their orbital Hephaestus Station gave them support that no other mercenary unit could claim.
ANH-1A ANNihilator

Mass: 100 tons
Chassis: Star League MN-01
Power Plant: Nissan 200
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Armor: Starshield Special-b
Armament:
  4 Kaliyama Class 10 Autocannon
  4 Martell Model 5 Medium Lasers
Manufacturer: Unknown
Communications System: Garret T19-G
Targeting and Tracking System: Waset Aggressor Type 5

<table>
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<th>Location</th>
<th>Critical</th>
<th>Tons</th>
</tr>
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<tr>
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<td>LA</td>
<td>7</td>
<td>12</td>
</tr>
<tr>
<td>AC/10</td>
<td>RT</td>
<td>7</td>
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</tr>
<tr>
<td>AC/10</td>
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<tr>
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<tr>
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<td>CT</td>
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Another of the mysteries of Wolf's Dragoons, the Annihilator is known only from experimental designs and blueprints scavenged from Star League research facilities. It is not known to have been deployed during the Star League era. It appeared in the Dragoon ranks after Jaime Wolf's first supply run in 3009.

This 'Mech is slow and heavily armored, packing massive firepower that outclasses most 'Mechs in both ranged and close combat. It is also quite expensive. Several Successor Houses have been attempting to copy this design, but none has yet created a satisfactory production model.
**WOLF'S DRAGOONS**

**FLC-4N FALCON**
- **Mass:** 30 tons
- **Chassis:** Duralyte 296
- **Power Plant:** GM 180
- **Cruising Speed:** 64 kph
- **Maximum Speed:** 97 kph
- **Jump Jets:** PRS-60
  - **Jump Capacity:** 180 m
- **Armor:** Star Guard Type II
- **Armament:**
  1. SunGlow Type 1 Medium Laser
  2. Omicron 1000 Light Lasers
  2. Reginald Mark VI Machine Guns
- **Manufacturer:** Stormvanger Assemblies, Light Division
- **Communications System:** Garret T20C
- **Targeting and Tracking System:** Dynatec 150A

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<tr>
<td>Small Laser</td>
<td>LA</td>
<td>1</td>
<td>.5</td>
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<td>RT (R)</td>
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<tr>
<td>Machine Gun</td>
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A "losi" Star League design, the Falcon was produced in great numbers in the late 26th century. The last known manufacture of the Falcon was at Hesperus during the First Succession War, but ironically, the Mark raid that destroyed the area of the ‘Mech works where the Falcon was produced ("the Falcon wing") came just as the need for new Falcons was becoming most evident. The Falcons that remain in Inner Sphere House militaries are almost all extensively repaired, many of them becoming hybrids with arms taken from destroyed Ostscouts or weaponry from other ‘Mech designs. Only Wolf's Dragoons appear to have access to new, undamaged 'Mechs of this type.
FFL-4A FIREFLY
Mass: 30 tons
Chassis: Earthwerks Firefly
Power Plant: GM 150
Cruising Speed: 54 kph
Maximum Speed: 81 kph
Armor: StarSlab/1
Armament:
1 Coventry LRM 5
3 Medium Martell Lasers
4 Light Martell Lasers
Manufacturer: Coventry/Earthwerks Combine
Communications System: Datcom 18
Targeting and Tracking System: Radcom TXX

Type: FFL-4A Firefly
Tonnage: 30
Internal Structure: 3
Engine: 150 GM 5.5
Walking mp: 5
Running mp: 8
Jumping mp: 4
Heat Sinks: 10
Gyro: 2
Cockpit: 3
Armor Factor: 104
Internal Structure 104 Armor Value 6.5
Head: 3 8
Center Torso: 15/5
R/L Torso: 11/3
R/L Arm: 1 5 10
R/L Leg 1 7 14

Weapons and Ammo:

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<th>Type</th>
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<td>CT</td>
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</tr>
<tr>
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<td>RT</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Small Laser</td>
<td>LA</td>
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</tr>
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<td>Small Laser</td>
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<td>.5</td>
</tr>
<tr>
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<tr>
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<tr>
<td>Jump Jet</td>
<td>LL</td>
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<tr>
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<td>RL</td>
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The last example of this well-armed reconnaissance 'Mech was thought to have been destroyed during the Second Succession War. Rumors that the Firefly might survive in isolated parts of the Periphery persisted for two centuries, but no one expected it to appear in such large numbers with Wolf's Dragoons. The Firefly is one of the Dragoons' most important 'Mechs, serving in light lances and compiling an excellent performance record.
WOLF'S DRAGOONS

FLE-4 FLEA
Mass: 20 tons
Chassis: Earthwerk Trooper
Power Plant: GM 120
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Armor: Livingston Ceramics
Armament:
  1 Martell Large Laser
  1 Olympian Flamer
  2 Martell Small Lasers
Manufacturer: Earthwerks, Inc.
Communications System: Neil 2000
Targeting and Tracking System: Dalban HiRez-B

Type: FLE-4 Flea (Formerly TRP-1 Trooper)

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<tr>
<td>Small Laser</td>
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<td>.5</td>
</tr>
<tr>
<td>Flamer</td>
<td>CT (R)</td>
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</table>

Internal Structure: 120 GM
Walking MP: 6
Running MP: 9
Heat Sinks: 10
Gyro: 2
Cockpit: 3
Armor Factor:

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<tr>
<th></th>
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<tr>
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<td>5/2</td>
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<td>R/L Arm: 3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>R/L Leg: 4</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Tons:
20
**FLE-15 FLEA**

- **Mass:** 20 tons
- **Chassis:** Earthwerk Trooper
- **Power Plant:** GM 120
- **Cruising Speed:** 64 kph
- **Maximum Speed:** 97 kph
- **Armor:** Livingston Ceramics

**Armament:**

- 2 Martell Medium Lasers
- 2 Sperry Browning Machine Guns
- 1 Olympian Flamer
- 2 Martell Small Lasers

**Manufacturer:** Earthwerks, Inc.

**Communications System:** Neil 2000

**Targeting and Tracking Systems:** Dalban HiRez-B

<table>
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<tr>
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<tr>
<td>Engine</td>
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<tr>
<td>Walking</td>
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<td>Running</td>
<td>9</td>
<td></td>
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<tr>
<td>Heat Sinks</td>
<td>10</td>
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<tr>
<td>Gyro</td>
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<td>Cockpit</td>
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**Weapons and Ammo**

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<tr>
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</tr>
<tr>
<td>Machine Gun</td>
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</tr>
<tr>
<td>Machine Gun</td>
<td>LA</td>
<td>1</td>
<td>.5</td>
</tr>
<tr>
<td>Flamer</td>
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</tr>
<tr>
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<tr>
<td>Ammo (MG 200)</td>
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</table>

Like most light 'Mechs, the *Flea* is a fast-moving, lightly armed and armored vehicle that excels at quick strikes and retreats. The faster and slightly more heavily armed and armored FLE-15 has its extra laser and two machine guns camouflaged so that the two models look identical on a computer viewscreen. This sometimes causes enemy recon 'Mech pilots moments of uncertainty as to the strength of their opponents.

The *Trooper* was an early Marik 'Mech design that overheated easily, frequently misfired, and was prone to locking in its knee and ankle joints. Though the basic arrangement of armaments and armor remained unchanged after the Marik engineers got the bugs out, the system itself was so drastically changed that the *Trooper* name was abandoned in favor of the more descriptive *Flea*. Since the onset of the Succession Wars, *Fleas* have been rare, as Earthwerks, Inc. has concentrated on production of heavier 'Mechs. It is believed within our Blessed Order that the lull in the lighting between the Third and Fourth Wars has allowed Earthwerks to accept a contract with the Dragoons to keep them supplied with the light 'Mechs necessary for the excellent reconnaissance that is their hallmark.
**WOLF'S DRAGOONS**

**HOP-4C HOPLITE**
- **Mass:** 55 tons
- **Chassis:** Star League HO-01a
- **Power Plant:** DAV 220
- **Cruising Speed:** 43 kph
- **Maximum Speed:** 65 kph
- **Armor:** DuraShield 12-b.1

**Armament:**
- 1 Luxor HV Autocannon
- 1 Conan/5 LRM 5

**Manufacturer:** Unknown

**Communications System:** MultiGab 2000

**Targeting and Tracking System:** Dalban HiRez II

**Type:** HOP-4C Hoplite
- **Tonnage:** 55
- **Internal Structure:** 5.5
- **Engine:** 220 DAV
  - **Walking mp:** 4
  - **Running mp:** 6
- **Heat Sinks:** 16
- **Gyro:** 3
- **Cockpit:** 3
- **Armor Factor:** 11.5

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<td>R/L Leg.</td>
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**Weapons and Ammo:**
- **Type**
  - AC/10
  - AC/10 Ammo (10)
  - LRM 5
  - LRM 5 Ammo (24)
- **Location**
  - RA
  - CT
  - LA
- **Critical**
  - 7
  - 1
  - 1
  - 1
- **Tons**
  - 12
  - 1
  - 2
  - 1

The Hoplite is a design that was believed lost, but was returned to prominence by the Dragoons. As a medium 'Mech, the Hoplite is a reliable design with low maintenance requirements, and its battlefield record is solid enough to warrant its continued use. It makes a good accounting for itself against its opposite numbers, such as the Griffin and the Wolverine.
HNT-151 HORNET
Mass: 20 tons
Chassis: Fischer HNT
Power Plant: Hermes 100
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Pitban LFT-50
Jump Capacity: 150 m
Armor: Bulletban-80
Armament:
1 Holly LRM 5
1 Martell Medium Laser
1 Martell Small Laser
Manufacturer: Kallon Weapon Industries
Communications System: Tri-Word Duplex 4880
Targeting and Tracking System: Dalban HiRez II

<table>
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<td>1</td>
</tr>
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<td>Small Laser</td>
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<td>.5</td>
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<tr>
<td>Jump Jets</td>
<td>LL</td>
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<td>1</td>
</tr>
<tr>
<td>Jump Jet</td>
<td>CT</td>
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<td>.5</td>
</tr>
<tr>
<td>Jump Jets</td>
<td>RL</td>
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</table>

The *Hornet* is a light 'Mech designed in the 2990s for urban reconnaissance. The earliest models were used on Davion/Capellan and Davion/Periphery border worlds to hunt down subversives before demonstrations could get out of hand. As this lightly armed but (for a recon 'Mech) heavily armored machine is good for little else, the Federated Suns' government has ordered far fewer of them since the advent of the Fourth War. Jaime Wolf, meanwhile, has applied his legendary tactical brilliance to finding legitimate combat uses for the *Hornet* in his light and recon lances.
IMP-2E IMP
Mass: 100 tons
Chassis: Star League IM-03x
Power Plant: Strand 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: Maximillian 300
Armament:
  2 Magna Hellstar PPCs
  1 Mitchell Systems LRM-5
  5 Martell Model 5 Medium Lasers
Manufacturer: Unknown
Communications System: Pauley-Bronson Z
Targeting and Tracking System: Wasat Agressor Type 8

Type: IMP-2F Imp
Tonnage: 100
Internal Structure: 100
Engine: 300 Strand
Walking MP: 3
Running MP: 5
Heat Sinks: 30
Gyro: 3
Cockpit: 3
Armor Factor: 288
Head: 9
Center Torso: 40/22
R/L Torso: 30/12
R/L Arm: 24
R/L Leg: 42

Weapons and Ammo:

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</tr>
<tr>
<td>Medium Laser</td>
<td>CT</td>
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<td>1</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>CT</td>
<td>1</td>
<td>1</td>
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</tbody>
</table>

Several of the Imp's features were found in late Star League 'Mechs, but there is no record of this precise design until the appearance of Wolf's Dragoons, who have had great success with it. Heavily armed and armored, the Imp carries enough heat sinks to allow it to fire almost continuously without massive heat buildup. The Successor Houses have taken notice of the Imp's success and are scrambling to copy it, but they have had little success.
MAD-4A MARAUDER II

**Mass:** 100 tons
**Chassis:** GM Marauder
**Power Plant:** Vlar 300
**Cruising Speed:** 32 kph
**Maximum Speed:** 54 kph
**Jump Jets:** Chilton 600
**Jump Capacity:** 90 m
**Armor:** Valiant Lamellor

**Armament:**
- 2 Magna Helistar PPCs
- 2 Magna Mk II Medium Lasers
- 1 Magna Mk III Heavy Laser

**Manufacturer:** General Motors/Blackwell Industries
**Communications System:** Dalban Micronics
**Targeting and Tracking System:** Dalban HiRez II

### Weapons and Ammo:

<table>
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<tr>
<th>Type</th>
<th>Location</th>
<th>Critical</th>
<th>Tons</th>
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<td>LA</td>
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</tr>
<tr>
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<tr>
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In 2010, the Dragoons approached the Blackwell Corporation with the project of modifying the existing, highly successful 75-ton Marauder into a 100-ton assault 'Mech. The prototype Marauder II was completed in early 3012. It featured a new, more heavily armored leg structure, and the troublesome AC/5 was replaced by a chin-turreted heavy laser. Combining the firepower of the original Marauder with more armor protection and the increased mobility of a jump jet pack, this model has served the Dragoons well. Blackwell continues to produce the Marauder II under exclusive contract with Wolf's Dragoons, and to date, no other unit or state has deployed it.
**WOLF'S DRAGOONS**

**SHG-2E SHOGUN**

Mass: 85 tons
Chassis: Kitushi Shogun
Power Plant: Strand 255
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Anderson Propulsion 21
Jump Capacity: 90 m
Armor: Riese-350

Armament:
1. Magna Hellstar PPC
2. Thunderstroke SRM-6
2. Coventry Star Fire LRM Missile Systems

Manufacturer: Mitchell Vehicles
Communications System: HartfordCo COM 4000
Targeting and Tracking System: HartfordCo XKZ 1

**Type:** SHG-2E Shogun  
**Tonnage:** 85  
**Internal Structure:** 8.5  
**Engine:** 255 Strand 13

Walking MP: 3  
Running MP: 5  
Jumping MP: 3

Heat Sinks: 17
Gyro:  
Cockpit:  
Armor Factor: 248

**Head:**  
**Center Torso:** 27 40/11  
**R/L Torso:** 18 28/8  
**R/L Arm:** 14 22  
**R/L Leg:** 18 36

**Weapons and Ammo:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Location</th>
<th>Critical</th>
<th>Tons</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRM 6</td>
<td>RT</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>SRM 6</td>
<td>LT</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>SRM 6 Ammo (15)</td>
<td>RT</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>SRM 6 Ammo (15)</td>
<td>LT</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LRM 15</td>
<td>RA</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>LRM 15</td>
<td>LA</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>LRM 15 Ammo (16)</td>
<td>CT</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>PPC</td>
<td>RT</td>
<td>3</td>
<td>7</td>
</tr>
<tr>
<td>Jump Jet</td>
<td>LL</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Jump Jet</td>
<td>RL</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Jump Jet</td>
<td>CT</td>
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</table>

Produced by Mitchell Vehicles shortly before the fall of the Star League, the Shogun was the heaviest Mech ever to carry jump jets until the Marauder was modified to jump. It was intended for fighting in cities and close terrain, where it can traverse buildings, rubble, and other obstacles more quickly than other 'Mechs. The Shogun is also capable of delivering the devastating, if dangerous, Death from Above attack. The Shogun has performed well in combat, often landing unexpectedly behind or amidst enemy 'Mechs, damaging them, and departing. The Dragoons use the Shogun this way, though its role as a straight assault 'Mech has not been neglected.
WLF-1 WOLFHOUND
Mass: 35 tons
Chassis: Arc-Royal KH/3
Power Plant: GM 210
Cruising Speed: 84 kph
Maximum Speed: 95 kph
Armor: Duralex Medium
Armament:
1 Setanta Heavy Laser
4 Defiance B3M Medium Lasers
Manufacturer: TharHes Industries
Communications System: O/P COM-22/H47
Targeting and Tracking System: Digital Scanlok 347

Type: Wolfhound WLF-1
Tons
Tonnage: 35
Internal Structure: 3.5
Engine: 210 GM
Walking HP: 6
Running HP: 9
Heat Sinks: 10
Gyro: 3
Cockpit: 3
Armor Factor: 120

Internal Structure Armor Value
Head: 3 9
Center Torso: 11 16.6
R/L Torso: 8 11.5
R/L Arm: 6 12
R/L Leg: 8 16

Weapons and Ammo:

<table>
<thead>
<tr>
<th>Type</th>
<th>Location</th>
<th>Critical</th>
<th>Tons</th>
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</thead>
<tbody>
<tr>
<td>Large Laser</td>
<td>RA</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>CT</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>CT (R)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>RT</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>LT</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

The Wolfhound first appeared as property of the Kell Hounds mercenary unit in 3028. It is manufactured exclusively in the Lyran Commonwealth, where it was not licensed—not even as an experimental model—until early that year. Since then, either Morgan Kell or TharHes Industries has been willing to share this design with Wolf's Dragoons. As ComStar has been unable to pinpoint when the first Wolfhound came into Dragoon possession, speculation has been intense regarding whether or not Colonel Wolf may have violated the technology clause of his Draconis Combine contract.

The Wolfhound carries more armor than most light 'Mechs. It was designed to be a Lyran response to Kurita Panthers, though Katrina Steiner's delay in approving it indicates that it was not intended to beef up the Lyran military for the Fourth Succession War. The most ingenious detail about the design is that it is equipped exclusively with energy weapons, which enables it to carry less weight and remain in the field far longer than 'Mechs that need to return to base to reload.
WOLF'S DRAGOONS

VEHICLES

Many different types of armored fighting vehicles find service in the Dragoons, including the Plainsman hovertank. Such tanks as the Behemoth and the dreaded Demolisher add their enormous firepower to Dragoon assault and heavy companies, while lighter Pegasus and Striker tanks may serve in a scouting capacity. Artillery officers often use vehicles such as the Packrat as command vehicles.

BLACKWELL BADGER TRACKED TRANSPORT

Mass: 30 tons
Movement Type: Tracked
Power Plant: GM 180 Fusion
Cruising Speed: 64 kph
Flank Speed: 97 kph
Armor: ProTech 6
Armament:
- 3 Blackwell Opal Medium Lasers*
- 1 Blackwell Plume SRM–2 Launcher*
Manufacturer: Blackwell Corporation
Communications System: Dalban StarLink II
Targeting and Tracking System: Garret Fib

Type: Blackwell Badger Tracked Transport
Tons

<table>
<thead>
<tr>
<th>Tonnage</th>
<th>30</th>
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<tbody>
<tr>
<td>Cruise Speed</td>
<td>6</td>
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<tr>
<td>Flank Speed</td>
<td>9</td>
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<td>Engine</td>
<td>7</td>
</tr>
<tr>
<td>Rating</td>
<td>180</td>
</tr>
<tr>
<td>Type</td>
<td>Fusion</td>
</tr>
<tr>
<td>Shielding</td>
<td>3.5</td>
</tr>
<tr>
<td>Control</td>
<td>1.5</td>
</tr>
<tr>
<td>Cargo (Infantry Platoon)</td>
<td>4</td>
</tr>
<tr>
<td>Heat Sinks</td>
<td>10</td>
</tr>
<tr>
<td>Internal Structure</td>
<td>3</td>
</tr>
<tr>
<td>Turret</td>
<td>1</td>
</tr>
<tr>
<td>Armor</td>
<td>80</td>
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<tr>
<td>Points</td>
<td>5</td>
</tr>
<tr>
<td>Location</td>
<td>Front 20</td>
</tr>
<tr>
<td>Right/Left</td>
<td>18/18</td>
</tr>
<tr>
<td>Back</td>
<td>16</td>
</tr>
<tr>
<td>Turret</td>
<td>8</td>
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*Weapons and Ammo:

<table>
<thead>
<tr>
<th>Type</th>
<th>Facing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Laser</td>
<td>Turret 1</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>Turret 1</td>
</tr>
<tr>
<td>SRM 2</td>
<td>Body 1</td>
</tr>
<tr>
<td>Ammo (SRM) 50</td>
<td>Body 1</td>
</tr>
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</table>

Lighter, slower, and less protected than the Bandit, the Badger is a tracked vehicle used where terrain precludes the use of hovercraft. It is rarely deployed in an offensive capacity, where it is handicapped by its lighter weapon loads, lack of ammunition, and comparatively light armor.

*The weapon load shown is typical. The modular nature of the Badger’s weapons enables the vehicle to mount a variety of loads, some of which are listed above.
BLACKWELL BANDIT HOVERCRAFT

Mass: 50
Movement Type: Hover
Power Plant: VOX 225 Fusion
Cruising Speed: 97 kph
Flank Speed: 150 kph
Armor: ProTech 5
Armament:
3 Blackwell Opal Medium Lasers*
2 Blackwell Mini Light Lasers*
2 Blackwell Pilot SRM 2 Launchers*
Manufacturer: Blackwell Corporation
Communications System: Delban StarLink II
Targeting and Tracking System: Garret E5a

Major Sean Rutherford, head of Wolf's Dragoons' Contract Operations Group, contacted the president of the Blackwell Corporation in January 3007 to negotiate a contract for production of Bandit Class hovercraft. Blackwell, then a small producer of actuator parts and minor 'Mech components, has grown dramatically in the intervening years. The Bandit has served the Dragoons well. The major advantage of the Bandit is its versatility, with at least seven known significant variants on its weaponry. It is rumored (with an admittedly low level of reliability) that Dragoon Techs have become adept at remounting different weapon systems on the same Bandits after allowing enemy recon patrols to glimpse the vehicles, to add a further level of confusion once the enemy is engaged.

Type: Blackwell Bandit Hovercraft
Movement Type: Hover
Tonnage: 50
Cruise Speed: 0
Flank Speed: 14
Engine: 225 Fusion
Rating: 5
Type: Fusion
Shielding: 2.5
Control: 5
Cargo (Infantry Platoon): 4
Heat Sinks: 10
Internal Structure: 5
Turret: 1
Armor: 176
Location: Pointa
Front: 4.2
Right/Left: 4.0/4.0
Back: 2.2
Turret: 22

*Weapons and Ammo:

<table>
<thead>
<tr>
<th>Type</th>
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<th>Tons</th>
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</thead>
<tbody>
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<td>Turret</td>
<td>1.0</td>
</tr>
<tr>
<td>Medium Laser</td>
<td>Turret</td>
<td>1.0</td>
</tr>
<tr>
<td>Smaller Laser</td>
<td>Front</td>
<td>1.5</td>
</tr>
<tr>
<td>Smaller Laser</td>
<td>Front</td>
<td>1.5</td>
</tr>
<tr>
<td>SRM 2</td>
<td>Body</td>
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<tr>
<td>Ammo (SRM) 50</td>
<td>Body</td>
<td>1.0</td>
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</tbody>
</table>

Configuration A
1 PPC

Configuration B
2 SRM 4
1 SRM 2
1 ton SRM 4 Ammo (25)
1 ton SRM 2 Ammo (50)

Configuration C
2 SRM 6
1 ton SRM 6 Ammo (15)

Configuration D
3 LRM 5
1 ton LRM 5 Ammo (24)

Configuration E
1 LRM 10
1 Medium Laser
1 ton LRM 10 Ammo (12)

Configuration F
1 Large Laser
2 Medium Lasers

Configuration G
4 Medium Lasers
6 Small Lasers

*The weapon load shown is typical. The modular nature of the Bandit's weapons enables the vehicle to mount a variety of loads, some of which are listed above.
WOLF'S DRAGOONS

BLACKWELL KESTREL VTOL
Mass: 25 tons
Movement Type: VTOL
Power Plant: 160 I.C.E.
Cruising Speed: 130 kph
Flank Speed: 195 kph
Armor: ProTech 4
Armament:
2 Blackwell B75 Machine Guns
Manufacturer: Blackwell Corporation
Communications System: Daban StarLink Classic
Targeting and Tracking System: Garret E2b

Type: Blackwell Kestrel VTOL
Tonnage: 25
Movement Type: VTOL
Cruise Speed: 12
Flank Speed: 18
Lift/Rotors: 2.5
Engine: I.C.E.
Rating: 160
Type: I.C.E.
Control: 1.5
Cargo: 3.5
Internal Structure: 2.5
Armor: 32
Location Points
Front 8
Right/Left 5/5
Rear 4
Rotor 2

Weapons and Ammo:
Type Facing Tons
Machine Gun Front 5
Machine Gun Front 5
Ammo (100) Body 5

The Kestrel is a new vehicle whose full capabilities are not yet known. Though used primarily for transport, its twin machine guns and high speed make it effective against enemy infantry and light armored vehicles. So far, only the Seventh Kommando has used the Kestrel.
BLACKWELL PEREGRINE ATTACK VTOL
Mass: 30 tons
Movement Type: VTOL
Power Plant: DAV 220 Fusion
Cruising Speed: 130 kph
Flank Speed: 195 kph
Armor: ProTech Medium
Armament:
  2 Larkin SRM 4 Launchers
  2 Blackwell B75 Machine Guns
Manufacturer: Blackwell Corporation
Communications System: Dalban StarLink IIa
Targeting and Tracking System: Garrett E2b

Type: Blackwell Peregrine Attack VTOL
Tons
Movement Type: VTOL
Tonnage: 30
Cruise Speed: 12
Flank Speed: 18
Lift/Rotors: 3
Engine:
Rating: 220
Type: Fusion
Shielding:
Control: 1.5
Internal Structure:
Armor: 8
Location
Front: 2
Right/Left: 2/2
Back: 1
Rotor: 1

Weapons and Ammo:
Type
Machine Gun
Machine Gun
SRM 4
SRM 4
MG Ammo (200)
SRM Ammo (25)

Facing
Front
Front
LS
RS
Body
Body

Tons
.5
.5
2
2
1
1

Another product of Blackwell Industries, the Peregrine is beginning to see wide use throughout the Inner Sphere in the arsenals of Houses Kurita, Liao, and Marik. The Peregrine is fast and maneuverable, but its DAV 220 Fusion Plant makes it expensive.
PLAINSMAKN MEDIUM HOVERTANK
Mass: 35
Movement Type: Hover
Power Plant: 140 I.C.E.
Cruising Speed: 97 kph
Flank Speed: 150 kph
Armor: StarSleeb 3
Armament:
  2 Harvester 20K SRM 6 Launchers
  1 Harvester 2K SRM 2 Launcher
Manufacturer: Pinard Proctorates Limited
Communications System: Olmstead 30
Targeting and Tracking System: Maxell TA55

Type: Plainsman Medium Hovertank
Movement type: Hover
Tonnage: 35
Cruise Speed: 9
Flank Speed: 13
Engine: 10
Rating: 140
Type: I.C.E.
Control: 2
Lift Equipment: 3.5
Internal Structure: 3.5
Turret: 1
Armor: 60
6
Location
Front: 18
Right/Left: 16/16
Back: 12
Turret: 18
Weapons and Ammo:
Type: SRM 6 SRM 6 SRM 2 SRM 6 Ammo (30) SRM 2 Ammo (50)
Facing: Turret Turret Front Body
Tons: 3 3 1 2 1

The Plainsman is a new design from Pinard Proctorates Limited, and the Dragoons are the first major unit to use it. The Plainsman's high speed and striking power make up for its deficiency of armor, though some crews complain about the vehicle's vulnerability.
**ZHUKOV HEAVY TANK**

**Mass:** 75 Tons

**Movement Type:** Tracked

**Power Plant:** 225 I.C.E.

**Cruising Speed:** 92 kph

**Flank Speed:** 46 kph

**Armor:** ArcShield Max I

**Armament:**
- 2 SarLon MaxiCannon AC/10
- 1 Harvester 20K SRM 6 Launcher

**Manufacturer:** Aldis Industries

**Communications System:** Olmstead 30

**Targeting and Tracking System:** Cirnese BallistaCheck, Cirnese RockeCheck

---

**Type:** Zhukov Heavy Tank

**Movement Type:** Tracked

**Tonnage:** 75

**Cruise Speed:** 92 kph

**Flank Speed:** 57 kph

**Engine:** 225 I.C.E.

**Rating:** 20

**Type:** I.C.E.

**Control:** 4

**Internal Structure:** 7.5

**Turret:** 2.5

**Armor:** 176

**Location Points:**
- Front: 44
- Right/Left: 32
- Back: 24
- Turret: 44

**Weapons and Ammo:**

<table>
<thead>
<tr>
<th>Type</th>
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<tr>
<td>SRM 6</td>
<td>Front</td>
<td>3</td>
</tr>
<tr>
<td>SRM 6 Ammo</td>
<td>Body</td>
<td>1</td>
</tr>
</tbody>
</table>

The Zhukov is Aldis Industries' follow-up to its successful Behemoth design, incorporating several elements of that vehicle. Smaller and less heavily armed, the Zhukov features higher speed and a lower profile, reducing its battlefield vulnerability. As the Dragoons are the first large unit to use the Zhukov, Aldis has begun design refinement based on reports and suggestions by Dragoon commanders.
WOLF'S DRAGOONS

INFANTRY

Dragoon infantry units use lasers, machine guns, flamers, and SRM launchers of diverse manufacture and style. Mechanized infantry use a similar range of transport vehicles. The Bandit hovercraft, a common sight among Wolf's infantrymen, is used by no other unit. Rumors abound that Dragoon infantry may soon be equipped with either the Lewis Savannah Master one-man hovercraft or a comparable vehicle.

AEROSPACE

Fighters from all of the Successor States appear among Wolf's regiments. Indeed, the Dragoons' wide service history has provided them with a motley assortment. Draconis Combine fighters such as the Sholagar, Shilone, and Slayer Class, appeared in the Dragoon AeroSpace lances only in the last five years.

HEPHAESTUS STATION

Shortly after Wolf's Dragoons arrived in the Inner Sphere, the unit's Techs and support personnel began constructing Hephæstus Station. Of modular construction and combining features of the Olympus and Alliance Class stations, the Hephæstus took a form unlike any contemporary station or recorded Star League design. It served as an orbital repair base and command post. The Dragoons soon began to amaze their employers by rebuilding damaged Mechs that other units would have considered scrap.

The Hephæstus could service and repair all the Dragoons' Mechs, AeroSpace Fighters, and support vehicles. Its command center housed sophisticated surveillance and communications equipment. Though its capabilities were impressive and it was vital to the Dragoons, the Hephæstus had little means to defend itself. At least a lance of aerospace fighters guarded the station at all times.

Most of the Dragoons' AeroSpace forces were usually occupied elsewhere, however, and Colonel Wolf was sensitive to the Hephæstus's vulnerability. Colonel Wolf beefed up defense of the Hephæstus during the Dragoons' service with the unstable Duke Anton Mark, and they even dismantled the station when the unit's relationship with the Duke began to disintegrate.

The station became the focal point for the Dragoons' biggest blood feud after the Draconis Combine infiltrated it with saboteurs in 3028. The destruction of the Hephæstus cost the Dragoons the lives of many dependents, claimed many fighters from the Seventh Kommando, and set the stage for the train of events that reduced the Dragoons from five regiments, plus support elements, to little more than a regiment of able warriors and Mechs.

First came the duel on Misery, then the bloody battles of the Fourth Succession War on Glennora, Harrow's Sun, and Wapakoneta. This state of war between the Dragoons and House Kurita left hundreds of MechWarriors dead and destroyed several Combine units, all leading to the climactic battle on Crossing. There the Dragoons delivered heavy casualties to four Kurita regiments but faced destruction until the timely arrival of Zeta Battalion turned the battle and routed the Combine forces. The anger over the Hephæstus no doubt kept the Dragoons fighting long after any other unit, even an elite unit, would have crumbled.
TRAINING AND TACTICS

Many people consider the Training Command of Wolf's Dragoons to be the equal of any Successor State war college, and its graduates are among the finest soldiers in the Inner Sphere. Individuals who are successful in one branch can proceed to another if they wish. This policy allows MechWarriors to better appreciate the capabilities and limitations of support units.

Colonel Wolf's training program emphasizes versatility, communication, and professionalism. The concepts of combined-arms warfare are drilled into the heads of the Dragoon cadets.

BATTLEMECHS

Dragoon MechWarriors receive training in a variety of situations. Their sophisticated computers, many of an advanced design found only in the most elite Successor State war colleges, help simulate almost any combat environment.

Actual combat is the only true test of a MechWarrior, however, and so training lances, under the firm control of an experienced officer, sometimes accompany line units into battle. Live simulations, using the TRC-4c Chameleon trainer 'Mech, are another part of the MechWarrior's advanced education.

The military commanders of several Successor Houses have tried to imitate some of the Wolf's educational innovations. The best example of this is the Ryukan, the Kurita unit formed by Tai-sho Minobu Tetsuha as a carbon copy of the Dragoons.

AEROSPACE FIGHTERS

Working up from computer simulators and subsound trainers to the massive, 100-ton space superiority fighters, a Dragoon AeroSpace pilot goes through training every bit as rigorous as the aspiring MechWarrior.

Because the Dragoons emphasize the support role of aerospace craft, ground attack and air-to-air combat skills have equal importance. Through competition and intensive instruction and analysis, a Dragoon pilot becomes a skilled flyer and an expert tactician, able to instantly analyze numerous combat situations and act on his training. The number of kill markers decorating the AeroSpace Fighters of Wolf's Dragoons are impressive evidence of the success of their training.

ARMOR

A step below 'Mechs in the eyes of the general public, armored fighting vehicles are a vital part of the Dragoons' organization, providing support and reserve striking power to enhance the strength of 'Mechs.

Trained in the basics of BattleMech combat as well as armored fighting, a Dragon tank crewman goes through several stages of development, mastering wheeled and tracked vehicles and then hovercrafts. Marksmanship is also emphasized, and tournaments for tank gunners help maintain skills and pride of accomplishment off the battlefield.

Heavy support tanks like the Demolisher class are expected to move into close combat with BattleMechs. Training simulates combat in cities and rough terrain, as well as situations in which a tank must close with a 'Mech or be destroyed.

Wheeled vehicles and hovercrafts fill a dual role as combat and reconnaissance forces, sometimes using their high speed and mobility to attack a BattleMech from behind.

IN Infantry

Dragoon infantry are taught the value of unit cohesion, cover, and ambush during a BattleMech attack. Swift, flexible, and highly mobile, the Dragoon infantry also receive special training in 'Mech-demolition tactics, surprising overconfident enemy MechWarriors who expect timid infantry to scatter. Terrain exploitation is a favorite way for infantry to even up the odds when fighting BattleMechs. Urban tactics are emphasized, with infantry engaging in hit-and-run attacks from buildings and rubble. Mountain and forest fighting are two other significant areas of infantry training.
WOLF'S DRAGOONS

UNIFORMS

Dragoon uniforms bear a strong resemblance to ancient Star League designs, but there are significant changes. Though designed for efficiency rather than aesthetics, Dragoon uniforms are a source of pride for the unit.

OFFICERS

As in the Federated Suns, Dragoons officers do not have a distinct uniform design, instead wearing standard-issue clothing with discreet rank insignia. Besides improving relations between enlisted men and officers, this practice also helps to minimize the danger to unit commanders, who often become targets of enemy fire when they are easily recognizable.

MECHWARRIORS

MechWarrior uniforms and equipment are of unusually advanced design. Neurohelmets and cooling vests are considerably less bulky than the unreliable equipment of other mercenary units. Though engineers of the Successor States tried to duplicate many features that make the Dragoon uniform superior to those of regular units, they have not succeeded.

MechWarrior duty uniforms are comfortable and utilitarian, featuring magnalock fastenings that enable the wearer to change quickly for immediate BattleMech action. Some degree of latitude is allowed in decoration of duty uniforms, and unofficial nicknames, unit patches, or kill markers often grace uniform shoulders or breast pockets.
AEROSPACE PILOTS

Dragoon pilots wear G-suits similar to those of regular Successor House units, along with sophisticated helmets similar to a Mech-Warrior's neurohelmet. These helmets feature heads-up displays of advanced design and numerous computer interface neural contacts that help pilots keep track of their craft's status. Medical monitors constantly check vital signs, ready to pump artificial adrenaline and other stimulants into the pilot's bloodstream should he black out from G-stress. Most of the House aircraft that the Dragoons obtain lacks such sophisticated features, but the unit's Techs upgrade the craft.

Dragoon pilot uniforms are rather understated, featuring leather flight jackets, tunics with inconspicuous rank insignia, and soft, short-billed caps often embellished with kill markers. These uniforms contrast with the flashy nicknames and flamboyant personalities of Dragoon pilots.

ARMOURED VEHICLE CREWS

The armored vehicle crew uniforms do not require nearly as much cooling, medical, and support equipment as those of MechWarrior or AeroSpace Pilots. The armored vehicle driver's basic uniform consists of simple fatigue and a combat helmet. The crew of fast recon vehicles such as the Plainsman or the Swift Wind scout car keep their loads as light as possible for maximum mobility.

Demolisher crewmen are an exception to this rule. Subjected to extremes of heat because of their tank's heavy armament, Demolisher crewmembers wear modified versions of MechWarrior cooling vests and light communications headsets. Demolisher crews eschew the complex heads-up display helmets of other vehicle crews because one of their primary objectives is to stay cool, both figuratively and literally.
INFANTRY

Infantry uniforms vary widely, according to assignment. There are several camouflage patterns, including arctic, forest, jungle, desert, and urban designs. Jump troops wear insulated pants and jackets to help withstand the heat of jump pack exhaust. They also use sophisticated HUD helmets with many of the same features as those of AeroSpace Pilots.

Rumors abound that the Special Rocon Group and Seventh Kommando, units whose expertise is in covert operations, have access to Star League chameleoline technology, enabling them to change the pattern of their combat uniforms. Such rumors remain unconfirmed, but are among those mysteries that ROM and probably Successor States intelligence networks are working to solve.

DRESS UNIFORMS

Though Dragoon duty uniforms are not glamorous, the unit's dress uniforms are considered among the most impressive of any mercenary uniform. Few mercenaries have the resources to even consider dress uniforms. The black Dragoon dress jacket and cape, combined with ceremonial sword or holster and black trousers with scarlet striping, make Dragoons stand out at formal events.
WOLF'S DRAGOONS

As the most famous and perhaps the best mercenary unit in the Successor States, Jaime Wolf's Dragoons attract allies and adversaries in far greater numbers than any other mercenary band. After a quarter century of almost continual service and conflict, the Dragoons have weathered battle, intrigue, treachery, and pressures capable of tearing a lesser unit apart. Their victories and miraculous escapes from destruction have earned them even more admiration and animosity. Below are described some of Jaime Wolf's most noteworthy opponents and allies. They range from the most powerful Successor Lords to the lowest mercenaries. Also listed are some former members of Wolf's Dragoons.

THE BOUNTY HUNTER

Unlike the rivalry between the Dragoons and the Eridani Light Horse, the hatred between Natasha Kerensky and the Bounty Hunter is intense and personal.

Legendary in MechWarrior and mercenary circles and the object of considerable speculation, the cause of the pair's antagonism is not generally known. Our research team's intensive study of war records and interviews with civilians, officials, and other participants has yielded a clearer picture of the events that led to this celebrated feud.

Anton Marik's rebellion of 3014 attracted numerous knockabout mercenary units, including Wolf's Dragoons and the Bounty Hunter's small cadre of professional cutthroats. During operations on Nova Roma, both the Hunter and a heavy lance commanded by then-Lieutenant Natasha Kerensky were assigned the task of mopping up pockets of Loyalist resistance in rugged terrain above the Dawn River.

Supposedly on recon duty, the Hunter signalled Kerensky that a narrow ravine was clear of enemy activity, and the young Lieutenant, piloting her black Marauder, led her 'Mechs into the area. When hidden Loyalist 'Mechs opened fire, blasting her unit to pieces, Lieutenant Kerensky realized that she had been tricked. Caught in a hopeless position, her Marauder damaged and overheating, Kerensky ejected, landing heavily on a huge rock outcropping and falling unconscious.

Colonel Wolf, far from dismissing Lieutenant Kerensky, took note of her excellent record and the fact that her own culpability in the incident was minimal. He soon offered her command of what would become the now-infamous Black Widow Company, and Captain Kerensky was on her way to her present status as "Queen of the MechWarriors."

The Bounty Hunter, on the other hand, was on his own way to becoming the most hated mercenary in the Inner Sphere, and the 'Mech that carried him was none other than Natasha Kerensky's old Marauder, now painted a vivid green with prominent credit symbols. It was a deed for which Kerensky never forgave the Hunter, and the few subsequent meetings between the two have been marked by undiminished hatred on both sides. Most galling of all, in recent operations on Benet III, circumstances forced Captain Kerensky and her company into a temporary alliance with her hated rival.

Though the two did actually cooperate for a short time, it is unlikely that this signals a thaw in their bitter feud.

THE WIDOW SPEAKS

When I regained consciousness, I crawled to the edge of the outcropping and looked down into the ravine. I saw the Bounty Hunter's 'Mechs and several Marik regulars busily salvaging the remains of my lance. The Hunter himself was in his Griffin, dragging away my Marauder, which had sustained serious, but not irreparable damage. It became apparent that the Hunter had betrayed us to the Mariks in exchange for salvage rights on my lance. As I watched, a team of Loyalist infantry pulled Sergeant O'Grady's body, and noting that he was alive, shot him once through the head, leaving the body behind as the Hunter and the Loyalists departed.

It seems that both the Hunter and the Mariks assumed that I had been killed. In any event, they did not search for me. Regardless of the outcome of this inquiry, whether I am allowed to retain my commission or not, I intend to repay the Bounty Hunter for the humiliation, pain, and loss that he has caused me. Thank you.

—Lieutenant Kerensky's deposition before a Dragoon Board of Inquiry, discovered among Dragoons records left behind on An Ting, 3028
ERIDANI LIGHT HORSE

There is a bond between the Dragoon and Eridani mercenary units—the bond of shared combat experience, of mutual respect, and of common values. The ELH and the Dragoons have often been held up for comparison, with the argument that they are exact opposites—the noble Eridanis defending the Star League's traditions and the evil Dragoons seeking to destroy what little hope of peace the Inner Sphere has left. The flaw in this argument is that Wolf's regiments are more than mercenary ghouls feeding off the corpse of the Star League. The traditions, if not the goals, of the two units are similar. The Dragoons serve faithfully, operating strictly within their contracts. Despite wild rumors to the contrary, the Dragoons have never engaged in the kind of atrocities and mayhem committed by such merc units as Richard's Panzercors.

During the Dragoons' service to House Kurita, their relationship with the ELH was one of open hostility. The two units met their match when they met in combat, which was often. This bred a resolve to prevail and a respect for the enemy. Though they both served House Davion from 3006 to 3011, there was no contact between the two units during that period. It was not until 3023 that they met on the field. In the battles of New Aberdeen and Hoff, the Dragoons and the Eridanis fought each other to bloody standstills, and the respect that developed between the two units was unmistakable.

The last encounter on Barlow's End was something of an embarrassment to the Dragoons, due to staggering mismanagement by their Kurita commanders. The Eridanis' intervention helped drive the Dragoons off planet, but actual fighting was somewhat limited. Strangely enough, both the Dragoons and the ELH seemed more than a little disappointed that they were not given a crack at a real re-match.

When the battered Dragoons entered Davion service after the battle of Misery, the Eridani Light Horse was one of several units to offer the Dragoons support and assistance. The Dragoons declined, but Colonel Wolf was touched by the offer.

WARRIOR'S ARMORED CAVALRY

Striking at the Dragoons on New Valencia, the members of Big Mac's mercenary company had no idea what kind of a can of worms they were opening until the Dragoons struck back, raising havoc on McCarron's homeworld of Menke and throwing the entire unit into confusion. Stung and outraged, McCarron's Mech-Warriors demanded the chance to get even, but Maximilian Liao denied their requests. The anger that the Big Mac warriors felt toward the Dragoons continued for some time, finally boiling over on the vacation world of Bithinia, where a brawl between the units created headaches for the local authorities.

The intervening years have reduced McCarron's anger toward the Dragoons somewhat, and many veteran Cav Warriors remember the incidents almost fondly, perhaps the way former athletes look back on intense ball game rivalries from their school days.

The Dragoons? Christ, they're not men, they're machines!
—Anonymous ELH MechWarrior after the Clatsop Province campaign, Hoff, April 3023

WARLORD GRIEG SAMSONOV

The Dragoons grew to hate General Grieg Samsonov, Warlord of the Galedon Province, during their service with House Kurita. Serving in the region that Samsonov considered almost his own personal territory, the Dragoons threatened the Warlord with their independence, their power, and their popularity.

Relations between the Dragoons and Samsonov often resembled a military campaign. There were furious assaults, desperate defenses, feints, holding actions, and humiliating retreats. Samsonov was a wily and ruthless adversary, capable of using and discarding others whenever the mood struck him. The Dragoons' victory on Misery infuriated Coordinator Takashi Kurita, who blamed the outcome on Warlord Samsonov, with some justification. In a fit of rage after Jaime Wolf humiliated the Coordinator at the Davion-Steiner wedding, Takashi Kurita ordered Samsonov's execution. He later blamed the death on a Dragoon assassin.
TEAM BANZAI

The association between Wolf's Dragoons and Team Banzai is one of the strangest alliances in the Successor States. Under the command of the mysterious Dr. B. Banzai, this innovative regiment always seems on the leading edge of Inner Sphere technology, recently doing developmental work and improvements on the Federated Suns' Enforcer 'Mech and reportedly designing the Lyran Hatchetman 'Mech.

Contact between Dr. Banzai and Colonel Wolf has been surreptitious in the extreme, and their friendship is not widely known. Many of the Dragoons' technological advances have been attributed to Team Banzai's influence, and in some cases, vice versa. It has been suggested, primarily by the "Star League Agent" theorists, that the Dragoons and Team Banzai are operatives for the descendants of Aleksandr Kerensky and are scouting the Inner Sphere in preparation for the Regular Army's return.

MINOBU TETSUHARA

Kurita officers consider mercenary-liaison duty the lowest form of degradation. Chu-sa Minobu Tetsuhara, disgraced after his "failure" on Dromini VI, where he spared the life of a helpless enemy, certainly did not relish the prospect of serving as Liaison Officer for Wolf's Dragoons. For Chu-sa Tetsuhara, a samurai devoted to the Bushidōwarrior's code and a thoroughly honorable man, such duty must have been galling indeed.

Fate often deals the strangest hands, however. Once Tetsuhara began to work with the Dragoons, he was amazed to learn that Jaime Wolf, commander of five regiments, was the MechWarrior he had spared on Dromini. After saving Wolf's life a second time on Quentin, Chu-sa Tetsuhara established himself as a firm friend and valuable ally, interceding on the Dragoons' behalf in their conflict with Greg Samsonov. Chu-sa Tetsuhara came to admire the fighting abilities and character of the Dragoons.

When Coordinator Takashi Kurita failed in his initial attempts to win the Dragoons' permanent service, he decided to duplicate the unit with elite Kurita warriors. Chu-sa Tetsuhara, the Kurita officer most knowledgeable about the Dragoons' organization, tactics, and training, was promoted to Tai-sho and given a free hand to form the new unit, which became known as the Ryukin, or Dragon's Sword. Relations between the Dragoons and House Kurita began to deteriorate almost immediately upon Tai-sho Tetsuhara's departure.

When the Coordinator decided to destroy the Dragoons on Miserly he chose Minobu Tetsuhara and his Ryukin for the task. Tai-sho Tetsuhara fought according to his warrior's code and did his best despite a premonition of defeat and death. After the Dragoons finally overcame the enemy in the long and bloody battle of Miserly, Tai-sho Tetsuhara committed seppuku, requesting that his old friend Jaime Wolf stand at his side in assistance. Wolf accepted out of respect for his friend's code of dignity and honor.
WACO RANGERS

The Rangers and their Death Oath became a legend in the Inner Sphere. Though many regiments suffered at the hands of the Dragoons, no other has integrated its desire for revenge into the structure of the unit.

The Rangers were formed in 3007 by disaffected Liao MechWarriors. They soon faced the Dragoons on New Aragon, where, as almost every student of Dragoons history knows, the 'Mechs of Zeta Battalion smashed through the Rangers' light lance. In the process, John Waco, son of the Rangers' commander, was killed.

As the shattered Liao forces retreated from New Aragon, Wayne Waco and his officers swore vengeance on Jaime Wolf. To this day, the Rangers refuse employment with any Successor House that also employs the Dragoons. Though a ComStar investigation found no solid evidence of wrongdoing by the Dragoons, Waco and his Rangers remain convinced.

Subsequent meetings between the units have not exactly been the epic showdowns envisioned by Wayne Waco, and Jaime Wolf seems barely aware of his enemy's existence.

Among the Dragoons, there is a widespread belief that Wayne Waco is crazy, and they often refer to his regiment as the "Wacko Rangers."

DEATH OATH

I have watched as our commander, a man whom I worked for and admired for years, slowly deteriorated in the grip of obsession. There is not a Ranger under his command who does not feel Colonel Waco's loss, and weep along with him for the death of his son. We all loved John, and I for one would gladly have changed places with him on that terrible day when he was crushed beneath the footfall of that Dragoon BattleMech.

But there are limits. War is cruel. War is unfair. War takes us what we love the most and returns only sorrow. We are not the cause of war; we are only its instruments, its executors. To blame Jaime Wolf for the tragedy that has befallen Colonel Waco and the Rangers serves no useful purpose, and the currently proposed "Death Oath" only prolongs and perpetuates the agony of John Waco's death. It disturbs me greatly to think that Colonel Waco and his officers would conceive of such a thing. It disturbs me even more that my views on the matter have been, at best, ignored and, at worst, rudely criticized. After six weeks of pressure and contempt for refusing to take the Oath, I can remain silent no longer.

I can no longer in good faith continue to serve a regiment that seems intent on its own destruction, or a commander who expects us all to follow him, like Ahab, to perdition simply to fulfill his own personal vendetta. Though it pains me deeply, and in my heart I will always be a Waco Ranger, I must hereby resign my commission and leave the regiment. My thanks, my respect, and my love to all its members.

—Major Sam "Rawhide" Vogel, letter of resignation from the Waco Rangers, May 9, 3008
WOLF'S DRAGOONS

DRAGOON DEFECTORS

For such a large mercenary unit, Wolf's Dragoons have had a comparatively low turnover rate. In over two decades, only a handful have left the Dragoons. Of these, none was among the original members of the Dragoons; Wolf's defectors have come exclusively from ranks recruited outside his regiments.

Obviously, it is important to Wolf that he prevent his regiments' secrets from escaping along with his defectors. To accomplish this, Wolf only brings into his confidence those Dragoons whom he trusts to keep his secrets. While this strategy has worked in most cases, it has not been uniformly successful, as described below.

COLONEL GREGG CAR

After joining the Dragoons in 3020, Captain Gregg Car proved unwilling to accept the intricacies of the chain of command, and after a demotion to Lieutenant in 3022, abruptly resigned from the Dragoons and formed his own unit, Gregg's Long Striders. The regiment, made up of various knockabout or disgruntled MechWarriors from Tamar hiring halls, works for the Lyran Commonwealth, and has seen action only in raids during the Fourth Succession War.

Car, who was never truly happy with the Dragoons, was not taken into Wolf's confidence. This is probably for the best, for Colonel Car professes little affection for his former unit and would probably tell all he could if the price were right. His contacts with Kurita intelligence may have compromised some Dragoon security procedures, forcing Jaime Wolf to make some fundamental changes in how his unit is run.

FADRE SINGH

Hired in 3020, Centurion pilot Fadre Singh never lacked for bravery and was apparently privy to some Dragoon secrets before his "disgrace" on Hoff. Disobeying orders, Singh pushed through the Eridani Light Horse lines and did severe damage to an enemy supply depot. Unfortunately, Singh's rash actions in abandoning his unit led to the destruction of several Mechs and the death of one lancemate. He was censured and reassigned to Misery and what he considered demeaning garrison duty.

With little choice but to remain in the Dragoons and with little opportunity to recenter Colonel Wolf's good graces, Singh languished on Misery for years, unhappy and feeling wrongly judged. Thus was Singh ripe for a change when Warlord Greg Samsonov approached him with an offer. Singh leaped at the chance to be a Kurita officer, eagerly betraying many Dragoon secrets, including the existence of the unit's secret Hegira Plan for evacuating the families.

Singh became a Tai-Sa in Minobu Tetsuhara's Ryuken. In one of the first contacts in the battle of Misery, Singh was captured by the Dragoons. When he defiantly confronted Colonel Wolf, Captain Natasha Kerensky killed him summarily. None of the Dragoons showed any regret.

CAPTAIN CRANSTON SNORD

Captain Snord is an interesting case, thought by some to be an amoral looter and by others to be an exceptional, if eccentric, mercenary commander. Snord and his unit, the Irregulars, have made a name for themselves as collectors of Star League artifacts, often disobeying orders to leaving battles to investigate rumors. Snord dates his association with Wolf's Dragoons from 3000, five years before the mercenaries appeared in the Inner Sphere.

Neither Snord nor Wolf will say where the unit was based when Snord was a Dragoon. Some observers doubt that Snord was ever really a Dragoon. On the other side of the coin, a number of commentators theorize that Snord and Wolf's famous "separation" is a fiction, that the Irregulars are actually another independent Dragoon unit, keeping tabs on the rest of the Inner Sphere for their "secret commander." Other scribes take Snord's dates as proof that the Dragoons were active in the Inner Sphere before 3005.

Whatever the truth of these rumors, it seems clear that Snord knows more than he is telling. It is unlikely, however, that Cranston Snord knows the location of Wolf's secret supply depot. If he did, Snord would be unlikely to resist the lure of plundering such a rich source of artifacts.
No mercenary regiment is more well known, nor as universally respected. Indeed, other units of the Inner Sphere validate their prowess by surviving an encounter with the Dragoons. Among their ranks is Natasha Kerensky, known as the Black Widow, and perhaps the most romanticized MechWarrior in history.

The strategic and tactical knowledge of Jaime Wolf, the heart and soul of the Dragoons, is beyond reproach.

The unit's supplies and equipment are of the finest quality. Their 'Mechs never want for repair parts. Their ranks are closed and private.

Since appearing in the Inner Sphere in 3005, the Dragoons have been employed in turn by every house of the Successor States. No amount of money, political power, or threats have coerced them to renew a contract. Speculation and conjecture over their motives and origin are commonplace and wildly varied. Governmental intelligence and security networks have expended countless man-hours and C-bills trying to learn their secrets.

Now war consumes the Inner Sphere, and the Dragoons' contract with House Kurita has expired. Where they throw their support could determine the outcome of the war.

This ComStar document is the most accurate, up-to-date assemblage of information ever compiled about the Dragoons. Their history, organization, and unique membership are exposed in great detail. Find out the who, what, where, when, and why(s) of the most powerful regiment in the Inner Sphere today.