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Record No
CA-125-128-PE



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BAYIN KILLER CLOWNS (COMBAT ENGINEERS)
FACTION: Bannson's Raiders
REGIMENT: Wyld's Jokers

Record No
CA-127-01



Commentary

The Killer Clowns of the Wyld's Jokers regiment are a loosely organized, poorly disciplined band of loners, criminals, and fallen mercenaries, much like the rest of Bannson's Raiders' lowest-ranked combat force. However, even among such undesirables, one may find brilliant and dangerous men and women at work, and nowhere is this more apparent than in the Clowns' engineering squad.

Commanded by "Sergeant" Kirya "Bombshell" Bagin, who originally trained and served in an engineering company for the elite Hastati Sentinels of The Republic Armed Forces, the combat engineering squads suffer the lowest attrition rate of all the Killer Clowns despite the hazardous nature of their work. Bagin, who was cashiered for mysterious reasons, professes no great love for the men and women in her command. Nevertheless, she takes great pains to ensure that her team can clear mines, blow bridges, and establish field works under fire—all as safely as possible, and she is often ready to charge into a firefight to extract a wounded comrade, if need be. It is this professionalism that makes these Clowns among the most effective troops in Wyld's Jokers.



CUTTER KILLER CLOWNS (SCOUT ATV SQUAD)
FACTION: Bannson's Raiders
REGIMENT: Wyld's Jokers

Record No
CA-128-01



Commentary

It shouldn't surprise anyone that the Killer Clowns infantry force of Wyld's Jokers is a collection of criminals, hard-luck cases, and other dregs of society's fringes. But it is only when one considers the Clowns' scout squads that the true measure of the depths Jacob Bannson's recruiters sank to become clear. The Killer Clowns' scout ATV squads were once known as the Wheels of Fire vehicle gang on the streets of MacBeth, capital of Tybalt and of Bannson Universal, Unlimited. When the HPGs went dark, a daring Bannson's Raiders recruiter approached the leader, "Mad" Mathius Cutter, and the rest was history.

Now, Cutter's gangsters race their Bannson-provided ATVs across the battlefields just as they did along the urban battlegrounds they grew up in, all with a morbid sense of adventure and a reckless disregard for even their own safety. All of these young men and women are self-trained experts in small arms and born daredevil drivers who enjoy causing as much trouble off the field as on. Conventional infantry are often overwhelmed by the sheer spectacle of these rabid wheeled warriors.



BURNS' KILLER CLOWNS (SPECIAL FORCES TEAM)
FACTION: Bannson's Raiders
REGIMENT: Wyld's Jokers

Record No
CA-125-01



Commentary

If the Wyld's Jokers truly are the craziest warriors of the Bannson's Raiders, then the special forces teams of their Killer Clowns infantry attachment, under command of "Sergeant" Herschel "Don Hearse" Burns, are the craziest of the crazy. Like most of the Jokers, the Clowns are a thrown-together force, a mixed bag of skills with only a minimum of formal training, and their special forces teams are little more than a collection of criminals, bounty hunters, and failed mercenaries. They operate under a virtual letter of marque granted by Bannson, which enables them to indulge their most destructive talents in their loosely organized minigangs.

Surprisingly enough, despite a lack of command discipline, these "special forces" teams are remarkably effective in the field. Their tactics often defy logic, but because some of these men and women possess rudimentary training at piloting BattleMechs, and virtually all are skilled in a variety of firearms, explosives, stealth, and climbing, these Clowns are even known to capture and commandeer enemy 'Mechs in the thick of battle. Though these reckless roughnecks and renegades have a shockingly high rate of attrition and a habit for causing all kinds of trouble off the field, their abilities make them an invaluable asset in battle.



KILLEN KILLER CLOWNS (MORTAR SQUAD)
FACTION: Bannson's Raiders
REGIMENT: Wyld's Jokers

Record No
CA-126-01



Commentary

The Killer Clowns' mortar squad is a frightening sight indeed. Staffed by a mixture of corporate security troopers, down-and-out mercenaries, and an assortment of nearly criminal thugs, the typical Clown mortar infantry squad is as dangerous—and sometimes as tragic—as children playing with guns. Currently commanded by "Sergeant" Richard "Ditch Digger" Killen, a man fired from a special effects job in the entertainment industry for his "excessive zeal," these troopers do their job with little concern for the consequences.

To keep squad attrition lower than it could be, the Raiders have learned to assign a weapons expert to the Clowns' mortar squads, typically as a communications officer. Theoretically, this allows the team to set up its volley and fire more effectively, but the relative lack of formal training and Killen's poor sense of coordination has led to many an inaccurate volley of fire. Fortunately for his team, however, to date all missed shots have fallen on the enemy's side of the battle lines, sometimes with unpredictably useful results.