

THE FALCON AND THE WOLF™



FASA CORPORATION

THE FALCON AND THE WOLF

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CONTENTS & CREDITS

THE FALCON AND THE WOLF

INTRODUCTION

In June of 3057, growing tensions between the Crusader and Warden factions of the Clans led to a protracted Trial of Refusal between two of the most powerful Clans—the Wolves and the Jade Falcons. That conflict, the so-called Refusal War, produced several important changes in the Clans—changes that may hold great importance for the future of the Clans and the Inner Sphere.

First, the war left Clan Jade Falcon devastated. By the conflict's end, nearly two full Falcon Galaxies had been destroyed and saKhan Vandervahn Chistu had been killed. These losses severely weakened the Clan, leaving it vulnerable to attacks by other Clans and jeopardizing its place in the Clan invasion force.

The war nearly destroyed the Wolf Clan as well. Nearly two full Wolf Galaxies were decimated in the fighting, which also claimed the lives of two great Wolf leaders—former ilKhan Ulric Kerensky and Khan Natasha Keresnky. The war also led to a schism of the Wolf Clan. One faction formed the Jade Wolf Clan, a Crusader group that remained in the Clan fold. The second faction, under the leadership of Khan Phelan Kell, was exiled from their Clan brethren and have found sanctuary in the Lyran Alliance.

Both the Wolf and Jade Falcon Clans were two of the strongest Clans in the invasion force, and so the weakening of both groups weakens the entire Clan invasion force as well—a development that bodes well for the Inner Sphere. However, the exile of the Wolf Clan, which had served as a bulwark of the Warden cause, has strengthened the hand of the Clans' Crusaders. And now the Crusaders' calls for a repudiation of the Truce of Tukayyid have grown louder and increasingly frequent, bringing ever closer the day the Clans renew their drive to Terra.

HOW TO USE THIS BOOK

The Falcon and the Wolf is a **BattleTech** scenario pack that enables players to recreate the pivotal Refusal War that took place between the Jade Falcon and Wolf Clans in 3057. Each scenario in the pack recreates one of the battles of that inter-Clan war. This book also includes a **Unit Acquisition** section; an **Epilogue** that summarizes the outcome of the war; and unit summaries for Clans Jade Wolf, Falcon, and Wolf.

The **Unit Acquisition** section (p. 6) provides a point system for choosing forces that gives players more control over the number and configuration of troops they will commit to each scenario. The system allows players to experiment with forces as well as strategy to create a unique version of a historical battle. By choosing different troops each time, the outcome of each battle remains uncertain—so players can reuse these scenarios. This section also includes guidelines for deploying forces, choosing and balancing forces, and Clan

STATUS TABLE (CLAN)

Unit Status	Gunnery/Piloting
Green	4/5
Regular	3/4
Veteran	2/3
Elite	1/2

bidding. The rules for Clan bidding, or *batchall*, provide a system for determining which player serves as the overall commander for the battle when two or more players are commanding a Clan force. (See **Bidding Rules**, p. 7).

The majority of scenarios in this book use the standard **BattleTech** rules that appear in the **BattleTech Compendium: The Rules of Warfare**. Most can also be played with the rules found in the **CityTech, Second Edition** boxed set. The final scenario, **Death from the Skies**, uses rules contained in the **AeroTech** and **BattleSpace** boxed sets. Game statistics for the 'Mechs, vehicles, and aerospace fighters appear in **BattleTech Technical Readouts: 3025, 3026, 3050, 3055, and 3057**. **BattleTech Map Sets 2, 3, and 4** are quite helpful for playing the scenarios, but not absolutely required. A selection of Ral Partha **BattleTech** miniatures or other markers to represent the units on the mapsheets may also prove useful.

The rules included in each scenario provide the information needed to play out and determine the winner of the encounter. Each scenario begins and ends with a description of the historical course and outcome of the battle, as well as the following sections: **Game Set-Up**, **Attacker**, **Defender**, **Victory Conditions**, and **Special Rules**.

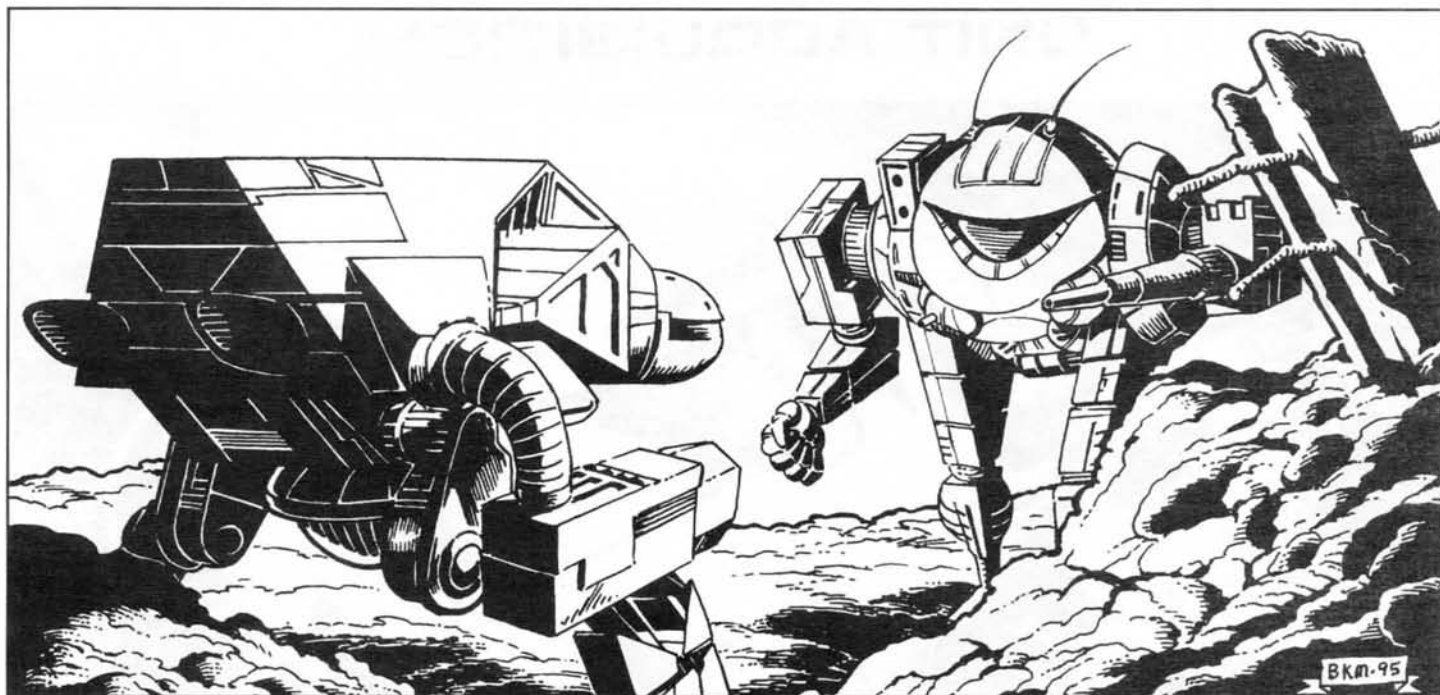
Game Set-Up provides specific information needed to play the scenarios, including instructions on laying out mapsheets, directions for placing special terrain features, and suggestions of appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide details on the scenario's combatants and directions for deploying forces and indicate the status of each side's units. A unit's status represents the relative quality of its troops and determines each soldier's Gunnery and Piloting Skill unless otherwise noted. Troops are rated as Green, Regular, Veteran, or Elite. To find the appropriate skill levels for each rating, consult the Status Table.

Victory Conditions provide criteria for determining the outcome of the encounter. These criteria, which generally include specific objectives for each side, vary from scenario to scenario.

Special Rules lists any rules needed to play the scenario that are not part of the standard **BattleTech** rules.

INTRODUCTION



CLAN HONOR

Clan warriors follow a strict code of honor that sets them apart from their Inner Sphere counterparts. The proud warriors of Clan Jade Falcon follow the guidelines below unless the scenario text specifies otherwise. The warriors of Clan Wolf are honorable, but far more pragmatic in their application of the Clan rules of engagement. As a result, the Wolf Clan warriors are much more flexible when applying the Clan rules of warfare.

One-on-One Rule

Generally, Clan warriors prefer to battle their opponents "one on one." Under this tradition, a Clan unit (BattleMech, Fighter, or Elemental Point) must choose one enemy unit as its opponent. Once it has chosen an opponent, the attacking unit must fight that opponent until it is destroyed or flees the battlefield. No other units may fire on the opponent, unless it destroys the attacker. Simply put, Clan units will not "gang up" on an opponent. However, Clan units may honorably engage more than one opponent at a time.

Wolf Clan units follow this rule unless they are facing an opposing force made up of MechWarriors that possess a superior skills. If the Falcon side has a superior skill level, multiple Wolf units may fire on individual Falcon units with no loss of honor.

Physical Attacks

Usually Clan warriors find physical combat between BattleMechs distasteful and do not initiate a physical attacks.

However, Wolf Clan MechWarriors do not hesitate to retaliate with physical attacks if their opponents use them first.

Retreating from Battle

Clan warriors consider retreating from battle disgraceful when facing an inferior foe. To reflect this belief, no Clan unit may exit off the mapsheets unless the scenario rules specifically state otherwise.

The leaders of Clan Wolf, however, have learned the value of a tactical retreat. As a result, Wolf Clan units may retreat off the mapsheets unless scenario rules note otherwise.

BATCHALL RULES

The Clan practice of *batchall*, or bidding for the right to engage the enemy, is a fine art. Bid too much, and you earn your enemies' scorn when they easily outbid you and gain glory in a battle that you can only sit and watch. Bid too little, and your forces risk defeat or even death at enemy hands. Ideally, every Clan commander wants to bid just enough to assure himself both victory and honor, while pushing his opponent to take foolish risks for honor's sake.

Though the winning bidder enters the field with the forces named in his or her final bid, he may call in reinforcements after the battle begins up to a total force equal to the last bid before the winning bid. Such use of reinforcements causes little or no loss of face among fellow Clansmen. A commander may also bring in reinforcements up to the strength of his opening bid, thereby losing considerable honor, but some Clansmen consider a loss of face preferable to suffering an especially devastating defeat.

Every battle has a cutdown, the point at which the attacking and defending forces are theoretically equal. Bidders who can push their opponents into making a bid below the cutdown are considered clever. Commanders who win with a force less than the cutdown earn great honor.

For additional information about using *batchall* in this scenario pack, see **Unit Acquisition**, p. 6.

THE FALCON AND THE WOLF

UNIT ACQUISITION



Rather than provide players with a fixed force to use in each scenario, **The Falcon and the Wolf** uses a point-value system that enables players to choose their own units. (The sole exception to this system is the scenario titled **Striking at the Heart**, which provides each player with specific units.) The point-value system uses a point designation to describe the strength of standard **BattleTech** detachments, such as lances, platoons, Stars, and Trinaries.

Using the system involves three steps. First, the players determine the point values of the opposing forces for the scenario. Once they have determined the total point values of their forces, they select detachments from the choices provided in each scenario. After they have chosen detachments, the players select the individual 'Mechs or other units of their detachments, using the unit acquisition tables.

DETERMINING POINT VALUES

To begin unit selection for a scenario, players first agree on a point total for the defending force. Then they consult the scenario's **Game Information** section, which lists the size of the attacking force as a percentage of the defending force. For example, a scenario may direct the attacker to use a force whose total point value is no greater than 75 percent of the defending force. If the defending player's force has a total point value of 1,000 points, the attacker may use forces worth up to 750 points ($1,000 \times .75 = 750$).

Generally, opposing forces of equal total point values will be evenly matched. However, other factors such as MechWarrior skill levels, terrain, and so on can alter this balance. The point totals and MechWarrior skill levels suggested in

CLAN DETACHMENT POINT VALUES

Size	Total Point Value				
	Elemental	Light	Medium	Heavy	Assault
Point	10	25	50	70	90
Star	50	125	250	350	450
Nova	—	175	300	400	500
Binary/					
Aerospace Wing	100	250	500	700	900
Trinary	150	375	750	1,050	1,350
Supernova Binary	—	350	600	800	1,000
Supernova Trinary	—	525	900	1,200	1,500

UNIT ACQUISITION

INNER SPHERE DETACHMENT POINT VALUES (CLAN TECHNOLOGY)

Size	Total Point Value			
	Light	Medium	Heavy	Assault
Unit	25	50	70	90
Lance	100	200	280	360
Company/ Aerospace Wing	300	600	840	1,080
Battalion	900	1,800	2,520	3,240

the scenarios in this book are designed to produce evenly matched battles.

BIDDING RULES

If two or more individuals are playing the attacking force, they may perform a *batchall* for the privilege of leading the force in the scenario. In a *batchall*, the players make point value bids below the attacker point value suggested in the scenario. If a player is feeling particularly lucky or is extremely confident in his tactical talents, he may offer a bid substantially lower than the suggested point value. Such bids will severely weaken the attacking force and lower its chances for victory, but if that commander still manages to win the scenario he earns great honor among his peers.

The bidding continues until no player is willing to reduce the point value beyond the last bid declared. The player who made that bid becomes the leader of the force for that scenario. He may delegate command of portions of the force to other players, but throughout the scenario they must yield to his orders.

SELECTING DETACHMENTS

After the determining the total point values of the defending and attacking forces, the players may select the detachments that make up their forces. Players may choose from the forces

CLAN DEPLOYMENTS

Unit	Composition
Point	1 OmniMech or BattleMech, or 5 Elementals
Star	5 Points of either 'Mechs or Elementals
Nova	1 Star of 'Mechs, 1 Star of Elementals
Binary	2 Stars (10 units of the same type)
Aerospace Wing	10 fighters
Trinary	3 Stars (15 units of the same type)
Supernova	2 or 3 Novas
Cluster	3 to 5 Binaries, Trinaries, or Supernovas
Galaxy	3 to 5 Clusters

listed in the **Defender** and **Attacker** sections of each scenario. The total point value of the detachments may not exceed the player's allotted point value.

Consult the point-value tables for the point values of the various detachments. The point values of detachments vary according to their weight class and composition. For example, a Medium

lance (4 'Mechs) is worth 200 points, while an Assault Star (5 'Mechs) is worth 450 points.

Use the Inner Sphere detachment table for scenarios that use Kell Hound forces.

The deployment tables list the composition of standard detachments. Use the Inner Sphere Deployments table in the scenarios that use Kell Hound forces.

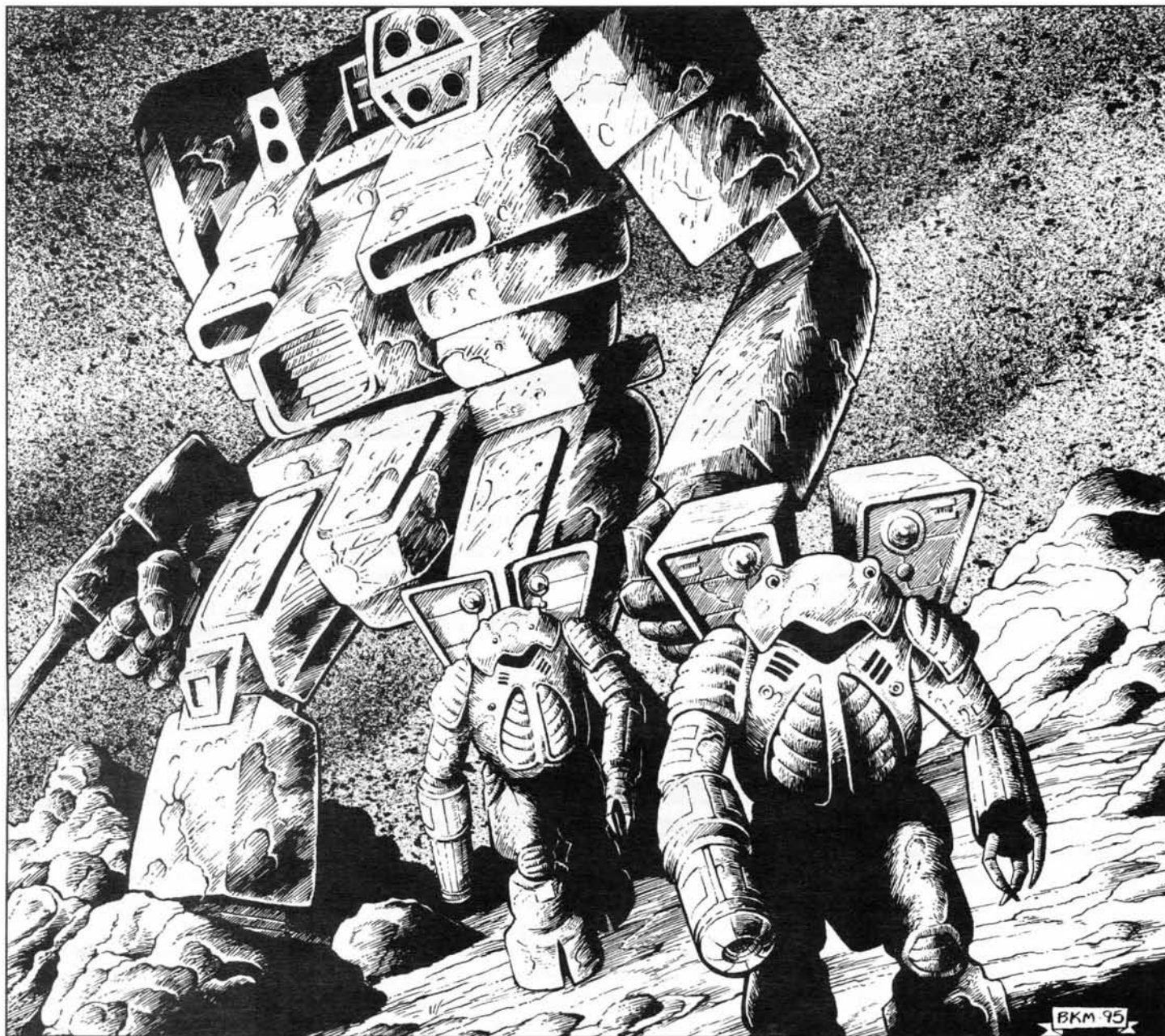
INNER SPHERE DEPLOYMENTS

Unit Type	Composition
Lance	4 'Mechs or armored vehicles
Company	3 lances or platoons (12 units)
Aerospace Wing	10 fighters
Battalion	3 companies (36 units), usually w/attached command lance
Regiment	3 to 5 battalions

SELECTING INDIVIDUAL UNITS

After determining the detachments for the defending and attacking forces, the players select the individual units for each detachment, based on the composition and tonnage of each detachment. The deployment tables list the composition of standard detachments. In **The Falcon** and **The Wolf**, the point values listed for each detachment equal the tonnage of that detachment. For example, a Medium Star of 'Mechs has a point value of 250, and so its tonnage is 250 also.

UNIT ACQUISITION



A player selecting units for a Medium Star may choose 5 'Mechs of 50 tons each. Or the player may select a single 20-ton unit, a pair of 35-ton 'Mechs, a 70-ton 'Mech, and a 90-ton 'Mech ($20 + 35 + 35 + 70 + 90 = 250$ tons).

The unit acquisition tables list the units available to the participants in the Refusal War. Units that are followed by a number in parentheses are 'Mechs or fighters that are difficult to obtain. To acquire one of these units, the player must roll 2D6 and achieve the target number listed in parentheses. If the roll result is lower than the target number, the player must accept one of the default 'Mechs listed in the adjacent space in the Second-Line 'Mechs column. (See the Clan/Inner Sphere 'Mech

Names table on p. 10 of this section for the Inner Sphere equivalents of the Clan names used in the acquisition tables.)

Ralph, who's playing the Wolves, decides that he wants five Nova-As for his Medium Star. He rolls 2D6 five times, and achieves results of 11, 9, 3, 5, and 2. The target number for all Nova variants is 9+, and so Ralph acquires two Nova-As for his Star. The Wolf acquisition table shows a Target Number 4+ for the Nova Primary, and so he uses his result of 5 to take one of those 'Mechs. His remaining rolls failed to achieve either target number, and so he must take two Conjurers to complete the Star.

UNIT ACQUISITION

WOLF 'MECHS

Tons	OmniMechs	Second-Line Mech
20	Fire Moth	
25	Ice Ferret (7+)	Locust IIC
30	Kit Fox Primary (6+) Kit Fox (variants) (9+)	Incubus
35	Adder Primary Adder (variants) (9+)	Jenner IIC Horned Owl (6+)
40	Viper Primary (4+) Viper (variants) (8+) Phantom (all configurations) (11+) Pouncer (all configurations) (11+)	Griffin IIC
45	Mist Lynx Primary (4+) Mist Lynx (variants) (9+)	Shadow Hawk IIC
50	Nova Primary (4+) Nova (variants) (9+)	Conjurer
55	Stormcrow Primary Stormcrow (variants) (7+)	Vapor Eagle (11+)
60	Mad Dog Primary (5+) Mad Dog (variants) (10+)	Glass Spider Rifleman C (3+)
65	Linebacker Primary (4+) Linebacker (variants) (7+) Hellbringer Primary (9+) Hellbringer (variants) (11+)	Rifleman IIC Thunderbolt C
70	Hellbringer Primary (4+) Hellbringer (variants) (11+)	Warhammer C Archer C
75	Timber Wolf Primary (4+) Timber Wolf A, B, C (9+) Timber Wolf D (11+)	Black Python Marauder C (3+)
80	Naga Primary (7+) Naga A, B, C (9+) Naga D (11+) Gargoyle B, C (9+) Gargoyle A, D (11+)	Warhammer IIC Phoenix Hawk IIC (4+) Victor C (6+)
85	Warhawk Primary (4+) Warhawk A, B, C (9+) Warhawk D (11+)	Marauder IIC (4+)
95	Executioner Primary (4+) Executioner A, B, C (9+) Executioner D (11+)	
100	Dire Wolf Primary (4+) Dire Wolf A, B (9+) Dire Wolf D (11+) Dire Wolf C (12)	Atlas C (3+) Behemoth (12) Stone Rhino (6+)

UNIT ACQUISITION

FALCON 'MECHS

Tons	OmniMechs	Second-Line 'Mechs	Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth (6+)	Howler	65	Linebacker Primary (4+) Linebacker (variants) (7+) Hellbringer Primary (9+) Hellbringer (variants) (11+)	Rifleman IIC Thunderbolt C (3+)
25	Ice Ferret (7+)	Locust IIC	70	Hellbringer Primary (4+) Hellbringer (variants) (11+)	Warhammer C Archer C
30	Kit Fox Primary (6+) Kit Fox (variants) (9+)	Incubus	75	Timber Wolf Primary (4+) Timber Wolf A, B, C (9+) Timber Wolf D (11+)	Black Python Marauder C (3+)
35	Adder Primary (5+) Adder (variants) (9+)	Jenner IIC Peregrine (3+)	80	Naga Primary (7+) Naga A, B, C (9+) Naga D (11+) Gargoyle B, C (9+) Gargoyle A, D (11+)	Warhammer IIC Phoenix Hawk IIC (4+) Victor C (6+)
40	Viper Primary (4+) Viper (variants) (8+) Phantom (all configurations) (11+) Pouncer (all configurations) (11+)	Griffin IIC	85	Warhawk Primary (4+) Warhawk A, B, C (9+) Warhawk D (11+)	Marauder IIC (4+)
45	Mist Lynx Primary (4+) Mist Lynx (variants) (9+)		95	Executioner Primary (4+) Executioner A, B, C (9+) Executioner D (11+)	
50	Nova Primary (4+) Nova (variants) (9+)	Shadow Hawk IIC	100	Dire Wolf Primary (4+) Dire Wolf A, B (9+) Dire Wolf C, D (11+) Stone Rhino (6+)	Bane Atlas C (3+) Behemoth (12)
55	Stormcrow Primary Stormcrow (variants) (7+)	Vapor Eagle (11+)			
60	Mad Dog Primary (5+) Mad Dog (variants) (10+)	Glass Spider Rifleman C (3+)			

CLAN/INNER SPHERE 'MECH NAMES

Clan Name	Inner Sphere Name	Clan Name	Inner Sphere Name
Adder	Puma	Incubus	Vixen
Bane	Kraken	Kit Fox	Uller
Black Python	Viper	Mad Dog	Vulture
Conjurer	Hellhound	Mist Lynx	Koshi
Dire Wolf	Daishi	Nova	Black Hawk
Executioner	Gladiator	Stone Rhino	Behemoth
Fire Moth	Dasher	Stormcrow	Ryoken
Gargoyle	Man O'War	Summoner	Thor
Glass Spider	Galahad	Timber Wolf	Mad Cat
Hellbringer	Loki	Vapor Eagle	Goshawk
Horned Owl	Peregrine	Viper	Dragonfly
Howler	Baboon	Warhawk	Masakari
Ice Ferret	Fenris		

UNIT ACQUISITION

CLAN AEROSPACE FIGHTERS

Tons	OmniFighters	Standard Aerofighters
20	Bashkir Primary (6+) Bashkir (variants) (10+)	SYD-Z2 Seydlitz
25		F11-RR Cheetah F14-S Cheetah (3+) SW-606 Swift (6+)
30	Vandal Primary (6+) Vandal (variants) (9+)	SPD-502 Spad ✓ SPR-6D Sparrowhawk (4+)
35	Avar Primary (5+) Avar (variants) (9+)	—
40	Batu Primary (5+) Batu (variants) (8+)	RGU-133E Rogue
45	Sulla Primary (4+) Sulla (variants) (9+)	TGK-53 Tomahawk
50	Turk Primary (4+) Turk (variants) (9+)	HCT-213B Hellcat II
60	Visigoth Primary (5+) Visigoth (variants) (10+)	GTH-500 Gotha — F-92 Stingray (3+) — F-94 Stingray (4+)
65		IRN-SD1 Ironsides LCF-R16 Lucifer (3+) LCF-16KR Lucifer II (5+)
70	Jagatai Primary (4+) Jagatai (variants) (11+)	
75	Sabutai Primary (4+) Sabutai A, B, C (9+)	HMR-HD Hammerhead TR-13A Transgressor (3+)
80	Jengiz Primary (4+) Jengiz A, B, C (9+)	
85		RPR-100 Rapier
90	Scythia Primary (6+) Scythia (variants) (9+)	AHB-X Ahab CHP-W7 Chippewa (5+)
100	Kirghiz Primary (6+) Kirghiz A, B (9+) Kirghiz C (11+)	F-700 Riever F-700A Riever (4+) STU-D6 Stuka (5+) -

THE ENEMY WITHIN

In the years following the Truce of Tukayyid, tensions continued to grow within the Clans. The so-called Crusaders increased their calls for a repudiation of the truce and a resumption of the Inner Sphere invasion, while the Warden faction continued to counsel cooperation with the Inner Sphere powers. This conflict set Clan against Clan, and warrior against warrior within each Clan. The emergence of new generations of MechWarriors within the Clans fueled these tensions further. Most of these new warriors had come of age during the invasion of the Inner Sphere and had dreamed of winning glory in the battle for Terra. The truce had dashed those visions, however, and left these young warriors frustrated and bitter. Understandably, many became ardent supporters of the Crusaders' calls for a renewed invasion. Such sentiments were strongest among the Wolf Clan's young members, because the Clan's low casualties on Tukayyid left few Bloodnames open to these new warriors and virtually denied them any opportunity to win glory or advancement. As a result, a number of Wolf "supremacists" emerged. These warriors remained fiercely loyal to their Clan, but displayed barely contained hostility toward the Wolf Clan's Warden Khans.

Crusaders within the Wolf Clan carefully noted these growing sentiments, recognizing in them an opportunity to wrest control of the Clan from its Warden leaders and force the ilKhan to resume the invasion of the Inner Sphere. On June 10, 3057, these elements made their move. The Wolves' Crusader Loremaster, Dalk Carns, formally accused ilKhan Ulric Kerensky of high treason. The charges stemmed from an internal investigation instigated by the leader of the young Wolf supremacists, Star Captain Vlad. According to the charges, ilKhan Ulric had colluded with ComStar leaders to engineer the defeat of the Clan forces on Tukayyid. That defeat led to the Truce of Tukayyid, which in turn would allow the Inner Sphere to rebuild their military forces and erect defenses before the invasion resumed.

Additionally, the ilKhan's accusers claimed that Ulric had elevated a known Inner Sphere agent—his bondsman and later ally, Phelan Ward—to the position of saKhan of the Wolf Clan. They claimed that Phelan had provided the ilKhan with inside information about Inner Sphere defenses that led to the Wolves' successes during the invasion. In return, the ilKhan had given Phelan a chance for a Bloodname and supported him in his bid to become a khan.

When the Wolf Clan Council met a month later to hear the charges, ilKhan Ulric denounced the accusations as groundless. He had been accused of collusion with ComStar before, he explained, and the Clan Grand Council had exonerated him. As for the charge regarding Khan Phelan, the ilKhan noted that Phelan had been taken as a bondsman in battle, just as many of those gathered in council had been. Furthermore, Phelan had won his Bloodname in combat trials according to Clan tradition and his elevation to the position of sakhan had been

approved by the Grand Council. The ilKhan seemed on the verge of convincing the Clan Council to drop the charges against him when Loremaster Carns challenged Ulric to answer a third charge—that he had willingly entered into a conspiracy to destroy a Clan's genetic heritage.

This surprise accusation sent a murmur of disbelief through the gathering. The destruction of genetic materials was the single most horrific crime that a Clan or Clansman could commit. Only once before in the Clans' history had such an accusation been raised, leading to the annihilation of an entire Clan. The ilKhan remained speechless for a moment, and Khan Phelan immediately demanded that the Loremaster explain himself or face a Trial of Refusal. Seeing that his bombshell would snatch victory from what had seemed certain defeat, the Loremaster cleared his throat and answered.

"Because of the Truce, we will have three generations of warriors who know nothing of warfare beyond exercises and the occasional raid. When the Truce ends, our command structure will be full of untested, untried, and inexperienced warriors. They will lead our young into combat and, as Ulric intends, they will die. They will perish, and the way of the Clans with them."

ilKhan Ulric's next action stunned his supporters, opponents, and the entire council. He directed the Loremaster to forward the charge to the Grand Council of all the Clans, and agreed to answer it at a formal hearing in one month. In hindsight, it is apparent that Ulric took this action for two reasons. First, transferring the proceedings to the Grand Council ensured that the charges would not split the Wolf Clan. Second, the transfer would gain him valuable time. Knowing that the charge would go to the Grand Council anyway, where his Crusader enemies held sway, the ilKhan used the intervening month to form his own plans and set them in motion.

A KANGAROO COURT

On August 8, 3057, the Grand Council held session on the planet Tamar to hear charges of genocide against ilKhan Ulric Kerensky. All the gathered Khans knew the charges, and most had already decided on their verdict.

Khan Elias Crichton of Clan Jade Falcon claimed the right of prosecution. The most powerful of the ardent Crusader Clans, the Jade Falcons had established sufficient control on the worlds they occupied to let them shore up their forces in preparation for a swift drive toward Terra once the Truce of Tukayyid collapsed. While the other Clans contended with Inner Sphere raids and planetary rebellions, the Falcons quietly stockpiled munitions and equipment on the planet Quarell in preparation for renewed war. The Falcon Khans believed their warriors could slice through the troubled Federated Commonwealth and take Terra in less than a year, ensuring that Clan Jade Falcon would become the ilClan. To achieve all this, the Jade Falcon Khans needed to ensure that Ulric