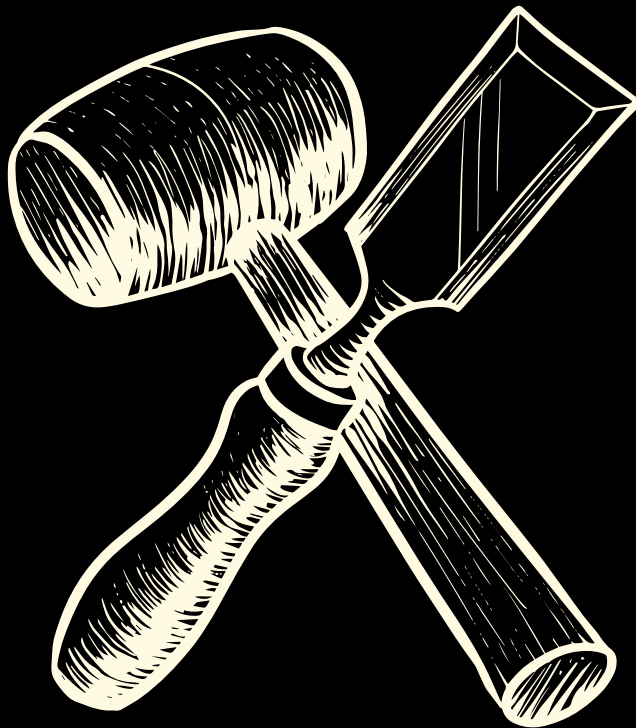


CARVING THEIR OWN DESTINY



A BATTLETECH REPORT



CONFLICT BACKGROUND

The Carver system, also known as Liberty from 3063 onwards, has been home to legends for hundreds of years. It is the birthplace of the Vincent-Class corvette and the location in which the the legendary six-year long defense of the Star League Marine Corps against the invading Rim Worlds Army took place.

Following operation GUERRERO and the chaos that followed, Carver V became a hotbed for conflict, with many different factions, including the rising Word of Blake, competing for control. None could gain control before the end of the year 3063.

However, this is not the story of that conflict, but that of it's lesser-known cousin, Carver IV.

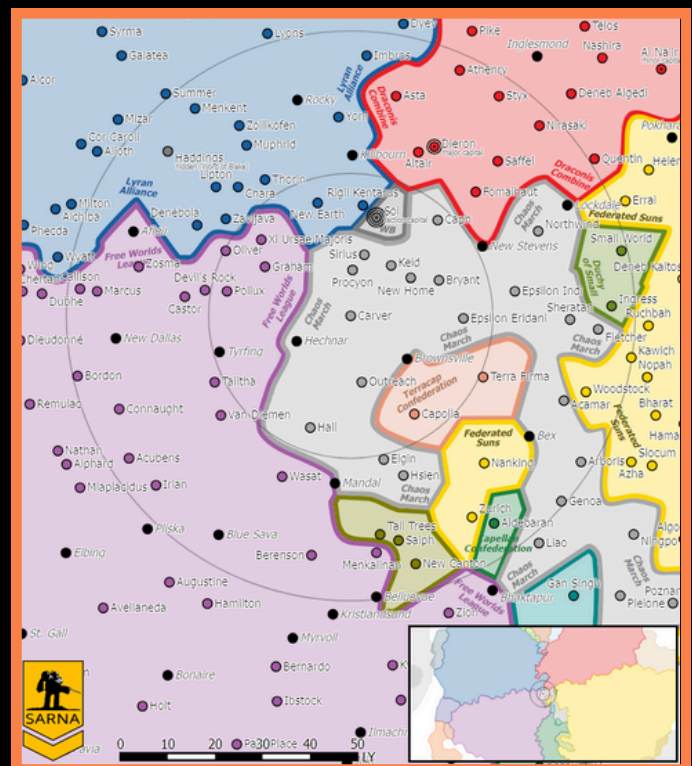
RISING DISCONTENT

Carver IV had been a highly industrious planet during the Star League era. Delhi Warships brought job security, wealth and prosperity for it's inhabitants, serving the Terran Hegemony, the Star League, the Capellan Confederation and the Free Worlds League during it's existence. However, the shipyards fell victim to the widespread destruction of the First Succession Wars. While some industry remained, the planet's inhabitants had to focus on their own survival now, rather than importing weapons of war. For some, especially the local nobility, this was an unacceptable outcome.

While Carver V still had major industry and it's water-filled surface served as a perfect vacation destination for wealthy members of the Capellan Confederation, Carver IV failed to capitalize on this success. Locals were hopeful that the creation of the Tikonov Free Republic would help change their fortunes, but it was not to be.

The Mandrinn of Carver IV, Elizabeth Liao and her lover, Pavel Ridzik were murdered ruthlessly by the Confederation and the Free Republic was left leaderless. Joining the nascent Federated Commonwealth seemed to be the path to stability.

Once more, the hopes of the population were dashed as the Federated Commonwealth fell apart in 3057, plunging the area into Chaos. It seemed that Carver was doomed to instability, no matter who was in control of them.



THE PEOPLE'S IRE

In late 3057, what little trade had come to Carver IV from outside the system started to dry as a direct result of Operation GUERRERO. Even the goodwill from Carver V was seemingly exhausted and thus the economical situation became severe. At least, this was the opinion of the local nobility.

However, this was not the opinion of the population. They could subsist fairly well on locally-produced goods and leave the Successor Lords to their own devices. Even as these conversations took place in taverns and noble courts, Carver V was being fought over. How long, then, until the conflict would reach them? And for what benefit? Certainly not that of the people.

It started small at first. Unorganized. Small groups bickering against one another, sometimes violently, on what would be the best way forward. It soon escalated to violence, acts of terrorism aimed towards the nobility and rulers by people crying for independence while the nobles tried to curry favor with the Successor states, unable to decide which one to try and ally with. The cry to 'Carve their own destiny.' soon became banned as the rulers took more and more draconian measures to try and stamp down the rising revolt.

THE HERO OF CARVER IV

Captain Hendrick of the Carver IV First Battlemech Corps had had an unassuming career, mostly focused on parades and maintaining combat readiness of the company of 'mechs that Carver IV maintained in readiness for pirate raids or invasion.

This changed when the revolution began racking up a body count. It was thought that an overwhelming display of military power would be necessary to put down the revolting people. Like any good soldier, Captain Hendrick did his duty. After the fifth such incident, however, he was starting to seriously doubt the viability of the approach and began to plan.

After ensuring the men under his command were onboard and with careful probes towards the Revolutionary Militia, Captain Hendrick struck a blow against his former superiors, declaring the 'mech Corps the First Free Militia of Carver IV and turning a revolution into a civil war in early 3060.

The shock of losing their prized 'mech company, combined with the destruction of the military HQ and death of key military staff on Port Lyons during Hendrick's defection, quickly forced the surviving nobility to look for any alternative method of continuing the war or risk losing. After seeing no other alternative to surrender, mercenaries were hired to put the revolution down.



FÜR GELD, DER TOD

The company chosen for the contract ended up being the Carmine Company. Having lost their leader, Katarina Haas, only months prior in the system of Karkkila, near the periphery in the Lyran Alliance.

It came as a shock to the veterans of the company when they received their new contract, signed by Katherine Haas, who had barely graduated from Buena's military academy and would inherit the company her mother had built. Mercenaries who had not yet even seen their new CO were expected to pick her up en-route to their new theater of operations.

Still, they were under contract and professionals, and thus set out. The few months of jumpship transit were not nearly enough for Katherine to become accepted as their new CO, however, especially as she, like many new mechwarriors, tried much too hard to prove herself to the others. While a superior mechwarrior in simulator practice, veterans worried about her leadership abilities.

With help from the remaining forces loyal to the Mandrissa of Carver IV, she organized an ambush, intending to crush the 'mech force of Captain Hendrick in one daring strike. If successful, the rebellion would have no muscle to flex and would have to capitulate.

"Hey, Firecracker!" the loud voice of Julia Braun greeted Katherine as she stepped onto the dropship. Most of the Company's mechwarriors were in attendance. There were some good-natured cheers from the others at the use of the young woman's childhood nickname.

Katherine had been something of an unofficial mascot to the Company, and there had been plenty of speculation as to who the father was. Katarina had chosen not to disclose the information to avoid accusations of favouritism, or to have the knowledge be used against her. In a close-knit community like a mercenary Company, they had all become her extended family of sorts. She dropped her kit bag, looking over the group in attendance. She had her mother's looks, save for the hair, which she kept short. Her clothes, a more casual style of lower-class Lyran fashion, were also different to the usual dress uniform her mother had worn. Still, the resemblance was there. Especially once she opened her mouth.

"It's Hauptmann Haas to you." she replied, the cold, clipped tone surprising Julia, and causing silence to smother the gathered group, heavy like a blanket.

"...What? I'm not some brat or 'the commander's daughter' anymore. I'm your commanding officer, and I'll have the respect the station deserves." she continued, eyes going over the crowd, daring anyone to challenge her assertion. There were some murmurs in the crowd.

Julia, for her part, recovered quickly. "...As you say, Hauptmann." she said, offering Haas the peaked cap of the company's commander. She would have plenty of time to teach the brat how to properly run the company and help her unlearn bad habits from the academy, which she clearly had picked up... At least, if she didn't get them killed on their first contract together.

"So, let me show you to your quarters, after which we can go over the TO&E..."

FIRST FREE MILITIA OF CARVER IV'S STRIKE FORCE

Learning of the Mercenaries planetfall, General (formerly Captain) Jan Hendrick was cautious. It was one thing to fight against conventional troops and armor, but 'mechs, especially belonging to a supposedly battle-hardened mercenary outfit was different.

He was surprised when the mercenaries seemed to set up their field headquarters within the most obvious location, heedless of the danger it presented. He assumed that the Mercenaries were highly underestimating his forces and planned a strike.

AWESOME AWS-9Q **GENERAL JAN HENDRICK (3/4)**

The Pride and joy of the First Free Militia, Hendrick's command 'mech is the AWS-9Q. Seen in parades and propaganda pieces before the civil war, it's form is known to nearly everyone on the planet.

Hendrick himself is an excellent 'mechwarrior, and has destroyed entire lances of conventional armor with non-stop PPC fire so far. It is without a doubt that he'll provide a veritable redoubt for his allies to rally around.

CATAPULT CPLT-C4C **LIEUTENANT SASHA JAY (3/4)**

General Hendrick's second-in-command, Lt. Jay has had her doubts about the path her CO has taken, but ultimately believes in Hendrick's plan to overthrow the current leaders.

Commanding the other heavy 'mech in the strike force, Jay's Catapult and it's LRMs should find the holes in their enemies armor that Hendrick's PPCs have punched through.

HATCHETMAN HCT-5S **FIRST SERGEANT LI AN (3/4)**

1st Sgt. Li An would prefer the return to Capellan rule, her parents having been immensely proud of their citizenship and devastated when the Free Tikonov Republic formed. Nothing good has come after leaving the fold of the Confederation.

Still, independence is preferable to the current situation. She believes that once the current leaders are out, the people will see reason in returning to the fold of the Celestial Wisdom.

CICADA CDA-2A **SERGEANT ANINA VICTOR (3/4)**

Sergeant Victor believes in the old saying that 'speed is life' on the Battlefield, preferring to use the fastest 'mechs she can get her hands on.

While her opponents are preoccupied with her heavier and slower lancemates, she can come in for a lightning strike, alternating between targets until they're all wrecks.



URBANMECH UM-R63 **PRIVATE JAXON KRELL (3/4)**

Jaxon Krell used to be a tank gunner, but tried out to become a 'mechwarrior. His experience as a gunner served him well and earned him a place in the First Battlemech Corps.

While others might find the turret-like nature of an Urbanmech annoying or an insult, he enjoys the stable platform it provides and while slow, the maneuverability of it still surpasses that of a tank, much to his pleasure.

COMMANDO COM-2D **SERGEANT AXEL DRAKE(3/4)**

Sergeant Drake settled on Carver IV from Carver V during the brief time when the system was held by the Free Worlds League. While he doesn't talk much about his past, he's one of the few members of the Corps with combat experience off-planet.

The Commando is a 'mech he bought along with him, and which earned him his spot in the Corps immediately.

"It's a solid plan..." Lieutenant Jay admitted, nodding as she studied the map. Bombardment to soften the target up, approach with the Awesome and her Catapult from the north, engage any hostiles and open up the armor of any survivors for the faster, SRM and cluster ammo-equipped 'mechs to deal with in a pincer movement from the south. Simple and efficient.

While they hadn't been able to get close, it was obvious that there was something important built there. While the Militia hadn't been able to crack the encryption of the messages, from the quantity of them coming in and out, it had to be a central location for the mercenary force. Therefore, their headquarters or a key communications facility. Taking it out would help isolate them and take them down. The mercenaries would learn to underestimate the First Free Militia the hard way, she thought.

"Well, nothing to it, then. We've got the coordinates, let's get geared up." She told the others.

BATTLE LANCE OF THE CARMINE COMPANY

With everything to prove to those under her command, Katherine Haas put all of her academy training to use to set up the fake headquarters. Realistic enough to look like the real thing from distance, and with extensively encrypted messages making them look quite important despite containing only the contents of one of her favourite novels, the OpFor took the bait, allowing for the Carmine Company to spring an ambush on them. Now she'll just have to follow through and win.

BANSHEE BNC-3S

HAUPTMANN KATHERINE HAAS (3/4)

The 'Firecracker' of Carmine Company, she's a much more proficient 'mech-warrior than her mother but has yet to understand how to be a proper leader.

While she was offered her mother's Griffin to pilot, she refused. In true Lyran fashion she prefers to place herself in the biggest, most well-armed and armored machine she can and slug it out until her opponent is no more.

MARAUDER MAD-5M

FIRST LEUTNANT VASILI ANTONOVA (3/4)

1st Leutnant Antonova does not like the new commander. The fact that she beat him in a simulator duel and brought his status as the 'ace' of the company to question has nothing to do with it, or so he claims, instead making up excuses on her poor leadership or how young she is, despite Katarina being barely older when she started the Company.

With his Marauder refurbished after the events on Karkkila, he's eager to show what he can do outside of the simulator, if only to spite his new commanding officer.



GRIFFIN GRF-3M

LEUTNANT KEN HUNTER (3/4)

Leutnant Hunter originates from the Federated Suns, and is not exactly happy with the situation with the new commander. While he tries to ignore politics, claiming they've got nothing to do with him anymore, the Lyran secession from FedCom gives him a bad feeling.

The fact that the new Hauptmann shares the name of the Lyran Alliances Archon only adds to that.

SPIDER SDR-8M

LEUTNANT LENA LEICHTENBERG (3/4)

Leutnant Leichtenberg is another fresh Buena academy graduate who joined up with the company, as they needed to replace their earlier campaign losses. With her skills, she could have gotten a position with one of the regular Lyran formations, but the promise of C-bills and to see the entirety of the Inner Sphere (sometimes even on R&R instead of combat!) was enough to entice her.

While the former pilot of the company Spider, First Leutnant Mercer is recovering from his injuries, Lena's got the opportunity to show what she's got in combat to her new companions.

BULLDOG MEDIUM TANK

LEUTENANT JOHN MATTHEWS (4/5)

The assigned military liaison with the local military, Lieutenant John Matthews dearly wishes he was anywhere else than here, about to ride out against General Hendrick's forces.

FENRIR BATTLE ARMOR (MPL)

LEUTNANT SAANA SINGH (4/5)

After the disastrous performance of the suits on Karkkila, the rest of the company aren't holding out hope for the Fenrirs, but dearly wish that the pilots will come out in better shape than they did last time they took to the field. Although some are taking out morbid bets on their fate.



BATTLE REPORT

SCENARIO RULES

As per the rules from the fanmade 'Instant Action' supplement by Victory Point Productions, available on <https://victorypointproductions.neocities.org/>. Both sides made a force between 3-6 units worth 8000 BV with no pilot/gunnery restrictions.

TACTICAL OPERATIONS

The following rules from Tactical Operations: Advanced Rules were used:

- Floating criticals
- Careful stand

MISSION SELECTION

STRIKE FORCE

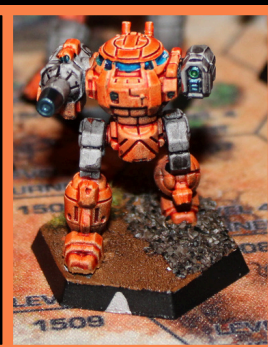
AGENDA: CONFRONT

BATTLE LANCE

AGENDA: HOLD



MISSION: AMBUSH



MAPSHEET: DEPLOYMENT ZONE, BATTLE OF TUKAYYID



Following an initial bombardment, the attackers descended on the source of the signal, only to find the 'base' to be a flimsily-constructed fake as their sensors picked up an incoming force...

AMBUSH

[CONFRONT VS HOLD]

"Let them cross the river. Once they do, push them back, hard as you can. Shock and awe will do the real work. They still don't know we're here. Final checks, everyone. Boot up, and let's bag some kills."

MISSION BRIEF

The Confront and Hold players battle to make the other force retreat.

The Hold player sets up the battlefield. Both players treat all four map edges as their home edges. If placed into Forced Withdrawal, units from either side must withdraw towards the nearest map edge.

The Confront player sets up all units within five hexes of the battlefield's center, facing any direction. The Hold player then sets up all their units within four hexes of any map edge and at least six hexes from any Confront player unit. Forced Withdrawal is in effect for the Confront player's forces.

VICTORY

The scenario ends at the end of Turn Eight. If the Confront player has at least half of their non-infantry units (rounding up) destroyed or withdrawing, the Hold player is the winner. Otherwise, the Confront player is the winner.

"Komm, süßer tod..." Katherine mused to herself as the shelling ceased. Some stray rounds had almost hit her companions, but so far, everything was going according to plan. The ambushers had to be close for the plan to work. She ensured her comms were set to beam her voice optically rather than via radio as she spoke. "Get ready, they'll be coming in now..."

She had made her trap obvious, she knew, but it had to be like that for it to work. Would his opponent bring in scouts, or come in with a large force, like she hoped? He would want to not risk giving her the chance to escape, and he had to know that any light probe would get crushed by her 'mechs like a toy. Neither side had aerospace assets to speak of, either.

It was somewhat exciting, like the war games at the academy, though this time, the stakes were much higher. She fought down the brief moment of self-doubt. The plan would work.

"C-Contact." came the voice of the nervous military liaison. "Six 'mechs. Including the General's Awesome. We're..." there was a deep, regretful sigh. "...Moving to engage."

"Ja, you'd better. Alright, show me what you've got, meine söldner! Close in and crush them!"

THE TRAP IS SPRUNG

The Strike Force chose to deploy into two groups of three, the Awesome, Catapult and Commando up north, with the first two taking up vantage on the hills to rain down death, while the Hatchetman, Urbanmech and Locust took advantage of the small woods in the south part of the battlefield.

The Carmine Company deployed entirely on the north side of the map, except for their poor military liaison, driving alone towards the heavy 'mechs of the Militia. Sergeant Victor's Cicada moved to harass the mercenary Spider and Griffin, beginning a deadly dance with the Company's Spider. Both 'mechs had enough armor to survive several hits from each other, but the 8M's pulse lasers gave it a distinct advantage in that duel. Still, the Militia sergeant gave as good as she got.

The rest of the Militia force determined the Marauder as a priority target, as 1st Leutnant Vasili had engaged his jumpjets to move ahead of the Banshee and Fenrir suits. The Hatchetman and Commando got within melee distance immediately while the Awesome trained it's PPC's on the mercenary machine.

The Fenrir suits chose to engage the Urbanmech, knowing it could not get away from them while both the Marauder and Banshee released devastating, accurate volleys at the Hatchetman, savaging it's right arm actuators, rendering it's namesake hatchet impotent.

The Urbanmech's small laser couldn't get through the armor on the Fenrir troopers while their accurate return fire savaged armor from it's Right Leg and Torso. The Urbanmech's main target was the Marauder, anyway, digging holes into it's armor with 'mech-scaled buckshot.

Despite taking hideous amounts of punishment and losing over half of his armor, 1st Leutnant Antonova managed to keep his 'mech standing. a PPC Headshot damaged his sensors, however, and his right leg barely had any armor remaining.

The Militia Catapult decided the Bulldog's charge should be deterred, LRM volleys and a large laser blast destroying nearly all armor on it's right side, while it's return fire dealt little damage, scattered across it's locations with negligible effect.

"Armor's holding, Lt.! Disengaging!" the driver cried out with a relieved voice. The loud metallic thunks on the Bulldog's hull had paused, for the moment atleast. Lt. Matthews didn't dare think what would have become of them if the Awesome had trained it's PPCs on them as well.

They had barely been spotted and already it seemed that their mighty steel fortress was barely holding together. He was pretty sure he could see daylight through the right side of the tank's hull. If he survived this, he swore he'd never take the field against 'mechs again.

"Carmine Company, we're getting torn apart! Support us, that's what we pay you for!"



"Show me up in a simulator..." 1st Leutnant Antonova muttered as his 'mech descended and he trained his pulse lasers on the approaching Hatchetman. Satisfied with the armor running off it's front, he raised one blocky arm to deflect it's hatchet-strike, which in turn left him open to a kick from the Militia's Commando. "...You little bugger..." he said as his 'mech staggered. Several PPC impacts reported, his head jerking back from a direct impact on the 'mechs head. The fuzziness that occurred after a PPC hit on his sensors didn't seem to go away after a moment like it usually did. He didn't need to be a 'mechtech to know that was bad.

"Targeter's on the fritz. Armor's getting low here." he reported back laconically after the complaints from the Bulldog's crew. The lighter enemy 'mechs seemed to notice the Banshee coming up from behind a hill and shifted away, not wanting to try and duel with 'mechs that had about thrice the tonnage. Engaging his jumpjets again, he gave chase towards the Commando, which seemed intent on scrapping the Bulldog.

Focusing on the Commando, he let loose with everything he had a second time, trusting in massed fire over accuracy with his sensors malfunctioning. The lasers on one arm blasted the Commando's leg, away, leaving it easy prey for a backshot, cutting through left torso to snap it's spine. Sensors or not, he still had it. Then the return fire hit him from three directions as his opponents made to avenge their fallen friend. His foot was sheared off by a laser, forcing him to punch the stub into the dirt to avoid falling. Just as well, as he felt his hip actuator freeze up, an autocannon shot jamming it up. The left arm wasn't rising up properly either. "Goddamn-" he began, another shot cracking the canopy of his cockpit open. Still, he kept standing. He rotated slowly to meet the Urbanmech, which was hammering shot after shot at his side.

He let loose with another salvo, watching the left arm fall off from his opponent just in time to see the muzzle flash of the Urbie's autocannon, and then everything went black.

FORCED RETREAT

While the heavy Militia 'mechs were giving good fire support, the lighter machines found the proximity of the Banshee and Marauder to be a bit too much to handle. While the Commando COM-2D moved to engage the Bulldog, a heavy laser fusillade destroyed it from behind before it could kick the tanks side open, despite the SRMs pounding armor to bits and reducing the tank's mobility severely. The Hatchetman fared little better, While it's left side was mostly untouched, the right side of the 'mech was savaged by Katherine's Banshee, her accurate fire coring the 'mech's torso.

The Urbanmech couldn't shake the Fenrir's and focused on the Marauder as well, another shot leaving the merc 'mech with only one point of internal structure left in the head while his comparatively heavy armor was still holding.

On the other side, the Cicada found the Griffin's position on the hilltop impossible to charge, running circles with the Spider instead. Another laser strike cut the Spider's leg open, destroying two actuators and forcing it into the ground, injuring the pilot and destroying a jump jet as the 'mech fell onto it's back.

Trusting in his companions abilities, General Hendrick turned his fire towards the mercenary Griffin, tearing huge chunks of armor off, but not yet getting past it's armor.



The Marauder, chasing after the Commando, sets itself up to fire from every direction but miraculously manages to stay standing, despite three separate 7+ PSRs and a second head hit.

A COMPLETE ROUT

Seeing their lighter companions fall down into smoking heaps of scrap, the leaders of the Militia took action. The Awesome turned it's sights towards the Griffin, letting loose a deadly accurate fusillade of PPC fire, leaving the left side of the Griffin open and it's left leg damaged, a leg actuator fused to slag, leaving the 'mechs easy prey for the chasing Cicada, who's kick forced the Griffin down into the dirt, stopping it's advance towards the center of the battlefield.

Things were not all going to plan for Sergeant Victor though, as Leutnant Leichtenberg's Spider managed to give chase despite the damaged leg. While no serious damage was caused by the pulse lasers, the Cicada had effectively no armor left on either leg, with some scraps around the torso and left arm all that stopped component's from destruction. The Cicada's Right Leg was also one good laser-hit away from being lost.

On the other side of the battlefield, the Catapult took into the air to target the Bulldog, but failed to bring it's weapons to bear, missing it's kick as well, leaving the tank crew to breathe a sigh of relief at their lucky survival, their return fire doing little more than annoying the Catapult's pilot.

With the Urbanmech left alone of the three flanking 'mechs, the pilot chose to sell himself dearly, continuing to pour fire into the Marauder. The gamble paid off as one shot pierced through the cockpit, a tell-tale jerk confirming the pilot had died as the machine fell, but not before shearing the light 'mechs Left Arm off. The Griffin and Fenrir's fire tore the Right Arm off, getting to the vulnerable ammo supply in the Torso and leaving nothing left to salvage in the subsequent ammo explosion. Katherine's Banshee helped as well, but ultimately only added into the overkill.

With three 'mechs having been destroyed beyond salvage within thirty seconds and the Cicada looking to be struggling, there was little choice for General Hendrick but to order a retreat and call for a cease-fire for peace negotiations, lest he lose the rest of his force. While the mercenaries had taken a beating, none were even close to being out of the fight, save for the head-shotted Marauder.



END RESULTS

BATTLE LANCE

GRIFFIN GRF-3M - DAMAGED

Left Leg heavily damaged
Lower Leg Actuator destroyed
Approx. 65% of armor remaining

MARAUDER MAD-5M- SALVAGEABLE

Head destroyed
Mechwarrior KIA
Sensors damaged
Left arm damaged
Double heat sink destroyed
Lower arm actuator damaged
XL engine damaged
Right torso damaged
Right leg heavily damaged
Hip Actuator destroyed
Foot Actuator destroyed

BANSHEE BNC-3S - COMBAT READY

No damage sustained

SPIDER SDR-8M - DAMAGED

Right Leg heavily damaged
Right Torso damaged
Jump jet destroyed
Lower Leg Actuator destroyed
Foot actuator destroyed
Approx. 70 % of armor remaining

FENRIR SQUAD - COMBAT READY

One suit damaged

BULLDOG MEDIUM TANK - DAMAGED

No internal damage
Approx. 35% of armor remaining
Two motive hits

STRIKE FORCE

AWESOME AWS-90 - COMBAT READY

No damage

CATAPULT CPLT-C4C - COMBAT READY

No internal damage
Approx. 85% of armor remaining

CICADA CDA-2A - DAMAGED

Right Leg heavily damaged
Right Arm
Approx. 30% of armor remaining

COMMANDO COM-2D - DESTROYED

Right Leg destroyed
Right torso destroyed
Center torso destroyed
SRM6 Damaged
Engine heavily damaged
Approx. 50% of armor remaining

HATCHETMAN HCT-5S - DESTROYED

Right Leg damaged
Jump jet destroyed
Right arm damaged
Lower Arm Actuator destroyed
Hand actuator destroyed
Center Torso destroyed

URBANMECH UM-R63 - DESTROYED

LB 10-X Ammo explosion
Completely destroyed

STRIKE FORCE FORCED TO RETREAT

MERCENARY VICTORY

AFTERMATH

After the destruction of nearly a full third of the 'mechs under his command within a minute of fighting, General Hendrick was forced to admit that the war would be lost sooner or later, and decided to go with the former option with the hopes of currying favorable terms of surrender with the threat of his 'mechs still being out there.

While the defeat came as a shock to revolutionary command, they had to agree with Hendrick's judgment and enter into discussions for peace, the 'mechs of the Carmine Company guarding these events as a show of force, leading to massive unpopularity within the local people for the mercs.

While the nobles would have initially wanted to put everyone involved to death, cooler heads prevailed as it was pointed out that it was that kind of behavior that had led to the situation in the first place.

While the people of Carver IV had not gained their independence and liberty, they had made their voices heard. As agreed upon the peace treaty, a new civil body of the government would be organized with the intent of making the population's voice heard to the nobility, hopefully with less need for car bombs, this time.

Minor terror attacks would plague the planet for years to come, but for most involved, this gesture was enough to placate them and let them focus on living their lives in peace.



General Hendrick was not exactly forced to retire from his position, but he had seen and done enough in his own opinion that he could no longer serve as a soldier. He retreated into a life of peace and solitude with his wife. A highly-dramatized vidshow of his actions during the revolution gained some popularity within the Word of Blake Protectorate in the late 3060's, even if the final battle with the Carmine Company of the series was condemned as being too contrived to be realistic and the mercenaries having 'more plot armor than sense'.

For Hauptmann Haas, her first touch with real combat did little to temper her spirits with how easily the opposition had been routed. It was only the death of Leutnant Vasili Antonova, whom she had known since she was young, that made the difference between the Academy's wargames and real warfare sink in. Still, with the contract with Carver IV's Mandrinn close to being over, the Carmine Company began looking for their next contract under new management.

With the attention of the Inner Sphere more focused on Carver V rather than IV, the planet once again fell into obscurity...

