

## Combat Operations Battletech

A COST IS ALWAYS PAID... Nikolai Reed is a trader on a Lyran JumpShip plying the space lanes... Chloe Mason is a hot-shot tech with the Hsien Hotheads mercenaries... Leaving the Northwind Highlanders, MechWarrior Ryana Nikol fills a billet with the Eridani Light Horse... Disparate lives, but a unified dream that will bring them all together on a fateful course that will span decades, cover hundreds of light years, and involve love, friendship, and loss across a dozen worlds. Each will pay a price along the way, as a cost always comes due. The Mercenary Life anthology is a compilation of stories written by Randall N. Bills. Including tales from several different characters as they cross paths, and the dream to found a new mercenary command is born. Their unique lives showcase the struggles and trials of the men and women who take up the mercenary mantle from a variety of angles, all bound around that central vision. The first eight stories of this anthology were originally posted for free alongside the release of MechWarrior 5: Mercenaries, acting as the origin stories for the mercenary command within that computer game. This is the first time they have been compiled into a single volume to allow for a Print on Demand physical copy. Additionally, an all-new ninth story has been added—The Sun Will Rise—along with postscripts for every story that gives the reader insight into how stories are crafted within a shared universe between tabletop, computer games, and fiction that spans more than thirty years and tens of millions of words.

The United States Marine Corps is the largest such force on the planet, and yet it is the smallest, most elite section of the U.S. military, one with a long and storied history. Here, in the most current version of the manual used by the Corps itself, is the basic guidebook used by all rifle platoon squad leaders. Discover: . the organization, weapons, capabilities, and limitations of the Marine rifle squad . the squad's role within a platoon and that of the fire teams within the rifle squad . offensive and defensive tactics and techniques . the various patrols squads conduct . numerous charts and illustrations . and much, much more. Military buffs, war-gamers, and anyone seeking to understand how American armed services are being deployed in the ever-changing arena of modern warfare will find this a fascinating and informative document.

MAN AND MACHINE COMBINE ON THE 31ST CENTURY BATTLEFIELD... A Star League Gunslinger fights against overwhelming odds during a rebellion. A dauntless warrior faces his most painful trial yet, far from home and all but alone. Mercenaries, betrayed from within, lash out at all who threaten them. And the Word of Blake, always present, plots and schemes and maneuvers allies against each other. Thirteen stories of combat, honor, betrayal and death fill the pages of Counterattack: BattleCorps Anthology Volume 5. Savvy readers will recognize now-familiar names in BattleTech lore among the authors: Steven Mohan Jr., Kevin Killiany, Phaedra Weldon, Jason Schmetzer, Jason M. Hardy, and Blaine Lee Pardoe. These writers have shaped the direction of the BattleTech universe. In 2008, with these stories, they took the fictional storylines of the BattleTech universe and fought back. They told the stories that demonstrated the indomitable will that has carried readers across more than 25 years of publication.

FIGHT FOR THE FUTURE! Shrapnel: The Official BattleTech Magazine surges onward, waging wars that will decide the fate of the BattleMech-dominated future of the

31st century and beyond! Follow a quest for quick cash that yields unusual Star League relics. Commiserate with an aging MechWarrior convinced he is cursed with the devil's luck—which is about to run out. Listen to the tale of how mercenary commander Ace Darwin obtained his iconic 'Mech—but how much of his story is true? Within these pages, you will visit Terra after the dawn of the ilClan era, venture into the postwar period of the Aurigan Coalition, and travel to the far-flung worlds of the Scorpion Empire in the Deep Periphery. Then you will dive into the intrigue and vice of Solaris VII in the beginning of a new, four-part serial novel. Choose your plan of attack with technical readouts, after-action reports, a deep dive into plasma technology, a treatise on covert-ops poisons, and a look at Free Worlds League politics, along with playable scenarios and more—all loaded into your autocannon by both BattleTech veterans and new voices from the Inner Sphere: Blaine Lee Pardoe Craig A. Reed, Jr. E. Clark Avery Jason Schmetzer James Bixby M. W. Hayden Mark Hill Daniel Isberner Alexander J. Roth Ken' Horner James Kirtley Wunji Lau Eric Salzman Joel Steverson Stephen Toropov With the threat of war again hanging over North and South Korea, a U.S. lieutenant colonel and his men are holding the line against a threatened invasion of Seoul. Reprint.

**REDEMPTION. RESISTANCE. RESOLVE.** A young Davion MechWarrior seeks to repay a debt incurred by the misfortunes of the Fourth Succession War. A tightly-knit farming community bands together to repel vicious pirates or risk losing their livelihoods...and their lives. A Kurita MechWarrior given a final chance to serve the Dragon stands alone against renegade mercenaries. And the survivors of a crash-landed Steiner command must hold the line against ravenous Word of Blake forces to protect the Allied Coalition's quest to wrest Terra from the Blakists' unyielding grip. **Kill Zone: BattleCorps Anthology, Volume 7** collects the very best of the short stories published on the BattleCorps website from 2010. Charge into the war-torn future to experience nine stories filled with BattleMech combat, heroism, betrayal, honor, and duty. Veteran BattleTech authors Kevin Killiany, Blaine Lee Pardoe, and Jason Schmetzer, alongside fan favorites Craig A. Reed, Jr. and Jason Hansa are showcased in this anthology, which includes an all-new tale from Scribe Award-nominated author Travis Heermann.

BattleTech celebrates its tenth anniversary with the **BattleTech Compendium: the Rules of Warfare**, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color illustrations.

**ALL OR NOTHING...** It is 3071, and holy Jihad rages in the Inner Sphere. Safe on worlds claimed two decades earlier, Clan Jade Falcon watches its enemies tear themselves apart. But a new threat is bearing down on the Falcons. Clan Ice Hellion, another of Kerensky's Clans, has traveled the winding Exodus Road to attack its warrior brethren—for while the Clans hunger to conquer the Inner Sphere, they are warriors, and they have little qualm warring amongst themselves for advantage. Khan Connor Rood of the Ice Hellions knows his Clan is taking a desperate risk. Victory over the Jade Falcons will give the Hellions a place in the Inner Sphere, new worlds to conquer and exploit. It will place them among those rarified Clans who are not trapped in the distant Clan homeworlds. It is a bold plan. It could easily fail. For the Jade

Falcons have been warned of the Ice Hellions' approach, and powerful and veteran Jade Falcon BattleMechs are turning to meet them. Can Rood and his Hellions defeat the forewarned Falcons? With Jihad raging in front of them and genocidal wars of reaving consuming the Clan homeworlds behind them, can the Hellions survive?

**SEMPER FIDELIS** In the year 3060, the reborn Star League has destroyed Clan Smoke Jaguar, conquered their home world Huntress, and scattered the few remaining Jaguar warriors to the winds. Now the League seeks to end the Clan invasion for good by using former Smoke Jaguars against their own people. Meanwhile, two bitter enemies seek to salvage a future for the last Jaguars in existence: Trent, who betrayed his wayward Clan to help them regain their honor, and Paul Moon, a disgraced warrior torn between his pledged loyalty to the Star League and a duty to the Smoke Jaguar civilization he was born to protect. But power-hungry predators lurk in Clan space, waiting for the right time to strike the vulnerable Star League forces. And to the victor will go the spoils: the priceless artifacts of a destroyed Clan and the sacred genetics of the final generation of Smoke Jaguar warriors. Trent and Paul Moon must fight tooth and nail against would-be conquerors to save the soul of the surviving Jaguar people before they are consigned to the annals of history. But will their divergent plans tear the survivors apart, or lead them toward freedom?

Rediscovered Star League technology gives the Inner Sphere a new edge on the battlefield! But new weapons require new tactics; now as never before, ingenuity counts more than tougher 'Mechs and bigger guns. Maximum Tech brings BattleTech players into this brave new world of warfare, where thinking on your feet can win the day.

In the chaos of the interstellar communications blackout, the Capellan Chancellor has sent operative Mai Wa to help freedom fighter Evan Kurst liberate his homeworld. But Mai has betrayed Kurst before, and Evan's biggest problem is knowing who to trust in a world where today's ally is tomorrow's enemy.

For over forty centuries, mercenaries have plied their trade and been instrumental in toppling empires or holding the tides of war at bay. And as mankind expanded to the stars, soldiers of fortune rose to new heights of power. Business is booming, yet along with those riches comes a dangerous life and the scorn of many who see only filthy lucre-warriors. Its a dangerous life, but as long as you keep your Mech intact and your bottom line balanced, the universe is yours! **BEHIND THE LINES!** The Civil War rages on, with deposed Prince Victor Steiner-Davion's forces bloodied from the recent defeats inflicted by his sister, Katrina. Worse still, Clan Jade Falcon has seized the opportunity to launch a determined offensive into the Lyran Alliance, destroying forces on both sides of the conflict. But Prince Victor has formed a daring plan of his own—hold the Falcons in check on the worlds they have already conquered and unleash a massive force under Major General Archer Christifori deep inside Clan space with the mission to cut the Falcon offensive off at its core. To succeed, Victor and Archer must convince one of Katrina's most loyal warriors—Lieutenant General Adam Steiner—to join the fight. But how can either side trust the enemy they have sworn to kill?

In the year 3050 the mysterious invaders known as the Clans struck without warning from beyond known space. Their advanced 'Mechs destroyed all opposition and captured planet after planet. Now the Clans' secrets are revealed in *Field Manual: Warden Clans*. The second of two volumes on the Clans, this BattleTech sourcebook describes the seven most noble Clans: Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven, and Steel Viper. Each Clans tactics, uniforms and battle histories are described in detail, along with new Clan 'Mechs and equipment.

**TARGET: TERRA** The world of Northwind has been ravaged in the fierce battle between the Highlanders and the Steel Wolves—and now the Clan warriors have set their sights on Terra. The fate of the birthplace of humankind now rests in the

hands of three very different MechWarriors: Ezekiel Crow: Betrayer of the Highlanders—and on the run from both political and military enemies. Anastasia Kerensky: Ruthless leader of the Steel Wolves—and if she has her way, the next Conqueror of Terra. Tara Campbell: embattled Countess of the Northwind Highlanders—and Terra's only hope in its most desperate hour. A desperate three-way race ensues to see who will be the first to reach Terra...and who will ultimately claim it....

Combat OperationsA Battletech Rules ExpansionFanpro LlcBattletech Campaign Operations

A SPARK OF REBELLION... When the Republic of the Sphere was established, it absorbed a quarter of Capellan Confederation space. Now that the crippled Republic is embattled everywhere, the Confederation Chancellor sends an operative into former Capellan territory to nurture the seeds of rebellion. Freedom fighter Evan Kurst has resisted the Republic's "benevolent occupation" of the world of Liao for as long as he can remember. He has fought side by side with agents from the Confederation, and rallied other fighters to the cause. Until now, his efforts have been in vain. But amid the chaos of the interstellar communications blackout, Kurst sees a new chance to liberate his homeworld and return it to its rightful rulers. The Chancellor's support is assured, and embodied in the person of Mai Wa, the operative sent to ensure Kurst's success. But Mai has betrayed Kurst before, and his biggest problem remains knowing whom to trust in a world where today's ally is tomorrow's enemy...

Martial Your Forces And Prepare To Conquer The Inner Sphere! Interstellar Operations Is The Long-Awaited Final Rules Installment To The Series Begun With Total Warfare And Carried Through The Award-Winning Tactical Operations And Strategic Operations. The Former Focuses On A Whole New Level Of Excitement Directly On Your Gaming Table While The Later Focuses On Moving From A Single Scenario To A Multi-Part Campaigns And How To Take An Entire Solar System. Interstellar Operations Zooms Up To The Final Level, Allowing Players To Assume The Roles Of House Lord Or Clan Khans And Dominate The Galaxy. Interstellar Operations Contains Complete Rules For Generation And Running Any Type Or Size Of Force. Additionally, A Comprehensive Rules Set Governs Running An Entire Faction'S Military As A Player Tries To Conquer Numerous Solar Systems, Including Rules For How To Stage Through Any Of The Various Scales Represented Through The Core Line Of Rulebooks. Finally, Perhaps One Of The Most Anticipated Portions Of The Book, She Alternate Eras Section Introduces A Huge Swath Of Rules For Playing Across The Thousand Years Of Battletech History, Including Weapons And Equipment Mostly Unique To A Given Era, Such As Complete Rules For Building And Playing With Lams.

BETRAYED BY THEIR OWN KIND... The mercenary code was broken by the Gray Death Legion during their desperate fighting on the planet Caledonia. At least, that is the ruling of the courts. And the judges decide to hit below the belt—Grayson Carlyle, revered leader of the now outlawed mercenary band, is

stripped of his title and holdings, and the legion is banished from Glengarry, the planet they've called home for years. AND ON A HUNT FOR JUSTICE... All seems lost, but Carlyle and his legendary troop of hardened warriors know they've been set up—and they have a trump card yet to play. Their dangerous scheme just might work, with the help of House Steiner—and enough guts and firepower to restore the name and the might Gray Death Legion to its rightful place of honor. But should they fail, they could lose a great deal more than their reputation...

MORE THAN A CENTURY IN THE MAKING... Since the Clan Invasion of 3050 ended in failure, there are those who have not forgotten Nicholas Kerensky's ultimate goal: The conquering of Terra, and the rise of one Clan above all others...to become the ilClan, and rule over both the rest of the Clans and the Inner Sphere...regardless of what the Great Houses may say about it... THE BATTLE THAT WILL RESHAPE THE INNER SPHERE BEGINS... Now, in 3151, two Clans make the final jump into the shattered remains of the Republic of the Sphere. Their target: the cradle of humankind, and the ultimate symbol of the Inner Sphere...Terra. But Clans Jade Falcon and Wolf will face a powerful, tenacious enemy in the remaining forces of the Republic, led by their resurrected leader, Devlin Stone. The impending battle will engulf the entire planet, and when it is over, only one shall stand supreme...

The Saga Continues! A BattleTech Novel Despite years of effort, ComStar has been unable to repair the HPG interstellar communications grid—so The Republic is taking a hands-on approach to fixing the problem. An active hyperpulse generator can turn its world into a tempting target, so when ComStar appears close to reactivating the HPG on Wyatt, The Republic takes steps to counter any threats to the world at a time when ComStar is determined to prove that it's once more a force to be reckoned with. Knight Errant Alexi Holt is assigned to defend Wyatt for The Republic. But her greatest challenge is to protect Tucker Harwell—a genius possessing unmatched HPG skills—from the invaders who will certainly try to capture him for his knowledge. Both the Oriente Protectorate and Clan Spirit Cat have an interest in Wyatt; the first seeks to control the man who can fix an HPG, the other seeks a safe haven. Unsavory characters will also step forward: after all, though a reactivated HPG makes Wyatt a target, Tucker Harwell is the biggest prize of all.

THE GAUNTLET IS THROWN... Hanse Davion and Melissa Steiner have united two Great Houses of the Inner Sphere in a marriage that upsets the balance of power among the stars. Though some hope this may bring an end to centuries of war, Maximilian Liao of the Capellan Confederation has enlisted the aid of two highly placed Davion traitors to destroy Hanse Davion and the Federated Suns from both within and without. But in the distant star chambers of the Capellan March and Draconis Combine, the warlords of Maximilian Liao are honoring a different and more deadly vow: to wage an unholy war that threatens to rip apart the vulnerable worlds of the Federated Suns. As Davion 'Mech commander

Andrew Redburn and his mercenaries streak into battle, an explosive clash of metal and men signals the return of a formidable foe. Interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. For both men, it is do-or-die combat that could ensure the triumph of a glorious new alliance—or result in total annihilation...

Campaign Operations completes the line of best-selling, award-winning BattleTech core rulebooks. This eagerly anticipated volume offers players fully updated and flexible rules for creating and running their own forces. New sections detailing campaign play provide a wealth of easy-to-use methods for players to link multiple games into exciting, ongoing adventures.

**SEEK AND DESTROY...** The massive invasion force of Operation Serpent has descended behind enemy lines. Their mission is to obliterate the military power of Clan Smoke Jaguar and seize the homeworld of Huntress. Commanding this historic assault is General Ariana Winston of the elite Eridani Light Horse mercenary brigade. After a year's voyage through deep space, they have arrived. **OR BE DESTROYED...** But the battle has just begun. The dangers are more far-reaching than Winston ever feared. And the Jaguar garrison is far more cunning than the troops of the Inner Sphere ever believed. For now, emerging from the shadows, a new threat is bearing down on the Serpent armies. The greatest danger to humanity's future is right in their midst. And it is about to ignite the fires of a war to end all wars.

**A STRUGGLE TO SURVIVE...** Former hauptmann Ronan Carlyle is a man without a nation. After his former commanding officer declared herself governor-general of a reborn Tamar Pact, Ronan, a loyal Steiner officer, led a group of soldiers and techs including his sister, Isobel, back for Garrison for reassignment. But on Garrison, his troubles multiply. The senior Lyran officer brands the 26th Arcturan loyalists traitors and cashier them, stranding nearly 200 former LCAF soldiers, technicians, and crewmen on a Lyran world with no way off-planet. Forced to scrounge up a way to survive, Ronan and Isobel hatch a plan to get the former LCAF members back to their homeworlds by salvaging 'Mechs. But when a Lyran scout battalion goes AWOL over an off-world mission squashed by their commanding officer, the LCAF is shocked to discover the Arcturan loyalists have built up the largest contingent of combat equipment outside the militia. Ronan's people need cash. They have skills. And there's history in his name... Thus, the Gray Death Legion is reborn. First as a way to get funds for his people to leave. But they fight the Lyran unit—winning by use of unorthodox tactics—and discover they don't want to disband...instead, the reconstituted mercenary unit wants to find its next employer...

**I am a true Jade Falcon...** The leader of Clan Jade Falcon, Khan Malvina Hazen, is known throughout human-occupied space as a merciless tyrant hell bent on shattering and reforging the entire Inner Sphere in her own bloodthirsty image. The next target for her scorched-earth, take-no-prisoners Mongol Doctrine is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons'

history, and a system defended by legendary Lyran heroes. But not all Falcons subscribe to Malvina's twisted cult of personality. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu has no choice but to follow her orders and conquer the planet in Malvina's name. Stephanie wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to Malvina's tyranny and find an honorable path for her Clan's future, Stephanie must balance the razor's edge between duty and honor—or she will die trying.

ONE WAR ENDS...AND ANOTHER BEGINS... For Ezra Payne and the Stealthy Tiger mercenaries, professionalism is everything. Hired to assist in the bitter, bloody fighting on the planet Hall, they quickly earn a decisive victory for their employer. They settle afterward in for a needed period of rebuilding, and a few months' peace before moving on to the next contract. But their respite does not last. More mercenaries, hired by the Allied Mercenary Command itself, land on Hall. They believe the Tigers' employer to be league with the Word of Blake, a shadowy interstellar organization that worships technology, and which has been building its own empire among the worlds around Terra. The Tigers want nothing of this battle, but war rages across the Inner Sphere. The hard-fought cease-fire cannot last, even on Hall, and when every faction is embittered and fueled by fervor, peace has no chance at all. As a new conflict erupts, will the Stealthy Tigers' BattleMechs be enough to save them? Or will the looming threat of renewed war engulf them in its fiery embrace?

THE INNER SPHERE UNDER ASSAULT... Since the failure of the interplanetary communications system, the decades-long peace brokered by the Republic of the Sphere has begun to splinter. Power-hungry factions—such as the Steel Wolves—are invading vulnerable worlds to establish their own rule. As a gateway to Terra, the planet of Northwind has strategic value—making it a fiercely-contested target for the emerging factions springing up across the Republic—and Duchess Tara Campbell will not allow her home to fall into enemy hands. Offering military assistance, the Republic sends Paladin Ezekiel Crow and his fully armed BattleMech to help defend Northwind. MechWarrior Anastasia Kerensky, of the infamous Clan Bloodline, has set her sights on Northwind—and what Anastasia wants, Anastasia usually gets. But first, she must contend with the deadly politics of the Steel Wolves before embarking on a conquest that could lead to the very heart of The Republic itself...

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war. Technical Readout: 3145 introduces the latest wave of new battle armor, vehicle, 'Mech, and aerospace units appearing in the Republic Armed

Forces and across the Inner Sphere in the Dark Age era. Featuring new equipment described in Era Report: 3145 and Field Manual: 3145, this book brings players an update on the advancing technologies used in the battlefields of the thirty-second century.

**A RISKY INFILTRATION...** Possessing precious secret information that will lead them down the Exodus Road, the Inner Sphere Successor States can now meet the Clans on their own terms...and behind enemy lines. The Herculean task of amassing enough power means re-establishing the legendary Star League—a union of Successor States and their BattleMechs led by Victor Steiner-Davion. **MAY BE BETRAYED BEFORE IT CAN EVEN BEGIN...** But with the deadly game of politics make the Successor Lords wary of alliance, and Victor's Machiavellian sister, Katrina Steiner, hatching more vicious plots to further her own agendas, the war against the Clans may only be a distraction from the real danger...

**ON THE HUNT AGAIN...** It is the Dark Age—3139—and the famed mercenary regiments of Wolf's Dragoons have returned to the employ of House Kurita after a century of bitter enmity. Somehow, mercenaries and Kuritans must find a way to work together in a combined invasion of the Dragon's oldest enemy, House Davion. Thrust into the middle of this new conflict, Colonel Henry Kincaid is surprised by the commonalities—duty, honor, expediency—the Wolves and Combine forces share. But as the Wolves' lightning tactics and unstoppable drive brings world after Davion world under the Dragon's banner, old hatreds arise anew, and with them come insidious plots engineered to cause the mercenaries' downfall. Throughout the campaign, Colonel Kincaid struggles to rectify what he thought he had always known about the Kuritans with the truth he discovers while actually working with them. But when his forces are trapped on a Davion world with no way to escape and the regiments of House Davion closing in, can he pull another bit of genius from his hat, or will the battalions of Wolf's Dragoons be destroyed?

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