

# CLASSIC BATTLETECH®

MERCENARIES SUPPLEMENTAL • A CLASSIC BATTLETECH SOURCEBOOK • FANPRO • 35016

## ANY WARRIORS WANTED!



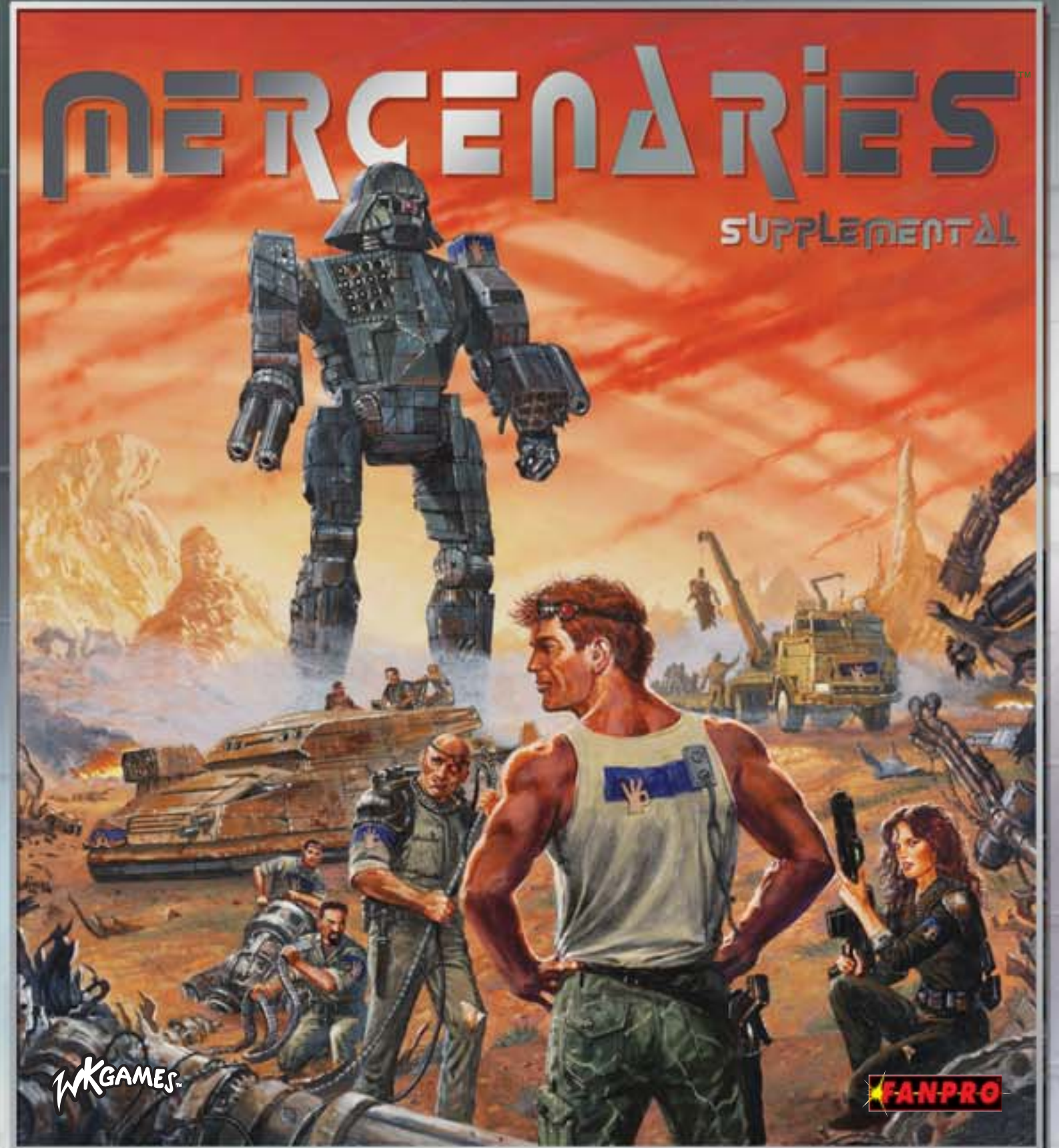
Not every interstellar power can afford the likes of the Wolf's Dragoons. Not every world has the resources to hire even a lance from the elite Kell Hounds. That doesn't mean war doesn't come in the form of objective raids, internal power struggles or outright piracy to such factions and backwater worlds. For such, any mercenary group will do, even the dregs. If they can point and shoot, someone, somewhere, will hire them.

A companion volume to *Classic BattleTech Field Manual: Mercenaries, Revised*, the *Mercenaries Supplemental™* provides an in-depth look at a few of the best and many of the worst known Inner Sphere mercenary commands, including histories, officers, and favorite tactics. Special rules allow players to use these commands in their Classic BattleTech campaigns, while a new point-based construction system provides an optional way to generate new mercenary commands.



WKGAMES

FANPRO



# MERCENARIES SUPPLEMENTAL

WKGAMES

FANPRO

FOR USE WITH  
CLASSIC BATTLETECH & CLASSIC BATTLETECH RPG

©2004 WizKids, Inc. All Rights Reserved. Classic BattleTech Field Manual: Mercenaries, Revised, Classic BattleTech, BattleTech, Classic BattleTech RPG, BattleMech, 'Mech, MechWarrior, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. Printed in the USA.



9 781932 564259  
ISBN# 1-932564-25-X \$ 19.99