

Meet some of the finest freelancers in the anything-goes world of 3055



Northwind Highlanders

"Frankly, I'd sooner gut my 'Mech than hear those bagpipes play 'Scotland Forever' again. But I do like watching our enemies run when they hear it."

— Chastity Mulvaney,
Northwind Highlanders

The Unit: Forged on the planet of Northwind in the days of the Star League, the Highlanders fought for House Liao until House Davion bribed them to abandon their posts in the Fourth Succession War. They're now independent, whether Liao wants it or not.

The Card: The Highlanders



give a 'Mech +2 to attack and +3 armor. If Contract with Northwind Highlanders gets scrapped from play, you restock it instead.

Eridani Light Horse

"It's like Daddy always said, 'A big gun speaks for itself, but some folks still need an interpreter.'"

—Isis Annemarie Polaris,
ex-Kurita pilot, now of the
Light Horse

The Unit: The premier recon mercs, they employ devastating long-range firepower to perfection. They'll mix it up close if they have to,



Snord's Irregulars

"Rhonda knew gaudy pink was no color for a 'Mech. Unless you've been taught to fear pink."

— ComStar mercenary
field report

The Unit: Why would Rhonda Snord leave the Clans and follow her father, Cranston, into mercdom? Honor? Money? Revenge? Hardly. Rhonda's pink 'Mech says it all: She did it for rock-and-roll. Her wild bunch became one of the greatest and most unpredictable merc units in the Inner Sphere.

The Card: One of your 'Mechs gets +2 attack and +3 armor. If that 'Mech gets scrapped, Contract with Snord's Irregulars lets you put it on top of your Stockpile instead of into the Scrapheap.

Black Thorns

"I see before me da Gladiator lie.' Man, dat Byron, he gotta quote fer every occasion, ah?"

—Hawg, Black Thorns
MechWarrior

The Unit: One of the few units assembled in the wake of the Clan War, the Black Thorns are usually posted along the north border of the Inner Sphere. This offshoot of the Northwind Highlanders has been known to hire some unstable MechWarriors, but they get the job done.

The Card: Contract with Black Thorns gives one of



your 'Mechs an unpredictable bonus: +(1-6) attack and +(1-6) armor.

21st Centauri Lancers

"We work for whoever treats us with class. When we get mistreated, we say so—loudly and often."

— Lancer Colonel
Evelena Haskell

The Unit: The Lancers fled from House Liao's St. Ives Cavalry, back before St. Ives migrated to the Davion realm. They became one of the best mercenary units ever, working for anyone who pays—except the Liao, of course.

The Card: Tap Contract with 21st Centauri Lancers and choose one of your 'Mechs. All your forces in that mission ignore the armor of every 'Mech they encounter.

— M.S.

