



INVADING CLANS™

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INVADING CLANS

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Note: The planets in each Clan's occupation zone are listed in alphabetical order for easy reference.

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Printed in the USA. Second Printing.

Published by

FASA Corporation • 1100 W. Cermak • Suite B305 • Chicago, IL • 60608

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(E. Mail—FASA Support) on SCORPIA's Roundtable (page 805)

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Special thanks: To Mike Nystul, for giving some crazy tourist types a chance. Here's hoping that Pariah kicks butt and takes names in the process.

And to my parents: Thanks for putting up with the Late Night Antics.

INVADING CLANS

WOLFNET CLASSIFIED REPORT: ALPHA LEVEL CLEARANCE

FROM: Commander Jaime Wolf
TO: Prince Victor Steiner-Davion, Federated Commonwealth
Archon Katrina Steiner, Lyran Alliance
Coordinator Theodore Kurita, Draconis Combine
Captain-General Thomas Marik, Free Worlds League
Chancellor Sun-Tzu Liao, Capellan Confederation
Elected Prince-in-Exile Haakon Magnusson, Free Rasalhague Republic
Duchess Candace Liao, St. Ives Compact
Primus Sharilar Mori, ComStar
DATE: 18 January 3058

It has been seven years since the Com Guards defeated the invading Clans on Tukayyid and forced them to accept the terms of the agreement fashioned by then-ilKhan Ulric Kerensky and Precentor Martial Anastasius Focht. The Clan—Inner Sphere conflict did not end on that bloody field, however, for the Truce of Tukayyid did not preclude the Clans from attacking Inner Sphere-held planets “above” the line marked by that battered world. The forced cooperation between the invading Clans also dissolved on Tukayyid, leading to the near-total destruction of Clan Wolf’s presence in the Inner Sphere and the death of ilKhan Kerensky, the strongest representative of the Clans’ Warden ideal. These events alone should serve as a warning to you, the leaders of the Inner Sphere, that the Clans never find satisfaction in the status quo. Though all my allegiance lies with my adopted home, I am Clan enough to know that this enemy of the Inner Sphere will again roll toward Terra before the truce’s remaining ten years pass.

During the Year of Peace, I preached cooperation between the Houses as the only hope of repulsing this threat to the Inner Sphere way of life. Some of you refused to listen, and some have forgotten the point of the lesson. If you say that the Inner Sphere way of life is war and that the coming of the Clans simply turned your efforts to a new enemy, then you do not truly understand life under Clan rule. In fact, careful examination of events prior to the invasion shows that the people of the Inner Sphere long ago tired of war and its effect on their lives. The turmoil in the Chaos March shows how far those people will go to avoid the arbitrary disruptions to health and happiness that always follow in the wake of decisions made by rulers who sit safely light-years away. The time has come to unite, not under the banner of a new Star League, but against an enemy waiting to destroy the people whose interests you claim to carry in your hearts.

This letter and the attached files provide an overview of the history and current military and political activities of Clans Ghost Bear, Smoke Jaguar, Nova Cat, Steel Viper and Diamond Shark. Each Clan’s history includes the story of the Clan’s founding or describes the forces that most influenced the development of the Clan into its present form, the innovations or failures of the Golden Century of the Clans, and the Clan’s actions and motivations during the invasion of the Inner Sphere. Each Clan’s file also includes brief notes on the planets in its occupation zone, a summary of its current front-line forces and two ‘Mechs unique to that Clan. While ComStar has made a valiant effort to compile similar information for its own archives, the current disruption in its ranks makes those reports woefully inadequate and dangerously inaccurate. Please believe that in the event of discrepancies between the ComStar and Wolfnet versions of these summaries, the Wolfnet version offers the truer story. I urge each of you to study this report and use the information it offers to protect your subjects. Find a way to exploit the strengths and weaknesses of each Clan to your own advantage and unite your efforts to repulse the invaders before they again move against you.

CURRENT SITUATION

Though the Clans maintained the appearance of internal harmony for several years after their defeat on Tukayyid, by 3055 two incidents proved that peace to be a sham. In a minor but telling event, an officer of Clan Jade Falcon apparently negotiated temporary safe passage through Clan Smoke Jaguar space in order to accomplish two goals: to foment further unrest among the occupying Clans and to harass Clan Nova Cat. A small Jade Falcon unit raided a Nova Cat-held world to destroy a water-processing plant. Though Clan Nova Cat barely felt the loss, they notified the Grand Council that Clan Jade Falcon had failed to follow the Clan protocol of declaring a *batchall* for its attack. IlKhan Kerensky censured Clan Jade Falcon for ignoring Nicholas Kerensky’s teachings, but also declared that new situations called for new rules. That statement would soon return to haunt him.

In the second clear sign of disunity, the Inner Sphere received a sharp reminder of just how lethal Clan action could be against the Successor States. A supposed Periphery pirate named Red Corsair began raiding planets in the Lyran half of the Federated Commonwealth using Clan equipment. Clan Wolf and the Federated Commonwealth cooperated to destroy the Red Corsair. In the process, Khan Phelan Ward of Clan Wolf discovered that one of his own officers had outfitted and trained the Corsair, and was using her in an attempt to break the Truce of Tukayyid and change the balance of power among the invading Clans.

These incidents represented the widest cracks in the Clans’ seemingly united front. In the years following the truce, factions within the ranks three times called for a vote on whether to honor the Truce of Tukayyid. Twice the Crusaders proved unwilling to directly challenge the ilKhan, and the vote failed. The third vote set into motion a true catastrophe. In the months following the second vote, the Loremaster of Clan Wolf prepared and presented to ilKhan Kerensky an indictment based on research conducted by a Crusader member of Clan Wolf. IlKhan Ulric Kerensky stood accused of treason “on the scale of that committed by the Usurper Stefan Amaris” for conspiring with ComStar to arrange the Clans’ defeat on Tukayyid and for elevating Phelan Ward, a “known Inner Sphere agent,” to Khan of Clan Wolf. When Kerensky repudiated the charges in a Clan Council, his accusers brought a third charge against him: conspiring to destroy Clan Wolf’s genetic heritage. The Crusaders claimed that by agreeing to the truce, the ilKhan effectively denied Clan Wolf’s warriors the

INTRODUCTION

opportunity to be tested and gain experience in war and therefore doomed them to failure and death on the battlefield. Ulric demanded that the evidence for this third charge be heard by the Grand Council of the Clans, and on 8 August 3057, that body met on the planet Tamar to hear evidence against its ilKhan.

Well aware that any effort he made to defend himself would fail, ilKhan Kerensky left his defense to Khan Phelan Ward and began planning to stymie the Crusaders' ploy to break the truce and resume the invasion. When the Grand Council declared Ulric guilty of treason and stripped him of his position, Ulric demanded a Trial of Refusal. Clan Jade Falcon won the right to defend the Grand Council's decision, and Khan Elias Crichtell learned too late the full extent of Ulric's clever scheme. The former ilKhan intended to prevent the Crusaders from continuing toward Terra by one of two means. He intended first to decimate Clan Jade Falcon in this Trial of Refusal by fighting the defenders on several occupied worlds rather than in a single battle. Combat losses would weaken the strongest Crusader Clan beyond its ability to recover and continue the invasion, and so split the Crusader vote for breaking the truce. If Ulric lost this Trial of Refusal, he would continue to demand additional trials each time the Crusaders, most likely led by a Jade Falcon ilKhan, voted to resume the battle with the Inner Sphere. In effect, he promised Khan Crichtell an endless war with Clan Wolf.

Forced to accept Ulric's willingness to destroy two Clans to protect the Inner Sphere from the further ravages of a renewed thrust toward Terra, Khan Crichtell prepared to defend his occupied territory. Meanwhile, Ulric divided his entire occupying force into three groups. All Wolves with Crusader sentiments he gathered under his own leadership and pitted against the strongest of the Jade Falcon defenses. He gave the greenest troops to Khan Natasha Kerensky and sent them in a second corridor of attack against Falcon-held worlds. The brightest and best of his Clan warriors who embraced the Warden philosophy he assigned to Khan Phelan Ward, along with all Wolf support personnel who held Warden sentiments. Khan Ward drove through Jade Falcon territory on a path for Morges, a world protected by his Inner Sphere family's unit, the Kell Hounds. Knowing that he himself might not survive the trial, Ulric Kerensky charged Phelan with preserving the way of Clan Wolf and continuing Warden efforts to protect the Inner Sphere from the Crusaders.

The remaining two groups of Wolves threw themselves at Clan Jade Falcon until their diminished numbers made it impossible to continue. Both Natasha and Ulric Kerensky died in this failed Trial of Refusal. saKhan Chistu of Clan Jade Falcon took advantage of their deaths and the absence of other Wolf leaders to declare that the trial had actually been a Trial of Absorption, and that all personnel and property of Clan Wolf now belonged to Clan Jade Falcon. He also declared a Trial of Abjuration that struck from the Clan rolls the Bloodnames of all those who followed Khan Phelan Ward into the Inner Sphere, both before and after the decisive battle on Wotan, and so stripped Phelan of his Bloodname and rank. Star Captain Vlad of Clan Wolf, left for dead on Wotan, challenged Khan Chistu to a Trial of Refusal to repudiate the claim of absorption and won, in turn re-establishing the remaining Wolf warriors as a separate entity known as Clan Jade Wolf. Clan Jade Wolf immediately laid claim to Clan Wolf's Bloodnames.

Phelan Kell remains Khan of Clan Wolf, confirmed in his rank and given a new Bloodname by Ulric Kerensky. Khan Kell believes that Khan Elias Crichtell will rise to ilKhan, and that Vlad Ward will become the first Khan of Clan Jade Wolf. Though he did not live to see it, Ulric Kerensky succeeded in his attempt to stall the Crusader initiative by decimating Clan Jade Falcon. His sacrifice leaves the remnant of Clan Wolf free to preserve the best of Clan culture and ways and to absorb the traditions and philosophies of the Inner Sphere that will strengthen them. He has also bought them vital time to prepare a defense against the inevitable resumption of hostilities between the Clans and the Houses of the Inner Sphere.

THE REMAINING CLANS

With the two most prominent of the seven invading Clans thrown into disarray, many of the remaining five are poised to play a stronger role when the invasion of the Inner Sphere resumes. In the years since signing the Truce of Tukayyid, the invading Clans have turned all their energies toward rebuilding their respective war machines in preparation for renewed fighting. Military and civilian leaders alike are well advised to watch their Clan borders carefully. The following paragraphs summarize the current situation within each Clan.

The crippling losses in personnel, equipment and leadership that Clans Wolf and Jade Falcon suffered during their recent trials have placed Clan Ghost Bear at the top of the heap among the invaders. Since Tukayyid, it has brought massive reinforcements forward from the homeworlds, including the entire Rho Galaxy. These fresh troops, easily able to learn from Tukayyid's survivors the hard lessons driven home on that planet, will pose an enormous threat even to the elite Combine regiments currently stationed on the Draconis-Ghost Bear border. In fact, the Ghost Bears are the Clan most likely to reach Terra first when the invasion of the Inner Sphere inevitably resumes. DCMS troops on the worlds Kiesen, Meilen, Odabasi and Dumaring face a more immediate danger; the worlds they defend are above the truce line and within a single jump of Ghost Bear forces.

Though all casualty reports and other reliable sources claimed that Clan Smoke Jaguar Khan Lincoln Osis died in the fighting on Tukayyid, the senior Smoke Jaguar Khan has since returned to active duty as the leader of his Clan. Soon after the truce, the warriors of Clan Smoke Jaguar elected Star Colonel Brandon Howell, one of the few heroes of the debacle on Tukayyid, as the Clan's Khan, but Howell graciously accepted the position of saKhan instead when Osis reappeared. Both Khans are concentrating on bringing the Clan back up to its formidable fighting strength, but have met with little success. Constant raiding by yakuza and other rebels has left the Jaguars with only eight front-line Clusters in their invasion force, fewer than any other Clan save for the decimated ranks of Clans Jade Falcon and Wolf. The Draconis presence on Wolcott is a constant thorn in the Jaguars' side, but shortages of troops and materiel along with periodic Nova Cat raids on nearby worlds have so far prevented the Jaguars from attempting to take the planet. If the Coordinator of the Combine intends to capitalize on this situation, however, he is advised to take action soon. With frustration and tension running high among Jaguar warriors, this bloodthirsty Clan is the most likely to break the truce first and push toward Terra. If they can solve their supply and troop problems, they will become a truly lethal enemy.

After Clan Steel Viper's humiliating defeat on Tukayyid, Khan Natalie Breen resigned her position, clearing the way for saKhan Perigard Zalman to lead the Steel Vipers. The Vipers have never had a surplus of front-line warriors, and the fighting on Tukayyid depleted their ranks to the point where they relied on PGCs to defend most of their holdings. After pulling more troops from the homeworlds, Khan Zalman began the slow process of beefing up his forces. During the recent hostilities between Clans Wolf and Jade Falcon, more than a few Viper warriors called for Trials of Possession against lightly defended Falcon worlds. Knowing he could not afford to lose troops in such trials, Khan Zalman refused to make the challenges his forces demanded, using the Clan's



**CLAN
GHOST
BEAR**

CLAN GHOST BEAR

The white seems to stretch away forever. Only the distant mountains rising majestically into the blue skies interrupt the scenery. Though they seem close enough to reach in the journey of an hour or two, one could trek for many days without reaching their mist-shrouded foothills.

These plains and mountains give a home to our namesake. The mighty ghost bear presides over Strana Mechty's southernmost continent. To even catch a glimpse of the bear, you must travel the open expanse of snow for many days, always moving toward the mountains. It is when you feel ready to turn back to the comfort of your base camp, exhausted and defeated, that you will realize that you are not alone. A palpable presence makes the bile rise in your throat, so thick you nearly choke on it. Yet your eyes, your window to the real world, see nothing.

Suddenly, you focus on movement: a white-cloaked lynx bounds across the tundra, its paws digging gaping wounds in the snow as it accelerates. As the cat passes through your field of vision, the ground directly in front of you erupts in a living cloud of snow that leaps after the running lynx. You stare, and you realize that the cloud of snow swirls around your namesake, the legendary ghost bear. Though you do not understand how this huge beast remained invisible, you cannot deny that only moments ago you saw no living thing. As the bear gives chase, snow sloughs off its back, revealing massively muscled flanks covered in pure white fur. The hapless lynx turns and twists in a vain attempt to throw its pursuer off the chase, but the hunter will not be denied. You stare, transfixed by the spectacle. The bear lunges through the heavy layers of snow as easily as a fish swimming through water. Its howl assaults your ears, terrifying and hauntingly sweet all at once. The bear's deadly claws glint in the morning light as its paw, large as your head, smashes into the frantic cat at blinding speed. Crimson stains the pristine white carpet, and the lynx goes down surrounded by a cloud of steam. The giant beast moves in for the feast, and still you stand and stare. The ghost bear remains unaware of your presence, and you watch it gulp down huge mouthfuls of raw meat.

The battle took only a few, scant seconds, yet every detail burns with a distinct light in your mind. You pray that you are as efficient when it falls to you to be the hunter ...

—From the ritual words spoken by the Clan Ghost Bear Loremaster on the eve of the Clawing ritual

Children of the Bear, hearken to my words:

Be always vigilant.

Learn for yourselves that which your forebears imparted

So easily and freely;

Demand of yourselves

The foresight of Jorgensson

And the courage of Tseng;

Through them, we are strong.

To them a debt is owed,

Repaid through loyalty undying and Character unflinching.

—From the *Oath of Acceptance*, Clan Ghost Bear

The ghost bear of Strana Mechty is a truly awesome beast. Though similar in appearance to the polar bear of Terra's arctic region, the ghost bear is larger and stronger, some specimens having been recorded as standing more than five meters tall when reared up on their hind legs. Unlike the polar bear's fur, which shows a yellowish cast, the ghost bear's coat is pure white. Even the ghost bear's eyes and nose are a pale gray that appears nearly white, and its coloration makes the bear practically invisible against snow, even when running at full speed. Its size

limits the ghost bear's ability to pursue its prey for any length of time, and so rather than running down its quarry, the bear lies in wait on the fringes of its prey's territory, using its keen sense of smell to locate likely hunting spots. The ghost bear then buries itself in the snow to enhance its camouflage, remaining completely motionless, often for days at a time. The bear apparently enters a state of semihibernation while awaiting a potential meal, conserving energy but remaining acutely aware of its surroundings all the while. The ghost bear takes its name from both its coloration and from its apparent ability to materialize from nothing.

Nicholas Kerensky chose this seemingly brutish animal as the namesake for one of his Clans for more than its physical prowess. He also admired the loyalty it showed to its family; ghost bears mate for life and maintain a tenuous connection to their offspring, a trait almost unknown in the animal kingdom. Nicholas also believed that the ghost bear represented a strong respect for tradition. He characterized ghost bears as clinging stubbornly to their instincts, only reluctantly changing their habits and behaviors to adapt to environmental and situational changes. The ghost bear survives its apparent lack of adaptability with an extremely hardy constitution and high birth rate.



CLAN GHOST BEAR

Like its namesake, Clan Ghost Bear has also survived, often in spite of itself, by virtue of its methodical persistence and the success of the Clan breeding program. The traditions of strength and stability on which Clan Ghost Bear prides itself can be traced back to its founders, the only married couple to help establish a Clan. The founders of Clan Ghost Bear receive equal reverence from its warriors, so much so that most believe that neither Sandra Tseng or Hans Jorgensson could have forged the Clan alone.

TIME OF DECISION

The General's intent was clearly stated,
To depart and never return.
He forced none but swayed many;
This compassionate, brilliant man
Had led thousands to victory,
And he would again lead the long march.

—*The Remembrance* (Clan Ghost Bear), Passage 8,
Verse 6, Lines 12–17

General Aleksandr Kerensky defeated Stefan Amaris's troops on Terra in 2779, thereby ending nearly a decade of tyranny by the Usurper of the Star League. Another four years passed before he finally accepted the ideological death of the Star League in the Inner Sphere and decided to do something about it. No longer willing to live in a "civilization that spurns the ideals it once professed to hold so dear," General Kerensky proposed to the loyal soldiers of the Star League Defense Force that the only way to preserve the Star League and honor those who had died in its service was for the people in whose hearts and souls the spirit of that noble body resided to leave the Inner Sphere and reject the cruel age upon which it seemed intent to embark.

The general's "orders" for Operation Exodus stated that any who wished to join this brave venture would be accepted at any time until 5 November 2784, one day prior to the scheduled jump. Under any other circumstances, the architects of Clan Ghost Bear would have remained on New Samarkand and died as loyal citizens of the Inner Sphere.

Sandra Tseng and Hans Ole Jorgensson were kindred spirits united by circumstance. Born in the year that Richard Cameron came of age and took the reins of the Star League from his regent, General Aleksandr Kerensky, both grew up dreaming of becoming warriors in the SLDF. They trained hard to complete their MechWarrior training, she in Liao space and he in Kurita. Newly graduated and untried in combat, Tseng and Jorgensson joined the steady trickle of troops who, against the orders of their governments, continued to travel to General Kerensky's current theater of operations. They were blooded in the battle to retake Terra, Jorgensson in Europe and Tseng in North America, and met at a celebration held to honor the dead and welcome the liberators. They fell madly in love.

EXCLUSIVE BLOODNAMES

General Bloodnames

Gurdel
Snuka

MechWarriors

Jorgensson
Tseng
Bekker
Hall

Elementals

Kabrinski
DelVillar
Vong

Aerospace Pilots

Bourjon
Gilmour
Devon

Married a short time later, Tseng and Jorgensson continued to serve in the SLDF, but were forced to question the strength of their loyalty to their leader when Kerensky announced the Exodus to his troops. Though the couple agreed that the deteriorating situation in the Inner Sphere appeared unlikely to improve and that the only sure way to preserve the Star League was to remove its heart and transplant it to an uncorrupted realm, they doubted Kerensky's ability to oversee a peaceful effort such as the Exodus. In addition, both had families in the Inner Sphere that they felt reluctant to leave behind, no matter how noble the cause. They decided to stay behind and defend whatever remained of the League.

Stationed on New Samarkand at the time of the Exodus, Sandra and Hans did their part in preparations for the departure. As the ships hung at the jump points waiting for the go order, a steady stream of SLDF soldiers visited the planet on their final shore leave, and many single and married soldiers tried to convince the couple to join the Exodus. Though these conversations must have eroded their confidence in their decision to stay, neither would admit to having second thoughts.

On the day before the fleet made its historic jump, General Kerensky spoke to his assembled forces, both the soldiers on the ground and in space, those joining the Exodus and those remaining behind. Hans and Sandra listened to the general's impassioned words with rapt attention. Though the words were familiar, only when they came directly from the general's mouth did they convey the hopes and dreams of a true visionary. Ghost Bear legend claims that the moment the general finished his speech, the couple looked into each other's eyes and each saw the

CLAN GHOST BEAR





CLAN GHOST BEAR

other's desire to join the Exodus. They never said the words but immediately made arrangements to join the great adventure, boarding the WarShip *Prinz Eugen* that same evening. Loremasters from other Clans who wish to cast aspersions on the couple will claim that the couple initially declined to join the Exodus simply to avoid making a difficult decision. Ghost Bear Loremasters willingly accept that theory, but say that it simply proves that their Clan's founders understood the true gravity of the commitment General Kerensky was asking them to make.

EXODUS UNREST

The uncertainty and inconvenience of the months-long journey coreward eventually became too much for some people to bear. Few ships in the Exodus fleet were designed to carry passengers, and most were overcrowded. The *Prinz Eugen* crammed hundreds of people into makeshift barracks in the vessel's cavernous cargo holds, and the freedom for which so many lives had been sacrificed seemed a pipe dream on the WarShip's crowded decks. Though the decision to return to the Inner Sphere and make the best of that bad situation arose from more than a desperate desire for privacy, that alone might have been reason enough.

While it was the ship's officers who led the rebellion, they had the silent support of a majority of their passengers. These people willingly abandoned the familiar for the promised land only to find themselves trapped in space and denied the right to change their minds. General Kerensky's unwavering refusal to respond to numerous petitions asking him to reconsider his scheme, and his inability or unwillingness to even hint at a destination or even a timetable seemed to leave the travelers on the *Eugen* little choice.

The passengers aboard the *Eugen* who argued against the mutiny, Tseng and Jorgensson among them, represented a vocal minority. Their pleas for the mutineers to trust Kerensky long enough for the general to answer their demands fell on deaf ears, and the general was forced to take swift action in order to save his dream. The general's decision to purge the officers of the *Eugen* shocked the entire fleet, and though General Order 137 laid to rest some of the resentment that began to build as a result of Kerensky's brutal actions, it seems clear that the *Eugen* incident represented the beginning of the end for unity among the Exodus fleet.

SECOND EXODUS

Tseng and Jorgensson settled on Babylon when the Exodus fleet arrived at the Pentagon worlds. By the time General Kerensky implemented his plan to decommission 75 percent of the military, Sandra was three months' pregnant. Blessed with quick intelligence, broad-based aptitudes and an eagerness to help wherever they were needed, Sandra and Hans adapted easily to life in the private sector when they tested out of the SLDF ranks. Both soldiers accepted Kerensky's plan as a solid first step on the road to lasting peace.

Though still only cautiously optimistic about their brilliant military leader's ultimate plan for maintaining a productive and tranquil society, the couple worked hard and managed to live in contentment for more than ten years, as they raised their son and contributed their skills to various industries on Babylon. Records also show that both former soldiers trained regularly in simulators to maintain their fighting skills.

Soon after dissatisfied ex-soldiers on Eden began violently agitating for a return to military service, Kerensky's society also began to show cracks along cultural lines. People of similar backgrounds had settled near each other, and the old political divisions offered a convenient way to decide between friend and enemy. Few people believed that the violence would spread to the remaining Pentagon worlds. Like many others, Tseng and Jorgensson went about their daily routines, trusting the general to lead them through this new test. Their confidence in Kerensky's peacetime leadership abilities was utterly destroyed when their son was killed by a stray bullet during a Lyran-Combine riot in a Babylon marketplace. With the meaning savagely torn from their lives, Tseng and Jorgensson fell with grief. Grief inevitably gave way to anger, and sooner than expected the pair petitioned Nicholas Kerensky to return to active service in his 146th Royal BattleMech Division. A cursory review of their records and a demonstration of their current level of skill on the 'Mech simulators were all Nicholas needed to draft them as MechWarriors.

When General Kerensky died while preparing a campaign plan to reunite the factions on Eden, the general populace responded by intensifying the violence, and the now-leaderless military fell into complete disarray. With strong support in the fledgling colonies of the Cluster, but none in the cities of the Pentagon worlds, Nicholas accepted the challenge of finding a way to preserve his father's dream and began to formulate his plan for a second Exodus. He enlisted the services of Tseng and Jorgensson, whom he considered reassuringly level-headed, to help him reach those who might join him in this second attempt to preserve some vestige of the Star League. For six months the couple traveled the Pentagon worlds in an effort to find followers to support their new leader. They soon discovered that the local military leaders enjoyed much stronger support than Nicholas, who was regarded as a poor successor to his poorly regarded father. (Though both Aleksandr and Nicholas Kerensky eventually gained nearly godlike status among the Clans, his disillusioned followers rejected Aleksandr in the years following his death for his failure to deliver his people to the promised land.) Despite this widespread lack of interest in Nicholas's plan, Tseng and Jorgensson found a majority of the Pentagon worlds' scientists and laborers eager to accompany Nicholas into the scarcely populated Kerensky Cluster.

A NEW BEGINNING

In order to conceive the plan of designing a completely new society, Nicholas must have recognized his father's mistake of failing to offer his followers a focus for their lives. Those who