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CREDITS

Writing
Glory March
Loren Coleman
Introduction
Christoffer "Bones" Trossen
History Update
Christoffer "Bones" Trossen
Capellan Confederation
Loren Coleman
St. Ives Commonality
Christoffer "Bones" Trossen
Free Capella
Warner Doles
The Clans
Christoffer "Bones" Trossen
Blood Spirits
Randall N. Bills
Fire Mandrills
Loren Coleman
Hell's Horses
Herb Beas
Ice Hellions
Christoffer "Bones" Trossen
Jade Falcons
Chris Hartford
Star Adders
Christoffer "Bones" Trossen
Wolf
Loren Coleman
Cloud Cobra
Christoffer "Bones" Trossen
Coyote
Christoffer "Bones" Trossen
Diamond Shark
Loren Coleman
Ghost Bear
Herb Beas
Goliath Scorpion
Herb Beas
Snow Raven
Chris Hartford
Steel Viper
Chris Hartford
Wolves (in-Exile)
Loren Coleman
ComStar
Chris Hartford
Com Guards
Chris Hartford
Word of Blake
David L. McCulloch
Free Rasalhague Republic
David L. McCulloch
Star League
David L. McCulloch
Nova Cats
Warner Doles
Draconis Combine
Herb Beas
Federated Suns
Christoffer "Bones" Trossen
Free Worlds League
Chris Hartford
Lyran Alliance
Chris Hartford
Mercenaries
Christoffer "Bones" Trossen
Periphery
Christoffer "Bones" Trossen
Magistracy of Canopus
Randall N. Bills
Taurian Concordat
Loren Coleman
Marian Hegemony
Christoffer "Bones" Trossen
Outworlds Alliance
David L. McCulloch
Circinus Federation
Brant Sponberg
Lesser Periphery States
Christoffer "Bones" Trossen
Pirates of the Periphery
Loren Coleman
Deep Periphery
Chris Hartford

Product Development
Randall N. Bills

Product Editing
Diane Piron-Gelman

BattleTech Line Developer
Randall N. Bills

Production Staff
Art Direction
Randall N. Bills
Cover Art
Doug Chaffee
Cover Design
Mike Nielsen
Layout
Jim Nelson
Illustrations
Chris Lewis

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GLORY MARCH

Commander Asia Bannor of Raventhir's Iron Hand waited for 0612 local time precisely—every second crucial to today's maneuvers—then throttled her bold redesign of the *Phoenix Hawk* into a forward run. The long-legged BattleMech stomped down the hillside where the Magistracy officer had waited since oh-dark-thirty the previous night. Behind her a column of fire and smoke rose toward the heavens, casting the *P-Hawk*'s shadow across rugged, rocky terrain. The ground shook beneath her feet. Not enough to throw her off balance. Just enough for her to feel the explosion. Asia stomped hard on both steering pedals, lighting off jump jets and launching her forty-five tons of metal and mayhem into the air, over a small rise, then soaring out over the assembled ranks of Capellan Confederation troops.

Why Sun-Tzu Liao, Chancellor of the mighty Confederation, had chosen infantry support for this part of the operation did not matter to the Magistracy officer. Asia only worried about her small part in today's maneuvers.

That, and the alarms that abruptly wailed the threat of multiple targeting locks.

Data-tags flashed over her HUD, attaching intel to a sudden cluster of threat icons. *Mad Cat. Behemoth.* Vedettes. Elementals and ProtoMechs. The wide valley was suddenly alive with men and 'Mechs on the move. Asia Bannor blinked hard as lasers criss-crossed right in front of the apex of her jump, burning scarlet and orange ribbons of light back toward the Outworld Alliance position on her wide-right flank and the Ghost Bears wide-left. Nearer, on her immediate right and left, answering volleys lit up from the Diamond Sharks and Federated Suns.

Falling back toward Tukayyid, Asia found her mark below and her first target on the far side of the dusty, desert valley: a Draconis Combine *No-Dachi*, sword upraised in challenge. She hit with knees bent and one last burst of vented plasma to take up the shock. Hit, and stuck, murmuring a slow ten-count to herself.

The Capellan infantry spread out and forward on either side of her position, volley-firing pale emerald darts from their modified laser rifles, one man waving the Confederation flag above their position like some long-ago herald. Asia levered her right arm up and forward and pulled into a long blast from her BattleMech's extended-range laser.

The ruby-bright beam cut just above the *No-Dachi*'s left shoulder. *Tai-i* Bledsoe did not duck away. Instead the samurai slashed his 'Mech-sized katana down into the beam. Rather than a burst of smoke and splatter of molten metal as a normal laser would react to such a tactic, the prism-coated sword shattered the laser beam into a thousand, winking sparks and a fan of beams.

Missiles blossomed overhead in a field of fiery chrysanthemums. Tracers shot up, flared, and died. "Ten," Asia whispered aloud, throttling into a fast walk and steering a serpentine trail across the valley floor as she wove between Capellan infantry and Diamond Shark Sylphs—careful of that FedSun Goblin!—and closing, always closing, with the Combine-led ranks.

Half the military units were lost behind a burr-ridge that cut the valley in two, but—there!—there was the Nova Cat ensign tucked behind the serpent standard of House Kurita, and infantry carrying the Free Worlds League eagle marching up with Blakist armor to join ranks with the Dragon. Leading the different force-conglomerations came her *Phoenix Hawk* and Bledsoe's *No-Dachi*. Where she shot, his specially-treated sword burst apart the weakened beam. When he returned laser fire, she took to the air again in a series of short, graceful hops to evade.

Until her final jump, which landed her point-blank against the *No-Dachi*, staring through the ferroglass mask of her cockpit straight into the ferroglass eyes of his.

Over the rise came a Clan Wolf *Mad Cat* and a Jade Falcon *Night Gyr*, leading the other half of the assembled forces. Lyran tanks and their Fenrir assault troops trailed out to one side, a mix of Concordat and Rasalhague armor to the other. Behind them marched wave after wave of Com Guard infantry, Hegemony armor and the mercenary delegation from Outreach.

"Nine...eight...seven..."

The Falcon MechWarrior had won calling honor in a series of coin tosses. Asia Bannor kept up her own silent count, and so was not off-mark when the Clanner fast-counted the final three steps. She paused for the extra half-second, then pointed all her weapons into the air and triggered repeating blasts that speared scarlet energy overhead. Her *P-Hawk* was half a beat behind the other three BattleMechs, but right on time as its low-powered beam splashed off of a fury of Shiva aerospace fighters cutting through the red-laced sky overhead. Dawn broke over the far horizon just as the finale of DropShips—led by the Diamond Sharks, the League and the Outworlds Alliance—thundered by in a low-pass display that shook the desert valley, the assembled troops, and likely any bystanders up on the ridgeline or filling any of a dozen nearby towns.

Precentor Martial Victor Steiner-Davion's voice paraded over all comm channels. "I declare this Martial Olympiad OPEN!"

And because it was what every faction waited to hear, he immediately addressed the position of honors. "With an efficiency rating of 99.35 percent, Captain Asia Bannor, of Raventhir's Iron Hand, will lead the glory march."

That half-second had made all the difference. Warmth flushed along the back of Asia's neck as she turned her Phoenix Hawk toward the valley's head, striking a slow pace that every foot soldier could match. "With pleasure," she responded.

And behind her, every faction gathered in parade as the armies of the entire Inner Sphere struck out on the march... .

INTRODUCTION

Is there any way to introduce, or even categorize, the events of the past decade? How does one even begin to put these events into perspective without losing all hope in humanity or collapsing into sobs? I have been a soldier my entire adult life and, truth be told, some of my childhood years as well. I thought I had seen the worst humanity had to offer, that I had experienced the fullest depths of pride, envy, gluttony, lust, anger, greed and sloth.

I was wrong.

In these past ten years, I have witnessed acts so despicable, so inherently wrong—all done in the name of God and Country—that I could not believe any human being could ever have committed them. I have witnessed wars so horrible that I felt more sorry for those who survived than those who died and were thus spared the aftermath. And I have seen supposedly honorable men act with such contempt and cruelty that I wished I was not part of their same race.

But no matter how physically sickened and emotionally drained these actions left me, I came to understand something. These acts were not carried out by people motivated by those seven deadliest of sins. They were carried out by individuals frightened of the future, people with the weight of billions of souls or millennia of history on their shoulders who could not perceive the days to come through the fog. Because they could not see, they acted out of fear. How else can one explain the past decade? I, for one, choose to not believe in evil. Blindness and folly are at least redeemable.

All of these issues weighed on my mind as I and my staff put this report together. And I was not the only individual so affected. But we knew our job was and still is more important than our personal feelings, no matter how deep they might run. The upcoming Star League Council Meeting will likely decide the fate of the Inner Sphere. Our leaders must be able to make the best-informed decisions; for that to happen we must all work to overcome our personal demons and put behind the pain and suffering of these past several years so that we can provide the level-headed advice they expect from us.

We can look forward to some rays of hope among the bleakness surrounding us. Amid the wars and feuds of the past decade, we have seen new growth, a few events that valiantly defy the prevailing darkness and despair. The first can be called nothing less than a miracle, and it might be just that. In late 3062, a convocation of religious and spiritual leaders from across the Inner Sphere gathered on the Clan world of Babylon for an unheard-of exchange of ideas with counterparts from within the Clans. Never before had Clansmen and Inner Sphere citizens interacted so peacefully and constructively. That gathering was staggering in concept, but also apparently productive enough that a second such convocation was held again this year. Delegates are still returning, but initial reports are extremely positive.

And then there came the Martial Olympiad. Though some leaders attempted to turn these long-lost goodwill games toward their own agendas, the spectators and competitors did not allow that to happen. Even while the nations supporting them were at war with each other, the participants remained remarkably level-headed. Misunderstandings and occasionally violent disruptions did happen, but no more so than at any common sporting event. And the end result was better than anyone could have hoped for. Even amid the violence that gripped the Inner Sphere, almost every nation—big and small, legitimate and otherwise, and even many of the Clans—sent their warriors to compete for the title. That it ultimately went to the Capellan Confederation mattered little to anyone.

The spirit of co-existence is still alive. It has not been trampled under the vice of man and the hatreds of the jealous. And that is why we work still, why even amid all the horror around us we can compile this document and know it will have an affect on those for whom it is intended.

That said, my team worked long and hard to compile the information contained herein. Most of the reports came directly from the military high commands of the member states, though analysts contributed specific information on the tiny nations of the Periphery. And of course, this report includes information on the Clans. These came from various sources; some Clan reports were intercepted or otherwise procured by operatives working within the Occupation Zones or in Clan Space, while others were drafted by our own intelligence analysts on Huntress. A few have been given freely, a testament to the inroads we have made with some of Kerensky's children. As usual, the report received from the Free Worlds League was riddled with bombastic Word of Blake injections, though our Intelligence Command has noted several disturbing trends that bear watching.

Along with these reports, we have compiled TO&Es for each major power, listing each unit's experience, loyalty to its current government, homeworld, its current strength and level of technology fielded: Clan, Star League, and OmniMech (if a unit has overlapping percentages in Clan and Star League technologies, that refers to Clan equipment field retrofits made to existing designs already upgraded with advanced Inner Sphere technologies). The level of cooperation from each nation in compiling such information for the Council was very informative.

Compared to what must be done in the days to come, our job was easy. It is now up to you, the leaders of the Inner Sphere, to decide how best to face the future. The hopes and prayers of countless trillions are behind you. Your decisions in the coming weeks will shape the fate of humanity like none before.

Caradoc Trevena, Major General, SLDF
Chief of Staff, Star League Defense Force
1 November 3067

THE SHAPE OF THINGS THAT WERE

"My friends, the time has come for us to do our duty once again. The Star League that we have sworn ourselves to, that we have loved, that many of our friends and comrades have given their lives to protect, is tearing itself apart. The very hatreds and jealousies that the League was formed to abolish are now ripping it to shreds... If we do nothing, mankind's last hope will be no more. And yet if we act to save her, we will forever be condemned as traitors... It is the decision of the damned."

— General Aleksandr Kerensky, 24 November 2783, speaking to his command staff

Twice the Star League has been hailed as the savior of humanity and twice its member nations have fallen prey to the temptations of power and glory. The first time, their jealousies destroyed the Star League, forcing General Aleksandr Kerensky and his SLDF into exile and saddling the Inner Sphere with two and a half centuries of unremitting war. Those same nations had only just begun to recover from the damage inflicted by the Succession Wars when General Kerensky's children returned, and in response they heeded the voice of inspiration. The five Great Houses, having never agreed to anything since the dissolution of the Star League in 2781, unanimously agreed to re-form the Star League in 3058.

Nine years later, that same Star League stands on shaky legs because of their petty squabbles.

What the future holds for us, none can say with certainty. Thousands of historians and political analysts have come up with thousands of different possibilities, ranging from the development of an idyllic society, to descent into a dark age of war and brutality like none seen before, to the rapture. As with any other historically significant crossroads, the events that are about to happen owe much of their form and shape to the events of the past. And the past decade has certainly seen more than its share of pain and suffering.

The ultimate fate of the Star League will not be dictated solely by the nations of the Inner Sphere, however. Both the Periphery nations and Kerensky's Clans have begun to play larger roles in the political arena, and several of these powers have become significant players in the game of interstellar politics.

The story of the rise of the new Star League is an interesting one. Even more interesting is the impact its actions have had on the very fabric of the Clans' society, and how, in turn, the changes the Star League has wrought throughout known space have come back to rattle the League to the core.

This is a brief overview of that story.

BIRTH AND AFTERBIRTH

The year 3058 marked the beginning of an interesting era, one that would significantly affect the lives of nearly every citizen in the Inner Sphere and Clan Space. The Star League formed in the wake of Clan Jade Falcon's deep strike into the Lyran Alliance and the unprecedented level of cooperation that the Inner Sphere nations gave each other in turning back that assault.

The most obvious initial outcome of the reformation of the Star League was the Annihilation of Clan Smoke Jaguar and the repudiation of the Clan Invasion. But while the best and brightest military minds of the Draconis Combine and the Federated Commonwealth, along with a smaller contingent from nearly every realm

SELECT TIMELINE

3058

(3 February) Clan Jade Falcon begins its invasion of the Lyran Alliance, with a final destination of Coventry

(28 February) The Word of Blake begins its assault on Terra

(15 March) Clan Jade Falcon forces land on Coventry

(5 June) First Prince Victor Steiner-Davion arrives in the Coventry system with a multinational task force

(16 June) First Prince Victor Steiner-Davion offers the Jade Falcons on Coventry hegira

(1 July) Attempt on Coordinator Theodore Kurita's life by elements within his own government and the Otomo

(19 September) The Sirian Lancers and Fourth Free Worlds Legionnaires liberate the worlds of Procyon and Sirius

(1 October) The first Whitting Conference opens on Tharkad, leading to the reformation of the Star League and the decision to target Clan Smoke Jaguar for Annihilation

(14 November) Precentor Martial Anastasius Focht is presented with the location of the Clan homeworlds

(15 November) Chancellor Sun-Tzu Liao elected First Lord

(21 November) Star League Constitution signed

3059

(4 February) Star Adder Khan Cassius N'Buta brings evidence before the Grand Council of Clan Burrock's dealings with the Dark Caste; an immediate vote awards the right of Trial of Absorption to Clan Star Adder

(14 February) Clans Star Adder and Burrock fight their first battles of the Trial of Absorption

(16 February) Clan Blood Spirit interferes in the Trial of Absorption, turning both the Star Adders and the Burrocks against them

(23 February) All of Clan Blood Spirit's forces are defeated and sent retreating to York

(27 February) Trial of Absorption complete; Clan Burrock is no more and its survivors—warriors and civilians—are absorbed wholesale into Clan Star Adder

(8 March) Blood Spirit Khan Karianna Schmidt gives up all holdings except those on

York, expelling both the Jade Falcons and Snow Ravens from their holdings on that world
(1 May) Operation Serpent task force leaves Defiance, bound for the Smoke Jaguar capital of Huntress
(20 May) Operation Bulldog begins; during the course of the operation, Clan Nova Cat allies itself in the Inner Sphere with the new Star league
(1 July) Harvest Trialsbegin
(13 August) Operation Bulldog task force follows the retreating Smoke Jaguars back toward the Clan Homeworlds
(15 November) Most Harvest Trials have ended by this date

3060
(9 February) Final Clan Ghost Bear transport ship leaves Clan Space, bound for the Ghost Bear Dominion, ending a multi-year operation to move the entire Clan to the Inner Sphere
(2 March) The first Inner Sphere forces land on Huntress
(9 April) Conquest of Huntress complete
(23 April) The Great Refusal is fought on the Clan homeworld of Strana Mechty
(25 April) Victor Steiner-Davion addresses the Grand Council, repudiating the Clan Invasion; Sir Paul Masters becomes the first SLDF Ambassador to the Clans
(27 April) Grand Council Abjures Clan Nova Cat; Khan Bjorn Jorgensson informs Grand Council that Clan Ghost Bear has left Clan Space
(3 May) The first in a long series of battles over the former Ghost Bear, Nova Cat and Smoke Jaguar enclaves is fought
(14 June) Clan Ghost Bear initiates Trials for three Wolf Clan OZ worlds
(26 September) The St. Ives Compact's Blackwind Lancers go rogue and assault the Confederation world of Hustaing; the attack is put down by 12 November
(27 October) Clan Hell's Horses fights Trials for three Wolf Clan OZ worlds, winning all three
(9 November) Assassination attempt on Chancellor Sun-Tzu Liao fails
(1 December) First Lord Sun-Tzu Liao moves SLDF "peacekeepers" into the St. Ives Compact
(22 December) Archon Katrina Steiner-Davion

in the Inner Sphere, spent almost two years fighting the Clans—and traveling back and forth between the Inner Sphere and the Clan homeworlds—the avarice of others broke the peace. With Capellan Chancellor Sun-Tzu Liao serving as the initial First Lord of the Star League, turmoil was virtually inevitable.

Desires Royal

Both Sun-Tzu Liao and Lyran Archon Katherine (sometimes Katrina) Steiner-Davion had their eyes on their sister nations even while they professed their dedication to peace and friendship as the final details for Operations Bulldog and Serpent (the campaigns against Clan Smoke Jaguar in the Inner Sphere and on the Clan homeworlds, respectively) were hammered out.

As soon as both task forces had departed for Clan Space, Chancellor Sun-Tzu Liao staged an incident that allowed him to move SLDF troops into the breakaway St. Ives Compact, virtually turning that Star League member-nation into a police state. Though eventually censured by the Star League advisory council for abusing his powers as First Lord, his troops sparked a war with the Compact that lasted almost two and a half years and killed hundreds of thousands. Worse still, the Chancellor's insane sister and her Thuggee cultists unleashed a plague of nerve gas strikes known to all as the Black May attacks.

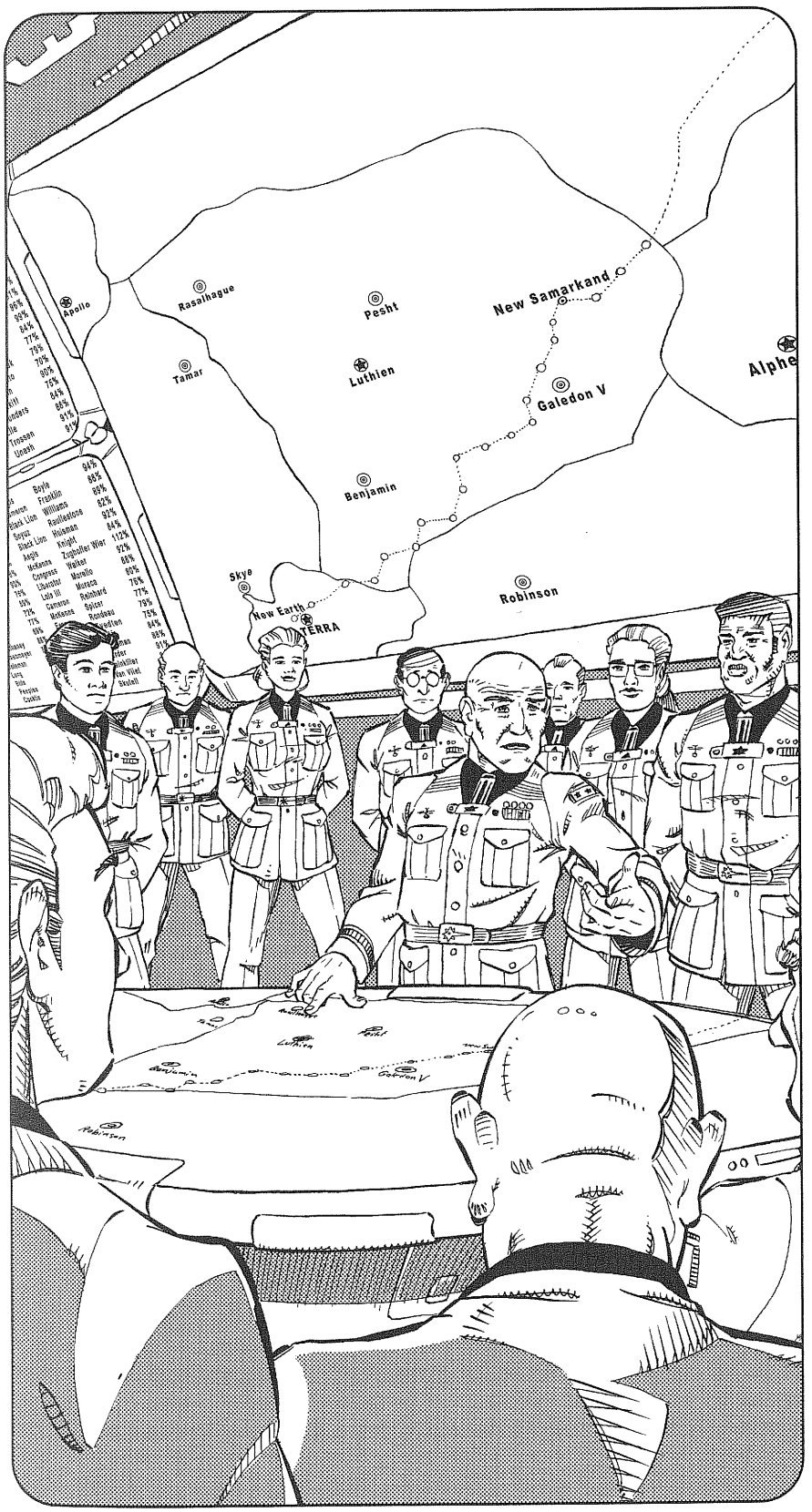
The Capellan-St. Ives war—and make no mistake, this was a war of aggression—ran the militaries of the so-called Trinity Alliance—the Capellan Confederation, the Magistracy of Canopus and the Taurian Concordat—through the proverbial wringer. The Trinity Alliance joined its three member-states in a political and military confederacy that brought lostech to the two Periphery powers, while allowing the Confederation to bolster its military with units from its allies. The Capellan Chancellor put those troops to immediate and chillingly effective use. After the war—a peace negotiated by Anastasius Focht—the conquered St. Ives Military Command was reduced to a mere shell of its former self.

At the same time, Archon Katherine Steiner-Davion hatched her own plan for conquest, though this particular scheme was entirely political in nature. Upon the departure of her brother, First Prince Victor Steiner-Davion, from the Inner Sphere with a small portion of those units involved in Operation Bulldog, she set into motion a complex political maneuver that ultimately enabled her to assume power within the Davion half of the Federated Commonwealth (the remnant after Archon Katherine masterminded the secession of that realm's Lyran territory in 3057).

While the Capellan and Lyran royals were launching their grabs for glory, President Sherman Maltin of the New Colony Region in the Periphery made his own bid for power on Christmas Eve of 3060. Instead of aiming at another nation, however, he sought independence for the NCR. Unfortunately, he chose to do so by taking Magestrix Emma Centrella and Protector Jeffrey Calderon, along with their attachés, hostage on the colony planet of Detroit and demanding independence in exchange for their lives. Magestrix Centrella's daughter, Naomi, staged a rescue attempt less than two months later that freed the hostages but killed Maltin and Protector Calderon in the process. The New Colony Region remained under the joint administration of the Magistracy of Canopus and the Taurian Concordat, though the Magistracy later annexed Detroit to ensure the safety of the Detroit Consolidated MechWorks facilities.

Clan Maneuvers

Events in Clan Space were hardly less dramatic. Before the Star League campaign against Clan Smoke Jaguar had even begun, Clan Star Adder uncovered incontrovertible evidence of Clan Burrock's long-time association with the Dark, or Bandit, Caste—those Clansmen who chose to live outside of the rules and regula-



assumes the Regency on New Avalon
(24 December) New Colony Region President Sherman Maltin takes Magestrix Emma Centrella and Protector Jeffrey Calderon hostage on Detroit

3061
(27 January) First shots in Capellan Confederation/St. Ives Compact War fired
(9 February) Naomi Centrella, at the head of a Canopian force, frees the prisoners on Detroit; Protector Jeffrey Calderon is killed in the attempt; Lord Grover Shraplen assumes Concordat Protectorship
(20 February) Star League Council passes resolution to withdraw SLDF troops from St. Ives Compact; Chancellor Sun-Tzu Liao declares a de facto state of war
(15 March) Task Forces Bulldog and Serpent concluded, with Victor Steiner-Davion returning to Luthien
(1 April) Clan Steel Viper launches first wave of assaults into Clan Jade Falcon's Occupation Zone
(1 June) Khan Marthe Pryde leads her Clan Jade Falcon in a counterattack within their OZ
(6 June) Word of Blake Precentor Martial Trent Arian and his deputy, Suzanne Mulvanery, are assassinated on Terra by unknown assailants, presumed to be ComStar agents; Cameron St. Jamais becomes WOB Precentor Martial
(4 July) The Jade Falcons defeat the Steel Vipers on Waldorff; the Steel Vipers accept hegira and withdraw from the Inner Sphere
(1 November) Start of the second Whitting Conference on Tharkad
(5 November) Coordinator Theodore Kurita elected First Lord; Victor Steiner-Davion appointed ComStar Precentor Martial and SLDF Commanding General

3062
(17 January) Word of Blake gains control of Titan Shipyards
(14 April) Isis Marik ejected from Capellan Confederation
(2 May) First Black May nerve gas attack in the Capellan/St. Ives war. Mandrinn Tormano Liao is killed one such attack.
(12 July) Raid on Skye by mercenaries disguised as DCMS troops
(1 August) Lyran forces attack Ko in the

Lyons Thumb
(6 August) Trinity Alliance signed between the Capellan Confederation, the Magistracy of Canopus and the Taurian Concordat
(15 August) Riots and open fighting break out on Solaris VII
(21 August) Minoru (Kurita) Nova Cat named Clan Nova Cat Loremaster
(5 September) Religious delegates from throughout the Inner Sphere and Clan Space meet on Babylon for the first Babylon Diet, sponsored by Clan Cloud Cobra; four days later, Clan Coyote leads an attack on the Diet, but is eventually beaten back
(18 October) Unknown Combine troops attack Federated Suns' Draconis March; all three DCMS Alshain Avengers regiments assault Ghost Bear capital of Alshain, beginning the Combine/Ghost Bear War
(2 November) Coyote Khan Sullivan Koga killed on Huntress; saKhan Silas Kufahl is elevated to take her place five days later
(16 November) FedCom Civil War breaks out on Kathil
(23 November) *Tai-shu* Teyasu Ashora, Warlord of the Pesht Military District, is killed in battle on Schuyler; *Tai-sho* Tomoe Sakade promoted to his position five days later
(6 December) Duke Arthur Steiner-Davion killed on Robinson
(8 December) Victor Steiner-Davion calls Allied forces to arms, officially starting the Federated Commonwealth Civil War; Steiner-Davion relinquishes his appointments as ComStar Precentor Martial and SLDF Commanding General; Hohiro Kurita appointed SLDF Commanding General; Precentor Gavin Dow appointed Precentor Martial pro tem; unsuccessful assassination attempt against Omiko Kurita
(22 December) The first of Field Marshal James Sandoval's punitive assault forces lands on worlds in the Draconis Combine

3063
(19 January) Julius O'Reilly invades the Illyrian Palatinate
(13 February) Magistracy of Canopus 'garrisons' Detroit
(1 March) By this date, most of the post-Jaguar Annihilation fighting has died down in Clan Space
(2 May) Death of Kristen Marik; the Second

tions of Clan life. The Star Adders immediately launched a campaign of Absorption against the Burrocks, their longtime enemies, only to face interference from the leaders of Clan Blood Spirit who believed that their Clan instead was owed the right to exact justice on the traitorous Burrocks. The Spirits' obsession with striking the fatal blow nearly destroyed their own Clan as both the Burrocks and the Star Adders turned on the interlopers, crushing the Blood Spirit military and sending them reeling. By the end of February, the surviving Burrocks had been absorbed into Clan Star Adder, with the Blood Spirits withdrawing all of their forces to their own homeworld of York rather than open themselves up to predation by their brother Clans.

Once the Clan Grand Council learned the full extent of the Star League assault on the Smoke Jaguar Occupation Zone, the leaders of the rest of the Clans were furious that ilKhan Lincoln Osis, a Smoke Jaguar, had withheld information about that action. While Osis tried to curry favor with some of the less powerful Clans by offering them Inner Sphere invasion corridors of their own, the Khans of the Jade Falcons and the Wolves blocked his move by declaring their intention to oppose any such awards militarily. Even as Clan Smoke Jaguar was dying in the Inner Sphere—and the final executioners were on their way to Huntress—the Falcons and the Wolves started the so-called Harvest Trials by declaring that warriors from any other Clan could only fight in the Inner Sphere if they proved themselves fit to become a part of Clan Wolf or Jade Falcon.

The Khans of these two Clans unknowingly unleashed the pent-up frustrations of the entire Clan society. Hundreds upon hundreds of Clan warriors found themselves unable to sit idly by in the face of a chance to win combat positions within the Inner Sphere, where they could finally test their mettle against the "barbarians" who had stopped their best and brightest cold on Tukayyid. These warriors willingly gave up life in their own Clans for that chance, purposely underbidding or otherwise "throwing" their fights. The Falcons and Wolves fought these Harvest Trials throughout the last half of 3059, in the process recouping much of the strength they had lost while tearing each other to shreds just a few years earlier in ilKhan Ulric Kerensky's Refusal War.

Golden Road to Paradise

Even as the Inner Sphere was defeating the Clans in the Great Refusal on the Clan homeworld of Strana Mechty, two of the Clans were forging new and stronger ties with those who, at least the Crusaders believed, would gladly destroy their way of life. Years earlier, the leaders of Clan Ghost Bear recognized the stagnation that had befallen the Clan homeworlds and the opportunities offered in their own Inner Sphere Occupation Zone. Beginning in 3055, the Ghost Bears launched a massive, bold operation to move their entire Clan into the Inner Sphere, from lowest worker caste to greatest warrior. The sheer scope of the operation was almost unimaginable; even more amazing, they managed to prevent the rest of the Clans from finding out until the move was nearly complete. The last Bear ark-ship left Clan Space in early 3060, just before the Operation Serpent task force landed on Huntress, and arrived in the Ghost Bear Dominion—the name they had given their Occupation Zone—by the end of the year.

The Ghost Bears were not the only ones tempted by life in the Inner Sphere. As the buildup to Operation Bulldog continued in secret, the Khans of Clan Nova Cat underwent a spiritual revelation that would shake up their own way of life. One of the most spiritual Clans, the Cats take stock in visions and portents that most people would dismiss as mere dreams or coincidence. When a vision of a cat and a dragon working hand in hand came to them, they saw their alliance with the Draconis Combine—the Inner Sphere realm from whom they had taken the most territory—as destiny instead of a fantasy. Soon afterward, when Bulldog strike

forces hit Nova Cat-held worlds in the Occupation Zone that Clan shared with the Smoke Jaguars, the Nova Cats all but surrendered wholesale, in a way that satisfied both their military customs and their spiritual bent.

Though the Cats' actions in the Inner Sphere were disquieting, it was their outright siding with the Star League Defense Force during the Great Refusal that forced their fellow Clans take action within the Grand Council. That Clan governing body had already suffered severe shock in the wake of the Ghost Bears' announcement that they were leaving the Clan homeworlds. The reaction to the Nova Cats' alleged treason was tempered only by the fact that one Clan had already been Annihilated and that the combined Bulldog/Serpent forces had defeated the rest on Strana Mechty's own fields of battle, thus bringing an end to the invasion of the Inner Sphere. The Grand Council did the only thing it felt it could: it cast the Nova Cats out of the Clan homeworlds and Abjured them as no longer Clan. This action forced the Nova Cat leaders to hastily organize as quick a withdrawal from Clan Space as possible. They were not as successful as the Ghost Bears and had to leave much behind, including civilians and materiel. All abandoned property was claimed by other Clans looking to boost their own standing within Kerensky's Cluster; the majority of the civilians died in the ensuing battles or their aftermaths.

As shocking as Clan society found the actions of the Ghost Bears and the Nova Cats, even more stunning is the conduct of these two Clans in the Inner Sphere. Both have embraced the Inner Sphere's way of life, including its people. The Ghost Bears are allowing the citizens of their Dominion a great deal of freedom in the way they conduct their lives and even in how they are ruled, a fact that has gone a long way toward easing tensions among these former denizens of the Free Rasalhague Republic.

As for the Nova Cats, they govern an entire prefecture within the Draconis Combine. That fact alone has cemented opposition to the Combine's Coordinator among many of the realm's most influential citizens, and individuals on both sides of the issue are locked in a fierce political struggle—with a surprising number fighting for the Nova Cats.

THE NOVA CAT PARADOX

Why were the Nova Cats caught so unprepared?

If, as their own histories say, Khan Severan Leroux and saKhan Lucian Carns had a vision that led them to this stunning turn of events why did they not better prepare their people? Why, like the Ghost Bears, had they not already begun a grand exodus to the Inner Sphere? If the Ghost Bears could accomplish such a feat in secrecy, why not the Nova Cats?

There can be no definitive answers, as both Khans are dead. Furthermore, the current Nova Cat leadership seems intent on accepting their published history.

Perhaps, it could be said, that regardless of their vision, the Nova Cat Khans hoped to some how avert the events they foresaw. After all, panic might ensue if they began making an exodus and like the Ghost Bears, they had to be wary of discovery. Then, at the last, it was simply too late and the hammer of events smashed those Nova Cats in the homeworlds.

However, another answer presents itself. Perhaps there was no vision and as has been noted even in Nova Cat chronicles, perhaps their leadership simply acted on a 'spur of the moment,' leaving a shattered Clan to pick up the pieces and make sense of the horrible events.

Of course such speculation is only that, speculation. For the curious, there can be no answers.

For the Nova Cats, they have their answers and do not appear eager to delve any further.

Free Worlds Guard occupies the Lyran world of Arcadia on the orders of Marshall Jeremy Brett
(6 June) Khan Malavai Fletcher arrives on Tamar from Clan homeworlds
(10 June) Capellan Peace Accords signed; St. Ives Compact absorbed into Capellan Confederation
(28 June) First battle for New Avalon begins
(30 June) Julius O'Reilly accepts the surrender of the Illyrian Palatinate
(8 August) Julius O'Reilly kills his father, Sean O'Reilly, and is inaugurated as Caesar of the Marian Hegemony
(26 August) Clan Star Adder makes its first assault on York
(8 September) Start of the battle for Tikonov
(17 November) Clan Hell's Horses assaults the Ghost Bear Dominion
(15 December) *Tai-shu* Tomoe Sakade commits seppuku on Luthien
(20 December) Archon Katherine Steiner-Davion wipes out last of Allied armed resistance on New Avalon
(22 December) DCMS and Clan Ghost Bear fight a Trial of Possession for the world of Courchevel and the agreed end of the war; Clan Ghost Bear wins and retains control of the world, but returns all other worlds taken in the conflict to the Draconis Combine; Clan Ghost Bear turns its energies on Clans Hell's Horses and Wolf

3064
(18 February) First contact between Clan Snow Raven and the Outworlds Alliance, ending with an opening of diplomatic ties between the two powers
(15 March) Omiko Kurita assassinated on Luthien; HPG communications and JumpShip traffic between the Draconis Combine and its neighbors almost immediately shut down
(28 March) Start of the battle for Giausar
(10 May) Start of the Jade Falcon Incursion into the Lyran Alliance
(18 May) Clan Ghost Bear's conflict against Clans Hell's Horses and Wolf is concluded; Clan Hell's Horses leaves the Inner Sphere
(23 May) Allied strategy meeting on Halfway
(12 August) Khan Malavai Fletcher killed in a Trial of Possession; Star Colonel James Cobb elevated to Khan of Clan Hell's Horses
(13 August) Start of the first battle for

Melissia; General Sharon Bryan killed three days later; General Adam Steiner takes command of Melissia Theater and orders retreat from the world
(8 September) Caph's government gives the Word of Blake a contract for HPG services, forcing ComStar off-world
(2 November) Duchess Margaret Aten and her heir, Ilse, are assassinated on Skye; her surviving child, twenty-year-old Hermione, becomes duchess
(7 November) Start of the Third Whitting Conference on Marik
(14 November) ComStar, the Taurian Concordat and the Word of Blake admitted to the Star League with a one-term probationary period; Elected Prince-Regent Christian Månsdottir elected First Lord; Hohiro Kurita appointed SLDF Commanding General
(6 December) First Combine forces enter the Federated Suns as a part of the DCMS Reprisal

3065
(10 January) Clan Wolf begins its own assault into the Clan Jade Falcon OZ
(12 January) Robert Kelswa-Steiner marries his fiancé of two years, Hermione Aten of Skye
(27 February) General Adam Steiner negotiates end of Jade Falcon Incursion
(25 March) Terrorists strike Dieron shipyards
(12 April) Clan Diamond Shark forces take possession of Twycross after a five-day Trial
(13 April) Clan Hell's Horses reclaims the Tokasha MechWorks
(16 April) Duke Robert Kelswa-Steiner interned at Garvinny on Donegal on the orders of Katherine Steiner-Davion
(15 June) Start of the Fifteenth Battle of Hesperus and beginning of Free Skye revolt
(22 June) Ice Hellion Khan Asa Taney defeated in a Trial of Possession for his position; Star Colonel Raina Montose is elevated to take his place
(27 June) End of the Jade Falcon/Wolf OZ war
(8 July) Free Rasalhague Republic forces launch a strike into the Wolf Clan OZ in search of individuals accused of war crimes
(16 July) Clan Diamond Shark takes possession of Trondheim as a "trading world;" Itabaiana follows less than a month later, serving in a similar capacity

WAR, CIVIL AND OTHERWISE

By the time Victor Steiner-Davion returned to the Inner Sphere with the rest of the Bulldog and Serpent survivors, it was obvious to all that the two nations of the former Federated Commonwealth were on the brink of a civil war like none other in human history. The prince landed on Luthien only to find that his appointed regent, his younger sister Yvonne, had allowed Katherine to assume control on the Federated Suns capital of New Avalon.

Rather than launch a political and military campaign to dislodge Katherine from power on Tharkad and New Avalon both—a campaign that countless soldiers and commanders in both the Federated Suns and Lyran nations were prepared to fight—Victor Steiner-Davion chose to let the matter lie, apparently unwilling to put his people through the horrors that war would bring them. Instead, he accepted a position with ComStar as that organization's Precentor Martial. At the Second Star League Conference at the end of 3061, where Coordinator Theodore Kurita was elected First Lord, Prince Victor was appointed Commanding General of the SLDF.

Clearly, despite the tremendous victory over the Clans, the Inner Sphere was still far from the peace that the original Star League had brought to humanity.

In the Wake of the Serpent

Surprisingly, the Clans took the Annihilation of the Smoke Jaguars in stride, apparently viewing the complete destruction of one of their most powerful members as a testament to the Jaguars' formerly unsuspected weakness. Instead of banding together in a closer alliance like the nations of the Inner Sphere did in forming the Star League, the Clans continued in their divisive ways.

The Annihilation of the Smoke Jaguars led the Clans into a brief but bloody war to conquer that Clan's former holdings, along with those of the Ghost Bears and the Nova Cats. Huntress was the target of almost every Clan's attacks, with particular aim toward securing the Jaguars' ProtoMech technology. Eventually the fighting encompassed a dozen different worlds, more than a quarter of the Clan homeworlds. The conflict would eventually become known as the Wars of Possession.

During the midst of this confusion, the leaders of several Clans decided to single out specific enemies for revenge. The most notable was the Steel Viper assault on the Jade Falcon Occupation Zone. Moving considerable forces to the Inner Sphere, the Vipers succeeded wildly in their initial assaults, but were quickly stymied by the Jade Falcons' daring counterattacks. In fact, the Falcons' assaults were apparently so overwhelming that the Steel Vipers retreated wholesale from the Inner Sphere, returning to their homeworlds in time to make several significant gains in the final days of the post-Annihilation fighting.

While the Steel Vipers were aiming to take on the Jade Falcons in the Inner Sphere, another Clan took up residence in the Occupation Zones—Clan Hell's Horses. By all accounts, the Horses moved a Galaxy of troops into the Inner Sphere and seized three worlds from Clan Wolf in Trials that were undoubtedly designed to let the Horses take the panets and thus reinforce that border with the Ghost Bear OZ.

Meanwhile, the Star Adders, now without a doubt the most powerful of the Home Clans—though the Steel Vipers and the Hell's Horses are Toumans to be weary of—began to turn their eyes toward their most hated enemies—Clan Blood Spirit. Like most of the other Clans, they spent some time in the wake of the post-Annihilation fighting to reorganize. They had come out of that three-year intensive conflict by far the best among the other Clans, though they did have to contend with some problems integrating the Absorbed Clan Burrock warriors. By the middle of 3063, the Adders were launching their first attacks on York. Though the two Clans

merely sparred for the first few years, as 3067 rolled around the Adders were apparently devoting significant assets toward punishing the Spirits on their own homeworld. It was only a matter of time, however, before the Blood Spirits struck back with a vengeance.

The remaining Clans did not give up their martial nature as the decade wore on, but none engaged in the kinds of wholesale destructive campaigns that marked the beginning of the 3060s.

Destiny, Finally

The final months of 3062 saw the beginning of the Federated Commonwealth Civil War, a conflict that lasted for nearly five years, involved hundreds of worlds and saw the deaths of millions. Much has already been written about this war, even though it has been officially over for mere weeks, and in the end there was no true winner. Archon Katherine Steiner-Davion was removed from power by her brother, Victor Steiner-Davion (who had resigned as ComStar Precentor Martial and SLDF Commanding General). In her place, Peter Steiner-Davion took charge of the Lyran Alliance as Archon and Yvonne Steiner-Davion took charge of the Federated Suns as Regent (the law prevents her from taking the title of First Prince).

Dragons, Dark and Dangerous

Much earlier in 3062, a number of seemingly unrelated incidents set in motion a complex pattern of events that would nearly turn the entire Inner Sphere upside down. Again.

Early in the year, the Word of Blake took the Titan Shipyards, finally securing the Terran system after four years of fighting. While this did not adversely affect ComStar or its military—the Com Guards had moved most of their naval operations away from Titan years earlier—it did mean that ComStar no longer had a listening post within the Terran system and would lose much-needed intelligence on the doings of the Word of Blake.

Several months later, units masquerading as Combine and mercenary troops invaded the Lyran-Combine border region known as the Lyons Thumb, provoking a Lyran retaliatory strike into the Draconis Combine. Though quick diplomacy kept those actions from exploding into war between two superpowers, dual raids on the Ghost Bear Dominion capital world of Alshain and the Draconis March capital of Robinson incited the Ghost Bears and the March Duke James Sandoval to almost simultaneously launch invasions into the Draconis Combine.

Coordinator Theodore Kurita and his DCMS were wholly unprepared for these incursions. Theodore had deployed much of his military along the Lyran and Federated Suns borders in order to prevent FedCom Civil War fighting from spilling over into his realm, so when the Ghost Bears counterattacked in November, the Combine naturally lost much ground as units were hastily redeployed from the other side of the nation. Likewise, when Duke James Sandoval's own invasion forces hit several Combine worlds in December of 3063, including two regional capitals, his troops experienced quick and relatively bloodless victories.

The dual invasion of the Combine continued through the end of 3063. Coordinator Kurita focused his nation's energies on repelling the Ghost Bears, who seemed more intent on punishing the DCMS than on capturing territory. By the end of 3063, however, the Ghost Bears found their Dominion threatened by the Hell's Horses, who had taken advantage of the Ghost Bears' distraction by mounting their own campaign deep into the Dominion while the Bears were occupied with the Combine.

Bear Khan Bjorn Jorgensson and Coordinator Theodore Kurita both recognized the seriousness of the outside threats to their own nations, and agreed to a solu-

(8 September) Steel Vipers attack Snow Ravens on Lum
(7 October) Baron Tancred Sandoval assumes control of Draconis March Regional Command
(10 October) Loyalist forces on Kathil capitulate, ending the longest-running battle in the FedCom Civil War
(12 October) Steel Vipers withdraw from Lum; Viper Khan Perigard Zalman killed in action; saKhan Brett Andrews is elevated to take his place ten days later
(27 October) Start of the battle for New Syrtis
(11 December) General Caesar Steiner negotiates end of hostilities on Giausar

3066

(4 March) Duke James Sandoval dies; Baron Tancred Sandoval inherits title Duke of Robinson
(17 March) Duke Tancred Sandoval and Coordinator Theodore Kurita come to an agreement, ending the AFFS war with the Draconis Combine and the DCMS Reprisal
(9 April) Formation of the Fronc Reaches
(11 April) Ambermarle's Highlanders and the Second McCarron's Armored Cavalry maul the Third Free Worlds Guard on Zion before withdrawing two weeks later; a similar attack by Marshigama's Legionnaires and the Dragonslayers against Conquista and Andurien is soundly repulsed
(25 April) First assault on Taurus by the Fighting Urukhai
(16 May) Battle for New Syrtis ends
(3 June) Formation of Kindraa Payne-Beyl-Grant
(30 June) Start of the final battle for New Avalon
(23 July) Battle for Tikonov ends
(18 August) Start of the battle for Tharkad
(6 September) Taurian Concordat Marshal Baron Cham Kithrong leads a revolt that results in the formation of the Calderon Protectorate (officially recognized on 19 December)
(3 November) Com Guards posing as pirates strike the Word of Blake Militia garrison on Caph

3067

(23 January) Taurian assault into the Federated Suns

(2 February) Blood Spirits and Fire Mandrills assault Star Adder holdings on Tathis
(28 March) Chancellor Sun-Tzu Liao claims Tikonov as a Capellan protectorate; Marshal of the Armies Jackson Davion resigns
(2 April) General of the Armies Nondi Steiner killed in action on Tharkad; battle for Tharkad concludes three days later
(11 April) FWL forces withdraw from Arcadia
(20 April) Field Marshals Ardan Sortek and Simon Gallagher killed; Archon Katherine Steiner-Davion surrenders on New Avalon, officially ending the FedCom Civil War
(24 April) Peter Steiner-Davion named Archon of the Lyran Alliance (ratified by the Estates-General five days later); Yvonne Steiner-Davion named Regent of the Federated Suns
(27 April) When Grand Duke Morgan Kell refuses the post, Archon Peter Steiner-Davion appoints Caesar Steiner as the LAAF's General of the Armies (pro-tem)
(3 May) Formation of Kindraa Mick-Kreese-Kline
(8 May) Trial of Possession between Clans Ghost Bear and Nova Cat for the *Rasalhague*
(9 July) Arc-Royal Protocols formalize the relationship between Clan Wolf (in-Exile) and the Lyran Alliance
(26 July) Star Adder Khan Cassius N'Buta defeated in a Trial of Possession for his position; Galaxy Commander Stanislov N'Buta is elevated to take his place
(28 August) Duchess Alys Marik calls for the repeal of Resolution 288, marking the start of the Great Debate in the FWL Parliament
(29 August) Adam Steiner named LAAF General of the Armies
(15 September) Start of the 2nd Babylon Diet
(10 October) Free Capella ejected from the Federated Suns
(28 November) Fourth Whitting Conference scheduled to start on Tharkad

OLYMPIAD REBORN

The Martial Olympiads that recently ended were attended by military delegations from nearly every House, Clan, Periphery realm and upstart nation from across the Inner Sphere and beyond. Considering that most of these nations were at war at the time, several with each other, their participation is a testament to the competitiveness of human nature. Of course, the unsettled state of the tion that would end the conflict while sating their warriors' appetites for justice and honor. A Trial of Possession fought for the world of Courchevel, which the Ghost Bears won, ended the war. The Ghost Bears returned every Combine world they had captured except Courchevel and both sides agreed to turn their backs on each other to deal with other threats.

The Coordinator turned his troops around and focused on taking back the worlds conquered by Duke Sandoval—a total of six, four of which were regional capitals. Freed of the Ghost Bear threat, the DCMS relatively easily expelled the FedSuns troops, who were operating only with the meager supplies that their Duke could free from use in the civil war. But the Combine didn't stop there. The so-called DCMS Reprisal began in December of 3064, bringing Combine forces directly into Duke Sandoval's Draconis March. The Reprisal would last another two years, ending only after Baron Tancred Sandoval ceded two contested worlds and allowed the rest of the invading forces to withdraw unmolested from the planets they had been fighting hard to take. This agreement allowed Baron Sandoval to focus his forces on the conclusion of the FedCom Civil War and gave the DCMS a much-needed rest from constant operations.

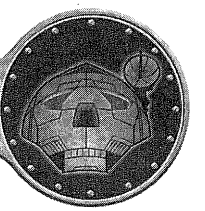
Though working in the best interests of his nation, the Coordinator was not without his detractors. The indecisive way in which he had allowed the wars with the Ghost Bears and the Federated Suns to end did not sit well with many in his nation—especially the reactionary Black Dragons, a powerful semi-secret society believed by many to have initiated both conflicts. Nevertheless, the Coordinator's will reigned supreme, though apparently not without cost.

Claiming Honor

As it ground the two most powerful militaries in the Inner Sphere to a pulp, the FedCom Civil War played backdrop to numerous other political and military maneuvers. Khan Malavai Fletcher of Clan Hell's Horses launched his own campaign against his ancient enemy, Clan Ghost Bear, while they were busy responding to the Combine attack on Alshain. The Ghost Bears never saw the Horses' assault coming, but turned about faster than anyone could have imagined. The Bears drove the Hell's Horses not only from the Dominion, but from the Inner Sphere altogether. In the process, the Bears took the Horses' three worlds and also took Gunzburg from the Wolves, who were responsible in no small measure for goading the Horses into attacking. To add insult to injury, they would eventually take the important world of Rasalhague as well.

As the conflict between the Ghost Bears and Hell's Horses was winding down, some two and a half years after the Steel Vipers had been ejected from the Inner Sphere, Khan Marthe Pryde led her Jade Falcons on a renewed assault into the Lyran nation. Looking to blood a new generation of warriors, Khan Pryde took advantage of the Lyran Alliance at almost the worst possible time. Victor Steiner-Davion reassigned some of his forces away from the battlefields of the FedCom war and instead gave his distant cousin, General Adam Steiner, the monumental task of dealing with the Jade Falcon incursion. General Steiner had fought against Victor in the earliest days of the Civil War, but eventually came around to Victor's side—and their earlier skirmishes apparently convinced Victor Steiner-Davion of his former adversary's ability. With the aid of units pledged to both sides of the FedCom/Lyran conflict, as well as Khan Phelan Kell's Clan Wolf, Steiner launched a counterattack into the Falcon OZ that threatened to cut it in half. The two sides battled for nine months before finally bringing an end to the fighting—though only with the unintentional help of Khan Vladimir Ward's Wolf Clan.

Caught between two major powers, and after seeing what the Ghost Bears could do if provoked, Khan Ward took advantage of the Falcons and launched his



own raid into their OZ even as Khan Pryde was occupied with the Lyran counterattack. The Wolf campaign lasted only six months and ultimately ended in something of a draw, although the Falcons—still militarily stronger than the sundered Wolf Clan—claimed more worlds for their OZ than did Khan Ward for his Wolves.

Concerns Peripheral

The nations of the Periphery are often dismissed by the people of the Inner Sphere as inconsequential, with the exception of the Magistracy of Canopus and occasionally the Taurian Concordat (the two most powerful, and thus the most potentially dangerous, of the Periphery states). Throughout the ages, however, these resilient realms have surprised us countless times. The Marian Hegemony did just that in 3063 and again in 3066. Julius O'Reilly, son of the Marian Caesar, launched a lightning campaign against the neighboring Illyrian Palatinate. After six months of fighting, Julius O'Reilly conquered the Palatinate and returned to his homeworld a hero. Using his newfound popularity and status as a conqueror, he confronted his father and killed him, claiming the title of Caesar for himself.

The younger O'Reilly proved a far more capable leader—politically and militarily—than his father and quickly won the hearts of his people, including the recently conquered inhabitants of the Illyrian Palatinate and the Lothian League. But the young Caesar had his eyes on another goal even in the midst of taking over the Palatinate. Less than three years after accepting the Palatinate's surrender, Julius O'Reilly led his Legions into the Circinus Federation.

Thought the Marian Legions had prepared long and hard for their next invasion, they had never expected Circinian President MacIntyre and his rag-tag troops to put up much resistance. And they certainly never expected the Federation to curry support from the Magistracy of Canopus, the Free Worlds League and even the Word of Blake. The invasion stalled quickly and both sides were bloodied. None of the Circinus Federation's allies were willing to involve themselves in a long-term military campaign, however, forcing President MacIntyre to accept a cease-fire agreement that left the Hegemony in control of Federation territory.

While the Marian Hegemony was busy waging wars of conquest, the Outworlds Alliance was apparently busy forging peaceful relationships. Though few details are currently available, all accounts indicate that Alliance President Mitchell Avellar has negotiated a treaty of some sort with Clan Snow Raven. Already, numerous reports have placed Snow Raven ships within the Alliance.

At the same time, the Taurian Concordat experienced its own crisis, triggered by a rogue FedCom mercenary command's assault on the Concordat's capital world. Protector Grover Shraplen authorized a retaliatory strike into the Federated Suns in 3067 that ultimately shattered several veteran Concordat units and sparked an internal conflict that is wracking the Concordat and leading to its sundering.

Nor has the rest of the Periphery been quiet during these years of turmoil. The Lyran Alliance, Draconis Combine and Federated Suns have all reported an increase in pirate and other outlaw activity along their Periphery borders. Additionally, the New Colony Region, an area jointly administered and settled by the Taurian Concordat and Magistracy of Canopus, recently declared its freedom as the Fronc Reaches and has even been recognized by the Canopian government.

TRADITIONS NEW AND OLD

The past decade or so has stood witness to some of the most horrific fighting in the history of man, as the basest and most evil side of human nature has once again come to the fore. Whether from jealousy or greed or just because it was the easiest thing to do, our leaders have stooped to levels not seen since the fall of the first Star League. Unfortunately for all of us, they—and we—can still slide much further.

Poisoned Dagger of the State

The brutal murder of Archon Melissa Steiner in June of 3055 shocked the entire Inner Sphere. No leader, especially one so beloved, had ever been so publicly—and so horrendously—assassinated in recent memory. For months and even years following Inner Sphere also resulted in several interesting incidents. For example, the Martial Olympiad was supposed to be free of politics, yet Chancellor Sun-Tzu Liao barred his MechWarriors from joining in the opening ceremonies in some sort of political tip-of-the-hat to his Periphery ally, the Magistracy of Canopus.

Several off-site brawls broke out among some of the military personnel, the worst being a fist fight between members of Clan Jade Falcon and ComStar that dragged into the streets and threatened to degenerate into a massive riot. Supporters of Houses Kurita, Davion and Steiner, and even of the Ghost Bears, have already publicly lambasted their participants for being too focused on causing the downfall of their political opponents, allowing others to gain the upper hand. Regardless, as anyone without the blinders of patriotism can see, the Capellan military delegation, led by *Zhong-shao* Derek Evans, simply outperformed the lot of them, stealing the coveted trophy.

Regardless of the difficulties experienced, the first Martial Olympiad to be held in three hundred and thirty one years was a spectacular demonstration of martial prowess, and certainly a show like none other. Further, the mere sight of the banners from the Inner Sphere Houses and the Clans marching side by side, instead of off to war against each other, brings to many hope for the future.

that heinous act, many compared the slaying of Archon Melissa with the sheer evil of Stefan Amaris' long-ago murder of the Cameron family—a deed of infamy that brought human civilization crashing down.

Unfortunately, the sheer cruelty of Archon Melissa's killing seemed to open the floodgates, so to speak. Less than a year later, Free Skye leader Duke Ryan Steiner was dead by an assassin's bullet, and before the end of the decade more than a dozen lesser royals throughout the Inner Sphere were also dead. Scores more assassination attempts were made, most notably the attempt on Coordinator Theodore Kurita's life in 3058.

Nor did the violence end there. Since 3060, we have seen several more attempts on the lives of Coordinator Kurita and even the exceptionally well-guarded Chancellor Sun-Tzu Liao. Duke Morgan Hasek-Davion was eliminated while leading Task Force Serpent. The ruler of the Marian Hegemony was murdered and replaced by his own son. Protector Jeffrey Calderon died as a hostage on Detroit. Duke Arthur Steiner-Davion was killed by an assassin's bomb. Omi Kurita, daughter of the Coordinator, fell to an assassin's poison on Black Luthien.

The lives of hundreds more royals and senior military officers in the Inner Sphere and the Periphery ended prematurely in this decade alone, has been astonishing. But unlike the aftermath of Archon Melissa's murder, there has been no massive outcry, no shouts for justice from around the Inner Sphere, no promises that we will never allow another leader be taken from us.

Instead, we have all succumbed to indifference. We have become desensitized to the evil that has claimed our best leaders, have allowed assassination to become a part of everyday life. Though the terrible civil war that has rocked the former Federated Commonwealth is in part responsible for that, it is not wholly responsible.

Swords of Damocles

As terrible as it is to comprehend the complacency and outright apathy we have all begun to show our leaders—and even the celebratory tone we take when another nation's leader falls—we have begun to do worse to ourselves. Before humankind reached out to the stars, we fought terrible wars with each other that eventually spilled into space. Only when Chancellor Aleisha Liao brought us the Ares Conventions did we begin to treat each other with a sense of dignity and respect. Our leaders temporarily forgot that lesson following the long-ago Exodus of General Kerensky and the original SLDF, but in the ensuing madness of the Succession Wars even they soon realized that there had to be some rules. For the survival of human society, some actions had to remain off-limits.

Unfortunately, history appears doomed to repeat itself. Banned by law and by all that is good and right, weapons of mass destruction like atomics and nerve gas have come back to plague us once again. Beginning with a single atomic detonated on Gibson twelve years ago—an act that, like the murder of Archon Melissa, frightened the entire Inner Sphere—these evil creations have returned to curse us like the Ten Plagues of Moses.

As the Capellan Confederation fought its war to reclaim the St. Ives Compact, the Chancellor's sister unleashed her Thuggee terrorists on the Capellans' kin, bringing death to thousands of St. Ives citizens with their Black May nerve gas attacks. That atrocity finally shocked us into demanding justice, and Sun-Tzu was forced to allow his sister to stand trial for what she'd done.

Just when we though justice had been done and the atrocities had passed, a senior officer, a commander entrusted with upholding the rules of the Federated Commonwealth, a knight whose honor demanded she do only what was right, stumbled on a FedCom weapons cache that contained fifty atomic weapons. Instead of destroying those weapons, instead of locking them back up in that bunker and burying it under hundreds of tons of earth and ferrocrete, she used them. Indiscriminately. Caring nothing for the lives she would take and those she would forever condemn to pain, she dropped them on men and women she had once called friends, killing them just so that she could escape justice.

Did we do or say anything? No. Because we've gotten used to the violence, because senseless killings have become everyday occurrences. And so they will continue, unabated.

FUTURE: BRIGHT OR BLEAK

If I have seemed overly negative or dramatic in this essay, it is because we—humanity as a whole—are at a turning point in history. The wars that have plagued us these past twenty years or so are now behind us, and we are again enjoying a relative peace. The wars are over. This is the coda, the time for catharsis and with it the healing that only time can bring.

Of course, the shape of the future depends upon the actions of our leaders in the coming weeks and months. The ultimate fate of the Star League rests entirely in their hands, depends solely on their ability to put aside their own agendas and look past the deeds of others. Ultimately, it relies on their nobility. We must now trust that they have the insight to recognize what is right and the strength of will to do it.

But they cannot do it alone.

It is also our responsibility to help them make those difficult decisions. We must put aside fear and hatred and selfishness, and put hope and understanding in their place. For who can expect our leaders to show the courage necessary when we ourselves lack the strength of character to make those same decisions?

CAPELLAN CONFEDERATION



My faithful Cameron,

Your recent efforts on our behalf were inspired and inspiring. Tikonov would not be ours again had you not gifted the Free Republic Revolutionaries with a measure of your own strength. Take them, with my gratitude and my blessing, and I hope they bring you as much favor as they have brought us. You truly walk in the shadow of the Goddess.

In keeping with our private agreement, my followers have spirited to me the attached file, which I now pass along to you. It is a four-year assessment of the military, prepared for Sang-jiang-jun Talon Zahn, to be appended to our Field Manual. The Capellan arm is as strong as its ancient soul. We are formidable allies in your quest against the dark forces that would enslave both our peoples. This you will see.

And thank you for my gift! It is so much the sweeter that I did not expect it. I am thoroughly enjoying General Killson's stay on Highspire, though she has proven such a fragile thing...

With affection,

Kali Liao, 3 September 3067

3063: YEAR OF THE PIG

The Year of the Pig saw a final end to the Confederation's violent struggle for pan-Capellan unity. There had been no able path for retreat, not after the Black May attacks in which Kali Liao and her Thuggee agents used nerve gas to strike at the Confederation's wayward cousins. Still, the fall of St. Ives in 3062 heralded the eventual end of this conflict. After several attempts at a lasting cease-fire, ComStar's Martial-emeritus Anastasius Focht bargained a final truce in June.

The Capellan Armed Forces and St. Ives Commonality (nee Compact) laid down their arms with bitter reluctance, for people do what they will do during the Pig Years with great strength. With stiff arms and cold hearts, the two Capellan states embraced and once again became one. For the regular military, this meant integrating half a dozen regiments with which they had recently been at war. The process moved slowly and prevented a rapid rebuilding of the Capellan military arm.

By the end of the year, as hostilities continued to heat up across the border inside the Federated Commonwealth, the CCAF still fought old rivalries and the petty resistance of St. Ives officers who continued to wear their old colors and rank insignia. As always, once given, Capellan loyalties die hard.

The St. Ives Commonality

Of greater importance than uniforms and rank insignia, the St. Ives military has shown intense resistance to any significant changes in their battle doctrine. Traditionally, the SIMC has fielded heavier forces with stronger logistical support than a

typical Confederation command. Command echelon officers are also used to greater autonomy than their CCAF counterparts. To the surprise of many SIMC officers, the Capellan Armed Forces backed off from implementing sweeping changes, and by year's end Sang-jiang-jun Talon Zahn had begun to request assistance from many of them in order to incorporate St. Ives doctrine within long-standing Capellan regiments.

Free Capella

Pigs to the end, units of Free Capella continued their armed resistance against the CCAF at every opportunity throughout the remainder of the year. The most reasonable of these was certainly the Blackwind Lancers, who resisted Candace Liao's call to return home but have not gone out of their way to make trouble. At the other end were Borodin's Vindicators, determined to pick a fight at any opportunity. Fortunately, as the Steiner-Davion civil war came to stronger and stronger blows, the attention of Free Capella was diverted toward watching their own backs.

3064: YEAR OF THE RAT

Large ambitions have always colored the Year of the Rat. Fortunately, it is also a year in which hard work is likely to be best rewarded.

In 3064 the CCAF and all but the most recalcitrant of ex-Compact officers were able to set aside differences, focusing their efforts away from impeding each other's progress and toward a mutually beneficial arrangement. A large measure of this change is credited to Duchess Candace Liao, who served her people well in leading by example. Her gift of six new Emperor-design BattleMechs to the Citizens' Honored regiments—though cast by some critics as a cynical way to win favor from such important military units—was later matched by the Chancellor's order that one-third of the year's production capability from Victoria's Shengli Arms Facility be routed directly to units stationed in the St. Ives Commonality. While this decree included visiting units like the Third Canopian, it also greatly benefited the St. Ives Janissaries and Aliesha's Mounted Fusiliers.

Project Phoenix

Though brought to the Capellan Confederation in 3063, it was in 3064 that Giovanni Estrella De la Sangre's Project Phoenix took titanic strides forward. His proposal, to redevelop older BattleMechs into newer state-of-the-art designs, came when the CCAF needed it most. The Phoenix Hawk, Marauder, Warhammer, Wasp, Archer—all would be brought back to life with stealth variants, ready to be included in the armed forces' new ying qiang—the shadow lances.

In a gesture of goodwill and a means to heal the final wounds left over from the Xin Sheng conflict, several contracts were awarded to or shared with industries in the St. Ives Commonality. These negotiations became critical, in fact, when Chancellor Liao bartered HildCo's production as a means to secure the vaunted Marauder from GM. In a twist of irony, the Confederation's largest export under the "new Capellan order" became military equipment from St. Ives. The Confederation was now selling to the Federated Commonwealth more weapons with which they could tear themselves apart in civil war.

The Star League Conference and Trinity Alliance

Of course, nowhere do great ambitions surface as they do at the tri-annual Star League convention. Held on the world of Marik in 3064, one decision in particular held long-term ramifications for the Capellan Confederation and its military: the ascension of a Trinity Alliance ally to full membership status. The lucky realm, to everyone's vast surprise, was the Taurian Concordat.

To elevate the Concordat rather than the Magistracy of Canopus after so many years of close ties to the latter state threatened the three-way alliance, and Magestrix Emma Centrella pulled all but the Third Canopian Fusiliers out of Confederation space. This action put greater strain on the Concordat, which stepped up to provide stronger military support of Confederation/Alliance aims within the Chaos March, but in this the Taurians proved their mettle as they shouldered the extra burden without complaint and with a new sense of commitment. Wearied Capellan units were able to fall back for rest and refit, readying themselves for a renewed push that, surprisingly, did not come in the new year.

3065: YEAR OF THE OX

Patience marked the Year of the Ox for the CCAF as all regular military endeavors were scaled back or put on hold. Tikonov was the exception, and not by choice of the high command.

The Free Republic Revolutionaries, only loosely associated with the Confederation, resurfaced very early from dormancy and two years of preparations. Their local cell, the Free Tikonov Movement, had gone back into hiding following the cessation of the Xin Sheng conflict. Now, with the Federated Commonwealth fracturing through civil war, once again they rose up to challenge foreign claims to their homeworld. Their interference helped force Victor's armies off Tikonov, sending them back into the Lyran Alliance to regroup.

Noting the situation on Tikonov, his lack of support from the Magistracy, and the continued resistance his forces met within the Chaos March, Chancellor Sun-Tzu Liao pulled back from his expansionist plans. Instead, playing a much longer game, the Chancellor allowed his cousin and Duchess Candace's son Kai Allard-Liao to leave the Confederation and seek out Prince Victor in his time of need. The Chancellor's call for moderation came just in time as Naomi Centrella and the Third Canopian Fusiliers were also recalled to the Magistracy, leaving the Confederation bereft of any Canopian support.

3066: YEAR OF THE TIGER

With the Year of the Tiger came a time of restless reflection interrupted by impetuous action. The CCAF was nearing full strength, and now added the might of the SIMC as well. Project Phoenix showed impressive results as the first prototypes of

new stealth 'Mechs marched out of factories. The Magistracy returned with its regiments, and later with Naomi Centrella. If not for a few ill-timed decisions, 3066 might have passed in quiet triumph for the Capellan military and its allies.

The Chaos March

First among such difficulties were several new attempts to push back into the Chaos March. The Taurian Concordat threw a great deal of its own strength behind what few opportunities presented themselves, only to find out in July that so many years of constant military adventurism had taken its toll back home. Political turmoil forced the return of several regiments to Concordat space.

With the wary return of Canopian troops, the CCAF sought a new solution. The decision was taken from the hands of the Strategios, however, when Little Richard's Panzer Brigade jumped the Chaos March border on their own initiative and attempted to occupy the world of Genoa. The mercenary Twelfth Vegan Rangers came to Genoa's aid, however, sent in by Duke George Hasek of the Commonwealth's Capellan March. In a series of pitched battles on Genoa, and again on Arboris, the Rangers smashed Little Richard's Brigade. With the Rangers on hand and the formation of two local militias out of salvage, Genoa and Arboris returned to the smothering embrace of the Federated Commonwealth.

Lost Assets

While the Brigade fought for its life on Genoa, the CCAF had pushed ahead with Project Phoenix and was due to unveil the first full production run of stealth-equipped Phoenix Hawks. Unfortunately, the rush to parade around these new war avatars created gaps in the Maskirovka's security net. In November, a full lance of the new Phoenix Hawks simply vanished en route to McCarron's Armored Cavalry.

Determined to finish the year on a positive note, the Strategios moved up the launch of the CCAF's newest WarShip, the *Ilsa Hyung*, to January of 3067. Such hubris was punished when the ship experienced massive drive failure and very nearly destroyed itself (along with a good portion of the Ares Spaceyards) when its reaction mass prematurely ignited. Only redundant safeguards saved the WarShip, though it was forced back into the yards for at least another year's work.

Subsequent investigations of both incidents have tied them to the Jie Fang Legion of Free Capella. Quiet for so many years, the Legion appears to have built an elite special-operations team that carried out missions to steal the Phoenix Hawks and sabotage the Ilsa Hyung. New Maskirovka resources are being devoted to Free Capella, in case these two acts of sabotage herald a new level of across-the-board activity against the Confederation.

3067: YEAR OF THE RABBIT

The conservative gambles that so often mark the Year of the Rabbit paid off early when Tikonov fell back into the hands of House Liao. Warrior House Dai Da Chi, dispatched by the Chancellor in late 3066 to aid Victor Steiner-Davion's final assault on New Avalon, had been refused passage and was instead left on Tikonov as a neutral garrison force.

Tikonov

In March, a violent resurgence of the entire corps of the Free Republic Revolutionaries threw Tikonov once again into dispute by destroying elements of the Valexa CMM and Tenth Lyran Regulars. House Dai Da Chi broke the initial advance, but hostilities broke out when they went to the aid of the Twenty-third Arcturan Guard. House Dai Da Chi eventually fell back, but with their energies divided the Arcturan Guard fell to the Revolutionaries' final push.

By August 9, birthday of His Celestial Wisdom Sun-Tzu Liao (Year of the Rabbit, 3031), the Steiner-Davion civil war was over and the Capellan Confederation had settled into contented stewardship of Tikonov. A few nearby units had attempted to unseat House Dai Da Chi, almost certainly prompted by Duke George Hasek, but without state-sanctioned support they quickly fell back before the Warrior House and left the world to the Capellan garrison.

In a master-stroke of negotiation, His Celestial Wisdom was approached by Wolf's Dragoons and for a small concession an entire regiment of these elite mercenaries was added to the defense of Tikonov.

CHANGES OF FORTUNE

Since the original publication of the CCAF Field Manual in August of 3063, little has changed in the overall make-up, deployment, and organization of the Capellan Confederation Armed Forces. Mixed unit augmentation continues to show solid returns where implemented, and the Confederation continues to develop and rely heavily on cutting-edge military systems such as stealth armor and triple-strength myomer. Two areas that demand note, however, are the spread of ying qiang units throughout front-line CCAF regiments and a few changes to the mercenary rosters.

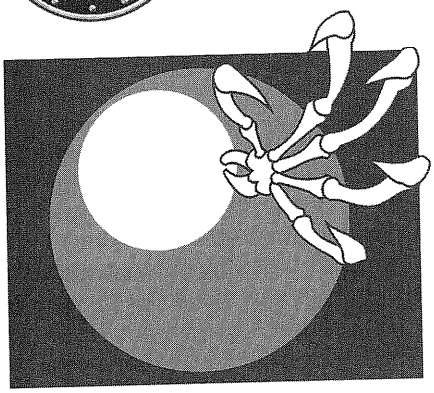
Shadow Lances And Project Phoenix

The ying qiang, also known as the CCAF's shadow lances, are composed entirely of stealth armor-equipped BattleMechs now making their way into the TO&E. Requests for such units may be made only with special permission, granted primarily to front-line units and commands that distinguish themselves in battle.

With the redeveloped 'Mechs of Project Phoenix now entering service, the Death Commandos and a few Warrior Houses are starting to field stealth companies. Proliferation of such units into front-line regiments is expected over the course of this next year.

Naval Assets

The Confederation fields the following WarShips: the *Impavido*-class *Xizang*, *Zhejiang* and *Anhui* and the *Feng Huang*-class *Elias Jung*, *Franco Martell*, *Aleisha Kris* and *Sundermann Rhys*. The *Feng Huang*-class *Ilsa Hyung* was scheduled to launch in mid-3067 but sabotage almost destroyed the ship and it is unknown when it will be fully repaired.



CAPELLAN HUSSARS

True to their past, the Capellan Hussars continue to serve as one of the Confederation's premiere fighting forces and, in times of peace, as the guardians of the state. This has caused no small amount of trouble in the past few years, with the Hussars still demonstrating steadfast distrust of anything to do with the St. Ives Commonality. In fact, only *Sang-shao* Anson Quinn of the Holdfast Guard recently deigned to recognize Caroline Seng's military rank of *jiang-jun*. The St. Ives general has borne up well under the silent disdain of other Hussars senior officers.

The Hussars remain some of the best-outfitted regiments in the Capellan Armed Forces. However, except for the Dynasty Guard, they have chosen to pass over all offers of new stealth-equipped BattleMechs from Project Phoenix. While *Warhammer*s and *Marauder*s are impressive designs in their own right, they are also representative of the machines the Capellan army faced in the Fourth Succession War, and the Hussars consider them too strong a reminder of a military past that many Capellan officers would just as soon forget.

Red Lancers

The Red Heart Guard defended Chancellor Liao against two assassination attempts in 3063 and a third attempt in 3066, bringing the total of failed assassinations to five since the first attempt in 3058. The 3063 assassins never made it onto the world of Sian and those attempts are barely credited as genuine. Both would-be killers were radical supporters of the defunct Compact and both failed to clear the space-based interdiction. One was arrested and later executed by Red Lancer marines. The second stole a shuttle and seemed intent on a suicide run over Sian until the Fourth Sian Defenders' wing commander David Lo splashed her across the upper atmosphere.

The 3066 attempt was professionally organized and struck much closer to the Chancellor's person. The assassin actually made it onto palace grounds before being discovered and killed by *Zhong-shao* Peter Smith. The assassin has yet to be placed with an outside agency, though rumors tentatively link the individual to Kali Liao's Thuggee cult and the expatriate Jie Fang Legion.

Prefectorate Guard

Sang-shao Jorgen Nerekov was presented with the Cluster of Conspicuous Heroism in 3065 after what has been labeled a research and development accident on Victoria at Shengli Arms. The exact details are classified, but Nerekov suffered cerebral hemorraghing that makes him unfit for tactical command of the regiment. He retains honorary status as regimental commander, while *Zhong-shao* Emile Nan Loen commands the Guard's military operations with Third Battalion's commander Darla Inien assisting. Nerekov was turned down for the Baton of Illustrious Service, making him the only Hussars commander not to hold this decoration. It is unlikely that he ever will.

Holdfast Guard

From 3063 through 3065, the Holdfast Guard was forced to take a much more active stand as bodyguards to the House of Scions, often posting armed men on the House floor to protect St. Ives members. In the Year of the Ox, however, things settled enough for the command to stand down from such hypersensitive duties.

The temporary increase in responsibilities led to the formation of a second infantry regiment, currently two battalions in strength, for additional security measures. The regiment requires that soldiers prepare themselves to serve as political aides as well as bodyguards.

Dynasty Guard

Though they place technology second to the recruitment of excellent warriors, the Dynasty Guard is still the strongest Hussars regiment supporting the *ying-qiang*—the shadow lances—and is the only Hussars regiment to accept redeveloped designs from the Phoenix Project. Plans for the Dynasty Guard include replacing up to two companies with stealth-equipped designs.

What few stealth lances they possess proved their worth lately when two battalions of the Dynasty Guard (along with elements of Hell's Black Aces) abandoned the planet Liao and struck out after Free Capella's Blackwind Lancers. Following a Thuggee cult attempt to assault Treyhang Liao on Bell, the Lancers detoured to Highspire to "show the flag," as Colonel Doles put it. While on Capellan soil, Blackwind Lancer recon elements traded fire with Kali Liao's Dynasty Guard keepers before returning to Commonwealth space.

The Dynasty Guard's main force caught up with the Lancers on Chesterton. The Aces forced two DropShips to ground on the airless world of Carpathia (though they took heavy losses doing so), and among the towering peaks and narrow, ice-rimed valleys the Guard's First and Third Battalions tooking a beating but tied down the Lancers until reinforcements broke through the air cordon and forced the Guard to withdraw. Forced to run a Lancer air screen, they took additional causualties, returning to their JumpShips and Capellan space.

WARRIOR HOUSES AND DEATH COMMANDOS

In a way, the strengthening of the Capellan Confederation and the CCAF, as well as the recent time of peace, has been hardest on the eight Warrior House disciplines. Intent on holding their privileged status against the Capellan Hussars and McCarron's Armored Cavalry, the Warrior Houses have agitated for inclusion in the Chaos March fighting, the Concordat troubles, and even for a renewed program that would allow them to strike at the Clans. Pent-up frustrations have even caused a few to lash out at each other.

By comparison, the Death Commandos have enjoyed this time of relative quiet which has allowed them to build up to an unprecedented level of strength. *Jiang-jun* Michael Hyung-Tsei, finally trusting the Chancellor's safety to the Red Lancers, has even pulled all but two on-duty guards from the Celestial Palace as his command trains harder than ever before.

House Imarra

Their easy welcome of the St. Ives Commonality, along with suspected ties between House Master Ion Rush and Candace Liao, prompted the Maskirovka to temporarily downgrade House Imarra's loyalty. Given the Imarra tendency to focus on the Sarna Mandate over the Lorix Order, this may be a prudent caution.

House Kamata

When it came time for the CCAF to support their Concordat allies, House Kamata was originally selected. House Lu Sann challenged this decision, which ultimately was determined by a series of mock engagements. Though it was the superior unit, House Kamata surrendered the final engagement when its *bodhisattva* fell in battle because of a defective knee joint.

House Dai Da Chi

Sent to Tikonov toward the end of the Steiner-Davion civil war, House Dai Da Chi reluctantly claimed the world for House Liao in order to bring some stability to the beleaguered population. Following a pitched battle with the 23rd Arcturan Guards and then later in driving the Free Republic Revolutionaries from Tikonov, Dai Da Chi suffered twenty percent material losses.

House Lu Sann

Anticipating a warm reception by the Taurian Concordat, much as CCAF units reported from the Magistracy of Canopus, House Lu Sann was pained to discover that the Concordat barely tolerated them. After a year of setbacks and misfortune, the Warrior House returned to the Confederation for rest and refit, and a rivalry with "the treacherous House Kamata."

Any thoughts of revenge, however, were put off when a battalion of pro-Taurian rebels chasing the struggling Warrior House home attacked House Lu Sann's Grand Base stronghold in May. Capellan casualties ran higher than expected.

House Hiritsu

Learning from House Lu Sann's mistakes, House Hiritsu has been operating in the Taurian Concordat since early 3067 with few difficulties. They have garnered little success, either, as the Taurians debate how best to handle their internal problems. In the meantime, House Hiritsu has established a proper stronghold on the world of Carthage.

House Fujita

At ninety years of age and still a MechWarrior to be feared, it is unlikely that the Confederation will again see the like of House Master Juan Bautista Wyeth. Determined to hold out for a resumption of military operations in the Chaos March, this senior warrior continues daily calisthenics.

House Ma-Tsu Kai

In 3065, while most of the military waited for orders, House Ma-Tsu Kai worked out a large-scale training battle with the Holdfast Guard on Capella. Though up against an elite force more than twice her command's size, *Shiao-zhang* Jasmine Liu led the Holdfast Guard into a series of traps set with hidden units and stealth-equipped shadow lances.

The Guard repeated this strategy again and again, taking incredible losses until finally they forced Ma-Tsu Kai into the open, where the House Warriors were destroyed. Though the Guards claimed almost every tactical victory, it took twice as long as planned to rout fifty percent of the enemy and they failed to capture Liu-Tsu.

House Ijori

Slow to rebuild, House Ijori has yet to rebuild its MechWarrior corps to a full battalion. With the recent acceptance of two shadow lances, the unit has all the needed materiel but still lacks properly disciplined warriors. The Maskirovka maintains House Ijori's loyalty status as Questionable, an affront that recently prompted a letter of rebuke for the intelligence agency by House Master Denby Cluff.

Death Commandos

When the newly formed Fronc Reaches began making noises for the inclusion of Detroit in their charter, Chancellor Liao simply rotated the Death Commandos out to Repulse, the world nearest to Detroit. The message was clear enough, and the Reaches fell silent.

Just to make certain, however, *Sang-shao* Vladimir Korskav took a private leave of absence from the Death Commandos and delivered a mysterious package to government officials on Fronc. Within a week the Fronc Reaches had closed its borders to all but the most essential JumpShip traffic.

CONFEDERATION RESERVE CAVALRY

In keeping with their promise to make the Confederation Reserve Cavalry a command of the entire state, the Strategios has rotated the various Cavalry units at least every three years. The prevailing pattern seems to follow two to three years in the Sian Commonality, one year transfer to a new Commonality, and then back again. Even while stationed on their Sian Commonality homeworld, the Reserve Cavalry might be sent on temporary operations or training maneuvers on yet another world in another Commonality.

This gypsy lifestyle has been hard on the soldiers, who bear up beneath it in their duty to the state and the preferential treatment it eventually brings. Cavalry veterans of four years' service gain extra consideration toward transfers into high-profile regiments and in several government programs available upon their honorable discharge. While such programs make it difficult for the Cavalry to achieve anything close to elite status, it keeps the rank-and-file soldiers working very hard in a tough assignment.

2nd Confederation Reserve Cavalry

Rotated to Purvo and then again to Necromo, the Second Cavalry never strayed too far from the border as the Steiner-Davion civil war raged dangerously close. Twice the Second prepared for an assault, alerted by troop movements in Commonwealth space, but both times proved false alarms. When tragedy struck, it did so unexpectedly—in early 3067, the WarShip *Ilsa Hyung* was nearly destroyed by sabotage. Taking the disgrace as their own, the Second requested an additional year at Necromo to see the *Ilsa Hyung* through to her second attempt at launch.

3rd Confederation Reserve Cavalry

Sao-shao Gart Umbiqua's patience, tested when he suffered involuntary demotion through downsizing, lasted until the Year of the Tiger. During a heated argument with his commanding officer, *Sang-shao* Martin Penwall, Umbiqua delivered his ultimatum. He wanted a transfer, or he'd see Penwall in hell.

Not believing the hotheaded Capellan or unwilling to bow to such demands, Penwall refused. Umbiqua stormed from the office but was back ten minutes later, driving his Po armored tank through the wall and smashing the entire floor of cubicles and offices. When the Po finally fell through to the basement and got stuck, Umbiqua abandoned the tank with his sidearm and hunted down *Sang-shao* Penwall. Infantry called to the scene found Umbiqua lying next to the corpse of his commander, having swallowed a bullet from his own gun.

5th Confederation Reserve Cavalry

Taking their turn out of the Sian Commonality in 3064, the Fifth Cavalry rotated out to Zanzibar. Raiding by the Shen-sè Tian pirates forced them to spread out in battalion strength, and on Muridox the Third Battalion met Pirate-major Kerry Wung and two of his bandit battatlions.

The only thing the green Cavalry had going for it was *Sang-shao* Rhi Song's dedication to combined-arms tactics. *Zhong-shao* Makura Masushta deployed in a staggered line that heaped his 'Mechs up front and lagged his armor and infantry. As the pirates attacked, he swung hovercraft and jumping 'Mechs into their rear to hold them in place while heavy tanks rolled forward to support Masushta's thinned line. With the trap sprung, pinpoint artillery fire from the Cavalry's single infantry company hammered into the center of the pirate formation, breaking it into small pieces.

Pirate-major Kerry Wung fell in battle. The pirates escaped with three broken companies, leaving behind seventeen crippled or destroyed machines.

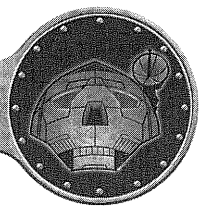
6th Confederation Reserve Cavalry

The Hustaing Warriors traveled the least among Reserve Cavalry regiments, rotating briefly through the two St. Ives worlds of Denbar and Indicass. Sending them back to worlds where they had fought during the Xin Sheng conflict was meant not as an insult, but as a peace offering. Indicass accepted the unit, if a bit stiffly. Denbar remained cold to the end of the Warriors' rotation, but as *Sang-shao* Ni Tehn Do put it, "A cold shoulder beats snipers any day."

Not that his entire regiment helped the situation. The Third Battalion of the Sixth Cavalry, now known as the Arcade Rangers courtesy of its veteran command company, continues to plague the Maskirovka with worries over their attitude. On Denbar, the Rangers responded to their frosty reception by playing practical jokes on the local people. The most damaging happened on the unit's way off-world, when they filled a *Firestarter*'s tanks with green paint and used it to cover the spaceport tarmac in graffiti that could only be read from a thousand meters overhead. Ni Tehn Do rated very little of it as complimentary.

7th Confederation Reserve Cavalry

Stationed on Altorra in 3065, when the Magistracy of Canopus pulled all of its troops from the Confederation, the Capellan Armed Forces watched the Seventh with great interest. The unit contained so many Magistracy officers and warriors that the Maskirovka had warned the CCAF of possible massive defections. To the Seventh's credit, not one warrior requested transfer back to the Canopian military. Instead, they rode out the brief lull in relations and then celebrated along with the rest of the Confederation when the Canopians returned.



CAPELLAN DEFENSE FORCE

Once more protected coreward and rimward by two stalwart Commonalities, the Capellan Commonality planets can again be considered the safest of Confederation worlds. The Capellan Defense Force, however, has not forgotten the Fourth Succession War, when in a matter of months a new front stretching several hundred light years opened up on their Commonality border.

The Defense Force trains for rapid redeployment, ready to shift from the Free Worlds League border to the FedSuns, to move up into the Liao Commonality if necessary or to fall back toward Sian. They constantly face offensive and defensive situations in their training, both calling on significant aerospace effort for rapid insertion and withdrawal. Whatever the strategic command calls for, the CDF is prepared and willing.

These units are also well supported. With Ceres Metals wooing the Defense Force, all but giving away some of the company's best machines to match the latest designs from Hildco and Hellespont, the CDF managed to outfit a fledgling third regiment. This innovation was permitted after several garrison units were shifted into the Liao Commonality and the Chaos March region. In order to draw enough qualified bodies, the CDF accepted recruits from the Trinity Alliance states. The bare-bones regiment is currently forming up on Gei-fu, which has no end of eager volunteers waiting to enlist in a supporting force.

1st Capellan Defense Force

By special dispensation of the Chancellor and *Sang-jiang-jun* Talon Zahn, the First CDF was allowed to leave Capellan Commonality space and take a four-month tour through the Chaos March in 3064 and again in 3066. After Little Richard's Panzer Brigade was lost on Genoa, the First Defense Force returned to the Liao Commonality to defend against any opportunistic venturing by nearby Davion troops. Fortunately—or unfortunately, as claimed by many in the so-called Stapleton's Honoraries—the civil war had sapped any real fight from the Federated Suns units, and so the First was eventually pulled all the way back into its normal theater of operations.

2nd Capellan Defense Force

Rebuilding after the Xin Sheng conflict, the Second Capellan Defense Force brokered stronger ties to Ceres Metals on Capella. While they might miss the opportunity to put together shadow lances of new stealth-equipped BattleMechs, there is no doubt that they will remain well supported by Ceres Metals for the near future.

With the proliferation of new missile designs, the Second CDF has taken urban combat to a new and frightening level. Most recently they have beefed up their numbers of LRM carriers and artillery-laying vehicles, practicing wide-area deployment of scatterable minefields and blanket-bombing of streets. "Streets can be repaved," promises new *Sang-shao* Matt Blackledge. "Defeat can last forever."

3rd Capellan Defense Force

Gei-fu has become a prime source of recruits for the Capellan Confederation since its dark years after the attempted assassination of Sun-Tzu Liao. Allowing the Third Defense Force regiment to form up on this world is considered a mark of final forgiveness by the Chancellor, a sign not lost on Gei-fu's people. Every native of Gei-fu accepted into the Third CDF has received a hero's send-off. Competition is fierce, especially among the infantry, which has the youngest average age of any regiment in the CCAF and yet is already rated as regular troops. The BattleMech corps has been a bit less fortunate. Because of its diverse profile, its loyalty rating is currently Questionable. The Third CDF has not complained about this, however, noting that many joint Capellan-Magistracy regiments started out with poor initial ratings.

Sang-shao Martin Cullhaven continues to prepare his new unit for action. The Third has fought a number of battalion-vs.-battalion training battles, which have been recorded and played back on a number of Capellan worlds. The well-choreographed maneuvers and close-up camera angles have proven very popular, in some places bumping aside arena combat from Solaris VII in the ratings.

VICTORIA COMMONALITY RANGERS

Still considered vastly under-strength, the Victoria Rangers continue to rely heavily on auxiliary Capellan brigades and help from the Confederation's Periphery allies. *Jiang-jun* Petyr Andreyvich has noted time and again that Duke George Hasek could push through and take the important manufacturing world of Victoria with as few as seven well-supported regiments. Given the border clashes of the past few years, the Federated Suns noble just might have done so if not for the civil war that eventually dragged so many of his prize units toward New Avalon.

This dangerous situation was made all the more tenuous when the Magistracy of Canopus pulled all of its regiments home after the Star League Conference of 3064. The Commonality suffered a great deal of raiding and probing strikes in the next two years, until Magestrix Emma Centrella relented and began once again to support her Capellan ally. Canopian forces returned, bolstering the region's defense and even garrisoning multiple worlds for a time to give local garrison units a chance to stand down and rest.

Even so, some have insinuated that Chancellor Sun-Tzu Liao has a more pressing interest in re-subjugating Chaos March worlds than in seeing to the defense of this new Commonality. They say that if he is inviting House Davion to attempt their best, he might succeed far better than he wishes to. Such doubters must learn their place and their Chancellor's wisdom in due time.

Kingston's Rangers

Posted on Yuris and patrolling the border between the Capellan Confederation and Davion space, the Rangers have been involved in a number of unofficial scuffles as *Jiang-jun* Petyr Andreyvich and Duke George Hasek tested each other even as the Steiner-Davion civil war raged. Duke Hasek has won accolades from many Federated Suns nobles for "keeping those treacherous Capellans in line" during the recent time of crisis.

In fact, Kingston's Rangers were the shield that kept unruly Davion troops from jumping the border to strike at the Confederation. During the civil war, every Federated Suns regiment commander had dreams of nobility dancing in their heads and wanted to be the one to deliver a stunning blow to House Liao. The Grand Cordon of Merit, for extraordinary action in the defense of the realm, was awarded to *Sang-shao* Willow Green for her leadership of the Rangers and to *Sao-shao* John Meh Tu (posthumously) for his valiant last stand on Frazer.

Kingston's Rangers is back to full regimental strength with its BattleMech forces and has increased its armor auxiliaries to two regular battalions. Air support has been slow in building up strength, although the Rangers have managed to train up a full battalion of Fa Shih armored infantry to support their operations on the ground.

Sung's Rangers

When Sung's Rangers turned over Detroit to Magistracy control in 3065, they looked forward to returning to the Confederation and their homes and families. The creation of the Fronc Reaches forced an abrupt change in plan, however. Suddenly a fledgling pirate state threatened the Confederation's Periphery allies, and bandits calling themselves the Calderon Commandos began raiding heavily into Concordat space.

Sung's Rangers went immediately to the Taurians' aid, staging deep-penetrating patrols along the border between the Fronc Reaches and the Concordat. The unit fought two skirmishes on the world of Hellespont and a third on an airless world in Reaches space, but no final determination was made as to the scope and aim of the Commandoes. Eventually, Chancellor Liao sent in his own Death Commando. In response, the Fronc Reaches slammed their borders closed. As the raiding lessened, Sung's Rangers were finally able to head for home, leaving the problem to Concordat forces.

The Rangers were destined for Victoria, but had to organize under modified orders when Marshigama's Legionnaires limped back from Andurien and nearly drew after them a vengeful Free Worlds League. The regiment now divides itself between Victoria and Decatur, ready to spearhead any move to render assistance to the Sian Commonality should League troops cross the border. Reportedly, *Sang-shao* Jason Harris does not like having to watch over both shoulders, waiting to see if House Davion or House Marik will strike at the Confederation first.



LIAO CHÁNG-CHÉNG

In recent years, the Liao Cháng-Chéng has been called upon to support several pushes into the Chaos March with little success. Turnover of warriors and equipment has not cut too deeply into the local reserves, except in the case of Syn's Hussars, but neither has any unit won much in the way of honors. The troubles being borne by the Liao Reserves only underscores the frustration of all Capellan and allied commands sent into this region of space.

With the Year of the Dragon about to dawn, a great deal of talk centers around the symbol of the year being a perfect omen for launching a new, dedicated strike into the Chaos March with the purpose of bringing these worlds back to Capellan rule. If any such rumors prove well founded, the Liao Cháng-Chéng will certainly play a major role.

Phyr's (Kamakura's) Hussars

During the Han New Year celebrations of 3067, *Sang-shao* Takei Kamakura suffered a massive debilitating heart attack. The injury left him bedridden, without even the stamina for personal attentions. Since then, Kan Phyr has been acting CO of the Hussars. Refusing the senior rank, *Zhong-shao* Phyr oversaw the regiment's move from Styk to Pleione, where a dissident movement had cropped up, and operations to root out a guerrilla company of mixed armor and infantry that claimed allegiance to Free Capella.

The Pleione campaign lasted two months, with Kan Phyr declaring planetary martial law almost at once and tightening down on the local population until a weak link in the rebel chain snapped and gave up the dissident military force. The final battle, involving a mixed company of Hussars pathfinders, lasted only three hours. No official connection was ever discovered between the dissidents and Treyhang Liao, who maintains that this force was never associated with his so-called guardian movement.

The next day, *Sang-shao* Kamakura demanded to be taken from his hospital room to the parade grounds, where he gave his final farewell speech and his blessing to Kan Phyr. He died on his way back to the hospital. Still in mourning, the unit has not officially changed its paternal name from Kamakura's Hussars to Phyr's Hussars, though this change is likely just a matter of time.

Renshield's Dragoons

During a tour through Styk, Gan Singh and Liao, the aerospace wing, Renshield's Airborne, was invited to join the rotation of certain elements of Hell's Black Aces to guard insertion and extrication runs from the besieged planet of Tikonov. Wing Commander Yuri Pedrova was killed in a high-atmosphere collision with a New Syrtis pilot. Though the Airborne was guarding a support DropShip belonging to Wolf's Dragoons, and it was very unlikely that George Hasek would anger the elite mercenary unit by firing on it, *Kong-sao-shao* Xia Caul still took immediate command and ordered a full-on assault against the encroaching Davion troops.

The deadly fury of the airborne assault ripped apart two full squadrons before the Black Aces reined them in and established a buffer between the Capellans and the injured Davion wing. Xia Caul claimed three kills, including the enemy wing commander. She was recently awarded the Liao Sunburst of Gallantry for her actions.

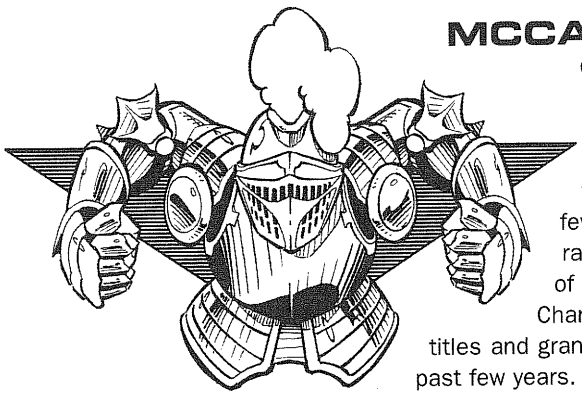
Vong's Grenadiers

The Grenadiers are still under-strength, finding ways to sabotage their own rebuilding every time the Strategios tries to offer them a conciliatory hand. They remain heavy-handed when dealing with any civilian agency, taking the law into their own hands as they see fit (and despite the presence of a Maskirovka liaison officer in their midst). No less than three times in the past two years, they have also managed to fall afoul of the Word of Blake. The last time, shots were exchanged between a Word of Blake security force and a member of Vong's Special Teams infantry.

Syn's Hussars

The hard fighting in the Chaos March took a hard toll on the cadet cadre of Syn's Hussars. They have failed to take every objective given them in the past three years, though they continue to 'fail' in a spectacular manner. Down two companies of MechWarriors and full battalion of armor-rated cadets, nevertheless they captured a battalion's worth of equipment (delivered to the Conservatory), including two squads' worth of Purifier mimetic battle armor, and can account for twice their lost numbers in enemy casualties.

Sang-shao Orr continues to show faith in his warriors and in the new cadets being assigned him to fill some of the recent holes in the Hussars' TO&E. The cadre's run of misfortune has more to do with the depth of enemy reserves than any failure on his warriors' part to act in good Capellan form. Though no disciplinary action has been levied at the regiment or the commander, a recent communiqué from *Sang-jiang-jun* Talon Zahn suggests that the regimental CO start accruing more "good Capellan victories" as opposed to so many "good Capellan deaths."



MCCARRON'S ARMORED CAVALRY

Of all Chancellor Liao's Xin Sheng maneuvers, the full recognition of McCarron's Armored Cavalry as a Capellan line unit is likely to go down in history as one of the best things to happen to the Capellan Confederation.

In the past four years, the Big Mac has gone to great lengths not just to fit in, but to fully adopt the Confederation as its parent House. The very few officers against such a plan were carefully and quietly eased out of the ranks, given full retirement packages or sent on with a separation bonus. Most of the remaining officers immediately began maneuvering to catch the eye of Chancellor Liao, in hopes of a Barduc title and lands. Though slow in coming, such titles and grants have been earned (in some cases, many times over) and awarded in the past few years.

1st McCarron's Armored Cavalry

The Nightriders' Elaine Parks has petitioned for rotation toward the Chaos March, but *Sang-shao* Marcus Baxter keeps the unit in place as a safeguard against any rear-line treachery. The rattling sabers of the Free Worlds League out of Andurien continue to threaten the Confederation, and Duke George Hasek shows no sign of backing off from his desire to reclaim the St. Ives Commanality (née Compact) and possibly strike a hard-hitting blow deep into the Sian or Victoria Commonality as well.

Patrolling maneuvers to either border, however, have become increasingly rare of late as the local ComStar Division, the 467th (Jaguar Skinners) grows increasingly discontented and requires babysitting. The 467th has suffered terribly at the hands of snipers and terrorists, likely spawned from House Davion or the Word of Blake-çontrolled House Marik. Unfortunately, the ComStar division continues to blame local paramilitaries for their misfortunes. Luckily for them, they have yet to accuse the Cavalry of complicity with any such act.

2nd McCarron's Armored Cavalry

With the increasing tensions surrounding the Chaos March border with the Capellan Confederation, one would think that the Second McCarron's had its plate full. Apparently not. When Zion-sympathizing malcontents from the Free Worlds League persisted in deviling Ambermarle's Highlanders on Aldebaran, *Sang-shao* Angel Bodez cut loose his second 'Mech battalion under Rhamses McCarron and gave the junior commander a healthy cadre of the Gypsies as well—two battalions' worth.

The expeditionary force escorted Ambermarle's Highlanders on a hard-target drop against Zion in April of 3066. Not unexpectedly, the Third Free Worlds League Guard moved to protect the terrorists. However, the Third Guard had not expected the Second McCarron's and so was immediately set back on its heels. The Marik unit never recovered the initiative. The Highlanders and the Cavalry ripped through the Third Guard roster in a series of escalating battles, and finally answered the Strategios' demand to return to Capellan.

3rd McCarron's Armored Cavalry

Frustrated and angry, the Third McCarron's have been spoiling for a fight these last four years. Instead, Marcus Baxter denied them entry into the Chaos March and—at least officially—keeps them well back from the Davion border. However, at least three times in the past two years the Third McCarron's has sent a large patrolling force to Tsingtao, Remshield, Foot Fall and Jonathan, obviously trying to provoke a response from House Davion. So far, there have been no takers.

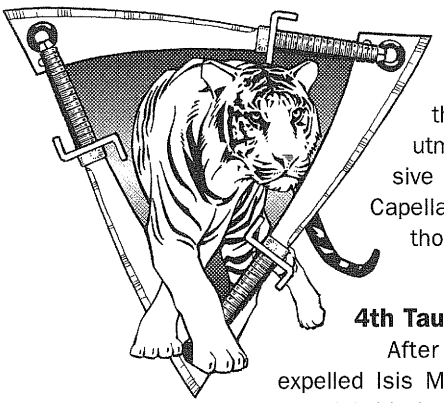
4th McCarron's Armored Cavalry

Never to be completely outdone by her brother, Faith McCarron received permission in early 3067 to hunt down the team responsible for sabotaging the WarShip *Ilsa Hyung*. She took nothing more than her McCarron's Pride company supported by Eclipse Flight. Liberally interpreting her orders, Faith McCarron caught up with rogue members of the Jie Fang Legion and hammered at them with everything she had. She took not one piece of salvage from the treacherous rabble, but instead rendered a company's worth of 'Mechs and armor into slag, scrap, and shards.

Returning to her parent command, Faith McCarron's combined-arms company was fleshed out into a fourth battalion of Carson's Cavaliers.

5th McCarron's Armored Cavalry

Kyp's Kommando has worked very hard over the past four years to upgrade their BattleMech corps' loyalty rating with the Maskirovka to Reliable. They have accomplished this goal, though at a cost to some auxiliary units. The lack of attention paid to soldiery and equipment in the Air Guard and Special Forces team has fostered resentment against the BattleMech corps, causing infantry assets to slip into Questionable status and prompting something close to all-out rebellion from the aerospace flights. His back to the wall, *Sang-shao* Marloe ordered the entire Air Guard disbanded. Some pilots were retired. Others were rotated into other McCarron's regiments or to training positions at the Capellan War College. The Fifth McCarron's is currently waiting for new aerospace assets.



CITIZENS' HONORED

As if their brigade name were prophetic, in the past few years it seems as if the Ciizens' Honored can do no wrong. They have upheld every duty given them, prepared themselves and acted with due diligence in times of uncertainty, and have each done their utmost to strengthen the Confederation. The four regiments together have earned a impressive number of citations and personal letters of gratitude from Chancellor Liao and other Capellan nobles. While a few detractors claim that the brigade has not truly earned its accolades, those voices are few and cautious as the Chancellor has shown them such favor.

4th Tau Ceti Rangers

After Sun-Tzu Liao expelled Isis Marik from his realm, the Free Worlds League went through a protracted period of rattling sabers and generally making their long-banked anti-Capellan sentiments known. With the skirmishes of 3066, most of which came off badly for the Free Worlds League, the border once again livened up.

And once again, the Fourth Tau Ceti Rangers were there to form a shield between vulnerable Sian and the Free Worlds League. Though based on Krin, the Fourth Tau Ceti jumped from planet to planet—from Pella II to Frondas to Palladine to Sigma Mare and back again—and spread themselves so thin that at times it appeared the entire regiment garrisoned three different worlds. Always ready for action but never unduly taunting the Free Worlds League, the Fourth Tau Ceti never gave League units an opening they might be tempted to take.

Shelly Jax was recently presented with a new *Yu Huang* assault-class BattleMech, equipped with a C^3 master computer and trimmed heavily in gold—the Chancellor's colors. Mikhail Zul-Lee earned a Grand Cordon of Merit for his strategic planning that kept the Rangers so well organized even while spread over several worlds.

15th Dracon

The Fifteenth Dracon is another unit suddenly guarding against the Confederation's one-time allies of the Free Worlds League. Transferred from Gei-Fu to the border across a swath of space ranging from Ingersoll to Exedor, the Dracon formed the second half of an intimidating wall that kept the main army of the Free Worlds League from tempting fate with a cross-border strike. Along the way, the Fifteenth picked up some armor assets and additional Fa Shih battlesuits, merging their battalion of infantry Dragons into a mechanized infantry assault force. The new Dragons practice as battlefield shock troops, ready to throw themselves into the teeth of any enemy to guard the BattleMechs and give them that much more time to gain ground and wreak incredible havoc.

Lockhardt's Ironsides

With the return of Magistracy troops to the Confederation, Sun-Tzu sent Lockhardt's Ironsides back to Canopian space for a second tour. While not as well received as on their first tour, with the Magistracy holding off the Marian Hegemony on its own, Magestrix Centrella still put the unit to good use touring the recently closed borders of the Fronc Reaches. Lockhardt's Ironsides has since pulled back to temporarily garrison Joppa, guarding the bridge between the Magistracy and the Confederation.

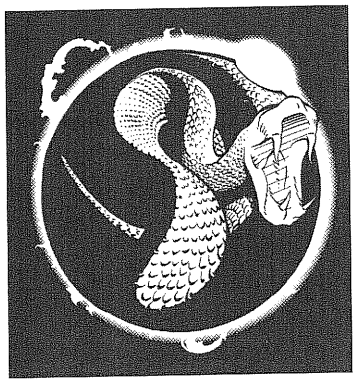
Training in defensive tactics has not stopped Lockhardt's Ironsides from attempting to learn offensive strategies as well. During their recent tour, they practiced fast-drop insertion techniques and staggered battlefield deployments. In an interesting exercise, a full battalion deployed from high atmosphere using drop packs, simulating a lightning-style raid that would throw the enemy into confusion. Second and Third battalions came down inside DropShips two hours apart, landing in force to engage the forming ranks of a simulated enemy.

Laurel's Legion

Remaining on-station at the forefront of the Liao Commonality, Laurel's Legion continues to pine for its lost homeworld of Tigress. With the fall of Tikonov and its return to the Capellan fold, however, both the unit and the cheering citizens on Tigress have some hope that they too may return to the Confederation. A great deal of unrest on Tigress is attributed to the Legion's close proximity. The fact that much of the population is once again referring to the planet as "Laurel's World" shows even more strongly that the Davion hold is slipping. *Sang-shao* Alexia Laurel has gone on record asking that Tigress be given a chance to "choose its own destiny, with its own choice of government." Similar words to those Hanse Davion used during the Fourth Succession War when justifying his invasion of the Confederation.

Laurel's Legion remains at battalion strength with regard to the BattleMech corps. In recent years it has also picked up two battalions of infantry, known as the Tigress Citizens' Brigade. Each member is an expatriate from Tigress, few with more than basic knowledge of an assault rifle. "Their place is symbolic," admits *Sang-shao* Laurel. "When we return home, it will be my greatest pleasure to discharge them and name them citizens of Tigress *and* of the Confederation.

Alexia Laurel recently was inducted into the Legion of Liao, recognizing her sacrifice in returning to the Confederation and her ongoing devotion to saving the citizens of Tigress from continued despotism.



CAPELLAN BRIGADE

In victories and defeats, shifts in loyalty and force composition, the Capellan Brigade saw the greatest changes in the past four years. Some of this was fate's decree, and some was the mark of jealous commands trying to make more of themselves than they were ready to be.

Ambermarle's Highlanders

Still going strong even into her seventies, Wendy "The Old Witch" Ambermarle recently proved that there may yet be something to be said for her dilettante Highlanders. So often considered weekend warriors, never ones to stick their necks out for the Confederation, the Highlanders were plagued with terrorist attacks throughout 3065 and early 3066. The culprits, however, were not disaffected Capellans, but Zion sympathizers from the Free Worlds League who wanted to strike at the Confederation and chose a target they thought unlikely to hit back. Complaints went unheeded, and the Highlanders stewed until intelligence reached them that the Zion-based Third Free Worlds Guard might have tacit ties to the agitators.

It is not clear whether Wendy Ambermarle contacted the Second McCarron's Armored Cavalry or the Cavalry contacted her about the issue. One unsubstantiated rumor claims that the Highlanders had already quit Aldebaran when the Second arrived and offered their approval and support. However it happened, a combined force of Highlanders and Armored Cavalry left Aldebaran and struck at the world of Zion in the Free Worlds League. The Free Worlds Guard —perhaps predictably—chose to stick up for the locals as "League citizens first, and terrorists only by Capellan definition."

The Highlanders lost a company of BattleMechs and suffered light losses in the Revolutionaries. While the Second McCarron's claimed high honors and kills from that raid, Ambermarle's warriors acquitted themselves well with three times their number crippled or destroyed and three brand new League OmniFighters brought back as salvage.

Harloc's Raiders

Pulled from Jonathan and re-stationed on Second Try, Harloc's Raiders thought to have it easy for a time. Then the 3066 trials began between House Liao and House Marik.

When Ambermarle's Highlanders and the Second McCarron's hit Zion, the Steel Guard on Asuncion began loudly debating whether to go to the Third Guard's assistance or wait for orders to assault the Confederation itself (as they obviously felt certain would happen). Taking their loud talk as threats to the Confederation's safety, the Raiders jumped over the border to hit the Steel Guard and pin them in place, giving the Highlanders time to withdraw and the Capellan diplomatic corps time to defuse the situation. They took with them an infantry regiment from Second Try to act as their security force, and have since put in a request to permanently attach this regiment to their unit.

Marshigama's Legionnaires

Following in her mother's footsteps, including keeping up the ancient rivalry between Ju-lee Marshigama and Wendy Ambermarle, Adrienne Marshigama seized on the recent harassment of Canopian traders and soldiery by Andurien forces. In late 3066, commandeering the Magistracy Dragonslayers from New Roland, she led her unit and the Canopians over the border to hit Conquista.

There, elements of the First Legionnaires went to ground rather than face ten-to-one odds. Taking a good amount of salvage for their prize, Marshigama's Legionnaires then moved on to hit Andurien in a second reprisal raid. This time the First Legionnaires were not only ready, but furious. Barely giving Adrienne Marshigama time to disperse her troops, they hit with aerial bombardment and artillery, followed by wave attacks of armor, BattleMechs and then infantry. For a time the Dragonslayers bore up under the worst of the assault, singled out by the Andurien troops. After they broke, however, nothing remained between the First Legionnaires and Marshigama's warriors.

The resulting fight was brief, bloody and ultimately humiliating; Marshigama's Legionnaires quit the world not ten hours behind the broken Dragonslayers.

Shin Legion

Sitting in garrison, the Shin Legion has been working to strengthen its long-severed ties with the Capellan Confederation and to build up a decent force of supporting auxiliaries. So far, they have upgraded their meager aerospace assets to two flights and attached a mixed battalion of armor and infantry to their parent command.

St. Cyr's Armored Hussars

Sitting out the fighting over the past few years has been detrimental to the Armored Hussars. The FedCom Civil War robbed them of any chance to brush up against House Davion, and with the Sian Commonality held so well against the Free Worlds League, there was no enemy to fight. Requests for rotation were repeatedly denied until the unit finally moved of its own accord to the League border. The Nightriders caught up with them at Kasdach, and "convinced" the unit to turn around.

ST. IVES ARMORED CAVALRY

Following the end of the war between the Confederation and the errant St. Ives Commonality, personnel from the St. Ives Armored Cavalry (SIAC) have had to make a difficult adjustment to life in the CCAF. Though a number of SIAC senior officers and NCOs went AWOL immediately following the absorption of the St. Ives military, Duchess Candace Liao made a personal plea to her people to remain loyal to their own, and further promised never to allow the regiments of the SIAC to be deployed outside the St. Ives Commonality without her approval. *Jiang-jun* Adele Tsang commands Cavalry.

1st St. Ives Lancers

Under the command of Duke Kai Allard-Liao, a mixed combat command took part in the final Allied operations of the FedCom Civil War, meeting deposed Prince Victor Steiner-Davion on Thorin and following him first to Tikonov and then New Avalon. At the end of the war, the unit returned to Tikonov, where it remained until the arrival of Wolf's Dragoons' Gamma Regiment.

2nd St. Ives Lancers

Pulling equipment built on St. Ives, Indicass and Warlock, the Second Lancers rebuilt very quickly after the end of hostilities with the Capellan Confederation. The Second has continued to train hard, bringing the unit together as a dangerous and highly motivated combat force. The Second has also managed to add a much-needed third regiment to its armored command.

St. Ives Academy of Martial Sciences Training Group

Left nearly shattered at the end of the Capellan-St. Ives War, the training group has likewise rebuilt, and fields mostly new equipment.

ST. IVES JANISSARIES

Organized similarly to the Federated Suns' Ceti Hussars, the St. Ives Janissaries are, at best, misunderstood by the CCAF mainstream. At worst, they are hated. To many Capellan officers, the Janissaries deserve to be disbanded. Of course, as these two units form one of the more capable commands in the CCAF and are looked after by Duchess Liao, disbanding them is highly unlikely. The Janissaries sat in their home Commonality, the black sheep of the CCAF, protecting their homes from Davion aggression that would likely never come, until they recently received a request from Channcellor Sun-Tzu Liao to organize a rotation of one regiment to the Magistracy.

1st Janissaries

Now at full strength, the First Janissaries have made a number of circuits through the St. Ives Commonality since the end of the Capellan-St. Ives War. Ostensibly billed as a "patrol" of the Commonality's borders to ensure no AFFS aggression into St. Ives, this circuit was more of a tour designed to build national pride again in the Commonality's people. Though the unit took up station on Tantara less than a year ago, the tour was apparently such a success that Duchess Candace may order the unit to make another one within the next several months.

2nd Janissaries

Based on Warlock, the Second Janissaries have had no difficulty rebuilding their numbers since the end of the war, and now field several OmniMech companies. Strangely, the unit's TO&E does not seem to mesh with the equipment orders placed with Ceres Metals Industries. Though investigators are still tracking these discrepancies, some believe the unit sold or otherwise transferred equipment to Duke George Hasek and units of his AFFS Capellan March. Recently, the Second Janissaries were sent into the Magistracy of Canopus by Candace Liao.

ST. IVES SENTINELS

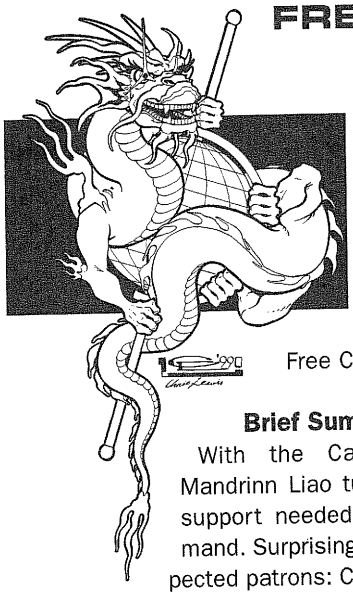
Immediately following the Confederation-St. Ives war, the two regiments of the St. Ives Sentinels received little support from their home Commonality's logistics structure. Time, along with some key personnel shifts, has healed many of the deep wounds. No longer considered turncoats, the members of the St. Ives Sentinels are once again, if not loved, at least accepted by the mainstream CCAF.

Roman's Mounted Fusiliers

After Aliesha Carling's sudden retirement in 3065, the regiment went through an upheaval as personnel for and against Duchess Liao struggled to bring the unit back together. Eventually *Sang-shao* Peter Roman brought the bickering to an end, taking command of the unit and cashiering dozens of troublemakers on both sides. The unit is nearly at full strength again following this struggle.

Devon's Armored Infantry

Sang-shao Andrea Devon took charge of the regiment ten months ago when her cousin, Marcella Devon, was promoted to head the St. Ives Sentinels. Shortly after her promotion, Andrea Devon and her unit faced an unknown force that attempted to raid the Ceres Metals complex on Indicass. Though fielding mostly Davion designs, the force had no known unit markings and fought relatively poorly. Devon's Armored Infantry pushed them back. With the assistance of Khorsakov's Cossacks, the unknown force was destroyed. The Maskirovka swiftly took charge of the prisoners, whisking them away only a day after the final battle. *Sang-shao* Devon's intelligence information suggests these were Capellan citizens looking to encourage an invasion of the Federated Suns. Officially, the Maskirovka has determined that these attackers were FedSuns dissidents



FREE CAPELLA

Classification:
Confidential—Eyes Only
To: Mandrinn Treyhang Liao
From: Senior Colonel Warner Doles

Per your request, I have complied an updated briefing of forces serving in the Free Capella Movement.

Brief Summary

With the Capellan-St. Ives War over, Mandrinn Liao turned to his contacts for the support needed to rebuild his military command. Surprisingly, help came from a few unexpected patrons: Candace Liao and Duke George Hasek. Both set up pipelines to help rebuild and maintain the Free Capella units.

However, tensions carried over from the war between the Lancers and the Vindicators. The Vindicators hated the fact that Mandrinn Liao forced them to play second to the Lancers, and violence erupted between the two units when a training accident caused by a Lancers 'Mech pushed the Vindicators over the edge. (A later investigation showed the 'Mech had been sabotaged.) Borodin believed his reinforced regiment would defeat the Lancers, but he was wrong. After fifteen months of training, the veteran Lancers were again ready for battle. After several hours of pitched fighting, the Vindicators broke and retreated for their DropShips, leaving behind several units, including the fourth 'Mech battalion, to surrender. Lifting for orbit, they rendezvoused with an unidentified JumpShip and disappeared.

By early 3065, while the Jie Fang Legion was being fully incorporated as the second Free Capella regiment, Morgan Kell requested help in the Steiner-Davion civil war. Treyhang Liao sent Colonel Doles and his Lancers to Prince Victor's aid. A year later, following clashes along the Capellan border and a hard pitched battle on Chesterton, the battered Lancers arrived on Tikonov. They were sent on to Marlette where they fought and defeated the First Republican, but at the loss of half of their remaining command.

Free Republic Revolutionaries

Near the end of the civil war, the Free Republican Revolutionaries rose up and attacked the Davion forces left on Tikonov. Warrior House Dai Da Chi went to aid the Twenty-third Arcturan Guard, who supposedly attacked the Capellans. The Warriors engaged and inflicted heavy casualties on the Arcturan Guard. After the Revolutionaries destroyed the remaining Guard forces, House Da Dai Chi then drove the Revolutionaries offworld, taking control of Tikonov. Sun-Tzu later claimed Tikonov as a Capellan protectorate. The Revolutionaries have yet to resurface. Treyhang Liao has publicly condemned their actions and ceased all attempts at contact.

CURRENT STATUS

Currently all forces are on Spica. The Lancers are replacing material losses and personnel. They returned with those former Republican warriors who refused repatriation, enough to make good on much of their war losses.

Jie Fang spent the past year harassing the Confederation with its Special Forces. In an unapproved assault, they nearly destroyed the *Ilsa Hyung*. Other operations included stealing a full lance of stealth *Phoenix Hawks*.

However, for reasons that remain clear only to Duke Hasek, he has recently summarily sundered all aid and has even ordered us off of any Capellan March world; a decision I believe he will regret shortly.

BLACKWIND LANCERS BRIGADE (STANDARD BEARERS)

Blackwind Lancers

Honoring their past, the Lancers are flying their original colors again along with Free Capella's "*The Promise*". After expanding to a reinforced regiment of four battalions, the Lancers have evolved their tactical operations. Instead of operating as a 'Mech-only force, they now use Regimental Combat Groups for greater flexibility. An RCG is an integrated regiment of 'Mechs, armor, infantry and aerospace support. The Lancers are currently down a company per battalion, but should be at full strength by year's end. However, the recent influx of so many "battlefield orphans" has lowered the unit's reliability rating.

51st Air Lancers (Bull Fighters)

The Bull Fighters have become a show unit. Traveling around doing air shows for charity has earned them the admiration of many. On Marlette, they helped destroy a battalion of Republican Guard with their three flights of heavy fighters.

104th Armored Cavalry (Horse Soldiers)

This reorganized regiment has four Cavalry Squadrons, one C^3-equipped, along with some C^3i-equipped 'Mechs. Down a squadron, the unit should be at full strength early in 3068.

85th Armored Infantry (Grenadiers)

When fully reconstituted, the Grenadiers will have a reinforced battle armor battalion and two jump infantry battalions. The Grenadiers are down a battalion and should be back to full strength within two years.

JIE FANG LEGION BRIGADE (GUARDIANS OF LIBERTY)

Jie Fang Legion

A reinforced BattleMech regiment, the Legion spent the past four years honing its skills and solidifying its tactics. Legion's Third Battalion proved its mettle against Warrior House Lu Sann in a raid on Grand Base—disguised as Taurian raiders, the unit successfully raided a warehouse of valuable 'Mech weapons. A second such attempt, however, netted severe losses.

Legion Aerospace (Avenging Angels)

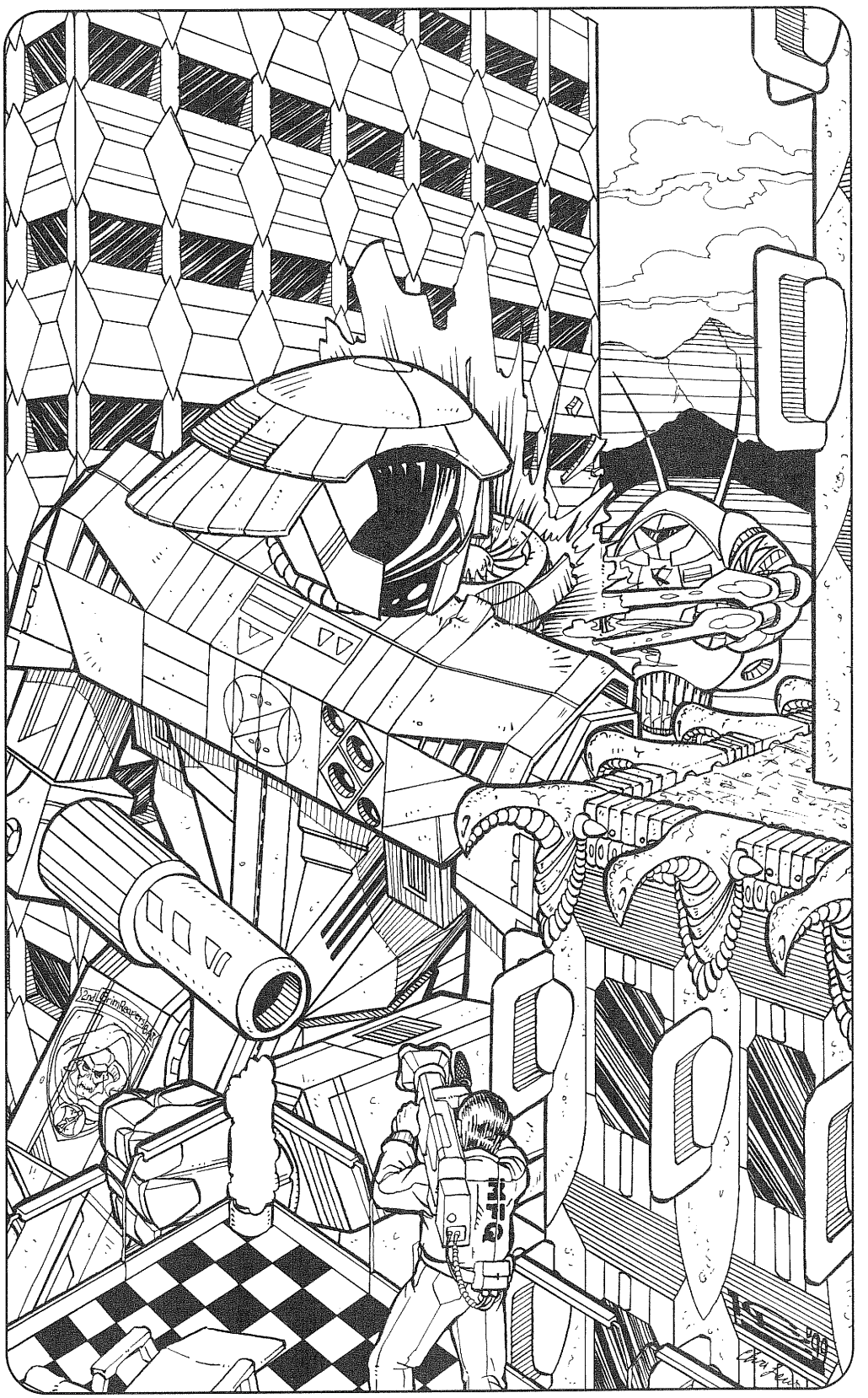
This unit is unique, sporting three full flights of *Lightning*-class fighters. A solid design, they can provide air superiority and ground support.

Legion Armored Cavalry (Faithful Steeds)

The Legion's armor regiment has three battalions, two of hovertanks and an assault battalion comprised of C^3-equipped Ajaxes, Schiltrons, Manteuffels and Partisans.

Legion Armored Infantry (Freedom's Militia)

This regiment is a special operations group. It fields three battalions, one jump-infantry and one battle-armored. The third battalion is an elite Special Forces unit that has shown a tendency of late to instigate operations without the approval of Treyhang Liao.



CAPELLAN CONFEDERATION ARMED FORCES

(Deployment as of 1 August 3067)

Commander: Chancellor Sun-Tzu Liao
Strategic Military Director: *Sang-iang-jun* Talon Zahn
BattleMech Strength: Approximately 42 regiments

[Units in italics are currently stationed outside the Capellan Confederation borders.]

SIAN COMMONALITY

Line Director: *Jiang-jun* Siona Aterade-Liao
Home Guard Director: *Jiang-jun* Hap Ki Do

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Death Commandos (CO: *Jiang-jun* Michael Hyung-Tsei)a	E/F	Castrovia	100%	2/*/*(A)
Red Lancers (CO: *Sang-shao* An Shennu)	E/F	Sian	100%	12/58/20(A)
4th Sian Defender Wing (Wing) (CO: *Kong-zhong-shao* David Lo)	V/F	Sian	98%	2/45/2
The Blood Brigade (Btn) (CO: *Sao-shao* Manor Helms)	R/F	Sian	100%	0/51/0
Red Lancers Infantry (4 Btns) (CO: *Zhong-shao* Elsa Hyung-Po)	V/F	Sian	100%	—
McCarron's Command (Btn) (CO: *Sang-shao* Lord Marcus Baxter)	E/F	Menke	100%	10/52/20(A)
1st McCarron's (Nightriders) (CO: *Sang-shao* Elaine Parks)	R/R	Menke	95%	8/38/35(A)
Vader's Vampires (Wing) (CO: *Kong-zhong-shao* Lawrence Vader)	V/F	Menke	110%	2/65/4
Nightriders Armored Security Detail (CO: *Zhong-shao* Isaak Carrington)	R/R	Menke	88%	4/58/0
Nightriders Special Infantry Forces (4 Companies) (CO: *Sao-shao* Steven Risner)	R/R	Menke	100%	—
4th Tau Ceti Rangers (CO: *Sang-shao* Shelley Jax)	V/F	Krin	95%	0/46/12(A)
Tau Ceti hard Air (Wing) (CO: *Kong-zhong-shao* Gary Simpson)	V/F	Krin	88%	0/42/0
Tau Ceti Heavy Cavalry (Company) (CO: *Sao-shao* Marcus Gabrielle)	R/F	Krin	92%	0/22/0
St. Cyr's Armored Hussars (2 Btns) (CO: *Sang-shao* Andrew St. Cyr)	G/R	Sendalor	92%	0/6/0(D)
3rd Confederation Reserve Cavalry (2 Btns) (CO: *Sang-shao* Lyle Crawford)	G/Q	Holloway	90%	0/12/0(F)
3rd Cavalry Armor (2 Btns) (CO: *Sao-shao* Rigel Black)	R/Q	Holloway	95%	0/4/0
3rd Cavalry Support Staff (Company) (CO: *Sao-shao* Erin Karata)	G/Q	Holloway	100%	—
5th Confederation Reserve Cavalry (CO: *Sang-shao* Rhi Song)	G/R	Bentley	95%	0/26/2(D)
5th Reserve Air Corps (Flight) (CO: *Kong-sao-shao* Arik Ivanov)	G/R	Bentley	100%	0/12/0
5th Reserve Armor Corps (CO: *Zhong-shao* Dalia Jo Raihn)	R/R	Bentley	75%	0/5/0
5th Reserve Auxiliary Forces (Btn) (CO: *Sao-shao* Que Dim Pahn)	G/R	Bentley	90%	—
6th Confederation Reserve Cavalry (CO: *Sang-shao* Ni Tehn Do)	R/R	Hustaing	100%	0/41/10(B)
Hustaing Armor Corps (CO: *Zhong-shao* Ilsa Cappuccio)	R/R	Hustaing	100%	0/28/0
Hustaing Associated infantry (Btn) (CO: *Sao-shao* Darlan Magnusson)	G/R	Hustaing	100%	—
7th Confederation Reserve Cavalry *(CO: Sao-shao Georgia Shippe)*	*G/R*	*Altorra/Brixtana*	*90%*	*0/32/4(D)*
7th CRC Aerospace Contingent (Flight) *(CO: Kong-sao-shao Dawne Weis)*	*G/R*	*Altorra/Brixtana*	*98%*	*0/34/0*
7th CRC Infantry Contingent (Btn) *(CO: Sao-shao Bosk Nefarr)*	*G/Q*	*Altorra/Brixtana*	*100%*	—

CAPELLA COMMONALITY

Line Director: *Jiang-jun* Anson Quinn
Home Guard Director: *Jiang-jun* Jason Spore

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Holdfast Guard (Blandford's Grenadiers) (CO: *Sang-shao* Ulan Bey)	E/F	Capella	100%	2/61/15(A)
Zhòng-shu Háng-ban (2 Wings) (CO: *Kong-zhong-shao* Han Dey Sunn)	V/F	Capella	100%	0/72/4
Bey's Backboarders (Btn) (CO: *Sao-shao* Cameron Martinez)	V/F	Capella	100%	0/38/0
1st Blandford's Defenders (CO: *Zhong-shao* Gabrielle Auks)	R/F	Capella	100%	—
2nd Blandford's Defenders (2 Btns) (CO: *Zhong-shao* Jackson DeVries)	G/R	Capella	100%	—
4th McCarron's (Carson's Cavaliers, 4 Btns) (CO: *Sang-shao* Lord Richard Carson)	V/F	Ares	95%	0/42/38(A)
Capellan Navy Eclipse Flight (CO: *Kong-sao-shao* Kym Lan Tang)	E/F	Ares	80%	0/48/0
Carson's Armored Vanguard (Btn) (CO: *Sao-shao* Justin Kiriakus)	V/R	Ares	100%	0/62/0
Carson's Valets (2 Btns) (CO: *Zhong-shao* Carter Zimm)	V/R	Ares	100%	—
5th McCarron's (Kyp's Kommando) (CO: *Sang-shao* Kyp Marloe)	V/R	Masterson	100%	0/44/12(B)
Kommando Armored Korps (CO: *Zhong-shao* Jamie Hanscom)	V/F	Masterson	100%	0/40/0
Kommando Special Forces (Btn) (CO: *Sao-shao* Drake Calhoun)	V/Q	Masterson	85%	—
15th Dracon (4 Btns) (CO: *Sang-shao* Rei Tsuba)	R/R	Eom	100%	0/32/8(B)
Capellan Navy Echo Flight (CO: *Kong-sao-shao* Monty Boa-Xin)	R/Q	Eom	100%	0/15/0
The Dragons (2 Btns) (CO: *Zhong-shao* William Shaw)	R/R	Eom	85%	—
1st Capellan Defense Force (CO: *Sang-shao* Alexander Zivojinovic)	R/R	Capella	98%	0/20/2(C)
1st CDF Aerospace (Wing) (CO: *Kong-zhong-shao* Alec Bain)	V/R	Capella	100%	0/33/2
New Sagan Armor Auxiliary (2 Btns) (CO: *Zhong-shao* Eric Jarra)	G/Q	Capella	95%	0/25/0
1s CDF Infantry (2 Btns) (CO: *Zhong-shao* Terrence Bearpaw)	R/R	Capella	80%	—
2nd Capellan Defense Force (CO: *Sang-shao* Matt Blackledge)	G/Q	Ingersoll	110%	0/16/6(D)
15th No Return Home Guard (2 Btns) (CO: *Zhong-shao* Louis Parker)	G/Q	Ingersoll	110%	0/20/0
121st Urban Defense Detachment (CO: *Zhong-shao* Ji Fahn Luk)	R/R	Ingersoll	110%	—
3rd Capellan Defense Force (CO: *Sang-shao* Martin Cullhaven)	G/Q	Gei-Fu	66%	0/8/2(F)
3rd CDF Armor (Btn) (CO: *Zhong-shao* Raphael Morrison)	G/R	Gei-Gu	98%	0/12/0
3rd CDF Infantry (2 Btns) (CO: *Zhong-shao* Mei Ling)	R/R	Gei-Gu	90%	—
2nd Confederation Reserve Cavalry (CO: *Sang-shao* Mai Tee Phyn)	V/R	Necromo	98%	0/32/6(B)
Capellan Navy 9-11 (Wing) (CO: *Kong-zhong-shao* Gavin Darkseer)	V/R	Necromo	85%	0/24/6
45th Armored Cavalry (CO: *Zhong-shao* Carl Nardan)	R/R	Necromo	92%	0/42/0
Purvo 7th District Home Guard (Btn) (CO: *Sao-shao* Brittney James)	R/R	Necromo	100%	—

CAPELLAN CONFEDERATION ARMED FORCES

LIAO COMMONALITY

Line Director: *Jiang-jun* Do San Mu
Home Guard Director: *Jiang-jun* Allen Dalmar

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Dynasty Guard (CO: *Sang-shao* Jordan Weis)	V/F	Liao	70%	0/41/20(B)
Liao First Air Defense (Wing) (CO: *Kong-zhong-shao* Randall Williams)	E/F	Liao	65%	0/35/0
Dynasty Guard Cavalry (2 Btns) (CO: *Sang-shao* Derrik Evans)	V/R	Liao	80%	0/26/0
Dynasty Guard Infantry (15th Liao) (CO: *Zhong-shao* Patrick Volostyn)	R/F	Liao	80%	—
Dynasty Guard Infantry (21st Liao) (CO: *Zhong-shao* Everett Kincaid)	R/Q	Highspire/Liao	75%	—
2nd McCarron's (Angel's Regiment) (CO: *Sang-shao* Angel Bodez)	E/F	Menke	95%	8/51/22(A)
McCarron's Armored Mosquitoes (4 Flights) (CO: *Kong-zhong-shao* Rikkardo Monsilori)	E/F	Menke	98%	4/68/8
Angel's Gypsies (4 Btns) (CO: *Zhong-shao* Desmond Hernandez)	E/F	Menke	90%	2/43/0
3rd McCarron's (The Wild Ones) (CO: *Sang-shao* Otto Kung)	R/Q	Palos	88%	2/35/12(B)
Kung's Piranhas (2 Flights) (CO: *Kong-zhong-shao* Patricia Bindu)	V/R	Palos	100%	0/67/2
The Terrible Three (CO: *Zhong-shao* Devin Montgomery)	R/Q	Palos	96%	0/25/0
Laurel's Legion (1 Btn) (CO: *Sang-shao* Alexia Laurel)	V/R	Ningpo	100%	0/32/10(C)
12th Aldebaran Home Guard (Btn) (CO: *Zhong-shao* Avrom Rabinowitz)	R/R	Ningpo	100%	0/24/0
Tigress Citizen's Brigade (2 Btns) (CO: *Zhong-shao* Mar Su Mer)	G/F	Ningpo	95%	—
Harloc Raiders (CO: *Sang-shao* Wu Deng Tang)	V/R	Second Try	92%	6/42/12(B)
Harloc's Corsairs (Wing) (CO: *Kong-zhong-shao* Shannon Delaney)	V/R	Second Try	88%	2/51/0
Third Harloc Brigade (2 Btns) (CO: *Zhong-shao* Thomas Kent)	R/R	Second Try	100%	12/21/0
Ambermarle's Highlanders (2 Btns) (CO: *Sang-shao* Wendy Ambermarle)	R/Q	Aldebaran	72%	0/24/6(D)
Ambermarle's Revolutionaries (Btn) (CO: *Sao-shao* Jodie Clarke)	R/Q	Aldebaran	86%	—
Shin Legion (CO: *Sang-shao* Huang Nguyen)	V/Q	Sarna	95%	4/32/20(D)
Capellan Navy Red Sun Flight (2 Flights) (CO: *Kong-zao-shao* Sui Wen Tym)	R/Q	Sarna	98%	0/26/0
Shin Mechanized Infantry (CO: *Zhong-shao* Noh Kan Du)	G/Q	Sarna	88%	0/12/0
Phyr's (Kamakura's) Hussars (CO: *Sang-shao* Kan Ai Phyr)	R/R	Shipka	90%	0/24/2(C)
Mig's Mustangs (2 Flights) (CO: *Kong-zhong-shao* Kirsten Mgwayne)	V/R	Shipka	100%	0/34/0
Phyr's Armored Cavalry (CO: *Zhong-shao* Alek Skareb)	R/R	Shipka	100%	0/18/0
Phyr's Infantry Corps (Btn) (CO: *Sao-shao* Daphne Blake)	R/R	Shipka	80%	—
Renshield's Dragoons (CO: *Sang-shao* Victor Renshield)	V/F	St. Andre	100%	0/36/12(B)
Renshield's Airborne (Wing) (CO: *Kong-zhong-shao* Xia Caul)	E/F	St. Andre	75%	0/40/8
Renshield's Augmented Cavlary (4 Battalions) (CO: *Sang-shao* Franklin Greene)	R/R	St. Andre	100%	0/36/0
Vong's Grenadiers (CO: *Sang-shao* Choug Vong)	R/Q	Kaifeng	68%	0/12/1(F)
Vong's Air Squadron (2 Squadrons) (CO: *Kong-sao-shao* Andrew Wiggin)	G/Q	Kaifeng	100%	0/4/0
Aldebaran 12th Home Guard (CO: *Zhong-shao* Paul Richards)	G/Q	Kaifeng	82%	0/10/0
Vong's Special Teams (4 Companies) (CO: *Zhong-shao* Rue Mank Oakes)	R/Q	Kaifeng	95%	—
Syn's Hussars (CO: *Sang-shao* Syn Sum Orr)	G/R	Styk	78%	0/20/0(D)
Syn's Winged Hussars (Flight) (CO: *Kong-sao-shao* Tracy Lifte)	R/R	Styk	98%	0/8/0
Syn's Armored Hussars (CO: *Zhong-shao* Laura Myng)	G/F	Styk	66%	0/15/0
Syn's Support Hussars (Btn) (CO: *Sang-shao* Rafe Sinclair)	G/R	Styk	110%	—
Sarna Martial Academy Cadre (Btn) (CO: *Sang-shao* Jacob Tao)	G/Q	Lesalles	85%	0/18/0(A)

VICTORIA COMMONALITY

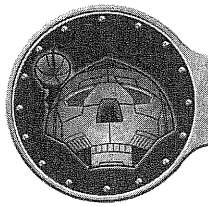
Line Director: *Jiang-jun* Petyr Andreyvich
Home Guard Director: *Jiang-jun* Nu Teu Meh

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Prefectorate Guard (4 Btns) (CO: *Sang-shao* Jorgen Nerekov/Emile Nan Loen)	R/R	Victoria	100%	3/70/24(A)
Prefectorate Air Guard (2 Flights) (CO: *Kong-zhong-shao* Nu Phang Gull)	V/F	Victoria	100%	0/88/6
Prefectorate Armored Guard (Company) (CO: *Sang-wei* Phillipe Aragonue)	R/R	Victoria	100%	0/69/0
Prefectorate House Guard (CO: *Zhong-shao* Lang Koo)	G/R	Victoria	100%	—
Kingston's VCR (CO: *Sang-shao* Willow Green)	R/R	Zanzibar	100%	12/36/22(B)
Kingston's Air Rangers (2 Flights) (CO: *King-zhong-shao* Uzikiel Blaine)	G/R	Zanzibar	98%	2/40/0
Kingston's Armored Rangers (2 Btns) (CO: *Zhong-shao* Reginald Berkley)	R/R	Zanzibar	95%	18/53/0
Kingston's VCR Infantry (3rd Victoria) (CO: *Sang-shao* Kendal Akeley)	G/R	Zanzibar	100%	—
Kingston's VCR Infantry (15th Victoria) (CO: *Sang-shao* Kelsie Neil)	R/R	Yuris	100%	—
Sung's VCR (CO: *Sang-shao* Jason Harris)	R/R	Victoria/Decatur	85%	2/16/5(D)
Sung's Air Rangers (Flight) (CO: *Kong-sao-shao* Maggie Thomas)	R/R	Victoria/Decatur	98%	0/22/0
Sung's Armored Rangers (CO: *Zhong-shao* Simon Forrestal)	G/R	Victoria/Decatur	70%	0/25/0
Sung's Ranger Vanguard (CO: *Zhong-shao* Yorei Hovanova)	G/R	Victoria/Decatur	95%	—
Marshigama's Legionnaires (Btn) (CO: *Sang-shao* Adrienne Marshigama)	R/Q	Drozan	88%	0/31/6(C)
Marshigama's Air Legion (Flight) (CO: *Kong-sao-shao* Benjamin Dulles)	R/Q	Drozan	82%	0/0/0
Lockhardt's Ironsides *(CO: Sang-shao Rhianna Lockhardt)*	*G/R*	*Joppa*	*100%*	*0/15/8(D)*
87th Sax Home Guard *(CO: Zhong-shao Harry Mudd)*	*G/R*	*Joppa*	*100%*	*0/29/0*
Lockhardt's Enforcers (Company) *(CO: Sao-wei Juno St. Claire)*	*G/R*	*Joppa*	*100%*	—

WARRIOR HOUSES

Grand Master of the Blessed Order: *Gao-shiao-zhang* Ion Rush

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
House Imarra (Btn) (Master: *Gao-shiao-zhang* Ion Rush)	V/R	Sian	100%	2/50/15(B)
Imarra House Infantry (Btn) (Cmdr: *Ying-zhang* Paul Matsu-Hrung)	V/R	Sian	100%	—
House Kamata (Battalion) (Master: *Shiao-zhang* Dehmitri Leonid)	E/F	Betelgeuse	98%	0/24/8(B)
Kamata House Aerospace (Flight) (Cmdr: *Lien-zhang* Davis Men)	V/F	Betelgeuse	95%	0/32/5
Kamata House Infantry (Btn) (Cmdr: *Ying-zhang* Hanna Campbell)	R/F	Betelgeuse	98%	—
House Hiritsu (Btn) *(Master: Shiao-zhang Ty Wu Non)*	*V/F*	*Carthage*	*90%*	*0/58/20(B)*
Hiritsu House Infantry (Btn) *(Cmdr: Ying-zhang Mitchell Jessup)*	*V/F*	*Carthage*	*85%*	—
House Lu Sann (Btn) (Master: *Shiao-zhang* Rachel Moore)	R/R	Grand Base	65%	0/36/8(C)
Lu Sann House Infantry (Btn) (Cmdr: *Ying-zhang* Kato Sinol)	G/R	Grand Base	40%	—



CAPELLAN CONFEDERATION ARMED FORCES

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
House Dai Da Chi (2 Btns)	E/F	Tikonov	80%	12/44/14(A)
(Master: *Shiao-zhang* Fah Li Shei)				
Dai Da Chi House Aerospace (Wing)	V/F	Tikonov	75%	2/6/0
(Cmdr: *Ying-zhang* Solis Freehold)				
Dai Da Chi House Infantry (Btn)	V/F	Tikonov	80%	—
(Cmdr: *Ying-zhang* Fredrick Omatai)				
House Fujita (Btn)	R/R	Hunan	100%	0/32/10(C)
(Master: *Shiao-zhang* Juan Bautista Wyeth)				
Fujita House Infantry (Btn)	G/R	Hunan	100%	—
(Cmdr: *Ying-zhang* Kyle Smith)				
House Ma-Tsu Kai (Btn)	V/R	Waznan	95%	0/29/12(B)
(Master: *Shiao-zhang* Jasmine Liu)				
Ma-Tsu Kai House Infantry (Btn)	R/R	Waznan	98%	—
(Cmdr: *Ying-zhang* Rikka Sumbatta)				
House Ijori (1 Btn)	G/Q	Jasmine	85%	4/18/8(D)
(Master: *Shiao-zhang* Denby Cluff)				
Ijori House Infantry (2 Btns)	R/Q	Jasmine	90%	—
(Cmdr: *Ying-zhang* Ling Wa)				

ST. IVES COMMONALITY

Line Director: *Jiang-jun* Adele Tsang
Home Guard Director: *Jiang-jun* Tristan Bothel

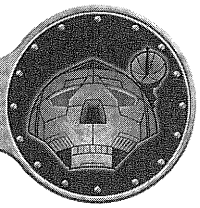
1st St. Ives Lancers	E/Q	St. Ives	100%	15/100/20(A)
(CO: *Jiang-jun* Kai Allard-Liao)				
1st Air Lancers Wing	V/Q	St. Ives	100%	5/60/10
(CO: *Sao-shao* Xian McCallister)				
1st Lancers Armor Brigade	V/Q	St. Ives	110%	5/65/15
(CO: *Zhong-shao* James Ruckson)				
12th Armored Grenadiers Regiment	E/Q	St. Ives	100%	—
(CO: *Zhong-shao* Tabitha Worrant)				
2nd St. Ives Lancers	E/Q	Teng	95%	5/80/15(A)
(CO: *Sang-shao* Lucas Tolek)				
2nd Air Lancers Wing	E/Q	Teng	105%	0/60/5
(CO: *Sao-shao* Draven Poulson)				
2nd Lancers Armor Brigade	V/Q	Teng	100%	0/70/10
(CO: *Zhong-shao* Caton Lee)				
13th Armored Grenadiers Regiment	V/Q	Teng	100%	—
(CO: *Zhong-shao* Kyoko MacAffee)				
SIAMS Training Group	G/R	St. Ives	100%	0/80/40(A)
(CO: *Sang-shao* Richard Carstairs)				
1st Janissary Brigade	V/Q	Tantara	100%	0/90/20(B)
(CO: *Sang-shao* Tan MacKenzie)				
Combat Command Alpha	V/Q	Tantara	100%	0/90/25
(CO: *Zhong-shao* Frederick Orlando)				
Combat Command Beta	R/Q	Tantara	105%	0/80/15
(CO: *Zhong-shao* Ping Dansho)				
Combat Command Gamma	V/Q	Tantara	100%	0/75/20
(CO: *Zhong-shao* Milek Roche)				
275th Aerospace Wing	E/Q	Tantara	100%	0/45/5
(CO: *Kong-sao-sho* Robert Wong)				
1st Ranger Regiment	V/Q	Tantara	100%	—
(CO: *Sao-sho* Pren Yuan)				
2nd Janissary Brigade	*R/Q*	*Joppa*	*120%*	*0/80/20(B)*
(CO: Sang-shao Souzan Markovic)				
Combat Command Alpha	*R/Q*	*Joppa*	*110%*	*0/75/20*
(CO: Zhong-shao Trahn Bishop)				
Combat Command Beta	*R/Q*	*Joppa*	*105%*	*0/60/15*
(CO: *Zhong-shao* Trudi Qong)				
Combat Command Gamma	R/Q	Warlock	115%	0/6015
(CO: *Zhong-shao* Elton Nix)				
288th Aerospace Wing	*V/Q*	*Joppa*	*200%*	*0/50/5*
(CO: Kong-zhong-shao Bart Luyducker)				
2nd Ranger Regiment	V/Q	Warlock	110%	—
(CO: *Zhong-shao* William Barnes)				
Roman's Mounted Fusiliers	V/Q	Texlos	100%	0/50/5(B)
(CO: *Sang-shao* Peter Roman)				
84th Fusiliers Air Wing	V/R	Texlos	100%	0/40/0
(CO: *Kong-sao-sho* Quintus James Petrov)				
Fusiliers Auxiliary	R/Q	Texlos	150%	0/45/0
(CO: *Zhong-shao* Gren Phillips)				
Devon's Armored Infantry	R/Q	Indicass	110%	0/45/15(B)
(CO: *Sang-shao* Andrea Devon)				
33rd St. Ives Skyflash Wing	V/R	Indicass	235%	0/45/0
(CO: *Kong-zhong-shao* Fuan Pan-Di)				
Armored Infantry Auxiliary	R/R	Indicass	135%	0/50/0
(CO: *Zhong-shao* Victor Abel)				

CAPELLAN NATIONALS

Commander: Mandrinn Treyhang Liao
Military Coordinator: Senior Colonel Warner Doles
BattleMech Strength: 2 Regiments**

Blackwind Lancers	*E/I*	*Spica*	*50%*	*0/80/20(B)*
(CO: Senior Colonel Warner Doles)				
51st Air Lancers	*E/I*	*Spica*	*60%*	*0/90/0*
(CO: Lieutenant Colonel Skip Pasquinelli)				
104th Armored Cavalry	*V/I*	*Spica*	*65%*	*0/85/15*
(CO: Lieutenant Colonel Zhan Caanan)				
85th Armored Infantry	*V/I*	*Spica*	*65%*	—
(CO: Lieutenant Colonel Frank Tillman)				
Jie Fang Legion	*V/I*	*Spica*	*80%*	*0/70/30(B)*
(CO: Colonel Jin-Quo Yong)				
Legion Aerospace	*V/I*	*Spica*	*85%*	*0/80/0*
(CO: Major Freda Tantovich)				
Legion Armored Cavalry	*R/I*	*Spica*	*85%*	*0/75/10*
(CO: Lieutenant Colonel Robert Hewitt)				
Legion Armored Infantry	*V/I*	*Spica*	*85%*	—
(CO: Lieutenant Colonel Norton Highcliff)				

*Classified
**Not included in CCAF force strength



THE CLANS

The Clans have long been a mystery to the people of the Inner Sphere. Their customs and their entire way of life, are nothing like that shared by the rest of humanity, certainly nothing like the way of life their forefathers left behind when they followed General Aleksandr Kerensky into Exodus. Warrior brotherhoods have long existed, likely since the dawn of recorded history, but those we know of bear no semblance to what these Children of Kerensky have become. We therefore have little experience on which to base our observations and analyses. Were it not for the links between the exiled Wolf Clan and the Nova Cats and the powers of the Inner Sphere, we would likely still be searching for even the most basic answers.

To say that the Clans remain a mystery even to those most versed in their history and culture is an understatement. We do have a basic understanding of them, and we can at least look to their pasts to try to expand our comprehension. Unfortunately, that knowledge does not give us a crystal ball with which we can decipher the coming days of the Clans. Ultimately, the only predictable fact about Kerensky's Clans is that they will remain unpredictable.

Darwin Alexander, Major, SLDF
Deputy Attaché to the Star League Embassy
Huntress
18 October 3067

AFTER THE JAGUAR

The Annihilation of Clan Smoke Jaguar at the hands of the Star League had a number of unexpected effects on the Clans, not least of which was the rash of petty squabbles and miniature wars that broke out between those who scrambled to take control of the Jaguars' former holdings. At the same time, Clan Nova Cat was Abjured, cast out from Clan society and forced to relocate to the Inner Sphere under threat of action by their fellow Clans—something that happened on a number of worlds as those jockeying for the Nova Cats' holdings made preemptive strikes to ensure they would remain in control of those enclaves when the Cats had finally departed.

On the other hand, the departure of the Ghost Bears from Clan Space was accomplished not only in near-complete secrecy, but with an orderly transition of control of possessions to the Bears' allies. The Bears kept only their enclaves on Arcadia and Strana Mechty, gifting the rest to those who had assisted them in their endeavors, especially the Snow Ravens and the Diamond Sharks.

The round of bloody Trials for the "table scraps" left behind by those three Clans did not end swiftly, but escalated, serving as a fit backdrop to the rest of the following decade.

Maneuvering From Afar

While the so-called "Home Clans" fought for the leftovers in Clan Space, the Steel Vipers attempted to take advantage of the situation to punish their rivals in Clan Jade Falcon. By taking over Falcon-held worlds in the two Clans' shared Inner Sphere occupation zone, the Vipers hoped to pay back the Falcons for every past grievance and at the same time win the honor of ejecting an Invading Clan from its own occupied conquests. Unfortunately for them, the Vipers overestimated their chances.

The Steel Vipers started out by assaulting thirteen Falcon-held worlds in April of 3061. After achieving incredible successes and driving the Falcons from those worlds, they followed up with a second wave in which they hit seven more planets. By then, however, the Falcons had regrouped. Led by Khan Marthe Pryde, they launched their own counter-offensive. The resulting fighting spread throughout the occupation zone and ended only when Viper saKhan Perigard Zalman was felled on the battlefield by Falcon freeborn warrior Diana Pryde. That disgrace sapped what little fight the Vipers still had in them. They accepted the Falcons' offer of hegira, abandoning all their Inner Sphere holdings to a weakened yet victorious Clan Jade Falcon.

The Falcon-Viper war was the only serious action to grip the Inner Sphere occupation zones, though in retrospect that should not have been unexpected. Clan Wolf refused to involve itself in the fighting between the Falcons and Vipers, instead being more than happy to watch them wear each other down. Likewise, the Wolves lacked the strength to take on the Ghost Bears, especially since the Bears had relocated almost their entire touman into their occupation zone, renamed the Ghost Bear Dominion.

On the other hand, Wolf Khan Vladimir Ward made a political move in 3060, in response to a Ghost Bear attack against the Wolves, of which few would have thought him capable—he invited Clan Hell's Horses, the Ghost Bears' long-time enemy, into his own occupation zone and "gifted" them three worlds adjacent to the Ghost Bear Dominion. That move virtually ensured that the Bears would make no moves against his own Wolves, at least while the Hell's Horses were within striking distance. Ward knew the Horses could not help but strike out often at the Bears, all of which provided him the security he needed to continue to rebuild his Wolves in the aftermath of the devastating Refusal War.

Inevitable Destiny

Khan Ward certainly knew that, once he brought the Hell's Horses into his occupation zone, eventually matters between the Horses and the Bears would come to a head. They finally did in late 3063.

Horses Khan Malavai Fletcher made the long journey to the Inner Sphere as soon as he learned of the attack on Alshain—the capital of the Ghost Bear Dominion—by rogue elements of the Draconis Combine's military. Khan Fletcher led his warriors forth from their three OZ worlds and took the fight to the already-occupied Ghost Bears. The Horses made impressive initial gains, but Khan Fletcher misjudged the nature of the Bear conflict with the Draconis Combine as well as the Bears' resolve. The war with the Combine was nearly over by the time Fletcher arrived in the Inner Sphere, and before he could take advantage of his initial gains into the Ghost Bear Dominion, the Bears had turned against him in force. Not only did the Bears quickly take back what they had lost to the Hell's Horses, but they continued on and took all three of their rival Clan's OZ worlds, pushing them out of the Inner Sphere. The Bears then took Gunzburg and later Rasalhague from the Wolves, punishing them for the role they had played in this miniature war.

Soon after this debacle, Khan Fletcher lost a Trial of Position to Star Colonel James Cobb, who took up the reins of leadership and has since attempted to refocus his Clan away from Fletcher's mad goals toward a more stable end—a difficult proposition indeed.

SEASONS CHANGE

It took more than two years before the constant fighting in the wake of the Jaguar Annihilation died down to a more normal level. Some worlds, like Hoard and the former Jaguar homeworld of Huntress, were veritable meat-grinders, while even the most "civil" fighting, as on Brim and Delios, often degenerated into free-for-alls where warriors from many different Clans fought over small towns and minor factories—often reducing them to rubble in the process. A relative calm eventually overtook Clan Space by mid-3062, just in time for a new round of devastating wars to break out.

Blood Feud

With the withdrawal of Clan Ghost Bear from Clan Space, Clan Star Adder was the dominent power within the Clan homeworlds—though Clans Steel Viper and Hell's Horses dispute that fact. Not only did the Adders field the strongest Touman, but they also led a power bloc within the Grand Council, a not-insignificant feat considering they had few true allies and many more who expressed outright contempt for them. Meanwhile, the Adders were also experiencing internal upheavals, as former Burrock warriors and even some civilians Absorbed by the Adders began to chafe within their new Clan. The former Burrocks had fought without hesitation against Clan Blood Spirit during the Absorption Trial in 3059 because the Spirits had long been that Clan's most hated enemy. But with that fight in the past and the sibkos graduating new generations of warriors, those who had been raised as Burrocks found it difficult to carve out a place for themselves in the tight-knit Adder society.

The Adder leadership recognized this problem and took two different approaches to solving it. The first was the development of a new BattleMech that would appeal to former Burrock warriors as well to Adder warriors. The second was authorization to conduct raids on York, the homeworld of the Blood Spirits, beginning in early 3063.

This second move was perhaps the most inspired, and almost certainly the most insidious. As soon as these raids began, warriors throughout the Adder touman scrambled to do anything they could to take part in the attacks. As the bulk of the Adder warrior caste took up the call to punish Clan Blood Spirit once and for all, the Adders slowly increased their presence in the York system, eventually mounting a heavy invasion that inflicted heavy losses on the Spirits, including the destruction of one of their four WarShips. From the beginning, however, the Adders seemed more interested in dealing the Spirits a blow to their honor, purposely fielding lesser, second-line equipment. That tactic made the Spirits' losses even more bitter, while any Spirit victory was tempered by the fact that it came against second-rate units.

This war steadily heated up, with the Spirits striking back twice with significant force. First came the assault in 3066 that gained them a foothold once again on Arcadia; the second strike was pure retribution. In a bold and exceedingly perilous move, the Spirits sortied their fleet, pinning down most of the Adders' naval units in the York system and isolating a lone Vincent Mark 32 WarShip, destroying it. While the Adders concentrated on countering the naval move, the Spirits' new Iota Galaxy—along with a Fire Mandrill contingent—slipped out of the system, making a retaliatory strike at the Adder enclave on Tathis before moving on. This assault was relatively recent and the Adders have apparently not yet had the opportunity to respond in kind.

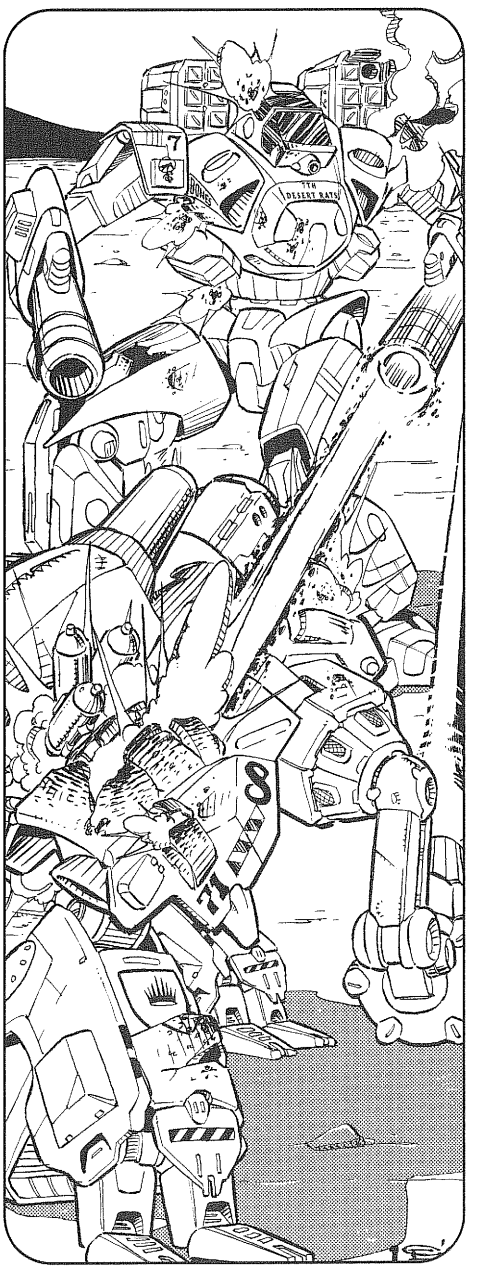
Incursion

While the Adders and Spirits escalated their feud, Falcon Khan Marthe Pryde set her sights once more on gains in the Inner Sphere. With the FedCom Civil War in full swing, she saw the Lyran Alliance as easy pickings. But soon after her initial thrusts into the Lyran state, which began in early 3064 just days before the official end of the Combine-Ghost Bear war, she was proven wrong. Generals on both sides of the Civil War banded together to fight the Falcon threat, and not only put up a stalwart defense, but mounted a successful counterattack into the Falcon OZ.

Both halves of Clan Wolf also joined in the action, fighting against the Falcons in their own way. Khan Phelan Kell sided with the Lyran defenders, adding a number of his own Clusters to the defense of the Lyran Alliance. Meanwhile, Khan Vlad Ward saw the action as a way to take advantage of the Falcons. He launched a limited strike into the Falcon OZ, but his attacks came late and Khan Marthe Pryde simply swung her troops around against the Wolves.

This fighting lasted a mere year, with the Falcons "winning" only in that they took more worlds than they lost to the Lyrans, though the aftereffects of this so-called Jade Falcon Incursion will stay with all involved for years to come. Then again, Khan Marthe Pryde successfully gave a new generation of warriors an opportunity to win honor and, more importantly, gain much-needed combat experience.

A strange epilogue to the Incursion is the world of Blair Atholl, which is jointly held by the Lyrans and Falcons. It is, in effect, a live-fire training world. Whether this experiment, where on-world Lyran forces can come under attack by Falcon forces in a 'controlled environment' at anytime, will survive is unknown.



Other Forays

During the Jade Falcon Incursion, deep-range scouts began to report the passing of more and more Clan ships through Deep Periphery shipping routes. Clan Diamond Shark—which has had an "on again, off again" presence in the Inner Sphere—was the first of these "new" Clans to show up in the Inner Sphere, arriving at Twycross and taking the world back from its Lyran defenders. Twycross was the first of three Inner Sphere worlds the Sharks took possession of, with one other each within the regions claimed by the Ghost Bears and the Nova Cats. From these so-called trading worlds, the Diamond Sharks have traded freely with the Invading Clans and even the Inner Sphere powers, carving out a new reputation and source of business for this merchant Clan.

Long before the Jade Falcons launched their invasion of the Lyran Alliance, the Snow Ravens had dispatched a reconnaissance force into the Inner Sphere, one that began by probing the Periphery borders of the Draconis Combine. Soon enough, these Snow Ravens ran afoul of an Outworlds Alliance ship, whose fighters successfully beat back a Raven attack. The resulting engagement led not to a formal declaration of war but instead to the forging of an apparent political alliance. The exact nature of this alliance remains unknown, though by all accounts every Inner Sphere intelligence agency is scrambling to find out.

Clan Star Adder likewise dispatched a reconnaissance force into the Inner Sphere—the entirety of its Upsilon Provisional Galaxy. To date, this force has remained primarily in the Periphery, though several scuffles have occurred between this force and other Clan units in the regions beyond the occupation zones. A few scattered reports indicate that these Adders have made a few tentative strikes against Inner Sphere worlds; if they are truly behind these attacks, they have withdrawn immediately following. Of interest, however, are not the methods of this Adder Galaxy, but its composition. By all accounts, the unit is filled with critics of the Adder leadership, troublemakers and those former Burrocks who could not otherwise fit into the Adder mainstream. Why the most powerful Home Clan would send its unwanted on an assignment that can only win prestige and honor for those Clansmen is a question that still stumps analysts throughout the Inner Sphere.

Recently, rumors have begun to circulate that the Hell's Horses are once again prowling around close to the Inner Sphere. Khan James Cobb retains a relationship with Clan Wolf, if a strained one, so the Horses may be fulfilling another contract with the Wolves. Of course, the Horses have long sought a permanent position in the Inner Sphere and may again be looking to secure one.

AND ONWARD...

Spurred on by the Adders' continued assault on York, the other Home Clans have remained neither silent nor still. In the past two years, the number of Trials and attacks in the Kerensky Cluster has risen dramatically. Some, like Clan Star Adder's attack on the Steel Vipers' Homer enclave, were undoubtedly calculated political moves—in this case to bring that Clan closer to its only true ally. The Steel Viper attack on Lum, which occurred shortly thereafter, certainly stemmed from the Vipers' ejection from Homer and was designed to hurt the Snow Ravens politically and militarily.

Other assaults, including the Hell's Horses attack on Tokasha, were strikes of opportunity. In fact, this seems to be true of most of the action in the past few years. Certainly, all the Clan Space activity during the Jade Falcon Incursion—when

nearly every Home Clan launched attacks on the Jade Falcons' and Wolves' holdings while those two Clans were focusing their energies on the Inner Sphere—are opportunity strikes. Of course, the outcomes often turned extremely political, especially as the weaker Clans jockeyed for position in the Grand Council by striking out against more of their opponents in an attempt to win just a bit more territory. Hundreds of small Trials of Possession were fought during this time, with at least some territory on almost every world changing hands.

Matters of the Soul

And then there were the attacks prompted by spiritual matters. In September of 3062, the leaders of Clan Cloud Cobra presented the first Babylon Diet, a month-long conference that brought thousands of religious delegates together from throughout Clan Space and the Inner Sphere. Intended as the first in a long series of Diets, the Cloister ecKhans simply announced that they wanted only to share their views and the teachings of The Way with the rest of humanity so that they could begin to build a spiritual bridge between the people of the Clans and the Inner Sphere.

Some individuals in the Kerensky Cluster, however, saw bringing "dirty Spheroids" into Clan Space, not to mention the Pentagon worlds, as anathema. To them, such an action went against everything that the Clans stood for. Clan Coyote naturally took the lead in opposing this gathering, bringing the issue before the Grand Council. Cobra Khan Din Steiner eloquently made his point in the Council; supported by the Khans of the Diamond Sharks, Ghost Bears, Goliath Scorpions and the Star Adders, the Cloud Cobras were vindicated by their brother Clans.

Coyote Loremaster Clarissa Jerricho did not let the matter go, however, and assembled a multi-Clan force that she led to Babylon. Once there, Jerricho launched an assault meant to destroy the Josian Cloister's Honorarium as well as all those attending the Babylon Diet. As spirited as that attack was, the defense was even more potent, successfully holding back more than twice their number while Khan Din Steiner called on the rest of his Babylon garrison to put down the Coyote-led invasion.

The Cobras eventually overcame the assault with no harm coming to any of the Diet delegates, but that was not the end of the matter. Soon afterward, Khan Din Steiner brought a motion of censure against the Coyotes in the Grand Council. Though none of the other Khans could claim they personally agreed with this gathering, they could not condone the Coyotes' attack on it; even those who initially supported the attack later voted for the Coyote censure. The censure was technically nothing more than a verbal slap on the wrist, but it cost the Coyotes in the end, leaving them with few political allies—a fact that could cost them in the future, as many Coyote warriors came to recognize.

By contrast, an event from just a few months ago proves that matters spiritual do not always end in political hardship. The leaders of Clan Goliath Scorpion led an expedition to Babylon, where they fought a limited Trial of Possession for Moreau's Dagger, a geographic monument deep in the Spiked Heart Desert that holds significant spiritual meaning for that Clan. The Ice Hellions fought that battle under the watchful eye of the Cloud Cobras, who sat in oversight of the Trial to ensure a fair outcome. The Hellions lost, handing over control of the monument and the few square kilometers of desert around it to the Goliath Scorpions.

Today and Tomorrow

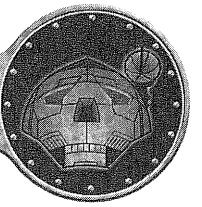
Something resembling peace has fallen over the Clans, though only barely. Many continue to struggle with their neighbors over measly tracts of land, though many say such inconsequential Trials are the Way of the Clans. Of course the number of significant battles—especially those including WarShips and other naval assets—has greatly increased in the past few years. First came the Hell's Horses assault on Tokasha that left one of that Clan's WarShips crippled, followed by the Adder invasion of the York system with more than a Star of WarShips that ultimately ended with the loss of one Adder vessel. Since the beginning of the FedCom Civil War—or perhaps earlier, during Operation Serpent—the use of naval power among the Clans has increased substantially.

The most recent case proves the point, and has quickly become recognized as the most destructive naval battle since the early Succession Wars. After several years of tense relations, the Nova Cats made a decisive strike on Clan Ghost Bear in retaliation for injustices wrought by that Clan during its invasion of the Draconis Combine in 3062 and 3063. Rather than pick a political target or attempt to take a world from the Bears, the Nova Cats set their sights on the *Leviathan*-class *Rasalhague*, the largest WarShip ever constructed, devoting nearly two-thirds of their entire WarShip fleet to the attack. The resulting fight was bloody, with neither side giving quarter and both suffering heavy losses.

However, many respected Clan leaders are undergoing something of a wave of spirituality, or at least what might be called a contemplative shift. A second Babylon Diet began in mid-September, the next in a series of conferences planned to occur every five years. This time the event drew little protest and more than just tacit approval from many senior Khans.

The future, as always, looks up for grabs, though to be fair many of these Clans have thrived in the years since the Annihilation of Clan Smoke Jaguar. While the intensity of serious attacks has increased, the frequency has not. Perhaps the Clans are learning from their mistakes—or this could simply be the calm between storms.

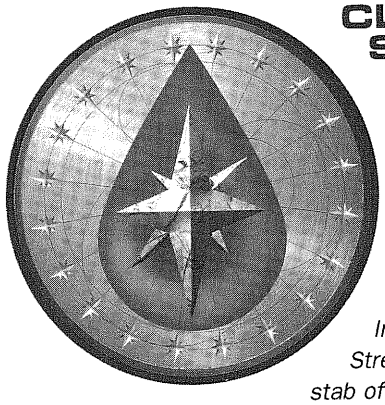
Author's Note: The following table roughly outlines the relative strengths of each of the Clans in Clan Space, based on territory controlled.



CLAN POLITICAL BALANCE TABLE

World	Population	Blood Spirit	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill	Ghost Bear	Goliath Scorp.	Hell's Horses	Ice Hellion	Jade Falcon	Snow Raven	Star Adder	Steel Viper	Wolf
Albion	7,300,000											100			
Arcadia	54,000,000	10					25					35	30		
Atreus	8,100,000					58				42					
Babylon	51,000,000		26	27	24					23					
Barcella	37,000,000				47					41	12				
Bearclaw	41,000,000								27			73			
Brim	6,500,000		54									19	27		
Circe	37,000,000											80			20
Dagda	52,000,000					27		33			8		22		10
Delios	1,700,000		36	64											
Eden	61,000,000								31		34				35
Foster	11,700,000			40		30				30					
Gatekeeper	4,300,000										100				
Glory	6,200,000										52				48
Grants Station	7,100,000													55	45
Hector	44,000,000									100					
Hellgate	250,000											100			
Hoard	6,600,000								10	32			49		9
Homer	36,000,000		85										15		
Huntress	39,000,000					13		21		8	35		23		
Ironhold	43,000,000										100				
Kirin	8,800,000								100						
Londerholm	7,700,000			44						56					
Lum	32,000,000										18	82			
Marshall	17,600,000					15		36		12	4		15	18	
New Kent	27,000,000			28						15				57	
Niles	40,000,000								100						
Paxon	8,300,000				68										32
Priori	6,300,000												100		
Roche	31,000,000							75							25
Shadow	42,000,000					100									
Sheridan	43,000,000												100		
Strana Mechty	136,000,000	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Strato Domingo	1,100,000				65				35						
Tamaron	37,000,000			100											
Tathis	4,200,000				50					30			20		
Tiber	5,300,000								50						50
Tokasha	14,600,000							16	20		64				
Tranquil	34,000,000														100
Vinton	8,000,000					100									
York	56,000,000	90											10		

Note: The numbers in this table represent the percentage of each world a Clan controls.



CLAN BLOOD SPIRIT

Looming low and ominous,
The Adder skulks in the reeds.
In twilight premature,
Our enemies seek our undoing.
In the end a mirror,
Strengthening us with every stab of their fangs.
The path inward must be forsaken,
Our new allies chosen with care,
The Adder's destruction unfolds,
The Founder's true goals met.

—The Remembrance (Clan Blood Spirit), Passage 48, Verse 1, Lines 1-9

To: Khan Karianna Schmitt
From: Bayle Campbell

My Khan,

The past eight years have seen changes sweep the Clans, the likes of which we have not seen since our founding. More Clans have fallen, been Absorbed or cast out, or voluntarily withdrawn from our society than at any other time. We have been riven from without and from within, our strongest philosophies shaken to their cores and our understanding of our place in the great Founder's plan made uncertain. Though your initial isolationism in the face of such catastrophic change was of course appropriate at the time, events have since shown us that we cannot wall ourselves away from our brother Clans.

They will not let us.

In response, you wisely have chosen a course that for the first time in centuries has seen our Clan vigorously, if prudently, pursue alliances with those worthy of our aid and commitment. Such was the case with Clan Cloud Cobra, as well as the strengthening of ties with Clans Snow Raven and especially the Fire Mandrills. Our talks with Clan Goliath Scorpion are also providing surprising results.

The universe in which we tested out has been swept away as surely as the true Star League. Today brings us a new calling, as we stand with the door open wide. However, there can be no doubt that our single greatest obstacle remains Clan Star Adder. They have become hopelessly tainted with surat Burrock blood and their presence on York—their presence anywhere—cannot be allowed to continue. Before the ultimate plans of the Founder can be nurtured to fruition, the blight of the Adder must be removed.

Below is a general summary of our current alliances and a thumbnail sketch of the status of our touman with which we can accomplish this goal.

BLOOD SPIRIT AND FIRE MANDRILL

The Fire Mandrills have remained the staunchest allies of the Blood Spirits and our alliance with them—more specifically, our current alliance with Kindraa Mick-Kreese—has only grown stronger in the past few years. Last year's stunning events firmly established our connections to Clan Fire Mandrill.

In early 3067, knowing that we had to take the war against the hated Adders to their own doorstep, we sent the newly formed Iota Galaxy to do just that. Through the efforts of Fire Mandrill ilChi Jas Keller, two Clusters from Kindraa Mick-Kreese joined the strike.

The Eleventh Battle Force and 32nd Vanguard Battle Clusters of Kindraa Mick-Kreese left the world of Shadow to join Iota Galaxy in an assault on the Star Adder stronghold on Tathis. In a strange echo of the Spirits' own recent history, the 27th and 42nd Vanguard Clusters of Kindraa Kline—jealous of Kindraa Mick-Kreese's growing prosperity through its association with the Blood Spirits—departed Shadow and Foster immediately upon learning of the assault. We will never know what they hoped to accomplish, but the results were catastrophic. As the Kindraa Kline units dropped into the middle of the raging conflict on Tathis, utter chaos ensued, with almost all units suffering friendly fire from their own troops and from their supposed allies. In the end, though the strike force hurt the defending Adder units, the two Kline Clusters were decimated, with barely a quarter of their original force lifting off-world. The loss of so much of Kindraa Kline's overall strength devastated them, leaving them open to predation by other Clans, especially the Star Adders who occupied the same holdings as the remaining Kline forces on Dagda. Expertly manipulated by Jas Keller, Kindraa Mick-Kreese immediately moved against Kindraa Kline and offered them a choice; face annihilation at the hands of the Star Adders or merge with Mick-Kreese. Though the embattled Kline Kindraa hated the inevitable, they bowed to it and Kindraa Mick-Kreese-Kline was born.

It remains to be seen whether the new Kindraa will survive such a harsh integration, but in one fell swoop Kindraa Mick-Kreese-Kline has become the largest and most powerful Kindraa in the entire Mandrill Clan, as well as our staunchest allies.

BLOOD SPIRIT ILCHI

At the current time, the following individuals serve as Blood Spirit ilChi: Fire Mandrill ilChi Jas Keller, Snow Raven ilChi Bri McFadden and Cloud Cobra ilChi Carmen Zadok. IlChi Zadok has only recently occupied this new post. Given that her Bloodname comes from a minor House, she has already proved herself surprisingly worthy of this great honor, moving forward with your agenda more quickly than many would have believed possible.

BLOOD SPIRIT TOUMAN

The almost constant fighting with the Star Adders over the past four years has taken its toll on our touman. Though overall our forces are more combat-seasoned than at any previous time in our history, our superior but fewer warriors have had a difficult time standing up to the flood of Adder surats.

As has been our tradition for centuries, when a Cluster no longer can field its full complement, it is disbanded, with units used to fill in the holes of those extent Clusters. This has led to a disproportionate loss of cohesive Clusters in our Touman, but has left us with many battle hardened personnel, and their equipment, that we can fall back upon.

Blood Galaxy

The *Lola III*-class *Blood Fury* was lost to an Adder strike on York, leaving the Spirits only three extant WarShips: the *Aegis*-class *Exsanguine*, *York*-class *Stooping Kite* and the *Black Lion*-class *Rocinante*.

In a recent move, to pin down the partial naval blockade thrown up by the Adders and allow Iota Galaxy to strike the Tathis Adder enclave, the Blood Galaxy sallied forth against the Adders and managed to destroy a *Vincent Mk 32*. Though it cannot compare with the loss of the *Blood Fury*, considering the size of the naval force arrayed against us, it is a moral victory of stunning proportions.

Blood Guard Keshik

Though this unit is frothing at the mouth to participate in the defense of York, Khan Schmitt has not allowed the Blood Guard Keshik to leave its posting on Strana Mechty, afraid that such a move would announce the Spirits' weakness so strongly that other Clans will begin to circle and strike. This decision has caused immense strain on the Keshik; only their absolute loyalty to the Spirits and their Khan has allowed the unit to survive.

Alpha Galaxy: The Blooding

The pride and joy of the Spirit Touman, Alpha Galaxy has been the Adders' bane, defending and striking at will across the world of York. However, not even the cream of the Spirits can stand up to near-constant punishment and Alpha Galaxy has had to decommission an entire Cluster.

Omega Galaxy: The Sanguine Reavers

Omega Galaxy, black-marked by the rest of Clan Blood Spirit, bears the shame of allowing the Star Adders to gain a foothold on the continent of Boques. It makes no difference that two of this Galaxy's six Clusters were destroyed in the largest assault to occur during the past four years. Though he chose to surrender the southern reaches rather than see his Galaxy gutted, Galaxy Commander Jud Schmitt died in the field rather than return in shame. Megghan Boques assumed the leadership and has her hands full attempting to reverse the crushing blow to Omega's honor and morale.

Iota Galaxy: Retribution

Iota Galaxy was formed with one objective in mind—to reclaim the initiative. Realizing that allowing the Adders to keep the initiative in this war can only lead to the eventual destruction of the Spirits, Khan Schmitt chose to go on the offensive. With that in mind, the most elite Trinaries from across the touman were joined into Iota Galaxy with the single goal of striking back at the Adders.

As its first blooding, Iota set out in conjunction with units from Clan Fire Mandrill's Kindraa Mick-Kreese to attack the world of Tathis. Though the sudden appearance of twin Clusters from Kindraa Kline threw the entire operation into chaos, Iota Galaxy nonetheless gave a stellar performance, handing the Adder defenders a resounding defeat.

Omicron Provisional Galaxy

Though disgruntled at missing the opportunity to participate in the Clan Burrock Absorption War, Galaxy Commander Josh Kemp and his Omicron PG were given the honor of securing the Blood Spirit Arcadia enclave, which the Star Adders had occupied several years earlier after the Spirits voluntarily withdrew.

Eager and confident, Omicron launched an assault with all the pent-up fury at its disposal, only to see the Star Adders' Epsilon Galaxy fade away before them. Almost a year later, Omicron Galaxy still could not claim victory. Disgusted at Omicron's inability to finish the task, Khan Schmitt assigned Upsilon to reinforce their position in the hopes of shaming the unit into victory. The combined force finally secured the enclave, but the Adders' had succeeded in drawing off enough Blood Spirit troops to allow the Adders to gain a foothold on York.

Sigma Provisional Galaxy

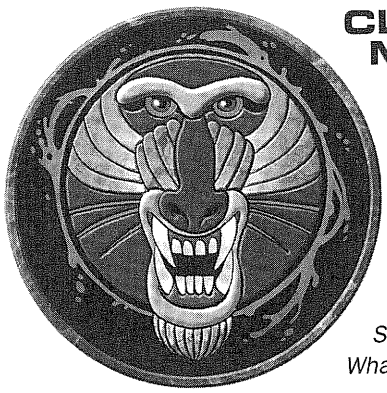
Sigma Galaxy has acted as a reserve force for Alpha Galaxy during the years of constant Adder raids, shoring up holes and moving at a moment's notice to add weight to counterattacks. Though Galaxy Commander Virgil Keller is a capable leader, he has effectively served under the direct command of Alpha Galaxy Commander Jon Church for almost three years.

Tau Provisional Galaxy

Like Sigma Galaxy, Tau has acted as a reserve force for Alpha Galaxy over the past several years, fighting at one time or another various elements of the Adders' Beta, Kappa, Sigma and most recently Tau Galaxies.

Upsilon Provisional Galaxy

Though still the greenest Galaxy in the Blood Spirit Touman, Upsilon's fighting on Arcadia to help Omicron Galaxy take back the Spirit enclave provided this unit with much-needed seasoning. The 221st Crimson Guards had to be decommissioned because they could no longer field a full five Trinaries.



CLAN FIRE MANDRILL

Violently we strike at
those who would
cage us,
Mark our victories as
cheap, our holdings as
their own.
Honor, Skill, Foresight,
Strength—but never Unity.
What remains of our Spirit?

—The Remembrance (Clan Fire Mandrill), Passage 99, Verse 2, Lines 185-188

Our universe is changing.

There will be Kindraa, there will be warriors among my own Bloodkin, who will not accept this. But the evidence is there. Clans Annihilated. Clans Abjured. Clans Absorbed. Power shifting among the homeworlds, threatening to gain enough momentum to sweep all before it and finally cast aside the vision of our Founder, Nicholas Kerensky. Like an adder nestled against our bosom, these alterations threaten to poison all we have lived, fought and died for these many centuries. Yes, our universe is changing—and even we, the Fire Mandrills, who have always been among the most unique of Clans, would prefer to see it remain the same.

We will not stand in the way of events, however. Conflict and change remains at our core. This we can never deny, however much we may wish to. The Fire Mandrill does not wander, does not ponder, but screams at the challenges before it and then leaps with fangs bared at the future. Which way to leap? That is the question which will decide us.

—Cassandra Faraday, Loremaster

BURNING BRIDGES

Khan Amanda Carrol spent the better part of five years building tenuous bridges between a few of the stronger Kindraa. Under her leadership, even Kindraas Payne and Sainze forgave a great deal of their old rivalries in a spirit of inter-Clan unity. Most of Khan Carrol's hard work collapsed early in 3066, however, when Kindraa Beyl-Grant—seeking greater Warden representation in larger Clan issues—levied a challenge for the position of saKhan against Kindraa Sainze. When Kindraa Kline also backed the Beyl-Grant call to Trial, Sainze attempted to rally Kindraas Faraday-Tanaga and Mick-Kreese to its side. Both hedged, Faraday-Tanaga because of its long-standing belief that the Sainze Kindraa abuses whatever power it garners. Kindraa Mick-Kreese attempted to leverage peace instead, applying pressure to Kindraa Kline and even blockading one of that Kindraa's strongholds with WarShips to prevent them from "throwing out half a decade of the Khan's work for personal gain."

Infuriated by such lackluster support, Kindraa Sainze struck at Beyl-Grant with three Clusters and nearly shattered them. Sainze troops pulled back only when Kindraas Faraday-Tanaga and Payne joined forces to prevent the death and de facto Absorption of Beyl-Grant. Thwarted, Kindraa Sainze launched quick "strikes of reckoning" against Kindraa Kline for its earlier support of the Beyl-Grant proposition. Those battles lasted longer but took place on a much smaller scale, and might have been enough to assuage Sainze ire if not for Kindraa Payne's next action. Kindraa Payne entered into an alliance with Beyl-Grant, creating a strong Kindraa out of those two weakened Houses.

Kindraa Sainze saw its potential prize dealt away by politics and so threw itself with renewed fury at Kindraa Kline. Forced to call for help, Kline sought out the nearby Mick-Kreese Kindraa, which in turn brought in the ilChi of Clan Blood Spirit to mediate. Kindraa Kline gave up significant resources to Kindraa Sainze to pacify them. In effect, as Samantha Kline argued, Kindraa Kline paid for Kindraa Payne's gain.

With fingers pointing in so many different directions, the Kindraa alliances broke apart, and Amanda Carrol suffered a vote of no confidence as Khan. She did not even attempt to defend her position, but stepped down and left the Fire Mandrill Khanship vacant.

A New Khan

The positioning and Trials to select a new Khan burned up the remainder of the year. More than once, just when Kindraa Sainze thought its own leader, Garret Sainze, would be elevated to Khan from saKhan, one Kindraa or another would upset the balance of power to prevent it. Frustration marked all Kindraa except Faraday-Tanaga, which, under the guidance of Loremaster Cassandra Faraday, walked a careful line that called no attention to itself.

The challenges appeared likely to eat away 3067 as well, until fate intervened. Working with Clan Blood Spirit, Kindraa Mick-Kreese struck out in early 3067 to assist in an assault against Clan Star Adder. Seeing the other Kindraa stepping up to further prominence under the Blood Spirit alliance, Kindraa Kline sought to include itself in the struggle and win back some of its losses from previous years. The resulting debacle hurt Kline badly, with Clan Star Adder destroying more than a Cluster of Kline's best troops. With evidence that Clan Star Adder would come for them next, Kline accepted an ultimatum from Mick-Kreese to join ranks or end up as Star Adder bondsmen.

The creation of Kindraa Mick-Kreese-Kline upset the balance of power further in Clan Fire Mandrill, and might have prompted a new round of fighting had not the Blood Spirits come to the aid of their allies with political support for Kindraa Mick-Kreese-Kline and Kindraa Sainze, as well as military strengthening (which included new *Crimson Langur* BattleMechs) for all. The Blood Spirits were willing to pay such a handsome price because of their heavy reliance on their Fire Mandrill allies.

The end result was the elevation of Garret Sainze as Khan and the surprising appointment of Samantha Kline as saKhan. This would seem like a victory for the original Beyl-Grant challenge to invest a Warden in the Clan's higher political levels, except that Samantha Kline is now honor-bound to represent her entire Kindraa. Kindraa Kline is run by Leader Andrew Kreese, who remains staunchly Crusader in his views. If the Payne and Beyl-Grant alliance finds relief anywhere, it lies in the fact that the central authority of Clan Fire Mandrill has once again been divested of any real power to act.

TOUMAN

Other than the Absorption of Kindraa Kline and a strong political alliance between Payne and Beyl-Grant that effectively creates a new and stronger Kindraa, the largest change to the Fire Mandrill Touman involves a recent move by some Bloodname associations to increase armor forces. Kindraas Matilla-Carrol and Payne-Beyl-Grant have accomplished the most in this regard.

Kindraa Sainze

Though weakened in their latest round of military strikes against other Kindraa, Sainze can still field three fully operational frontline Clusters. The 53rd Assault Cluster suffered the heaviest losses overall, weakened to three Trinaries. Bondsmen taken in action, however, have swelled the ranks of the Fourteenth Rear Guard Battle Cluster to six Trinaries, though some with obvious Warden sentiments are likely to be offered back for ransom or simply cast out.

Kindraa Payne-Beyl-Grant

The first "ilKindraa," as it styles itself, is obviously trying to provoke its long-time rivals in Kindraa Sainze under the leadership of Laurel Payne. The Sainze Kindraa, however furious it might be, is not stupid enough to challenge the raw strength of this three-Kindraa alliance. Yet.

Kindraa Command is a Supernova Trinary of 'Mechs and fighters, and the First Striker Payne Cluster recently shifted one Trinary into a mixed BattleMech/vehicle unit. Left to the old Beyl-Grant association are the 87th Mandrill Airborne and the Seventeenth and 31st Auxiliary Clusters. This ilKindraa also controls three of the Fire Mandrills' seven WarShips—*Carrack*-class *Firehold* (née *Howler*), *Lola III*-class *Anathema*, and *Sovetskii Soyuz*-class *Reaver*.

Kindraa Faraday-Tanaga

Though Crusader and Warden Kindraa alike have long derided the neutrality of Kindraa Faraday-Tanaga, the Kindraa's careful adherence to this policy now makes it one of the best hopes for rebuilding Fire Mandrill unity. Kindraa Leader (and Clan Loremaster) Cassandra Faraday has recently been working with the Blood Spirits to find some way to bring the Blood Spirits' intense esprit de corps over to the Mandrills. Cassandra Faraday's reputed ability to "see" future paths has drawn interest from Clan Goliath Scorpion as well, though the Mandrills have yet to respond.

Kindraa Faraday-Tanaga controls the *Vincent Mark 42*-class *Firetender*. The Twelfth Support Cluster has been redesigned with a full Trinary of vehicles, a major change for this normally staid Kindraa.

Kindraa Mick-Kreese-Kline

Though it stops short of calling itself an ilKindraa, there is no doubt that the joining of Mick-Kreese and Kline has formed a second, impressive Fire Mandrill power bloc. With the enlarged Kindraa's strong ties to Clan Blood Spirit and recent promotion of Kindraa Adjutant Samantha Kline to saKhan, Mick-Kreese-Kline commands impressive military and political power. Because of its Crusader position and the way it balances out the newly ascendant Kindraa Payne-Beyl-Grant, even Kindraa Sainze has welcomed this new juggernaut into the Fire Mandrills.

In addition to controlling two WarShips—the *Potemkin*-class *Jungle Heat* (née *Fire-Eater*) and *Lola III*-class *Rancor*—this Kindraa fields two frontline Clusters and five strong second-line units. Though Kindraa Kline lost its 31st Vanguard Cluster and most of its 21st Vanguard to fighting Clan Star Adder, the surviving warriors and equipment were distributed into other reserve Clusters to bolster each one toward five full Trinaries.

Kindraa Matilla-Carrol

Currently on a downward slide from its previous position of power and influence in Clan Fire Mandrill, Kindraa Mattila has closed many of its former open doors in favor an isolationist policy. The Kindraa has also begun a ramped-up program to get its second-line Clusters battle ready, fearing depredations by other Kindraas wanting to emulate the newly formed Payne-Beyl-Grant and Mick-Kreese-Kline blocs.

Part of this program has meant introducing armor forces into the Matilla-Carrol TO&E. The 71st Firestorm and the 202nd and 301st Firebrand Clusters have all recently acquired a Binary of assault-class vehicles. The three BattleMech/Elemental Binaries replaced by these forces are currently detached to form the core of a new shock-troops Cluster, the First Fire Assault. Kindraa Matilla-Carrol also controls the *Lola III*-class *Rage*.



CLAN HELL'S HORSES

To: Tanya DeLaurel, saKhan
From: Ramon Amirault, Star Colonel
Re: Operational Readiness Report on Clan Hell's Horses

OvKhan,

As requested, I compiled a succinct report on the state of our Clan and our Touman after Khan James Cobb's first two years at its head. I trust you will be pleased with the progress we have made in repairing the damage done by Khan Malavai Fletcher's increasing madness, although—as you yourself have said—the herd has farther to go. Though Khan Cobb's declaration to end the feud with Clan Ghost Bear has not impressed many of our warriors, especially after our humiliating defeat in the Inner Sphere, I believe his vision of our future might still prevail. I need only look out my window at the Tokasha MechWorks and our banner flying overhead to know the truth of that claim.

Always at your side,

—Star Colonel Ramon Amirault
Hell's Horses Watch, Tokasha Enclave
1 September 3067

OVERVIEW

Since our foundation, and even throughout the Golden Century, we Horses have been regarded as little more than a support Clan, weaker than the others merely because we focused our martial might on our soldiers rather than on the tools they use. Because we rarely stood out, few took notice of us until it became clear that our foot soldiers were better than virtually all others, testament to the perfection of our breeding protocols and the wisdom of our way. This distinction ultimately won us access to the Wolves' Elemental battle armor and brought about the death of the loathsome Smythe-Jewel Kindraa of Clan Fire Mandrill, who sought to gain our power through treachery.

Jealousy and common borders also brought us into the conflict with the Ghost Bears that only recently ran its final course with the mad Khan's disastrous war. The loss of Kilbourne Jorgensson, the Bears' most beloved Khan, and our loss of Tokasha, the possession of which had been our most promising achievement, started the feud for which we ultimately paid the price. The rise of Khan Malavai Fletcher nearly destroyed our way of life.

The Wars of Possession gave us room to expand. In the bargain, however, we violated one of the most sacred principles of the Great Father and the Founder of the Clans: to protect civilian lives at all costs. Moreover, evidence from the assault on the Ghost Bear world of Predlitz, led by the mad Khan himself, shows underhanded tactics, including the use of spies and the willing destruction of civilian population centers. Though some of our Clan's actions in the past few years, particularly the Ghost Bear War and the assault on Hoard, may be attributed to the Wolf Khan Vlad Ward and his manipulation of our warriors toward his own ends, we cannot shift the blame away so lightly. Though Malavai's actions earned us territory and prestige in the eyes of our fellow Clans, our honor was torn to shreds in the bargain, a truth even the lowest-ranked among us has begun to realize and lament.

Khan Cobb's latest efforts to redeem some of our lost collective glory have helped restore a sense of pride to our people, particularly the investigations that may purge the worst of our offenders, and the victory here on Tokasha. However, I fear the road ahead before our Clan can view itself with honor again is long indeed.

HELL'S HORSES TOUMAN

Since Khan Malavai's fall and our Clan's victory over the Goliath Scorpions on Tokasha, the historical enmity between the Bears and the Horses has come full circle. We each lost an influential Khan, and the symbol of our interrupted development on Tokasha has been restored. But with the end of one feud, we have found a new focus for our collective anger, as it is all too clear who encouraged the disasters of the past few years.

Crusaders, and those who cling to the Ghost Bear feud, still dominate our Clan's officer corps, but the herd is gradually finding its way back to the Warden line. In this, we have an unlikely ally in the widespread shame we all feel for dishonorable actions during the Wars of Possession and the Ghost Bear War. It comes as little surprise that the majority of the offenders, who took the most civilian lives in the former Nova Cat, Smoke Jaguar and Ghost Bear holdings we seized, hail from the Crusader camp. The investigations initiated by you and Khan Cobb promise to purge a great many Crusaders from our Clan's leadership, an outcome I doubt many of our Warden rank-and-file warriors would argue with.

Our Touman, meanwhile, battered in the recent fighting, has begun to recover its muscle. Once more, under your direction and that of the Khan, we have activated a full Galaxy while dismantling another, and an influx of new equipment from the reclaimed Tokasha MechWorks has become a symbol for the start of a Clan-wide revitalization that is long overdue.

Naval Assets

Clan Hell's Horses currently maintains the following active WarShips: the *Cameron*-class *Sleipnir*; the *Carrack*-class *Golden Clydesdale*; the *Congress*-class *Bucephalus*; the *Volga*-class *Mount Olympus*; the *Lola III*-class *Black Knight*, *Red Knight* and *Gold Knight*; and the *Potemkin*-class *Steel Shield*, *Armageddon* and *Blood Horse*.

Hell's Keshiks

The Elemental-heavy Alpha Keshik, which accompanied Khan Malavai on his invasion of Predlitz, is currently at half strength pending reorganization, with the bulk of its losses sustained by its infantry attachment. Though it would be a simple matter to outfit this three-Trinary Cluster, Khan Cobb is holding back in order to select only the best and brightest for its ranks.

Omega Keshik, by comparison, is operating at full strength under your command, saKhan DeLaurel, having sustained only minimal damage during the recapture of our Tokasha enclave.

Alpha Galaxy (Stampede of Steel)

Likely hoping to strip then-Star Colonel Cobb of a power base during his absence, Khan Malavai took the 21st and 22nd Mechanized Assault Clusters of Alpha Galaxy with him to the Inner Sphere, leaving the Warden-heavy Eleventh and Twelfth Mechanized Cavalries and the 30th Mechanized Strike Cluster behind. The Twelfth, however, under contract to Clan Wolf, took part in the fighting on Hoard. Mauled in that action and with several officers currently under investigation, the Twelfth is two full Trinaries short of our five-Trinary standard. Cobb's own former command, the Eleventh Mechanized Cavalry, is short by one Trinary due to Trials between Crusaders and Wardens in its ranks.

Beta Galaxy (The Apocalypse)

The Galaxy renowned for its role in the Annihilation of Kindraa Smythe-Jewel in 2872 earned another badge of honor by taking part in the assault to reclaim Tokasha MechWorks once and for all in 3065. Bloodied in the fighting, both of Beta's Mechanized Assault Clusters, along with the 77th Mechanized Cavalry, have lost a third of their strength. To replace these losses, all three Clusters are in line for the first new OmniMechs to roll off Tokasha's reactivated facilities.

Gamma Galaxy (The Bloodriders)

Gamma served as the Horses' Inner Sphere occupation force during Khan Fletcher's brief alliance with Khan Vlad Ward's Wolves. In the invasion of the Ghost Bear Dominion spearheaded by Fletcher, Gamma racked up a string of early successes by seizing Goito and Kempten, but returning Ghost Bear forces slammed these troops and sent the tattered remnants packing. Upon his elevation to Khan, Cobb disbanded Gamma to replace losses in Alpha and Beta Galaxies, and sent the remainder to form the core of the new Kappa Galaxy.

Delta Galaxy (The Lightning Riders)

After securing the rest of Kirin from the fallen Smoke Jaguar Clan, Delta Galaxy went on to play a key role in the Trials to win ProtoMech technology from the Jaguar capital of Huntress. Suffering minimal losses in the Wars of Possession, Delta is at full strength.

Epsilon Galaxy (The Stonewall Brigade)

The Horses' premier defensive Galaxy has been stretched thin to assist in holding the Clan's recent acquisitions, including Tokasha and Kirin. Repeated Trials by neighboring Clans have sharpened the skills of this Galaxy, with only moderate battle losses reported.

Zeta Galaxy (Heaven's Wrath)

The Horses' mobile hunters, Zeta Galaxy served in the Wars of Possession as a fast-response unit to counter any other Clans' efforts to take Horse territory. Despite seeing a lot of action on Niles, Tokasha, Kirin, Strato Domingo and Hoard, Zeta has suffered few losses.

Eta Galaxy (The Shadow Riders)

Hell's Horses second-worst discipline problem acquitted itself somewhat well in a number of minor Trials against neighboring Clans. The demise of Khan Fletcher and his Crusader mandate seems to have made this heavily pro-Warden Galaxy more reliable as well.

Theta Galaxy (Hell's Stormtroopers)

This training Galaxy has added a fourth four-Trinary Cluster to its ranks as efforts continue to bring fresh troops to active duty. Taking a cue from the Jade Falcons, many of these new "colts" are fresh from the Clan's sibkos, and will be expected to earn full warrior status upon their first kills in action.

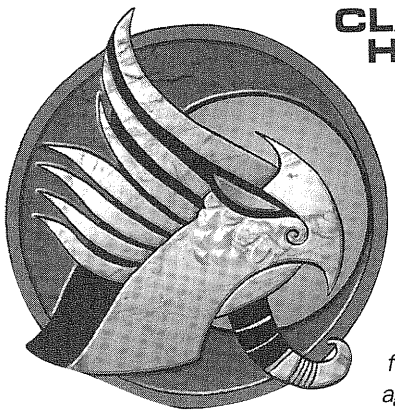
Iota Galaxy (The Ninth Ring of Hell)

Poorly equipped and motivated, Iota spent the recent years hunting bandits or serving as ad-hoc support troops to other Galaxies during key operations, but earned little distinction. The attitude of Iota warriors has hardly changed even with Khan Cobb's ascent.

Kappa Galaxy (Scarlet Mustangs)

The newest addition to the Horses' Touman, provisionally tagged Kappa Galaxy, is an effort by Khan Cobb to create a new frontline force that will benefit from the experience of elite warriors and simultaneously infuse the Clan with new blood. Led by Galaxy Commander Rebecca Lassenerra and operating with three under-strength Clusters, Kappa has yet to distinguish itself in combat.

CLAN ICE HELLION



"We are not mewling children or petulant adolescents. We are warriors, the leaders of the Pack. We are the Ice Hellion. It is time to leave behind these petty squabbles and look to the future, a future where once again the others look to us for leadership and for guidance. A future where once again we lead the Pack into the distance!"

—Khan Raina Montose, 22 June 3065, address to the Ice Hellion Council prior to her selection as Khan

Clan Ice Hellion's influence in the Grand Council and the overall Clan power structure throughout its history has waxed and waned almost as often as the moons of Hector. While the Clan's touman has been weaker at times, never has this Clan held so little sway with its brother Clans than in the past decade.

That fact can be singly attributed to the misguided efforts of Khan Asa Taney. Though once considered a talented leader and ristar by his peers, the pressures of high command and the politics of the Grand Council left him a bitter and wasted man by the beginning of this decade. Even his incredible successes immediately following the start of Operation Revival could not make up for the mistakes and missteps into which he led his Clan in the late 3050s and early 3060s.

Khan Taney led his Hellions during the Great Refusal, where his warriors faced and were defeated by the Nova Cats. That, followed immediately by several blunders in the Grand Council, marked the Khan's rapid decline. As Khan Taney saw more and more of his Clan's influence drain away, he became more and more prone to fits of rage and dramatic outbursts, with his own warriors as well as in the Grand Council. These histrionics quickly lost him any support and respect he still had.

With little influence left in the Grand Council, Khan Taney turned to his warriors to win back the Ice Hellions' status. Unfortunately, Taney provided little strategy or guidance, leaving his commanders to fumble with little coordination or intelligence on their enemies.

The Hellions generally accounted well for themselves, taking on much heavier and more powerful enemies and winning Trials more often than they lost them. Unfortunately, the Hellions sustained losses they could ill afford to take. Furthermore, the battles they fought were often trivial, gaining the Clan next to nothing. Those battles with real significance were fought against powers that could and did easily defend against the Hellions.

The final straw for most of the Clan's senior warriors was the aftermath of a trade mission to the Cloud Cobra-held Tanis system. Hellion merchants were simply looking to open new avenues of trade and were naturally surprised to be fired upon. Those who survived the supposedly unprovoked attack were taken by the Cloud Cobras as isorla, though some rumors claim there were no survivors. In response, Taney ordered an immediate response against the Cloud Cobras on Brim. When that attack was turned back, he transferred his fury to the Star Adders, the Cobras' closest allies, and their Hoard garrison. That supposedly punitive action turned into a near-rout for the Hellions, who subsequently lost a great deal of their territory on that world.

The Clan's most senior warriors could no longer stand by following that disastrous operation. But despite his political and strategic ineptitude, Taney remained an excellent warrior. Four warriors challenged him to Trials of Grievance, including saKhan Sellen Cage; Cage and two others died of their injuries while a fourth was crippled and has been removed from the Clan's active rolls. A fifth challenger, however, finally bested Taney—Star Colonel Raina Montose, who battled her Khan and downed his fighter. Taney miraculously survived the crash, but died of his injuries soon after the Hellion Clan Council removed him as Khan (though several rumors allege he took his own life or was killed in his hospital bed). Star Colonel Raina Montose easily won the support of her Clansmen and immediately set out to correct the problems caused by Taney's actions.

A little more than two years have passed since Khan Montose assumed power, and she has gained a fair amount of respect in the Grand Council. Clan Ice Hellion remains too weak to aggressively pursue the territorial gains that Taney desired, though Hellion Galaxy and Cluster commanders have regained the confidence they need to successfully defend the enclaves they still hold, and have even made some modest recoveries on Hoard, Huntress and Marshall. The Khan's almost weekly addresses to her Clan, in which she exhorts her warriors to look toward a bright future and promises a return to the Inner Sphere, have done much to bring the Clan together while focusing its people on solving the problems they face.

ICE HELLION TOUMAN

As has been typical of the Ice Hellions, their touman remains the lightest and quickest among the Clans, a reality the new Clan leadership has no plans to change. Unfortunately for the Hellions, the touman has grown little in the past several years, though the Clan's leaders have expanded the Flurry units scattered throughout the Galaxies. Time and again these units have proven their worth, and many in other Clans are coming to understand the value of vehicles in a combat force. Just as many outspoken critics deride the use of vehicles in Clan units at all, but few remain skeptics after experiencing first-hand the firepower that the Flurries can muster.

Naval Assets

The Ice Hellion fleet consists of thirteen WarShips: the *Aegis*-class *Chaos Sailor* and *Taney*; the *Carrack*-class *Maker*; the *Essex*-class *Moore's Honor*; the *Fredasa*-class *Hellion's Pride*, *Swift Bait* and *Whelp*; the *Lola III*-class *Cold Hunter*, *Impaler* and *Radiant*; the *McKenna*-class *Cage's Pride*; the *Potemkin*-class *Coterie*; and the *York*-class *Pack Leader.*

Alpha Galaxy

Though technically the strongest Galaxy in the Hellion Touman, Alpha is only at about three-quarters of the typical strength of a main frontline Galaxy. Alpha has grown and shrunk throughout the years, though before Raina Montose became Khan, the unit took heavy casualties in the assaults on Brim and Hoard. Some reports also indicate that a number of Alpha Galaxy warriors took part in the Coyote-led attack on Clan Cloud Cobra's Babylon Diet in early 3065. Many of those warriors did not return to duty, though whether they were killed or simply dishonored by their participation remains unknown. Alpha maintains the equivalent of three Flurry Clusters, giving the Galaxy more of a punch than a typical opponent might suspect.

Beta Galaxy

Beta suffered through more than the Harvest Trials and the years of constant Trials and attacks. The loss of their leader, saKhan Sellen Cage, to a Trial of Grievance with Khan Taney sapped much of the spirit the Galaxy's warriors had shown even through the worst of times. SaKhan Connor Rood and his aide, Star Colonel Brendon Wick, have worked hard to rebuild that esprit de corps over the past two years, but it seems for every forward step they take another backward. Worse, every victory the Galaxy can claim is tempered in the minds of many of its warriors by the fact that they stemmed from the involvement of one of the Galaxy's two Flurries.

Delta Galaxy

In a move surprising to warriors within the Clan and outside it, Delta was given the honor of assaulting Huntress, taking control of the tract of land known as the Path of the Warrior Peninsula and winning Clan Ice Hellion the data and technology needed to produce ProtoMechs. Delta is the only Hellion Galaxy to actively employ ProtoMechs in any strength. In addition to its two Flurry Clusters, the fact that each of its Clusters fields at least a Trinary of fast Protos such as the *Satyr* and the *Siren*, as well as several points of Rocs, places Delta's strength on par with Alpha Galaxy. Led by Galaxy Commander Damon Hawkins, a former Ghost Bear MechWarrior, Delta is also considered the Hellions' most capable Galaxy.

Zeta Galaxy

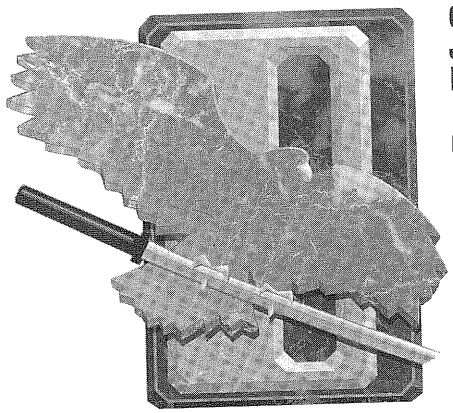
Zeta was the first Hellion garrison Galaxy to field a full Flurry Cluster. Since that addition four years ago, the Galaxy has added several more similar Trinaries to its TO&E, at least one to each Cluster. Zeta saw quite a bit of action in these past few years, including on Huntress, where the 150th Attack Cluster got the opportunity to prove its worth and add to the Clan's touman by taking as isorla warriors from each of the other Clans on the world. To date, the warriors of the 150th have won each Trial in which they participated, winning for their Clan not only territory, but scores of bondsmen.

Zeta Prime Galaxy

Looked down on by most trueborn warriors in the Clan, Zeta Prime is nevertheless a potent fighting unit. The world it garrisons, New Kent, is constantly threatened by war; its cities, factories and even farmland often change hands weekly. Galaxy Commander Eld Coddington, himself a recent winner of an otherwise unimpressive Bloodname, easily keeps this "black sheep" Galaxy together. The warriors of Zeta Prime have actively scrounged for the equipment necessary to build the unit's Flurry Trinaries, three of which have been formed into a single Cluster while the other four are assigned to the Galaxy's three 'Mech Clusters.

Theta Galaxy

Relegated to protecting the Clan's shipping lines and trading stations, Theta rarely sees combat against opponents other than bandits and pirates. A persistent rumor suggests that a Theta detachment was part of the "trade mission" to Tanis, and that some 'Mechs may have even made it to that world before being annihilated by the world's defenders. If so, none survived to tell the tale.



CLAN JADE FALCON

Marthe,

The Trial of Grievance among the Steiner-Davion brood has come to a conclusion. Adam Steiner and Archer Christifori, who led the defense against our recent incursion, both look set to grow in stature as a result of the conflict, as one might expect of warriors who perform well. I almost wish we could have taken them as bondsmen—our Clan would benefit from such commanders. As it stands, the Clan has profited from our Trials against the Lyrans and the Wolf Clans. As with the Coventry Campaign, we have blooded another generation of warriors and this time gained more worlds—though the situation with Twycross is... unfortunate.

As you directed almost two years ago, the Falcon Touman has been repaired, expanded and reorganized. This report outlines its status as of the start of this month.

—SaKhan Samantha Clees

OVERVIEW

After the Jade Falcons' Pyrrhic victory in the Refusal War against Clan Wolf in 3057, few held out much hope for them as first military and then political upheaval wracked the Clan. However, the Falcons that emerged under the dynamic leadership of Khan Marthe Pryde quickly threw off the malaise that had enveloped the Clan since Tukayyid. We Falcons would not allow ourselves to be hamstrung by closed-minded interpretations of agreements with the Inner Sphere, nor would we stoop to sneaking and conniving at political games. Instead we would act, as the incursion through the Lyran Alliance to Coventry quickly demonstrated, blooding a new generation of warriors and allowing our touman to recover much faster than that of our enemies-turned-allies, the Wolf Clan under Vladimir Ward.

Our victory over the Com Guard in the Great Refusal demonstrated the prowess of the Jade Falcons and our continued commitment to the Crusader Cause, though unlike the Wolves we did not turn to sophistry and word games to sidestep the Trial's provisions. We knew that the invasion by the Clans as a whole was over, but that did not preclude our own growth as a Clan. Treacherous as ever, the Steel Vipers sought to exploit the political aftermath of the Great Refusal, falsely believing we would be dispirited and easy to defeat. Instead, their efforts to eject us from the Inner Sphere turned into a rout for their own forces, and on 4 July 3061 Perigard Zalman of the Steel Vipers accepted hegira on behalf of his Clan. In a campaign that lasted a little over three months, we increased our occupation zone considerably and removed the literal viper at our bosom. Nonetheless, it was an expensive victory and we spent several years making good our material losses.

The Steiner-Davion conflict weakened the forces arrayed against our occupation zone, and in mid-3063 Khan Pryde directed that preparations be made for another "blooding offensive" against the Alliance. This time, the objective would not be simply to give a new generation of warriors experience of warfare. Its goal would be to seize territory and expand our OZ. The first assaults landed in late May 3064; between then and September we met with considerable success. Matters slowed somewhat in October and later as the feuding Steiner-Davion generals put aside their differences to meet our challenge and subsequently staged a counterattack into our zone of control. Matters there were eventually resolved, more in our favor than in the Alliance's but less so than would have occurred without the intervention of Adam Steiner and Archer Christafori, as well as troops loyal to Phelan Kell's traitor Wolves. Surprisingly, though they defeated our troops and could have taken them as bondsmen, they instead offered to ransom them back to us in exchange for equipment. That alone shows how far these "Warden Wolves" have come since their exile to the Inner Sphere. The true Wolf Clan also sought to improve its own position while we fought the Alliance, launching a series of assaults into our OZ. However, they reckoned without our strength and determination, and while they gained three worlds from us, we took four from them.

With the Falcon Guard destroyed once more on Twycross, Khan Pryde swore off any attempt at reconquest and left it as an Alliance possession; to the Khan's mind it was a cursed world and she willingly traded any Jade Falcon claim to it to the Diamond Sharks in exchange for their homeworld territories on the industrial planet of Lum. However, it soon transpired that Jonah's Reach—a lesser planet in the Twycross system—was home to compounds whose properties mimicked HarJel. Khan Pryde knew her word to the Alliance generals meant she could not attempt to retake the world, so instead she authorized her WarShips to stage Trials of Possession against any Diamond Shark vessels appearing at Jade Falcon worlds without prior agreement. The Shark trade could not be stopped, but it could be made to profit the Jade Falcons, whose own merchant caste was among the strongest in Clan territory.

JADE FALCON TOUMAN

The last survey of our Clan eight years ago showed a military force three Galaxies under-strength, with many units whose true battlefield capabilities were a far cry from their official ones. The recent conflict against the Alliance and the Wolves caused a degree of damage to the touman, but most of that has been repaired.

Command and Naval Assets

The personal unit of the Khan, the Turkina Keshik played a significant role in the war with the Alliance, fighting on seven worlds during that conflict. The unit has made good its losses with a host of new equipment, including several items assembled at the newly retooled factories on Pandora.

The fleet consists of the *Congress*-class *Green Lantern* and *Kerensky's Pride*; the *Cameron*-class *Turkina's pride*; the *Nightlord*-class *Emerald Talon*; the *Black Lion*-class *Jade Aerie*, *Blue Aerie* and *White Aerie*; the *Aegis*-class *Jade Talon*, *Janice Hazen*, *Frost Falcon*, *Gold Talon*, *Red Talon*, *Blue Talon* and *Hawk Eye*; the *Liberator*-class *Gauntlet*; the *Carrack*-class *Ironhold Provider*; the *Whirlwind*-class *Emerald Tornado*; the *Vincent Mk 42*-class *Lightning Strike*; the *Sovetskii Soyuz*-class *Hawker*; the *Fredasa*-class *Kerensky's Blues*; the *Texas*-class *Falcon's Nest*.

Gamma Galaxy: Jade Falcon Galaxy

Despite its frontline status, Gamma Galaxy was assigned to defensive operations during the war against the Lyran Alliance, charged with coordinating the anticipated Wolf or Spheroid counterattacks. It had mixed success—the Falcon Guards were destroyed on Twycross and the other units forced to withdraw from their initial positions—but it eventually accomplished its task, liberating or holding on to almost all of its assigned worlds. Twycross was the Galaxy's notable loss, but even this has not been held against them with Khan Pryde authorizing Star Colonel Diana Pryde—daughter of the legendary Aidan Pryde—to rebuild the Falcon Guard once more.

Delta Galaxy: Gyrfalcon Galaxy

Commanded by saKhan Samantha Clees and supported by Omega Galaxy, the Gyrfalcons formed the vanguard of the Falcon offensive into the Alliance, securing a drop zone for their second-line and cadet companions from which they can carry out their own "blooding" assaults. The Galaxy performed admirably against the Alliance and several Clusters also acquitted themselves well against the Wolf Clan on Colmar.

Kappa Galaxy

Assembled as a provisional unit comprising elements of Omega Galaxy and several new units, Kappa Galaxy did not perform well in the recent conflict, losing Blackjack and Graus to the Alliance. Nonetheless, Khan Pryde made the formation permanent and assigned Serendine Prentice, formerly commander of the First Falcon Velites, to beat the unit into shape.

Omega Galaxy

Though weakened by the formation of Kappa Galaxy, Omega received two new Eyrie units and performed well in its role as a garrison and training Galaxy. However, with a transitory population, Omega's overall experience level is significantly below that of other Falcon units even though it is the only formation in the Falcon Touman to be largely guaranteed its full complement of troops and equipment.

Rho Galaxy

Though a second-line unit, Rho Galaxy played a key role in the offensive against the Alliance. As with Omega Galaxy, its key task was to blood its new troops. With only one Eyrie Cluster, the loss of experienced personnel is less severe in Rho, allowing it to function satisfactorily as an offensive unit—as witnessed by the annihilation of Barber's Marauder IIs and the counteroffensive into the Wolf OZ.

Iota Galaxy

His ambition of "dealing with" the Steel Vipers accomplished, Galaxy Commander Gran Newclay seems to be losing his focus. It is widely expected that he will test down within the next few months.

Epsilon Galaxy

Epsilon played a significant role in blocking the Alliance counteroffensive, holding Hot Springs by means of unconventional tactics that earned Star Colonel Diane Anu respect and disdain in equal measure. The unit also retook Butler at war's end and finally ended the threat posed by the Dark Nebula.

Mu Galaxy

Despite losing Quarrel to the Wolves, Mu Galaxy managed to rebuff the assault on La Grave and lead the counter-offensive that seized Domain after heavy fighting. However, the loss of its best field officer to head Kappa Galaxy has undermined the formation's effectiveness.

Lambda Galaxy

Assigned to guard the way stations between the Clan homeworlds and the Inner sphere for much of the past decade, Khan Pryde brought Lambda Galaxy into the Inner Sphere to bolster her forces prior to the assault on the Alliance. After their fine performance, she has shown no inclination to return them to their prior duties.

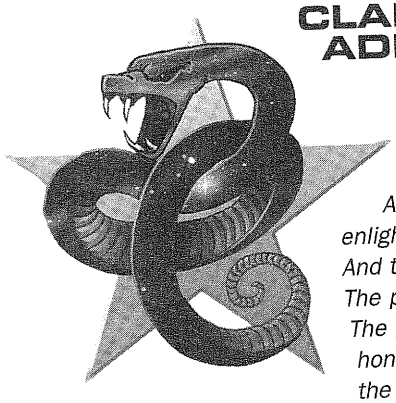
Sigma Galaxy (Turkina's Eyes)

Former saKhan Timur Malthus' command saw only sporadic combat over the past few years but has been reorganized to better guard the Clan's expanded homeworld possessions, notably on the former Jaguar capital of Huntress. In an unusual move, Khan Pryde appointed Malthus her official proxy to Clan councils held on Strana Mechty, in effect making him a second saKhan.

Zeta Galaxy (Turkina's Beak)

The transfer of the 74th Battle Cluster (presently garrisoning the Clan's new possessions on Lum) has bolstered Zeta Galaxy, though it remains the weakest of the Falcon frontline units.

CLAN STAR ADDER



'It is time,' said Khan
Cassius N'Buta, 'to
take our rightful place
As the leaders of a new
enlightened time
And to teach them all
The price of opposition:
The price of blood, the price of
honorless death—the price
the Blood Spirit shall taste.'

—The Remembrance (Clan Star Adder), Passage 214, Verse 1, Lines 1-8

TURBULENT WAKE

In the years following the Annihilation of Clan Smoke Jaguar and the Great Refusal, Clan Star Adder has proven its power and the strength of its convictions, gaining predominance within Kerensky's Cluster and becoming, without a doubt, the most powerful and influential Clan in the homeworlds.

PICKING UP THE PIECES

In the aftermath of the Smoke Jaguars' fall , Khan Cassius N'Buta set his Clan on a road that brought it not only glory, but material gain. The Adders attacked quickly and decisively, securing significant gains and reinforcing them before others could take them away. Clan Star Adder took enclaves on three worlds almost immediately, and while the rest of the Clans battled each other for miniscule gains, the Adder waited patiently.

Soon enough, the others wore themselves out with pointless attacks, and the Adder once more took to the glorious field of battle. War raged several worlds, but the Adders were rested while their enemies had tired themselves in incessant battling.

Both the Wolf and the Jade Falcon lost ground before the might of the Adder, the former on Hoard—where the Star Adders likewise taught the Ice Hellions a lesson they will not soon forget—and the latter on Huntress and Marshall. Likewise, the Steel Vipers lost their hold on Homer, but understanding the righteousness of the Adders' campaigns, they turned against their old enemy, the Jade Falcons, once more.

LESSONS IN HUMILITY

Those maneuvers were minor footnotes in the history of Clan Star Adder when compared to the campaign unleashed against Clan Blood Spirit. While that Clan fought to regain the enclave on Arcadia they had willingly left years earlier, Galaxy Commander Stanislov N'Buta led his Beta Galaxy to York, where a fight began that has lasted for four years now. Khan Cassius N'Buta initially announced that the battles would end when the Blood Spirits had paid with their own blood for every Adder life their interference in the Burrock Absorption had cost. The battles still rage away, though now solely because of the Blood Spirits' inability to accept their loss of the southern reaches of the Boques continent. They have attempted to strike back on York and have seemingly failed each time. Even the recent loss of the WarShip Vritra and the Spirits' surprise attacks on the Adders' Tathis enclave have not turned the Adders away.

FORWARD THE ADDER

With the punishment of the Blood Spirit infidels nearly complete, the Star Adders have entered a new era of enlightenment and growth. Upon the sixty-fifth anniversary of Khan Cassius N'Buta's emergence from the Iron Womb, Galaxy Commander Stanislov N'Buta challenged him to a Trial of Possession for the Khanship of the Clan. The Trial lasted nearly four hours, with Stanislov N'Buta defeating his Khan.

Though threatened briefly by internal divisions, the Star Adder is once again united in vision and purpose, ready to lead the rest of Kerensky's Children into the future.

STAR ADDER TOUMAN

The Star Adders have recuperated admirably from losses suffered during the Burrock Absorption and have reconstituted many of the units lost in that campaign. With the rise of Stanislov N'Buta to Khan, the Clan has seen some change in its senior leadership. Galaxy Commander Dante Truscott has been elevated to the position of saKhan, Star Colonel Dagmar Lahiri remains Loremaster, Star Colonel Katriel (of the Marghar Bloodline) is Adder Keeper, Star Admiral Tobias McKenna remains Naval Adjutant, Star Colonel Malachi Reisch is Defense Adjutant, Star Colonel Cassius N'Buta serves as Intelligence Adjutant, Star Colonel Leo Cathis is Logistics Adjutant and Star Colonel Dorian Banacek serves as Adder Adjutant.

Naval Assets

Star Admiral Tobias McKenna activated the WarShips assigned to the Ready-Reserve Star and the Clan's mothballed ships following the Jaguar Annihilation, all without assistance from Clan Snow Raven or their shipyards—a stunning move that has doubtless put the Snow Ravens on alert.

The Adder fleet consists of twenty-six ships: the *Aegis*-class *Ares' Might* and *Stellar Serpent*; the *Black Lion*-class *Admiral William S. Preston*; the *Carrack*-class *Black Adder*; the *Essex*-class *Eagle* and *Tuhantepec*; the *Fredasa*-class *Arcadian Asp* and *Vicious Fang*; the *Liberator*-class *Constantineau*; the *Lola III*-class *Cameron's Flame*, *Hagar*, *Warlock* and *Yodan*; the *McKenna*-class *Sovereign Right*; the *Nightlord*-class *Absolute Truth*; the *Potemkin*-class *Renown*; the *Sovetskii Soyuz*-class *Divine Conquest* and *Nygaard*; the *Vincent Mk 42*-class *Centaur* and *Pegasus*; the *Volga*-class *Cho Polu* and *Pompeii*; and the *York*-class *Exodus Avenger*, *Exodus Crusader*, *Exodus Ranger* and *Exodus Sentinel*. The *Renown* serves under contract to Clan Diamond Shark, though the Adder Khans retain the right to recall it if necessary.

Clan Star Adder Command

Khan Stanislov N'Buta took over the Command Keshik, bringing with him enough armored infantry warriors to fill four Supernova Trinaries in each of the Keshiks.

Alpha Galaxy

Already at near-full strength following the Burrock Absorption, Alpha Galaxy is now at its full authorized levels, with the Eleventh Armored Cavalry and the 85th Adder Cavaliers now fielding four full Supernova Trinaries.

Beta Galaxy

Reconstituted in late 3062 under the command of now-Khan Stanislov N'Buta, Beta Galaxy made the first assaults on York—attacks that destroyed the Spirits' Blood Fury and sent the rest of the Spirit WarShip fleet into retreat. Though a front-line unit, Beta has been cycling fresh sibko graduates as well as older warriors through at a high rate for blooding.

Gamma Galaxy

Decimated during the Burrock Absorption by the Blood Spirits' interference, the Galaxy rebuilt slowly. Many new BattleMechs, including the Blood Asp, some Savage Coyotes and a handful of Crimson Langurs, have filled the galaxy, bringing Gamma back up to strength. As in Alpha and Beta, the Armored Cavalry and Cavaliers Clusters have been assigned four full Supernova Trinaries each.

Delta Galaxy

Delta Galaxy spearheaded the attacks on Hoard while Gamma took point on Marshall and Alpha on Huntress in the months before the Adders assaulted York. Surprised by Delta's speed, both the Wolves and the Ice Hellions fell, granting the Adders a majority of the world's resources.

Epsilon Galaxy

Epsilon massed to meet the Blood Spirit forces descended on Arcadia, but allowed them to land, giving them a foothold on the world. From there, Epsilon's warriors drew the Blood Spirits into a lengthy and costly campaign that kept two Galaxies tied up while Stanislov N'Buta led a Galaxy of Adder warriors to York. Though this tactic ultimately proved successful, Epsilon Galaxy was badly mauled by the feint and has only begun to recover.

Kappa Provisional Galaxy

Kappa has received much of the second-line equipment taken from the Blood Spirits on the field of battle, in particular the First Star Sentinels. Organized from the remains of the disbanded 1009th Adder Sentinels, this Cluster is equipped exclusively with Blood Spirit equipment and can fight with that Clan's tactics, giving all Adder units the chance to train for action against their sworn enemy.

Mu Provisional Galaxy

Mu experienced some difficulties when its complement of former Burrock warriors began to chafe against what they considered the erasure of their customs and traditions. The creation of the Burrock BattleMech eased those problems and helped create a new sense of esprit de corps within the Galaxy.

Xi Provisional Galaxy

Assigned to the defense of Krakau in the Paxon system, Xi rarely sees action, but when it does, the fighting is furious and deadly. The Hellions and Hell's Horses both hit Paxon, drawing the Adders in at the behest of the Diamond Sharks. The attackers departed soon thereafter, leaving the Adders sharing in the defense of several Diamond Shark factories on the world.

Omicron Provisional Galaxy

Omicron joined Delta Galaxy in the assaults on Marshall that saw the expulsion of the Jade Falcons and the blooding of the Ice Hellions. Still somewhat under-strength, Omicron nevertheless continues to beat back Hellion attempts at revenge.

Rho Provisional Galaxy

Massively under-strength and left with flagging morale following the Burrock Absorption, Rho has only recently begun to come back up to the level of the other Adder Galaxies. Its improvement follows the introduction of the Burrock, the elevation of Kenneth Hutchinson to Galaxy Commander and Rho's assignment to the Cloud Cobras' Tanite worlds.

Sigma Provisional Galaxy

Sigma received quite a few veterans of the fighting on York, rotating out other warriors so that they too can gain experience and the chance for personal honor fighting the Blood Spirits on their own homeworld. Morale is at an all-time high, though the Galaxy remains somewhat under-strength.

Tau Provisional Galaxy

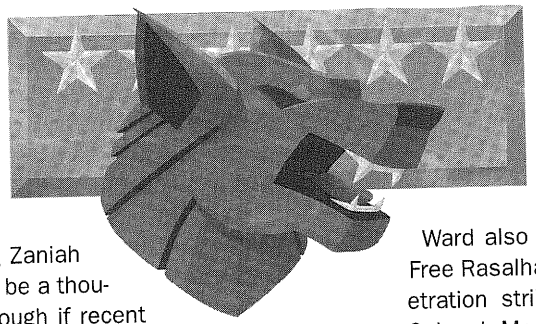
Having returned to the Kerensky Cluster following a five-year assignment to the defense of the Tanite worlds, Tau is stronger than ever. Tau's warriors are highly skilled, obviously the result of a heavy training course while on garrison duty.

Upsilon Provisional Galaxy

Khan Cassius N'Buta formed Upsilon Galaxy around three Clusters of warriors whose spirit and devotion demanded they be given a mission worthy of them. Dispatched in early 3066 on a reconnaissance and fact-finding mission to the Inner Sphere, they are to engage the best units the Inner Sphere and the Invading Clans have to offer and report back their findings.

Of course, this venture has caused an uproar in the Grand Council, though the Adders have countered all objections by arguing the Great Refusal repudiated the first Clan invasion; if a Clan wants to invade the Inner Sphere, by all means...

CLAN WOLF



Archon Peter Steiner-Davion;

I am pleased to hear that you are adjusting quickly to your new life and duties. I still remember the displacement I felt on leaving Zaniah and St. Marius House. It must be a thousand times harder on you, though if recent developments are any indication, I believe you are well on your way to a firm grip on the Lyran state. Elevating Adam Steiner is a move worthy of your grandmother. Keep your friends close...and potential rivals closer.

If I hear of any potential trouble from his power base in the Melissa Theater, I will let you know. In the meantime, here is the military assessment you asked Phelan to compile on Clan Wolf. Vlad Ward has been busy, as you will see.

Morgan

THE WINTER YEARS (3059-3064)

From 3059 through the beginning months of 3063, Clan Wolf concentrated its efforts on gathering intelligence and on rebuilding and strengthening its forces. The Harvest Trials were a great success, as was taking Clusters from the Hell's Horses on contract. In 3060 those contracts were abandoned for a stronger alliance when, after the Ghost Bears won hard-fought battles for Leoben, Skanida and Radstadt, the Horses were allowed to win worlds in the Wolf Occupation Zone. Engadine, Stanzach and Vorarlberg suited the purposes of both Clans by corralling the Horses against the Ghost Bear border.

This allowed the Horses to inflict hard casualties on the Ghost Bear Dominion in 3063 while the Bears also busied themselves with the Draconis Combine. Safe behind the Hell's Horses shield, Khan Ward had only to deal with a small push by the Free Rasalhague Republic when it sent the Fourth Kavalleri raiding across the border later that year. Veteran elements of Alpha Galaxy bloodied the Kavalleri on Altenmarkt, though the Fourth did redeem itself somewhat when its warriors pushed on further to Diosd and held their own against the newly formed core of Omega Galaxy.

By the end of 3063, Ghost Bear reprisals had forced Clan Hell's Horses to flee the Inner Sphere. Though it cost Clan Wolf four worlds, in the end this trading of territory for time allowed Khan Ward to finish building two new Wolf garrison Galaxies.

A NEW SPRING (3065-3067)

In 3065 Clan Wolf came out of its lethargic period and decided to test its new fangs by launching strikes against the Jade Falcon worlds of Colmar, La Grave and Quarrel. The purpose was not necessarily to capture real estate, though given the timing of the strikes with the Jade Falcons intent on the Lyran Alliance, the hope of taking several worlds was certainly there. Khan Ward specifically used garrison Clusters in these assaults, putting stronger emphasis on obtaining battle-hardened troops.

As the Falcons retaliated and the Wolves made pushes at another handful of worlds, Khan Ward also had to face movement along another border. The Free Rasalhague Republic's Third Drakøn launched a deep penetration strike in July of the same year, searching for Star Colonel Marcos Radick and any surviving elements of the defunct 37th Striker Cluster. The Third wanted these individuals for "war atrocities" committed during the Clans' original invasion. The Ghost Bears, meanwhile, presumably looking to increase Star Colonel Ragnar Magnusson's exposure, struck the old Republic capital of Rasalhague.

With the Falcons trading three worlds to the Wolves' four, and with the loss of Rasalhague, hostilities died down until late in 3066, when another brief flare cost the Falcons Zoetermeer in exchange for Vantaa. Khans Ward and Pryde came quickly to terms again, both of them looking out for the recent arrival of so many new Home Clans.

FORCE ASSETS

Khan Ward has played a long game since the Great Refusal, building up strong garrison Clusters and sharpening the teeth of Clan Wolf frontline commands. Material readiness is at an impressive high, the strongest since the Wolf schism. New OmniMech designs are being tested and strong sibko corps continue to flesh out the Wolf Touman.

Naval Assets

The Wolves deploy the *Carrack*-class *Night Warrior*; the *Vincent Mk 42*-class *Trailblzaer* and *Relentless Pursuit*; the *Lola III*-class *Nature's Wrath*; the *Congress*-class *Rogue*; the *Volga*-class *Provider*; the *Black Lion*-class *Stealthy Kill* and *Blood Drinker*; the *Liberator*-class *Jerome Winson* and *Victoria Ward* and the *Texas*-class *Touman*.

Alpha Galaxy: The Wolf Spirits

Alpha is now the Galaxy command posted to important worlds along the Ghost Bear front. Convinced of his garrison Clusters' ability to hold off the Jade Falcons, and seeing in the Ghost Bear strategy a long-range plan to keep after more worlds formerly of the Free Rasalhague Republic, Khan Ward has shifted his priorities toward keeping the Dominion in its place. His one exception to the new focus on the Ghost Bears came with his recent trip to Arc-Royal, where he took custody of Katrina Steiner-Davion. All that is known of her fate so far is that she has been stripped of all her surnames.

Beta Galaxy: The Shadow Wolves

One of the hard-set targets of the Jade Falcon-Wolf battles,

the Silver Keshik and Thirteenth Battle Cluster were handed the task of securing Quarrel. Only the Fifth Falcon Regulars stood in their way. SaKhan Marialle Radick led the assault and honored the Falcon requests for a series of single-combat engagements. A new Trinary in the Thirteenth Battle Cluster is now made up of bondsmen taken during those Trials.

Beta Galaxy holds the entire front line for Clan Wolf, ready to drop like an anvil on the remnants of the Free Rasalhague Republic and spearhead any drive toward Terra. In keeping with this strategy, saKhan Radick drills her Clusters for hard-hitting engagements meant to strike, decimate and then move on quickly to their next target.

Gamma Galaxy: The Wolf Hussars

After the 103rd Striker Cluster lost Radstadt, Gamma Galaxy was shifted to garrison the forward front and the shared border with Clan Jade Falcon. Removing them from easy combat with the Ghost Bears has been taken as a slap in the face by Galaxy Commander Edwina Carns, who believes she is being punished for the actions of her worst Cluster. Commander Carns is instituting tough reforms in the 103rd Striker, intent on making up for their failures.

Delta Galaxy: The Snarling Wolves

The Second Wolf Lancers fought alongside elements of Omega Galaxy in an attempt to fend off the Ghost Bears and keep Rasalhague. A devastating initial blow, led by Star Colonel Isabelle Pryde and her "running bear" warriors, nearly threw the entire Dominion assault force into disarray and retreat. But the Bears would not be denied, and called down a third supporting Cluster. In the end, the Dominion's 50th Striker, the First Rasalhague Bears led by Star Colonel (Prince) Ragnar (Magnusson) and the 283rd Battle Cluster owned the day. The Lancers retreated in tatters, but not without claiming a high price of their own.

The Third Wolf Lancers have been downgraded to regular troops, and are listed as questionable after their double defeat at the hands of the Ghost Bears. Losing Skandia forced them back to garrison duty on Gunzburg. In 3064 the Bears followed them with the 304th Assault Cluster and Second Bear Regulars. Though the Dominion also brought elements from its Tau Galaxy for support, these were not needed as the Lancers folded quickly and abandoned Gunzburg for Hyperion.

Theta Galaxy

The Thirteenth Wolf Regulars took Steelton away from the Jade Falcons and have held it in the face of several assaults since. This admirable feat would be a credit to the Galaxy if not for the fact that Theta's Green Keshik gave up Domain to the Jade Falcons.

Except for the Thirteenth Regulars, Theta has been moved back to the Clan homeworlds. This has allowed Khan Ward to concentrate Iota and Omega in the Inner Sphere. The move did not inflict a total loss of honor on Theta Galaxy, however, as it is now the senior command guarding Clan Wolf homeworld assets.

Iota Galaxy

Iota raised two new garrison Clusters, the Sixth Wolf Cavalry in 3062 and the 21st Wolf Regulars in 3063. The Sixth Cavalry was later pushed off Vantaa, and is currently down forty percent in material losses. The 21st fought hard on Colmar before Khan Ward finally ordered its retreat.

The 20th Wolf Regulars lost La Grave, but came away in good order and with hard-won battle experience. They have been upgraded to veteran status, though their Questionable loyalty rating remains.

Omega Galaxy

There can be no doubt that Omega Galaxy was formed to destroy any Warden remnants in the now fully Crusader Wolves. The staunchly Warden Eleventh Battle Cluster, commanded by Galaxy Commander Stevic Hawker, was transferred out of Beta Galaxy, and other Warden warriors filled in two more weak Clusters. These units were subsequently sent hunting pirates (beneath the work of a real warriors, but obviously not Wardens). However they did not have the good graces to die, but instead managed to hunt to ground and destroy a good portion of the New Belt Pirates; the Galaxy lost more than a Cluster in the process. Currently, Omega is a shadow Galaxy pariah that sits in the Periphery, apparently hunting pirates that do not exist. Their steadfast devotion to Clan Wolf in the face of such an affront is a testament to their honor and integrity.

Kappa Galaxy

Kappa's Gray Keshik and the fanatical 33rd Wolf Champions met and fought the Fourth Kavalleri on Diosd. Their poor performance, unable to destroy an already wounded Inner Sphere force, prompted Khan Ward to replace Galaxy Commander Bolan Sender and relegate the 33rd to Periphery duty.

The 101st Battle Cluster is heavy with aerospace assets. On Rasalhague, this gave Clan Wolf air superiority and cost the Bears dearly in every battle. However, the lack of ground forces turned the war of attrition against the Wolves and forced them from the world.

Tau Galaxy

Tau Galaxy was raised for homeworlds defense, freeing up some better-tested troops for duty in the Inner Sphere. Tau spent 3065 and 3066 testing themselves against Clans Fire Mandrill and Ice Hellion, sharpening their own skills for future use. Tau's greatest triumph came from a green cadet who matched up against Hellion Khan Asa Taney and (with a lucky shot, admittedly) took down the elder warrior and forced him to eject.



CLAN CLOUD COBRA

Among Kerensky's Clans, few are as mysterious as Clan Cloud Cobra. Militarily, they are one of the smallest Clans, and most of their stronger brethren have shied away from them for one reason or another, leaving them to pursue their own course relatively free of entanglements. Even in the past two decades of conflict and uncertainty, the Cloud Cobras have remained almost wholly in the eye of the storm. They remain quiet and unassuming, which has surely kept them from being swallowed whole by a more powerful Clan. For those same reasons, providing a complete assessment of the Clan is difficult. The following overview describes what we know about their activities during the past decade, along with the current state of their touman.

Darwin Alexander, Major, SLDF
Deputy Attaché to the Star League Embassy
Huntress
18 September 3067

QUIET PLOTTING

While most of the Home Clans attempted to profit from the Annihilation of Clan Smoke Jaguar and the relocation of Clans Ghost Bear and Nova Cat to the Inner Sphere, the Cloud Cobras did not allow themselves to be drawn into the internecine fighting that could only weaken their military strength and secure them a few short-term territorial gains. Instead, they concentrated on swiftly taking command of the territories within their reach.

Of primary importance were the Smoke Jaguar holdings on Homer, the Cloud Cobra homeworld. Khan Din Steiner directed his forces to take immediate command of the Jaguar enclave, an action that the Steel Vipers attempted to counter from their own tiny corner of that world. In a move that can only be called inspired, Khan Steiner contacted the leaders of the Snow Ravens, offering them generous concessions in return for a spoiling attack on the Vipers. Ever on the lookout for new chances to cause the Vipers pain, the Ravens landed on Homer and assaulted the Viper enclave. The Ravens eventually withdrew, but their attack bought the Cobras the relief they needed to secure the former Jaguar territory.

At the same time, the withdrawal of the Nova Cats made Brim a tempting target, especially with elements of Clan Star Adder's Rho and Mu Galaxies on that world. Though the Cobras and Adders clashed with the Nova Cats in a few brief but costly initial encounters, both Clans allowed the Cats to leave the world before securing the Cats' enclaves. The eventual arrival of Clan Coyote units gave the Cobras and the Adders more opportunity to fight a common enemy.

Aftershocks

For the most part, the Cloud Cobras sat by and watched as the rest of the Clans fought each other in the Grand Council and on the battlefield for minor gains. They licked the few wounds they had received in the brief struggles on Homer and Brim, preparing for their next moves. Shortly thereafter, in September of 3062, the leaders of each of the Cloisters gathered on Babylon for a month-long Diet, a meeting that brought together thousands of Clansmen from throughout Clan Space and the Inner Sphere. Representatives from Clan Nova Cat and even several Inner Sphere religions attended, offending many Clan hardliners who saw their presence as an affront to the legacy of the Kerenskys.

A multi-Clan force, led by Clan Coyote Loremaster Clarissa Jerricho, struck the Cloud Cobra enclave in an attempt to break up the Babylon Diet and strike down the Cobra leadership. That ill-conceived move brought swift responses from the Cloud Cobras and the Diamond Sharks, who saw the attack as foolish and wasteful. They crushed the Coyote assault force and sent them back to their own enclave. More significant repercussions came soon afterward—Khan Din Steiner won many allies in the Grand Council when he brought a motion of censure against the Coyotes. Though the motion was nothing more than a hollow gesture, it prompted several interesting outcomes.

Almost immediately after offering the censure motion, Khan Steiner ordered an attack against Clan Steel Viper, whose Khans had voted against his measure in the Grand Council and whose warriors had comprised a significant portion of the Coyote attack on the Babylon Diet. That punitive assault took place on Homer, which drew the two Clans into a larger campaign resolved only with the intervention of Clan Star Adder. In the end, the Steel Vipers withdrew from Homer en masse, leaving the Cobras and the Adders in sole possession of the world.

Most interesting is the relationship that has apparently developed between the Cobras and Clan Blood Spirit, the sworn enemies of the Cobras' closest ally. Following the Babylon Diet, the leaders of the two Clans apparently opened a dialogue that ended with the Spirits assigning an ilChi—and ambassador of sorts—to the Cobras along with a Star of the Spirits' newest 'Mech, the Crimson Langur. Though no one can be sure, it seems the two Clans may be sharing some intelligence. The Blood Spirits appear to be using this relationship to aid in their conflict with the Star Adders; how the Adders will react is unknown.

CLOUD COBRA TOUMAN

In terms of sheer numbers of BattleMechs, tanks and armored infantry troopers, the Cloud Cobra Touman is the weakest of all the Clans. The Cobras' heavy dependence on aerospace and naval forces more than makes up for its rela-

tively small ground forces, however, placing this small Clan somewhere in the middle in terms of military strength. The Clan has grown somewhat in the past half-dozen years, no doubt through its continued relationship with Clan Star Adder as well as its burgeoning dealings with Clan Diamond Shark. Surprisingly, though, its Touman appears to not have enjoyed this growth.

Naval Assets

The Cloud Cobra fleet consists of fifteen WarShips: the *Aegis*-class *Consequence* and *Inquisitor*; the *Cameron*-class *Incense*; the *Carrack*-class *Blind Faith*; the **Fredasa**-class *Hell Fury* and *Perdition's Flame*; the *Lola III*-class *Cataclysm*; the *McKenna*-class *Second Coming*; the *Potemkin*-class *True Sight* and *Wisdom of the Ages*; the *Vincent Mk 42*-class *Hertzog's Staff* and *Trump*; and the *York*-class *Brimstone*, *Nebulous* and The *Protector*.

Cloud Cobra Keshiks and Reserve

Under the guidance of Tor Kardaan, who rose to the station of saKhan after Kieran Telinov resigned to take up the reins of the Josian Cloister, the two Keshiks have grown to full Cluster size, each fielding three Supernova Trinaries and two aerospace Trinaries.

Alpha Galaxy

Alpha gained a great deal of experience in the two campaigns for Homer, as well as enough salvage to bring the 243rd Cobra Guards up to five full Trinaries, three of which are 'Mech units.

Beta Galaxy

During the Babylon Diet, Beta surprised the Coyote attackers with the 36th Battle Cluster, whose three 'Mech Trinaries, Supernova Trinary and fighter Trinary held the aggressors in place while other units sortied to push back this dishonorable assault. The Galaxy rotated to take up garrison in the Tanis system in late 3065.

Gamma Galaxy

Like Alpha, Gamma participated in the Homer campaigns, gaining much-needed salvage from the battlefields. The unit took up station on Homer following the ejection of the Steel Vipers, where the unit's aerospace pilots have received a great deal of experience sparring with pilots from Clans Snow Raven and Star Adder.

Delta Galaxy

Under the command of Star Admiral Hollyann Kardaan, Delta has grown in stature and strength. Just two years ago, the Star Admiral added the First Strike Cluster to her Clan's active roster. Seemingly the next logical step for her Clan, this Cluster fields a single heavy aerospace Trinary, which provides support for three Supernova Trinaries and another Trinary of battle armor, while several conventional vehicle units provide additional fast ground transport. The 'Mechs assigned to this unit are all mediums and heavies and all jump-capable, while the entire Cluster exclusively fields Sylph battlesuits. The Cluster's warriors specialize in airborne assaults, attacks that become even more potent when one considers the sheer numbers of DropShips assigned to the unit. While the First Strike Cluster does not have a WarShip dedicated to it as the Coil Clusters do, it fields enough assault ships to more than make up for that fact.

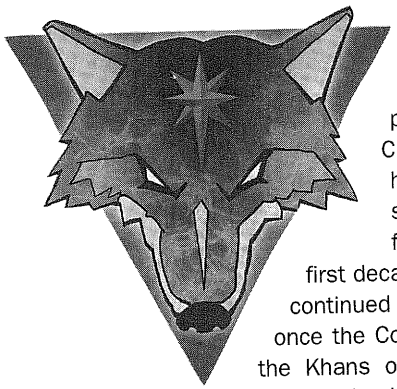
Epsilon Galaxy

Epsilon returned from assignment to the Tanite worlds more experienced and stronger. The addition of the 125th Dragoon Cluster brings Epsilon up to four full Clusters. The unit, and Epsilon Galaxy in general, figured prominently in the celebrations marking the 100th anniversary of the Clan's discovery of the Tanis system—a holiday that, according to second- and third-hand reports, saw no violence or protests and was celebrated by the entire populations of those worlds.

Before leaving the system, Epsilon got involved in one significant action, in which two Ice Hellion DropShips were destroyed and another two, plus the Hellions' JumpShip, were captured. The Hellion Khans insist the ships were trading vessels looking to establish relations in the system, though reports from the Cloud Cobras and the Star Adders indicate the ships were carrying troops intent on taking a piece of the system for themselves.

Zeta Galaxy

With Gamma taking up station on Brim, Zeta rotated to the Cloud Cobra homeworld of Homer. Following those years on Brim, serving on the same world with units belonging to Clan Snow Raven, Zeta's warriors have gained a new insight into the intricacies of combined-arms warfare and close air support. In particular the 116th Dragoon Cluster has developed a new purpose, shared by the 125th Dragoon from Epsilon Galaxy. It still fields two Supernova Trinaries, though one of the aerospace Trinaries has been reassigned, giving room for the addition of a full ProtoMech Trinary.



CLAN COYOTE

Once a preeminent power in the Kerensky Cluster, the 31st century has not been kind to this staunchly Warden Clan. Its fall from grace began in the first decade of the century and has continued in the years since. Where once the Coyote Khans, together with the Khans of Clan Wolf, controlled a powerful bloc in the Grand Council, today they are shown little respect and have few true allies. The situation is better than it was even a decade ago, however. The Coyote Clan once again seems on the rise and is capable of reclaiming the role it once enjoyed among its fellow Clans.

Darwin Alexander, Major, SLDF
Deputy Attaché to the Star League Embassy
Huntress
18 July 3067

LEADING THE PACK

Some Clans held themselves aloof from the furious battles that erupted in the wake of Clan Smoke Jaguar's Annihilation, while others figuratively jumped in with both feet. A few kept to the periphery of the fighting in an attempt to hide their weaknesses; by contrast, some became so deeply involved that they could barely extract themselves. These Clans, rather than proving to their brother Clans that they remained a potent threat, only hurt themselves on the battlefield and in the political arena.

Worried about their own flagging reputation, yet cognizant of their Touman's strengths and abilities, the leaders of Clan Coyote kept their warriors out of the worst of the fighting, concentrating instead on gains they could make easily and without serious losses. Their first foray seemed to validate that strategy—the Coyote's assault on Huntress gained them battlefield victories and also netted them the ProtoMech technologies for which nearly every other Clan was scrambling.

The Coyotes' second foray was less successful. The combined might of the Cloud Cobras and Star Adders, their two most hated enemies, drove them back from Brim with little to show for their efforts. Worse, at about the same time, Loremaster Clarissa Jerricho led a multi-Clan force onto Babylon, where she hoped to disrupt the Cloud Cobras' Babylon Diet and eliminate as many of that Clan's leaders as possible. The attack did not unfold as planned and the Coyotes were again driven back.

In the weeks that followed these two campaigns, Coyote Khan Sullivan Koga was killed leading a supplementary attack on Huntress to gain possession of a team of former Jaguar scientists and technicians who had worked on the ProtoMech project. Though the Trial of Possession was ultimately successful, that particular battle against the Star Adders robbed the Coyotes of their most forward-thinking Khan in decades.

Those Who Would Be King

The death of Sullivan Koga left a vacuum in Clan Coyote that threatened to tear the entire Clan apart. SaKhan Silas Kufahl had outspokenly opposed Koga's policies, and a great many Coyote warriors resented that fact. Kufahl rose to lead his Clan, but was challenged by dozens of warriors to Trials of Possession and Grievance, leaving the Coyotes in a strategically weakened position. With so many leaders and senior warriors concentrating on removing Kufahl, they let their guard down, allowing other Clans to attempt to take advantage of them.

Jade Falcon warriors, seeking to gain honor while their brothers fought bravely in the Inner Sphere, looked toward Tamaron as easy pickings. They landed nearly unopposed and fought hard to gain a foothold on the world, taking possession of the Landen 'Mech Production Complex in the first few days.

That action sent a shudder throughout Clan Coyote and nearly drove its warriors into a suicidal furor until Galaxy Commander Raven Clearwater united the Clan's disparate factions to battle the invading Falcons. The Jade Falcons were turned back in two short and decisive battles led by Khan Kufahl and Galaxy Commander Clearwater. Shortly thereafter, the two Coyote leaders, who had opposed each other for years, fought a Trial that became a proxy for any other Coyote wishing to challenge his or her Khan. Kufahl won by a narrow margin—his 'Mech was disabled in the final salvo of the battle, while his own last shot destroyed Clearwater's fusion engine.

Clearwater was confirmed as saKhan the same day. Now, four years later, the two have continued the work that Sullivan Koga began, completing the reformation of the Coyote Touman and instilling a new sense of purpose and discipline in the Clan's warriors. They have done this by encouraging and occasionally ordering small Trials against other Clans, giving their warriors needed experience and the confidence to face the future—one that will likely continue to expand the gap between the once-allied Wolves and Coyotes.

COYOTE TOUMAN

Though still a far cry from the strength it once boasted, the Coyote Touman is in much better shape than it was even five years ago. The Coyotes still favor heavy and assault BattleMechs, though they have attempted to diversify their units a bit more. Unfortunately, even with the development of new 'Mechs like the Rabid Coyote, Coyote warriors frequently refuse to give up their OmniMechs for new and often more capable conventional 'Mech designs.

Naval Assets

The Coyote fleet consists of thirteen WarShips: the *Cameron*-class *Blood of the Coyote*; the *Carrack*-class *Solar*

Blaze; the *Essex*-class *Windrunner*; the *Liberator*-class *Spirit in the Sky*; the *Lola III*-class *Courage* and *Honor of Ages*; the *Nightlord*-class *Great Coyote Spirit*; the *Potemkin*-class *Midnight Star* and *Morning Star*; the *Sovetskii Soyuz*-class *Howling* and *Steel Fang*; the *Texas*-class *Ancestral Home*; and the *York*-class *Broken Sea*.

Alpha Galaxy

Khan Koga's second assault on Huntress left Alpha Galaxy without a leader and drove it into a near-suicidal rage. Though that lashing-out would have caused serious damage to the Coyotes' enemies, it also would have done irreparable damage to the Galaxy. Star Captain Arcturus Tchernovkov kept the Golden Keshik together long enough to win its battles on Huntress and pull out before the Coyote warriors could launch any reprisal attacks.

With the elevation of Silas Kufahl to Khan, Alpha has undergone some reorganization. SaKhan Raven Clearwater transferred the Silver Keshik to Epsilon Galaxy, moving the 50th Assault Cluster to Alpha in its place. Alpha has also begun to field some ProtoMech Stars on a trial basis. The 38th Assault Cluster received the first such units, with three assigned, each as the fourth Star in a Trinary—though in practice, these ProtoMech Stars operate as their own provisional Trinary as often as they remain a support Star for their parent Trinaries.

Delta Galaxy

Not long after Khan Sullivan Koga died in battle, the warriors of Delta Galaxy received another shock: Galaxy Commander Natron Kozyrev was found dead in her quarters of an apparent heart attack. While her opponents moved to block the continued use of her legacy on the grounds of a weak genetic makeup, several warriors battled for dominance of Delta. The Trials went on for several weeks, bringing courage to the Ice Hellions on Londerholm, who attempted to take advantage of the situation. As soon as he saw what the Hellions were up to, Star Colonel Armin Tamzarian fought—and defeated—all opposition in short order. Immediately afterward, he led the warriors of Delta Galaxy against the Hellions, ending their assault almost before it began.

Epsilon Galaxy

Raven Clearwater chose to remain with the Galaxy she had led since 3055, bringing with her the Silver Keshik as well as the Broken Sea, the first new WarShip to enter service with Clan Coyote this century. Additionally, the Twelfth Battle Cluster has received three Stars of ProtoMechs, assigning them to similar roles as in Alpha Galaxy.

Zeta Galaxy

The Howling returned to active duty with Zeta Galaxy in September of 3065, leaving the Courage to resume its assignment with the Beta Naval Reserve. The Galaxy has slowly rebuilt since the action on Brim that crippled the Courage and has recently returned to full strength through the assignment of second-line 'Mechs, including the new Rabid Coyote. Zeta's MechWarriors are displeased with that situation; many actively sought Trials of Grievance against warriors from other Clans, if only to rid themselves of machines they see as beneath their station.

Lambda Galaxy

Having garrisoned Foster, a world shared with the Ice Hellions and the Fire Mandrills, until last year, Lambda Galaxy never had to worry about training to keep its combat edge. Ever on the lookout for opportunities to take more territory, nary a week went by without some military action by the Hellions while the Fire Mandrill warriors of Kindraa Payne often engaged both their fellow Clans in perfunctory challenges to maintain their own edge. Though no longer assigned to Foster, Lambda's warriors retain their well-honed skills.

Nu Galaxy

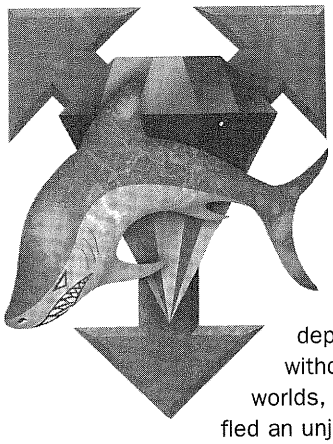
Considered by many a mere garrison Galaxy, Nu nonetheless helps make the Coyote Touman as potent as it is. In addition to defending the Clan's only shipyards, this unit functions as something of a go-between with the Diamond Sharks, trading equipment and services for a steady flow of BattleMechs into the Coyote ranks. Recent reports lend credence to the theory that the Coyotes are trading ATMs and other advanced equipment, as well as Savage Coyotes, in exchange for entire Trinaries of 'Mechs their Clan cannot or does not produce.

Omicron Galaxy

Omicron Galaxy shared Babylon with the Cloud Cobras and the Ice Hellions before being reassigned last year, a change that gave the Galaxy's warriors more than their share of combat experience. The 246th Strike Cluster, like Nu Galaxy, acted as a middleman to the Diamond Sharks when they were stationed on Delios last year. This helped the Coyotes gain the opportunity to bid on the Shark's Eagle Crater facilities on New Kent.

Rho Galaxy

The home for some of the Coyotes' most problematic warriors, Rho is rarely given frontline assignments and instead primarily serves on Tamaron, where Clan leaders assumed it could do the least harm—until the Jade Falcons descended on Tamaron and easily pushed aside Rho's defenses. Though it was certainly a high price to pay, many of the Galaxy's worst troublemakers were killed, and Clan leaders removed many more from the active rolls because of their failure to defend Tamaron. Shamed, Rho is rebuilding and improving with the assignment of new warriors to its ranks.



CLAN DIAMOND SHARK

Forced into a stunned lull following Tukkayid, testing new waters with a timidity not known to either totem in our past, Clan Diamond Shark rose cautiously from the depths. Supporting the Ghost Bear withdrawal from the Clan homeworlds, assisting the Nova Cats as they fled an unjust Abjuration—these were our first bold ventures into uncharted seas. In our success, we rediscovered our strength.

Clan Diamond Shark now offers this update to our Field Manual—freely, without cost or obligation—to proclaim proudly what another Clan might try to conceal or disguise. Our return will come in the honor we expect from our adversaries when they react, and in the forums of the Clans where we need not make excuses, but simply defend our way as is our right.

This is the fin, seen slicing over the top of the water. Enter at your own risk.

—Semi Kalasa, Loremaster

ART OF THE DEAL

Thrusting against the current, Clan Diamond Shark opened formal military trade negotiations with the Draconis Combine in the summer of 3061. The opening offer was for none other than the Diamond Shark-built *Ha Otoko*, a missile-carrying BattleMech that had been the subject of so much controversy the year before.

Clan Jade Falcon, already having logged a protest against the design and the Sharks' intentions, brought an immediate challenge on Strana Mechty. The Diamond Shark defense was as simple as it was efficient. The Ha Otoko carried no special Clan equipment that could promote an Inner Sphere advantage, and even if it had, the Clans have always maintained that the warrior, not the machine, makes the difference. To prove it, Clan Diamond Shark announced its intention to fight any Trial of Refusal using only second-line machines.

Insulted at the implication that Clan Jade Falcon required a technological edge, the Falcons bargained for and won the right to a Trial. Khan Marthe Pryde would not stoop to battling "merchants-turned-warriors" with her own Keshik, and so the task fell to Sigma Galaxy's Third Battle Cluster. The Jade Falcons fought hard, but in the end lost to superior warriors in "inferior" machines.

DEBT CONSOLIDATION

After fighting so hard to retain significant positions on Barcella and Paxon, the Diamond Sharks' move to abandon their long-standing homeworld enclaves on Lum, New Kent and Priori came as a surprise to many Clans. But with the opening of Inner Sphere markets and Inner Sphere worlds, the Diamond Sharks have begun to look at homeworld territories more as liabilities than assets.

In 3062, the Sharks transferred control of Priori to Clan Star Adder in a deal that included new weapon technology and a twenty-year contract for the *Potemkin*-class vessel *Renown*. In 3064, the Sharks offered their Eagle Crater manufacturing facilities to Clans Ice Hellion and Coyote. Coyote won the bid and the resulting Trial of Possession from the Ice Hellions. Where the Diamond Sharks intended to move their personnel and material remained undiscovered until later that year, after Clan Jade Falcon took control of Shark interests on Lum in exchange for their pledge to the Twycross system. Having recently lost Twycross to Inner Sphere forces, and swearing never to return to that cursed system, the Jade Falcons could only gloat at their cleverness at having finally gotten the best of a Diamond Shark bargain.

The Falcons' feeling of superiority lasted until 3065, when the Diamond Sharks drove local Inner Sphere defenders off Twycross. They settled a large colony and garrison on the world and on the near-lifeless planet Jonah's Reach, also in the Twycross system. Jonah's Reach, as it turned out, is a second source of valuable HarJel, the cornerstone of the Diamond Sharks' merchant strength. To have been so close to the means of breaking the Shark monopoly but honor-bound to leave them the Twycross system has caused endless ranting and exchanges of insults between Falcon and Shark over the Chatterweb.

Merchant Worlds & the Chatterweb

Since their establishment on Twycross, the Diamond Sharks have struck several deals capitalizing on their long-term plans. They bargained for and gained additional trading worlds inside the Ghost Bear Dominion and Draconis Combine, giving the Clan garrison rights on Trondheim and Itabaiana, respectively. Clan Wolf rebuffed efforts for a similar arrangement, though they have shown a willingness to deal for technology and services being brought to the Inner Sphere.

Tying the Inner Sphere into the Chatterweb is seen as a double-edged sword. Clan secrets are too easily discovered, yet the Inner Sphere Clans have missed the benefit brought by lower castes sharing information and working on joint projects. So far, the Diamond Sharks have tied only select worlds into the new Chatterweb, and it is kept separate from the Clan homeworlds web through a series of portals to which only highly trusted officers have the virtual keys.

HarJel and Mad Cat Mk II

The discovery of HarJel, with all its military implications, on an Inner Sphere world has rocked the region around Twycross. The Jade Falcons would like nothing more than to reclaim the world, and are likely seeking a means to do so. Meanwhile, the

Diamond Sharks are offering HarJel products to the Lyran Alliance (through Clan Wolf (in-Exile)) and the Draconis Combine (through the Nova Cats). The Diamond Shark "Made in the Inner Sphere" stamp has so far thwarted any formal challenges, though discussions and arguments continue.

The furor over HarJel pales next to the outright disbelief and anger as the Diamond Sharks continue with their plans to supply the Inner Sphere with military technology. In 3066, they unveiled the *Mad Cat Mk II*. Based on the popular Clan *Timber Wolf* design, the Sharks kept its Inner Sphere designation, as they intend to sell it specifically within Inner Sphere borders. Unlike the *Ha Otoko*, the *Mad Cat Mk II* is not a stripped-down version, but incorporates fully functional Clan technology (and a service contract that includes Diamond Shark technicians to keep it running at peak performance). Diamond Shark arguments that the BattleMech showcases only old Clan equipment, nothing cutting-edge, will not forestall challenges for long.

Naval Asset

The naval fleet consists of the Spectral Diamond Naval Star (*Potemkin*-class *Poseidon*, *Titanic*, *Tsunami*, *Red Tide* and *Kraken* and *Sovetskii Soyuz*-class *Nagasawa*), the Black Diamond Naval Star (*Fredasa*-class *Swift Strike*, *Carrack*-class *Star Swimmer*, *Bloodletter* and *Devourer*, *Essex*-class *Sharon*, *Lola III*-class *Predator*, *Aegis*-class *Bloodlust* and *Volga*-class *Bold Venture*) and the Blue Diamond Naval Star (*Essex*-class *Tracy*, *Lola III*-class *Space Hunter*, *Volga*-class *Speculator*, and the *Nightlord*-class *Terror of the Deep*).

DIAMOND SHARK TOUMAN

The Diamond Shark Touman remains strong, and the Clan anticipates little trouble in meeting its expanded duties protecting merchant worlds and cargo. Relatively unscathed by heavy combat since Tukayyid, the Sharks' eight Galaxies are at full strength.

Deathstrike Galaxy (Alpha)

Stationed on Strana Mechty and Babylon, Alpha Galaxy is the Diamond Shark homeworld's frontline defense against any challenges or Trials. Its warriors have gotten few chances recently for heavy action, but that is expected to change in the next few months as the first challenges come over the *Mad Cat Mk II* (and *Warhammer IIC*) programs.

Predator Galaxy (Beta)

A shift in Clan priorities to opening up Inner Sphere markets and protecting trading worlds and convoys has also necessitated shifting two frontline Galaxies to the Inner Sphere. Predator Galaxy currently splits its time between Itabiana and Trondheim, with the 42nd Combined Strike often attached to a patrolling WarShip.

Snapping Jaws Galaxy (Gamma)

Given the importance of Twycross, Khan Sennet dispatched Gamma Galaxy to secure the system and hold it. The planet's defenders were the second regiment of Archer's Avengers, a supported regiment of troops. SaKhan Angus Labov bid elements of his Eighth Assault and 28th Cruiser Clusters, and only a single Trinary of his Emerald Skate Cluster; the battle was quickly won by the Sharks.

Lambda and Rho Spina Galaxies

These workhorse Galaxies continue to serve as homeworld troubleshooters. Each Cluster has become exceptionally mobile, or works to be so, traveling on Diamond Shark WarShips for long periods of time and then making planetfall for live-fire exercises. Several of the larger Shark WarShips now have the best simulators installed on their grav-decks to keep warrior skills from degrading over long voyages.

Omega Galaxy

With strong merchant ties, Omega Galaxy was dispatched immediately to garrison the new Inner Sphere trading worlds. The Coral Skate Cluster commands on Trondheim. Though any frontline unit on-world is respectfully considered a separate military command, where merchant concerns are paramount, Omega's authority prevails.

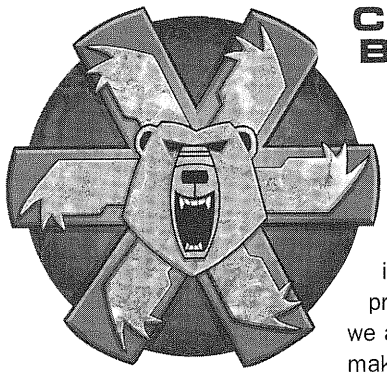
On Itabaiana, the Diamond Sharks fought a Trial of Possession with local elements of Clan Nova Cat. The Sharks arranged for a series of Trials and put up two percent of their Twycross HarJel production as collateral against Itabaiana. Remarkably, both Clans won enough Trials to claim their respective prizes. The Diamond Sharks have given the Nova Cats three years to relocate. Meanwhile, their "lease" of Itabaiana has begun with the first shipment of HarJel in October of 3066.

Sigma Galaxy

Uprooted from every one of their long-standing garrison posts in the past few years, Sigma had the most adjustments to make as Clan Diamond Shark restructured toward long-range goals. On New Kent, Sigma's Moonstone Skate and 79th Strike Cluster defended against an Ice Hellion Trial of Possession once it became clear that the Ice Hellion offer was lagging behind. This forced a hurried decision by Clan Diamond Shark to accept the Coyote offer. Clan Coyote then pre-empted all Trials aimed at the Sharks, allowing the Diamond Sharks to remove personnel and materials and withdraw in good order.

Zeta Galaxy

Still Clan Diamond Shark's primary homeworld garrison galaxy, Zeta has been stretching its legs a bit more to cover worlds since Omega's departure. They have been working hard alongside the two Spina Galaxies to facilitate the fast joining of forces in the face of any assault.



CLAN GHOST BEAR

Ghost Bears always persevere, no matter the adversity. We gain strength in unity, in patience, in wisdom and in family. These founding principles made us the Clan we are, and these bind us and make us the strongest.

The past few years have proven the worth of our values and are the reward we reap for remaining faithful to the spirit of our founders. Few can match our might in battle, and fewer still can claim our success. As we enter a new era, our family continues to grow, but we must always persevere. Only the weak may grow complacent.

—Sandra Tseng, Loremaster, Clan Ghost Bear

OVERVIEW

When the call came for a return to the Inner Sphere, we were Crusaders, believing in the Great Father's Hidden Hope Doctrine. We won our case for the invasion with our Khans' lives, and under new leadership, took part in Operation Revival. We carried few supplies to fight the campaign, an error compounded when we underestimated the tenacity of the Inner Sphere's defenders. These factors cost our Clan dearly, but cleared the way for another change in leadership that would lead our Clan into the promised land with a bold new direction.

As expected, the announcement of our complete relocation to the Inner Sphere and shift to the Warden stance—both results of our own self-discoveries after ComStar won the Tukayyid battle—took most of our fellow Clans completely by surprise. Only the Diamond Sharks and Snow Ravens, who assisted in the transition, did not react strongly against it. Nevertheless, all the criticism and attacks—verbal and otherwise—could not hide our brethren's intense jealousy over our having accomplished what all Clans had wished for since our formation. The Ghost Bear had come home to stay.

We brought with us the same sense of family ingrained in our society from its inception, the spirit of unity that continues to bolster a sense of harmony, particularly with those among us formerly of the Free Rasahague Republic and the Draconis Combine. The combination of their industrial, commercial and cultural vitality with our martial might and Clan efficiency have made us stronger together, assuring that our new Dominion will remain a presence to be reckoned with for a long time to come. We recently brought that truth home to all those neighbors who dared to challenge us in the past several years.

In 3062, three Combine regiments launched a daring but suicidal assault on our capital of Alshain. We launched our own invasion of the Combine within weeks, sweeping across the entire border to punish the Dragon, including the enclaves of the Abjured Nova Cats they harbored. Though the DCMS fought valiantly, we claimed several worlds, despite Nova Cat and Combine counterattacks that left us few clear victories. At almost the same time, Khan Malavai Fletcher of Clan Hell's Horses, likely urged by Vlad Ward of Clan Wolf, struck at our weakened flank from his small occupation zone. The negotiated Trial with Coordinator Theodore Kurita on Courchevel allowed us to withdraw from the conflict with minimal loss of face on both sides, freeing us to retaliate against the Horses and the Wolves for their opportunism.

Even as our Clan rested from the recent rounds of heavy fighting, bitter new rivals rose to challenge us. In a disastrous incident over Alshain, naval forces from the Abjured Nova Cat Clan struck, allegedly hoping to claim the partially completed Rasalhague as isorla in a Trial of Possession. The resulting melee decimated both naval forces. For now, efforts to rebuild stay our hand, but soon the Nova Cats will know what they have awakened.

GHOST BEAR TOUMAN

The fighting arm of the Bear continues to recover from the recent conflicts. Through our efforts to unite the strength of our Clan with the industrial and cultural might of our Inner Sphere population, we have gained a level of support other Clans can only dream of, easily rivaling any great power in known space.

Naval Assets

The Ghost Bear Clan currently fields the following WarShips: the *Carrack*-class *Den Mother* and *Yggdrasil*, the *Volga*-class *Ursine Boatman*, and the *Leviathan*-class *Great Bear* and *Leviathan*. Held in reserve is the *Nightlord*-class *Ursa Major*; currently undergoing repairs. The *Leviathan*-class *Rasalhague* is currently under construction, but its completion date is unknown.

Alpha Galaxy (The Golden Bears)

Alpha Galaxy saw heavy action during the Combine War, hitting Idlewind and Garstedt with the First and Third Bear Guards. As part of our reprisals against Clan Wolf for instigating the Horses' ill-considered attack on our flank, the honor of taking Rasalhague fell to the 50th Striker Cluster and the First Rasalhague Bears. The poetic justice of this victory, a reward to Star Colonel Ragnar for nobly repulsing a raid by his former countrymen during the Combine War, has gone a long way toward winning over our Rasalhagian population.

Beta Galaxy (Night Howlers)

Beta Galaxy participated in the Combine War with actions on Dumaring and Najha, while the Twelfth Bear Chevaliers hit the Nova Cats on Mualang to prevent them from coming to the Dragon's aid. Together with the Second Bear Regulars, Beta's

304th Assault Cluster, severely damaged during a brutal deep strike by the Nova Cats on Maule, seized Gunzburg from Clan Wolf after the Combine War ended.

Delta Galaxy (The Blitzkrieg)

Delta Galaxy saw some of the heaviest fighting in the recent conflicts, leading strikes against Combine forces on Kanowit and Keisen while engaging their Nova Cat allies on LaBrea and Itabaiana with support from Zeta, Tau and Rho Galaxies. Delta's 73rd Battle Cluster and Galaxy Command Trinary returned to oust the Horses from Kempten and followed up this victory by claiming Vorarlberg from the Horses.

Rho Galaxy (Bear Essentials)

Rho was battered in the Combine War fighting Nova Cats on Itabiana and Caripara. On returning to the Dominion, the fanatical warriors of the Eighteenth Battle Cluster, still lusting for revenge over their mauling on Niles in 3048, petitioned for and won the right to lead a reprisal against the Horses on Engadin. This desire went unfulfilled, however, as the demoralized Horses had already fled Engadin. To compensate for a perceived loss of the Galaxy's honor, the 283rd Battle Cluster supported the First Rasalhague Bears in claiming Rasalhague, punishing the Wolves for their role in provoking Horse Khan Fletcher's assault on our Clan.

Omega Galaxy (The Raging Bears)

Omega Galaxy battled Combine troops on Schuyler and Meilen and led the fight against the Nova Cats on Yamarovka. Ironically, the last of the Alshain Avengers who provoked the war with our Clan were destroyed by these same Cats. Their destruction before the Bears could land only made the Tenth Cuirassiers fight with greater ferocity, feeling cheated by the Abjured Clan's involvement. However, much to the chagrin of the Tenth, the surviving Zeta Galaxy forces quit the field almost before the battle had begun and lifted off world. Even more frustrated, the Cuirassiers departed for other Nova Cat worlds, where their use of Inner Sphere tactics rather than zellbrigen, though somewhat lacking in honor, brought about the swiftest, most brutal victories in the Combine War.

Zeta Galaxy (Claws of the Ghost)

The First Claw of Zeta Galaxy supported Beta's Twelfth Chevaliers against the Nova Cats on Mualang, while the Third Claw faced the wrath of Clan Hell's Horses on Predlitz. Both units acquitted themselves well in the fighting, particularly the Third, who are credited with bringing a quick end to the Horses' invasion by incapacitating their mad Khan in the fighting for New Denver, Predlitz's capital. However, each Claw suffered heavy losses and awaits an influx of new recruits.

Theta Galaxy

Though a second-line defensive Galaxy, Theta took part in the assault on Courchevel that ultimately became our Clan's only gain in the Combine War. A deal struck between the Combine and our Clan allowed us to settle the entire conflict with a single Trial. Upon our victory, both sides returned all worlds seized during the fighting, though we retained Courchevel as isorla.

Kappa Galaxy

Kappa Galaxy's 63rd PGC was on Goito when elements of Clan Hell's Horses' Gamma Galaxy struck during the Combine War. The garrison Cluster was mauled so badly in the fighting that Khan Jorgensson chose to disband the unit to restore others damaged elsewhere.

Xi Galaxy

Xi Galaxy's only offensive role in the Combine War occurred when the Fifth Bear Regulars hit Richmond. Unfortunately, the Fifth's victory in that attack cost them their own base world of Constance, which was overrun by Combine troops. Forced to retake Constance, Xi's victory on Richmond was quickly reversed.

Omicron Galaxy

Omicron Galaxy's Sixth Bear Regulars struck Nykvarn during the Combine War, where their potent concentration of assault 'Mechs pasted the opposition. The battle bogged down when the surviving defenders went to ground and began waging a guerrilla campaign.

Pi Galaxy

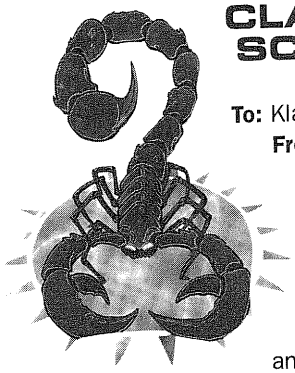
Pi Galaxy served in a defensive role during the recent conflicts, but sustained light to heavy damage to its component Clusters during raids launched against Thule, Porthos and Jezersko during the Combine War.

Sigma Galaxy

Sigma Galaxy's Seventh Bear Regulars supported Omega's Tenth Cuirassiers in assaulting Yamarovka. The Nova Cat defenders fought valiantly, but were forced to concede in the end. Combine troops hit the 21st Phalanx and Twelfth PGC on Last Frontier later in the war, mauling both units in a bold deep strike against our Dominion.

Tau Galaxy

Though tagged as a garrison force, Tau Galaxy saw heavy action in the Combine War and reprisals against the Horses and Wolves. The first Trials included assisting in the capture of Itabiana from the Nova Cats and Kiamba from the Combine, followed by the Galaxy's later return to oust the Horses from Goito. Tau also led the assault to seize Stanzach from the Horses and helped claim Gunzburg from the Wolves.



CLAN GOLIATH SCORPION

To: Klaus Harper, Loremaster
From: Edward, Star Captain
Re: Ongoing Analysis Report, Clan Goliath Scorpion

Honored Loremaster,

What follows is my summary analysis of the Goliath Scorpion Clan, and I must admit to some bewilderment in what I have learned in the process of putting this together. The Scorpions are a strange breed, virtual gypsies who seem all but oblivious to the existence of others. Indeed, it seemed to me that this Clan has literally stumbled into the present in spite of itself. The Scorpions' eyes are always on the ground rather than surveying all that stands around them.

I admit that I still do not see what you see in this Clan, but as you are head of the family, my understanding of your will is not required. I trust this report meets with your approval.

—Star Captain Edward
House Harper Watch, Tokasha Enclave
7 December 3066

OVERVIEW

If the Goliath Scorpion Clan shares anything with us, it is the way we both nearly faced our own extinction in the Pentagon campaign that first tested our mettle. Indeed, were it not for a treacherous setback in the first days of Operation Klondike, the Scorpions' strength today might be on a par with that of the other Clans. Like us, their development led to an insular outlook, but at an early age the Scorpions chose to walk a different path.

In an effort to weed out the weak and match their population of new warriors against their arsenal of war machines, the Scorpions introduced the consumption of venom from the goliath scorpion, distilled today into the concoction known as necrosia. This toxic compound, known for its hallucinatory side effects, has since led many Scorpions to believe they can unlock the mysteries of the future in relics of the ancient past. Owing to the influence of their first Loremaster, a mystic named Ethan Moreau, whose preoccupation with Star League-era relics rubbed off on the Clan, the Scorpions have taken up the hunt for any links to the past as a Clan-wide obsession.

The Scorpions' first Khan, Cyrus Elam, was a combat engineer whose influence colored the Scorpions' development over the centuries. Scorpion engineers became adept at exploiting resources that other Clans found too difficult to reach, and in that pursuit developed the "water Elemental" work suit, designed to operate underwater as a mining tool. This engineering marvel became the basis for the Elemental battle armor used by all Clans today, and the Scorpions recently returned to the concept to create the aquatic Undine battlesuit.

The Scorpions' most unusual feature, however, is their Seeker culture, where specially chosen warriors are allowed to roam in search of lost artifacts from the past, often accompanied by a retinue of followers and an abundance of personal belongings the Scorpions call a "living heraldry." Bondsmen among Seekers are considered to belong to the Seeker rather than to the Clan, a reverse of conventional practice, and are part of this living heraldry. The Seekers' endless searches have managed to step on the toes of other Clans, drawing the Scorpions into many Trials over their transgressions, which have oddly enough become the Clan's primary form of contact with its neighbors.

Historically, the Scorpion Touman's performance has been lackluster, though in the wake of their initial failures to obtain OmniMech technology they instituted a series of tournaments to hone their martial skills. Their military doctrines are predictable and focused entirely on ground support, and though their naval assets are substantial, they lack the experience and the aerospace assets to use them effectively. Their roaming Seekers tend to fall prey to better-organized and better-equipped opponents in their travels. For these reasons, it comes as little surprise that the Scorpions' Loremaster, Kyrie Ben-Shimon, sought our assistance in honing her Clan's edge. As ever, the search for the past to unlock the future remains the driving goal of this Clan, which we have agreed to assist in order to gain access to their underused potential—materiel and military.

The question is, will assisting this Clan be useful to our goals? Though they succeeded in a number of minor engagements during the Wars of Possession, the Scorpions' latest major Trial underscores a number of their tactical and logistical weaknesses. At about the same time as they were asking to forge an alliance with us, the Hell's Horses Clan launched a final strike to decisively claim Fort Fairchild and the territory surrounding Tokasha MechWorks Alpha from the Scorpions. The Trial, which included a naval engagement that left one of their WarShips crippled, was a stunning defeat for the Scorpions and reduced by almost a third the size of the Clan's enclave on Tokasha.

GOLIATH SCORPION TOUMAN

The Scorpion Touman looks fine enough on paper, but in practice their warriors are not always the most effective. Contrary to popular belief, this weakness does not stem primarily from the widespread use of necrosia among the ranks, nor from the Scorpions' wider acceptance of freeborns in their warrior caste, nor even from the actions of the nomadic Seekers.

In fact, the primary flaw in the Scorpion military command structure is the tendency of Galaxy Commanders to micromanage their assets. A typical Scorpion Galaxy, often numbering two hundred 'Mechs, two hundred aerospace fighters, a thou-

sand Elementals and the requisite support staff, is run with little delegation to subordinates. While this can streamline logistics and strategic planning, such a practice creates a dearth of initiative among the lower ranks. It also poses a curious dichotomy, considering the elevated status enjoyed by the solitary Seekers and their never-ending quests.

Naval Assets

The following WarShips form the bulk of the Goliath Scorpion fleet: the *McKenna*-class *Lei Kung*, the *Cameron*-class *Hephaestus*, the *Nightlord*-class *Atropos*, the *Essex*-class *Orpheus*, the *Sovetskii Soyuz*-class *Serket*, the *Carrack*-class *Collerane* and the *Volga*-class *Andromeda*. This armada is supported by the *Lola III*-class *Sagitta* and *Auriga*, the *Aegis*-class *Corona Borealis* and *Corona Austrina*, the *Congress*-class frigates *Bernlad* and *Garlon*, and the *Potemkin*-class *Enceladus*, *Karttikeya* and *Prometheus*.

Alpha Galaxy (The Rock Minders)

Alpha is the elite Galaxy of Clan Goliath Scorpion. Their greatest success in recent years was the capture of the Abysmal Continent on Huntress, the former Smoke Jaguar capital. Limited efforts by the Scorpion Khans to upgrade their aerospace forces have gradually borne fruit, and Alpha is the first of the Clan's Galaxies to reap the rewards of a revitalized aerospace force. Recently, Alpha's Eighth Scorpion Dragoons secured a holding around Moreau's Dagger amid Clan Ice Hellion's territory on Babylon. The site, considered sacred by the Scorpions, is under guard now by the Eighth Dragoons.

Beta Galaxy (The Sand Runners)

Beta is a lightweight, highly mobile Galaxy known more for hit-and-fade tactics than assault-level warfare. The unit has also become something of a test bed for new technologies, being among the first to incorporate the Clan's new Undine battle armor, as well as the integration of air support units that were sadly lacking.

Gamma Galaxy (The Cave Dwellers)

Gamma Galaxy's claim to fame is its role as the guardian force for the Scorpions' vast museum on Roche and the Clan's ancestral tombs on Strana Mechty. Command of this Galaxy, fittingly, lies with the Scorpions' Loremaster, Kyrie Ben-Shimon, who recently ousted the previous Loremaster. A large number of this Clan's wayward Seekers hail from Gamma Galaxy. It also comes as little surprise that this Galaxy shows the highest propensity for necrosia usage.

Delta Galaxy (Borodino Garrison)

Delta is the Goliath Scorpions' best defensive force, but efforts by its Galaxy Commander to modify its capabilities for more offensive operations have begun to receive notice in the Clan's command structure. Like Beta Galaxy, Delta served as a test unit for Undine battle armor when it was first introduced. The Galaxy also practices Inner Sphere-style tactics, based on the premise that future attacks from the Inner Sphere could target the homeworlds.

Rho Galaxy (New Ashur Garrison)

Rho Galaxy has a higher concentration of aerospace forces than most of the Scorpion Touman, but shares a high number of Elemental support troops with Delta Galaxy. Rho often serves as an opposing force to hone the skills of Gamma Galaxy, and its warriors are adept at fighting in inclement weather. Rho's forces were thinned a bit by the Harvest Trials and have only barely begun to recover.

Tau Galaxy (Alexandretta Garrison)

Tau Galaxy got mauled by Clan Hell's Horses in a recent Trial on Tokasha that forced the Scorpions to surrender any claim over Tokasha MechWorks Alpha and the nearby Fort Fairchild. Their defeat came as quite a blow to the Galaxy, who had been training in Inner Sphere tactics similar to those that defeated the Horses in the Great Refusal. To be fair, Tau's defeat can also be attributed to recent Trials against Clan Jade Falcon forces also on Tokasha, which left the former Fort Fairchild garrison weakened in the face of a highly motivated Horses strike force. Tau Galaxy's *Potemkin*-class WarShip, *Epimetheus*, was also crippled in the battle for Tokasha by the Horses' WarShips *Sleipnir* and *Armageddon*, and has been gifted to us in an effort to bolster inter-Clan relations.

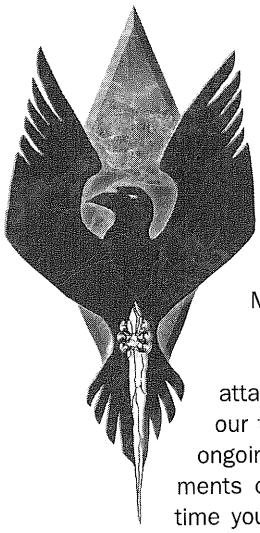
Mu Galaxy (Queensland Garrison)

Mu has been one of the Scorpions' most active units in recent years, taking part in the fighting on Marshall against Ice Hellion and Jade Falcon forces. The Galaxy, however, has a reputation for being home to the Clan's troublemakers and is known for employing deceptive tactics in battle.

Chi Galaxy (The Eternal Quest)

Chi Galaxy is a new formation the Scorpions have undertaken with an eye toward creating a force tailored to the Seeker traditions. This Galaxy is also a test platform for ProtoMech technology, which the Scorpions recently adopted, as well as a heavily aerospace-influenced unit. The Scorpions have attempted to shuffle their naval assets around to supply this Galaxy with one of the Clan's remaining *Potemkin* vessels, which would grant Chi Galaxy the mobility to journey across Clan space and the Periphery in search of ancient relics.

We have granted one of Chi's four-Trinary Clusters, the Third Scorpion Seekers, temporary residence in our territory on Circe, officially as a gesture of our willingness to assist the Scorpions. The unit remains under close observation at this time.



CLAN SNOW RAVEN

To: Lynn McKenna, Broderick Sukhanov
From: Klaus Harper
Re: Status of the Snow Raven Touman

My Khans,

Pursuant to your request, I have attached a report regarding the status of our touman after recent events. Given the ongoing nature of the conflict, some elements of this report will be outdated by the time you read it, though it accurately reflects our status as of 1 August 3067, including the rebuilding efforts after the engagement at Lum that cost the life of the saKhan. With that grievous wound staunched and Alpha Galaxy's operations in the Outer Sphere and Draconian Drift proceeding well, our Clan's future seems secure.

In Kerensky's name,

—Klaus Harper, Loremaster
9 August 3067

OVERVIEW

The past six years have been a major challenge for our Clan as the changes wrought by the Great Refusal and its aftermath echoed around the Clan homeworlds. The death of one Clan, the Abjuration and flight of a second, and the withdrawal of a third to the Inner Sphere provided us with a host of new resources to exploit, which we did to considerable success. The return of our old foes the Steel Vipers to the homeworlds, their tails between their legs, upset our plans to denude their holdings and forced us to abandon our new territories on Homer for which we fought so hard after the fall of the Smoke Jaguars. Throughout 3062 and 3063, our forces clashed with the Vipers across numerous worlds, but despite the resources available to them as a former Invading Clan, the Vipers could not overcome our determined troops.

Until Lum, that is. On 8 September 3065, the Vipers launched a surprise attack on our capital, using all the resources and training in naval warfare they had garnered in the preceding years' conflicts. We were ill prepared to meet this new development, and the attackers were able to punch through our defensive cordon, which was already weakened by Alpha Galaxy's redeployment. Our naval forces prevailed in establishing a blockade but the Vipers were determined and it took five weeks to dislodge them, during which time our manufacturing operation was severely disrupted. The deployment of the new Zeta Galaxy has since rectified this weakness in our defenses.

Even before the Lum operation, we were casting far and wide for means of bolstering our touman and meeting the Viper challenge head-on. Our trade links with the Ghost Bears gave us access to materials not widely available in the homeworlds, but the quantities were restrictive, and so per your orders we began operations to secure independent sources in early 3063.

The Periphery world of Farstar proved ripe for the picking, rich in resources but lightly defended. The Trial of Possession for that world lasted scarcely six minutes. The bondsmen taken from Farstar have provided us with detailed intelligence on the Draconis Combine and the Federated Suns. The pirate world of Rezak's Hold followed a few weeks later.

Our fleet made contact with vessels of the Outworlds Alliance in early 3064, though the encounter did not go as planned. Seeking to take the Alliance vessel as isorla, we staged a challenge for their JumpShip with one of our own Titans as collateral. To Star Admiral Shu's surprise, the Outworlds fighters proved victorious, and she vowed to learn more about these skilled foes. By the middle of the year, we brokered a deal with the Alliance that allowed us to use Alliance facilities at Balligora to resupply before scouting further afield into the Hyades Rim. The price of this support was a small quantity of our technology and assistance in developing the Alliance's OmniFighter, which they named *Corax* in our honor. Our relationship with the Alliance has been profitable and discussions are currently under way regarding the refurbishment of the Star League-era naval facility at Quatre Belle.

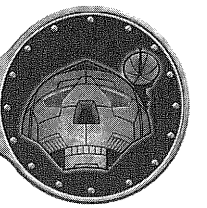
In stark contrast with the Alliance, I advise extreme caution in dealings with the Draconis Combine, whose soldiers demonstrated their barbarism and treachery in the Kanzaka incident.

SNOW RAVEN TOUMAN

Our ongoing conflict with the Steel Vipers has to some extent reshaped our touman, notably with the creation and deployment of Zeta Galaxy, but we are now ready to meet whatever threat may come our way.

Naval Assets

The Snow Raven fleet consists of the Fleet Command Star (*Nightlord*-class *Snow Raven*; the *Volga*-class *Scavenger*; *Potemkin*-class *Wild Swan*; *Aegis*-class *Blue Quest* and *Lord Death*), the Swift Wing Naval Assault Star (*McKenna*-class *James McKenna*; *Cameron*-class *Blizzard*; *Aegis*-class *White Terror*; and *Lola*-class *Spur*), Storm Crow Naval Pursuit Star (*Texas*-class *Mountbatton*; *Carrack*-class *Nestling*; *Sovetskii Soyuz*-class *Storm Crow*; *Cameron*-class *Kerensky's Hope* and *Conqueror*-class *Ark Royal*), the Brim Naval Assault Star (*Conqueror*-class *Conqueror*; *Whirlwind*-class *William Adams*; *Congress*-class *Magpie*; *Potemkin*-class *Snowflake*; and *Aegis*-class *Black Justice*), the Lum Garrison Fleet (*Sovetskii Soyuz*-class *Avalanche*; *Aegis*-class *Morning Violence* and *Scabbard*; *Lola III*-class *Bloody Talon*; *Potemkin*-class *Bonaventure* and



Eden Rose; *Essex*-class *Eternity*; *Vincent*-class *Huninn*; *York*-class *Corvidae*; and *Whirlwind*-class *Drake*),Snow Raven Assault Star (*Lola*-class *Cold Hunter*; *Cameron*-class *Ice Storm*, *Lola*-class *Vision of Terra*; *Carrack*-class *Venture Star*; and *Aegis*-class *Blue Lancer*), and Circe Battle Star (*Potemkin*-class *Rook* and *Treachery*; *Volga*-class *Tenacity*; and *Fredasa*-class *Black Beard*).

Corvus Keshik

The Corvus Keshik's fleet command Star found itself in the thick of the fighting for Lum during the Vipers' surprise assault in 3065. The Vipers feared the unit's strength and did not wish a protracted engagement, but instead drove through the cordon and assaulted the planet. SaKhan Cooper's efforts to block the Vipers' escape proved fruitless and led to his death, prompting the elevation of Broderick Sukhanov (formerly CO of the Brim Naval Assault Star) to the post of saKhan.

Alpha Galaxy (Swift Wing Galaxy)

The Swift Wing Galaxy quickly rebuilt after its clashes with the Steel Vipers and spearheaded the mission to secure Inner Sphere holdings. The white vessels of the Swift Wing Naval Assault Star encountered a number of Periphery wanderers, including some who seem very well organized and equipped, but have maintained radio silence and have sought to neutralize those who stray too close. The Galaxy's principal base is Farstar, with other detachments on Rezak's Hole.

Our clashes with the Combine at Kanzaka in early 3067 ended in the expected victory for our vessels. At first, the DCMS complied with the conditions of the battle, but as the *White Cloud* docked to received the isorla—a charge from the system's nadir recharge station—the perfidious Combine representatives detonated scuttling explosives on the station, also mortally wounding the *White Cloud*. That the winning vessel of the Martial Olympiad in 2736—which also survived the war against Amaris and the Pentagon Civil War—should fall to such treachery is intolerable.

Beta Galaxy (Storm Crow Galaxy)

The Storm Crow Galaxy has become our main frontline unit in the homeworlds. We have made good the Galaxy's grievous losses in the Harvest Trials, with the Beta Solahma Cluster joining the survivors and the 97th Battle Cluster transferred to the Storm Crows from Gamma Galaxy. The Storm Crows and Clan Hell's Horses continue to clash on Bearclaw but their encounters have become almost pro forma in nature. Unfortunately for former Galaxy Commander McCorkell, despite her successes in rebuilding the Storm Crows, a poor Trial of Position resulted in her testing down to command of Beta Solahma.

Gamma Garrison Galaxy (The Hawkshead Galaxy)

Despite the reassignment of the 97th Striker Cluster, the Khans have designated Gamma as a front-line Galaxy and bolstered its strength with the new Fifteenth Battle Cluster and by re-designating the First Raven Regulars as the 100th Battle Cluster. This return to the Galaxy's pre-3050 status has improved the unit's morale considerably—it had plummeted in the wake of the 97th's reassignment to Beta Galaxy. Galaxy Commander Crow has done his best to honor his unit's new status, though its newly promoted Clusters still have many rough edges.

Delta Garrison Galaxy

Together with the Fleet Command Star, Delta Galaxy bore the brunt of the Steel Viper assault on Lum and took almost a year to make good its losses. Galaxy Commander Sukhanov, "il Principe" to his troops, took the opportunity to shake up the Clusters under his command, and while many of the senior officers remain unchanged, most of the Clusters have been remodeled to improve their performance in ground combat.

Epsilon Garrison Galaxy

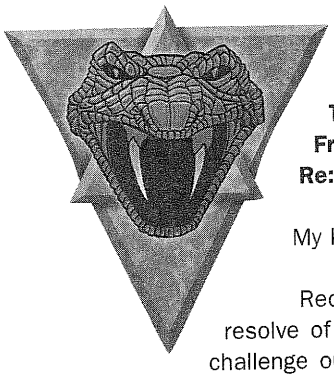
The assault on the Raven capital nearly caused a mutiny in Epsilon Galaxy—the unit was formerly the Second Lum Garrison Galaxy—but the stoic leadership of Nevris McKenna, who assumed command of the Galaxy a year earlier after Ramon McKenna was injured in a training accident, persuaded the troops to stand fast. Ramon McKenna has since returned to duty but his injuries have denied him a field posting. Instead, he serves as an adjutant to the Khan until he can undergo a new Trial of Position.

Kappa Garrison Galaxy

Kappa Galaxy's concentration on Circe has led them into repeated clashes with Clan Wolf since the withdrawal of Alpha Galaxy to its Periphery assignment. Though performing well, Kappa's Clusters have steadily lost ground to the Wolves. The territory in question was mainly gained by the Ravens after the fall of the Smoke Jaguars and the withdrawal of the Nova Cats. The return of Circe Battle Star to Kappa Galaxy after escorting the Nova Cats to their new home has bolstered Kappa's resolve, as have the tales the WarShip crews tell of the Inner Sphere.

Zeta Galaxy

Deployed in mid-3066 with the assistance of the Blood Spirits, Zeta Galaxy marks the first large-scale introduction of the ProtoMech into the Snow Raven Touman, including the *Cecerops* and *Chrysaor*, brand new designs developed in concert with Clan Blood Spirit. Our technicians have manufactured significant numbers of these ProtoMechs and several aerospace pilots who tested down or washed out have been reactivated to man the Clusters. At present, all four Clusters are under-strength and the Galaxy can boast only three Bloodnamed warriors. Forging the new Galaxy into a cohesive entity has proved difficult for Galaxy Commander McCorkell, particularly as his troops are scattered across Clan space.



CLAN STEEL VIPER

To: Khan Brett Andrews
From: Loremaster Arthur Stoklas
Re: Status Report

My Khan,

Recent events have tested the resolve of the Viper, as others sought to challenge our view of Kerensky's will. Your own predecessor sought to reshape the Clan after our encounters with the Jade Falcons, and while I admit his methods to reinvigorate our Clan proved effective, in many regards they undermined the will of The Founder. If freebirths were meant to serve in the touman, why did Nicholas Kerensky organize the Clans in the way he did? Nonetheless, we are stronger than ever, as this report demonstrates. None can challenge our strength, forged with the resources of the Inner Sphere and tempered by battle. With wise leadership, we have the potential to greatly expand our holdings and influence.

—Arthur Stoklas, Loremaster
17 August 3067

OVERVIEW

Though they started well, our efforts in the Inner Sphere after the Great Refusal fell afoul of the Jade Falcons' tenacity and guile. As we all know, winning a battle is one thing but the ultimate objective is to win the war. Khan Zalman's decision to accept hegira from the Inner Sphere is on one level our greatest defeat, but on others a great opportunity. Though we were forced from our holdings, we returned to the homeworlds with our units in good order, in many regards reflecting the aftermath of the Tukkayid campaign. Others thought we would fall before the resurgent Falcons, crushed in their talons, our carcass fit only for carrion. How wrong they were.

Rather than being broken, our resolve was hardened by the events of 3061 and we reveled in the opportunity to prove our strength and vitality. The Snow Ravens, as might be expected for a Clan named for carrion-eaters, were the first to assault our holdings—appropriately, off the back of the Jaguar's corpse—securing a foothold on Homer. However, their success soon became their folly as their commitment to this assault denuded troops from other operations. Our return from the Inner Sphere caught them unawares and we repulsed their incursion. Were it not for the tenets of zellbrigen, we could have annihilated the Raven force that dared to suborn our holdings. Instead, we set about probing their defenses, pushing just hard enough to make it an interesting fight and forcing them to demonstrate their prowess. Had we so desired, we could have staged Trial after Trial for their resources, forcing them into smaller and smaller holdings. Nipping at the extremities can be counterproductive, however; it forces the enemy to withdraw rather than expose their throat for the killer blow.

We struck just such a blow in 3065, using our knowledge of the Ravens' weaknesses gained in the previous years of tests and probes. We did not ask safcon of the Ravens—we knew they would not grant it and in any case it was irrelevant. Instead we used new vessels and techniques developed since our return to the homeworlds to punch through the Raven cordon and land troops on their industrial capital of Lum. The Trial for a landing zone we won easily, despite Raven attacks on our DropShips, and on Khan Zalman's orders we accelerated the timetable of the assault. Within a week, we had a sizeable and expanding landhold on the world, won in Trial after victorious Trial. Only an unlucky combination of circumstances made us retreat after a month of battles.

The accelerated tempo of our attacks strained our supplies, which slowed our assault more than any Snow Raven combat skill. Our on-world supply sources were insufficient to meet our demands and the reinforced Raven blockade prevented the arrival of fresh supplies. That alone could not force us to withdraw, of course. What did was the threat issued by Galaxy Commander Misha Helmer of the Jade Falcons that his Clan would commence Trials of Possession for our newfound holdings. Khan Zalman had no desire to strengthen the Falcon at our expense—if they wished to take Raven resources, they could harm the Ravens in the process—and thus began a voluntary contraction of our territory that coincided with the arrival of Raven reinforcements. The carrion-eaters undoubtedly thought they had us cowed. How little they understand war. On October 12, a month after the landings, our first vessels began to withdraw from Lum. Here, we did not have the element of surprise and with no hegira to protect our vessels, we sustained severe damage from the Raven ships. The losses would have been much worse were it not for our own WarShips' efforts to secure exit corridors, which they did at the cost of the *Fredasa*-class *Pit Viper* and severe damage to the *Pride of New Kent* and *Sanra Mercer*. Unfortunately for the Clan, Perigard Zalman was one of those killed by the Ravens when the WarShip *Avalanche* annihilated his DropShip.

Though we gained no territory for the operation and lost significant quantities of war materiel that we are only now replenishing, the attack forced the Ravens on the defensive and greatly denuded their stockpiles of raw materials. The Ravens have since abandoned any effort to expand their holdings and instead seem content to lick their wounds. Clearly our efforts forced them to dig in on the five worlds where they have a presence. They will remain in their cage for the foreseeable future, cowed by the might of the Steel Viper.

STEEL VIPER TOUMAN

Returning to the Clan worlds after a decade in the Inner Sphere, our touman is strong and battle-hardened, ready for

anything the weaklings we left behind have to offer. With many qualified troops and greatly reduced resources, Perigard Zalman's plans to bolster the numbers of freebirths in our touman have been abandoned, though those who prove themselves worthy are still allowed to serve the Viper. However, the defeat by the Falcons remains foremost in the minds of our troops, who seek every chance to demonstrate their strength against outsiders and against their comrades.

Command and Naval Assets

The Triasch Keshik led the assault on Lum and was the last to depart the embattled world, the Khan insisting he would not abandon the planet while his troops remained there. Consequently, the Keshik took significant casualties, most notably when the Khan's DropShip was destroyed. The unit has only just returned to its full strength of five Trinaries, a year of Trials having determined who was worthy to join the most prestigious Steel Viper unit.

Viper vessels are *Carrack*-class *Pride of New Kent*; *Vincent*-class *Coiled Serpent*; *Whirlwind*-class *Constrictor* and *Snake-in-the-Grass*; *Essex*-class *Martial Legacy*; *Lola III*-class *Snake Pit* and *Anaconda*; *Aegis*-class *Steel Python*; *Congress*-class *Snake Leader*; *Sovetskii Soyuz*-class *Sanra Mercer*; *Cameron*-class *Zalman's Endeaver*; *Potemkin*-class *Ophidian* and *Serpentes*; and *Nightlord*-class *Dark Asp*.

Alpha Galaxy (Steel Viper Galaxy)

The Steel Viper Galaxy suffered deep disgrace when it was ejected from the Inner Sphere, losing two whole Clusters while its remaining elements sustained significant damage. It thus became a matter of honor for Galaxy Commander Hoskins that her unit spearhead the assault on Lum. Alpha Galaxy acquitted itself well in that conflict, though the losses sustained there have yet to be fully replaced.

Beta Galaxy (Steel Fangs Galaxy)

The Steel Fangs survived the ejection from the Inner Sphere in reasonable order and served as the primary force that drove the Snow Ravens from Homer. Together with Delta, Beta Galaxy remains the touman's principal ready-response force, its integral JumpShip and WarShip assets allowing it to move quickly and efficiently. The WarShips of the Steel Fang Assault Star joined those of the naval reserve to screen Alpha Galaxy's withdrawal from Lum, at great cost to itself. The naval Star has not yet repaired its damaged vessels and Star Admiral Tamm has petitioned the release of the *Constrictor* from the naval reserve to make good his loss of the *Pit Viper*.

Gamma Galaxy (Striking Serpent Galaxy)

The Striking Serpents sustained grievous damage during the withdrawal from the Inner Sphere, sufficient to mandate the merging of the 51st and 94th Battle Clusters into a single entity under the command of Ivan Sinclair. Gamma Galaxy has rebuilt over the past half-decade but ongoing losses in raids against the other Clans have prevented Galaxy Commander Andrews from rebuilding the 51st.

Delta Galaxy (Fer-de-lance Galaxy)

For a decade, the Fer-de-Lance Galaxy was our only frontline fighting force in the homeworlds and as a result was almost constantly under pressure by the other Clans. The return of the touman to Clan Space has given Delta Galaxy a much-needed chance to rest and repair, and has drastically improved the Galaxy's supply situation. Nicole Hoskins continues to demonstrate her ristar status by becoming saKhan last year at the age of thirty-one. Her cold, calculating attitude is often at odds with that of Khan Andrews, who, though years her senior, lacks Hoskins' battle record and experience.

Nu Galaxy (Buto Galaxy)

Nu Galaxy bore the brunt of the Cloud Cobra and Snow Raven activities on Homer, and those of the Fire Mandrills and Goliath Scorpions on Marshall. Galaxy Commander Moffat's skilled leadership during those dark days was central to the Clan's survival; were it not for the accomplishments of Nicole Hoskins, Carron Moffat might have been the new saKhan. Nu Galaxy was recognized as a semi-frontline Galaxy with an official naming ceremony, but the Galaxy Commander has refused efforts to re-designate his unit as Epsilon Galaxy.

Zeta Galaxy

Zeta Galaxy was the focus of Khan Zalman's experiments with freeborn troops and is thus derided by other elements of the touman, including its fellow second-line Galaxies.

Rho Galaxy

Rho Galaxy's experience against Lyran Alliance forces as well as the Jade Falcon and Wolf Clans prompted several suggestions that the Galaxy be upgraded to frontline status as Epsilon Galaxy or at least be regarded as more than a second-line unit. However, its preponderance of test-down and aged warriors has so far blocked any such moves.

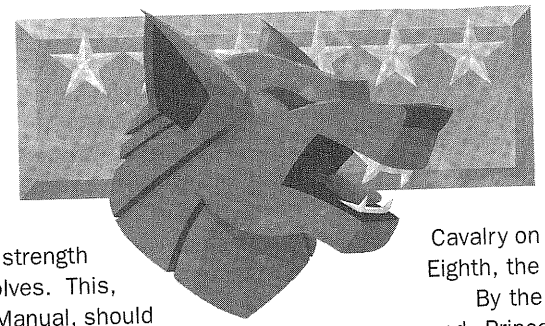
Chi Galaxy

Chi Galaxy suffered greatly in the last few years, though not at the hands of outsiders. Instead, the equipment-rich Chi has been scavenged for warriors and machines to make good the damage inflicted on frontline units. At present, the Galaxy fields only two Clusters of warriors, sixty percent of its paper strength.

Omega Galaxy

The loss of our Inner Sphere holding shattered Omega Galaxy's morale and the unit has since become the repository for our malcontents and dezgra. Galaxy Commander Cochrane has, miraculously, remained in control of the unit, though his sanity since the Hegira War is questionable.

CLAN WOLF (IN-EXILE)



Father,

The attached file, compiled by Loremaster Daphne Vickers, will give you an idea of the current strength and deployment of my Wolves. This, along with our original Field Manual, should be disseminated to the theater's senior military commanders (and a copy forwarded to Peter, of course). As you have pointed out, caution will eventually give way to trust, and trust breeds acceptance.

Following that line of thought, acceptance will give way to familiarity and familiarity breeds contempt. So eventually we can expect to come full circle, quiaff? If we are ever to have a permanent home, perhaps my Wolves should just take Terra away from Word of Blake and be done with it.

Clan humor. My apologies.

Phelan

SETTLING IN

When in that time, the Great Refusal lost,
The Crusader appetite diminished,
Armies returning to take up their plowshares,
And still we were without a home...
—The Remembrance, Book 2, Verse 251, lines 41-44

In the several years following the Great Refusal and enforced peace in the Inner Sphere, Clan Wolf (in-Exile) worked harder than ever to create a new home for itself in the Arc-Royal Defense Cordon. Always wary of the nearby Jade Falcons, and of Katherine Steiner-Davion poised at their backs, the Warden Wolves surrendered much to a siege mentality. Fortifications were strengthened on Arc-Royal, and wherever the touman went, it remained ever vigilant against treachery.

Such an outlook certainly limited the effectiveness of joint operations conducted between 3060 and 3063. Coupled with the Wolves' Clan-bred feelings of superiority, it made any hope of fitting in a slim possibility at best. Tempers shortened, and the endurance of many Clan warriors to persevere with the task laid on us by Ulric Kerensky—to safeguard the Inner Sphere—began to weaken.

By early 3064, only the possibility of getting involved in the escalating FedCom Civil War kept the exiled Wolves focused. It looked as if it would take such an event—fighting alongside Lyran units against a domestic enemy—to help batter down the last walls of separatism. In the end, though, it was a foreign enemy who fell under our jaws.

In May of 3064, the Jade Falcons attacked.

THE JADE FALCON INCURSION

Clan Wolf-in-Exile entered the fray first on Dustball, where the Fourth Wolf Guards fought alongside ComStar's 388th Division in July of that year. As that battle was wrapped up, the First Wolf Legion went to the aid of the Eighth Deneb Light Cavalry on Blue Hole. Too late to prevent the destruction of the Eighth, the Legion did manage to drive off the Falcon invaders.

By the latter half of the year, Lyran General Adam Steiner and Prince Victor's handpicked man for the job, Archer Christifori, were throwing themselves into the thick of things. Khan Phelan ordered more of his Wolves forward, participating in victories on Black Earth, the eventual liberation of Melissa and the final grand battle on Blair Atholl, where the Jade Falcons eventually agreed to a renewed cease-fire. This occurred in February 3065. Time enough for the Warden Wolves to withdraw, regroup on Arc-Royal and learn from Morgan Kell, Grand Duke of the Lyran Alliance, that they were finally being called into the FedCom Civil War—under the flag of Peter Steiner-Davion, for the taking of Tharkad.

THARKAD

The Fourth Wolf Guards, led by Khan Phelan and escorted by three Wolf-in-Exile WarShips, burned into the Tharkad system on 24 August 3066. The fleet operation was brief but bloody as the Lyran ship *Yggdrasil* defended Tharkad with a *Fox* escort and an umbrella of DropShips and aerospace fighters. The loyalist defenders severely damaged the mercenary vessel *Kerensky's Blues* before succumbing to the massed firepower of the Warden Wolves.

Ground fighting was no less severe as the First and Second Royal Guards, supported by several line regiments, made Peter Steiner-Davion pay for every meter of his advance on Tharkad City. Taking the Nagelring gave the allies some tactical and long-term strategic support, but it still came down to a no-quarter battle on 23 March 3067, where the Wolves played a pivotal role in opening the way to the capital and then in the final pacification of Tharkad City.

In the end, the Warden Wolves stood to see Peter Steiner-Davion installed on the Lyran throne. The world of Arc-Royal was named capital of the new Arc-Royal Military Theater, and Morgan Kell renewed his allegiance as Grand Duke. For their part in pushing back the Jade Falcons and in pacifying Tharkad, the Warden Wolves were immediately recognized as a sovereign entity and most-favored ally. Khan Phelan Kell then bent one knee to the new Archon and publicly renewed Ulric's pledge that his Wolves would always stand for the Inner Sphere's defense and, with mutual consideration, the Alliance's needs.

The Wolves finally had a home.

SOLITUDE

In the wilds of the Grungurtel Jungle on Arc-Royal, the Warden Wolves created the fortress of Solitude to be the final prison of Katherine Steiner-Davion. With a small garrison complement and a full touman ready to defend it, this palatial jail would hold the exiled tyrant for the remainder of her natural life.

Such was not to be, however, as Khan Vlad Ward of the Crusader Wolves challenged for Katherine's life and took her as isorla from Victor Steiner-Davion. In this matter, Khan Phelan Kell deferred to Victor's judgment. Solitude currently remains as a scientific research station.

CLAN COMMAND

With official recognition from the Archon, the Lyran Alliance assigned an ambassador to Clan Wolf-in-Exile. Functioning more as a military liaison than a true ambassador, Lord-Colonel Brendon Sinclair now resides on Arc-Royal and joins Clan Wolf training exercises at every invitation. Invited to place a Wolf-in-Exile officer in Archon Peter's court, the better to facilitate continuing good relations, Khan Kell promoted Star Colonel Darryl Radick to the new position.

Alpha Galaxy (The Dire Wolves)

The Golden Keshik remains as ever at the forefront of the Wolf-in-Exile military line. Often joined to the Fourth Wolf Guards, this combined unit saw the most action in the Jade Falcon incursion and the Civil War battle for Tharkad. In the grand battle of North Ten Wash, the Wolves were called on to hold the center of Peter Steiner-Davion's ambitious assault. Matched against the First Royal Guards, the Wolves hammered back as good as they got and eventually formed the anvil against which Archon Peter smashed that regiment.

The First Wolf Legion and Wolf Strike Grenadiers both saw hard fighting in the Jade Falcon incursion. Both were present on Melissa, helping to throw back the Jade Falcons from the Melissa Theater capital, and then moved on to the final battle on Blair Atholl. The Wolf Legion took heavy casualties during the incursion, but held their material losses to less than ten percent by ransoming Falcon bondsmen back to Khan Marthe Pryde.

Beta Galaxy (The Wolf Marauders)

SaKhan Marco Hall recently accepted a shift toward proper Clan doctrine by removing himself from the Thirteenth Wolf Guards Cluster and forming an elite Keshik known as the Wolf Spider Keshik. Every member is an older warrior who once fought alongside the Black Widow, Natasha Kerensky. More than one accepted a voluntary demotion in rank to remain together as a unit.

The Thirteenth Wolf Guards, despite some personnel losses to the Wolf Spider Keshik, remains an elite fighting force of four Trinaries. Star Colonel Darryl Kerensky is also an old comrade of the Black Widow, but chose to remain with the Thirteenth as his own way to honor her memory. Their new unit designation is "The Black Guards."

The Second Wolf Legion recently began training harder in fast-response defensive scenarios. While part of this stems from seeing how much damage the Jade Falcons inflicted before being thrown back, Star Colonel Alexia Fetladral admits she is also concerned about rumors that the Free Rasalhague Republic is staging raids into the Clan Wolf occupation zone in search of her old commander, Marcos Radick, and any warriors of the 37th Striker, her old unit. Her request to take a single Binary of troops to Tukkayid, in an effort to assuage the lingering FRR anger is under consideration by saKhan Hall.

Omega Galaxy (Guardians of the Lair)

Omega Galaxy remains the Warden Wolves' only garrison Galaxy, though the unit is up to four full Clusters in addition to the Bronze Keshik. The Fourth Wolf Guardians is four Trinaries strong and is largely considered a support Cluster, as it consists mostly of aerospace fighters and Elementals. Two Omega Clusters are always on Arc-Royal, while two others tour worlds in the Arc-Royal Theater.

Admiralty (Star Wolves)

The Wolf fleet consists of the Star Wolves Naval Star (*McKenna*-class *Werewolf*; *Black Lion*-class *Implacable*; *Cameron*-class *Ulric Kerensky*; *Aegis*-class *Black Paw* (formerly the Jade Falcon's *Black Talon*) and the Wolf Pack Reserve Naval Star (*Potemkin*-class *Full Moon*; *Vincent Mk 42*-class *Valiant* and *Killing Blow*; *Aegis*-class *Jade Wolf* (formerly the Jade Falcon's *White Talon*).

The *McKenna*-class *Werewolf*, the *Black Lion*-class *Implacable* and the *Cameron*-class *Ulric Kerensky* fought in the battle over Tharkad and claimed the *Mjolnir*-class *Yggdrasil*, as well as the *Fox*-class *Robert Kelswa*, as isorla, though Khan Kell later gifted both back to the Archon rather than waste so much of his own resources in overhauling the crippled battleship.

The *Yggdrasil* was to be delivered to Alarion by September of 3067. Alliance crew and Wolf (in-Exile) consultants planned a short jump route through Duran and then straight on to Alarion, but the vessel never arrived. Resulting searches of the three uncharted systems that might have been used as a recharge point or a stopover for a failed drive have as yet turned up no traces of ship or crew.

CRUSADER CLANS TO&E

(Deployment as of 1 July 3067)

CLAN BLOOD SPIRIT

Commander: Khan Karianna Schmitt
Aide: saKhan Troy Boques
Strength: Approximately 7 Galaxies (21 Clusters)

Clan Blood Spirit Command
Commander: Khan Karianna Schmitt
Aide: Loremaster Gayle Campbell

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Blood Guard Keshik (CO: Khan Karianna Schmitt)	E/F	Strana Mechty	100%	100/0/60(1)
Naval Reserve (CO: Star Admiral Brean McFadden)	E/F	York	—	—

Alpha Galaxy (The Blooding)
Commander: Galaxy Commander Jon Church
Aide: Star Captain Keif Blood Spirit

Red Guards (CO: Star Colonel Jessie Keller)	E/F	York	100%	100/0/50(1)
7th Blood Drinkers Cluster (CO: Star Colonel Colin Lewis)	E/F	York	100%	90/10/40(1)
55th Red Vanguard Cluster (CO: Star Colonel Seff Johns)	E/F	York	100%	85/15/45(1)
72nd Crimson Cuirassiers Cluster (CO: Star Colonel Carmen DeLuca)	E/F	York	100%	82/18/30(1)

Omega Galaxy (The Sanguine Reavers)
Commander: Galaxy Commander Megghan Boques
Aide: Star Captain Sill Chu

Scarlet Guards (CO: Star Colonel Stok Campbell)	E/F	York	100%	95/5/48(1)
79th Blood Hussars (CO: Star Colonel Aman Carmichael)	E/F	York	100%	90/10/30(1)
91st Crimson Vanguard Cluster (CO: Star Colonel Jol Cluff)	E/F	Dagda	100%	85/15/30(1)

Iota Galaxy (Retribution)
Commander: Galaxy Commander Jeremy Schmitt
Aide: Star Captain Fall Winson

Crimson Guards (CO: Star Colonel Zoe Church)	E/F	York	100%	100/0/60(1)
42nd Crimson Vanguard Cluster (CO: Star Colonel Jasson Keller)	E/F	York	100%	100/0/50(1)
66th Blood Hussars (CO: Star Colonel Suzanne Church)	E/F	York	100%	100/0/45(1)

Omicron Provisional Galaxy
Commander: Galaxy Commander Josh Kemp
Aide: Star Captain Zeb Blood Spirit

21st Crimson Guards (CO: Star Colonel Darrin Keller)	V/F	Arcadia	100%	80/20/20(2)
98th Crimson Guards (CO: Star Colonel Nad Johns)	V/R	Arcadia	100%	85/15/10(2)
171st Crimson Guards (CO: Star Colonel Andre Blood Spirit)	V/F	Arcadia	100%	70/30/10(2)

Sigma Provisional Galaxy
Commander: Galaxy Commander Virgil Keller
Aide: Star Captain Onil Blood Spirit

88th Crimson Guards (CO: Star Colonel Martoc Keller)	V/R	York	100%	80/20/15(2)
158th Crimson Guards (CO: Star Colonel Fin Osborne)	V/F	York	100%	85/15/12(2)
258th Crimson Guards (CO: Star Colonel Vik Yanez)	E/R	York	100%	85/15/10(2)

Tau Provisional Galaxy
Commander: Galaxy Commander Mort Cluff
Aide: Star Captain Bull Blood Spirit

17th Crimson Guards (CO: Werner Lewis)	V/F	York	100%	70/30/10(2)
79th Crimson Guards (CO: Forrest Campbell)	E/R	York	100%	75/25/5(2)

Upsilon Provisional Galaxy
Commander: Galaxy Commander Virgil Keller
Aide: Star Captain Onil Blood Spirit

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
88th Crimson Guards (CO: Jolie Boques)	V/F	York	100%	70/30/5(2)
181st Crimson Guards (CO: Star Colonel Beverly Dumont)	V/F	York	100%	60/40/0(2)

CLAN FIRE MANDRILL

Commander: Khan Garret Sainze
Aide: saKhan Samantha Kline
Strength: Approximately 5 Galaxies (25 Clusters)

Kindraa Sainze
Commander: Khan Garret Sainze
Aide: Star Colonel Lauren

Kindraa Command Trinary (CO: Khan Garret Sainze)	E/F	Strana Mechty	100%	100/0/100(1)
3rd Sainze Honor Guard Battle Cluster (CO: Star Colonel Ellissa Sainze)	E/F	Shadow	100%	100/0/100(1)
53rd Assault Cluster (CO: Star Colonel Taki Sainze)	V/F	Shadow	60%	100/0/100(1)
7th Sainze Honor Guard Striker Cluster (CO: Star Colonel Hampton Schroeder)	V/F	Dagda	96%	100/0/65(1)
14th Sainze Rear Guard Battle Cluster (CO: Star Colonel Collin)	V/F	Shadow	120%	65/35/15(2)
19th Sainze Rear Guard Striker Cluster (CO: Star Colonel Jek Sainze)	R/F	Dagda	88%	45/55/0(2)

Kindraa Payne-Beyl-Grant
Commander: Kindraa Leader Bodee Beyl
Aide: Star Colonel Kreilick Payne

Kindraa Command Supernova Trinary (CO: Kindraa Leader Bodee Beyl)	E/F	Dagda	100%	100/0/100(1)
87th Mandrill Airborne Cluster (CO: Star Colonel Dora Beyl)	V/Q	Dagda	85%	100/0/95(1)
1st Striker Payne Cluster (CO: Star Colonel Kreilick Payne)	E/R	Foster	80%	100/0/85(1)
17th Auxiliary Cluster (CO: Star Colonel Mason Angharobis)	R/Q	Shadow	82%	60/40/0(2)
31st Auxiliary Cluster (CO: Star Colonel Esther Lynn)	R/R	Foster	88%	80/20/0(2)

Kindraa Faraday-Tanaga
Commander: Kindraa Leader Marc Faraday
Aide: Star Colonel Jonas Tanaga

Kindraa Command Trinary (CO: Kindraa Leader Marc Faraday)	E/R	Shadow	100%	100/0/100(1)
1st Battle Cluster (CO: Star Colonel Zachary Bush)	E/R	Atreus	100%	100/0/90(1)
3rd Battle Cluster (CO: Star Colonel Jerald Danforth)	V/R	Dagda	100%	100/0/85(1)
16th Assault Cluster (CO: Star Colonel Heather Tanaga)	V/R	Atreus	100%	72/28/0(2)
12th Support Cluster (CO: Star Colonel Simone Angharobis)	R/R	Shadow	120%	75/25/0(2)

Kindraa Mick-Kreese-Kline
Commander: Kindraa Leader Andrew Kreese
Aide: Star Colonel Dakar Mick

Kindraa Command Trinary (CO: Kindraa Leader Andrew Kreese)	E/F	Atreus	100%	100/0/100(1)
4th Elemental Assault Force Cluster (CO: Star Colonel Abraxas)	E/F	WarShip - *Jungle Heat*	100%	100/0/25(1)
11th Battle Force Cluster (CO: Star Colonel Rahb Xing)	R/F	Shadow	80%	100/0/25(1)
23rd Air Assault Force Cluster (CO: Star Colonel Richard Kreese)	V/R	Atreus	80%	100/0/0(1)
32nd Vanguard Battle Cluster (CO: Star Colonel Bethany Komolosi)	E/R	Foster	88%	100/0/0(1)
27th Vanguard Assault Cluster (CO: Star Colonel Tamarin Smythe)	V/F	York	85%	80/20/0(2)
42nd Vanguard Battle Cluster (CO: Star Colonel Kammie Kline)	V/R	Dagda	100%	65/35/0(2)

Kindraa Mattila-Carrol
Commander: Kindraa Leader Amanda Carrol
Aide: Star Colonel Sheila Mattila

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Kindraa Command Trinary	E/F	Marshal	100%	100/0/100(1)
(CO: Kindraa Leader Amanda Carrol)				
61st Firestorm Cluster	E/F	Marshal	100%	100/0/90(1)
(CO: Star Colonel Drax Mattila)				
71st Firestorm Cluster	V/R	Shadow	100%	100/0/85(1)
(CO: Star Colonel Emanual Lopez)				
1st Fire Assault Cluster	R/F	Marshal	40%	100/0/50(1)
(CO: Star Colonel Shea Carrol)				
202nd Firebrand Cluster	R/R	Shadow	88%	68/32/0(2)
(CO: Star Colonel Evan Kreese)				
301st Firebrand Cluster	R/F	Marshal	85%	62/38/0(2)
(CO: Star Colonel Angela Mattila)				

CLAN HELL'S HORSES

Commander: Khan James Cobb
Aide: saKhan Tanya DeLaurel
Strength: Approximately 9 Galaxies (38 Clusters)

Clan Hell's Horses Command
Commander: Khan James Cobb
Aide: saKhan Tanya DeLaurel

Alpha Keshik	E/F	Niles	55%	90/10/70(1)
(CO: Khan James Cobb)				
Omega Keshik	E/R	Strana Mechty	100%	90/10/80(1)
(CO: saKhan Tanya DeLaurel)				

Alpha Galaxy (Stampede of Steel)
Commander: Galaxy Commander Sasha Mitchel

Alpha Galaxy Command	E/F	Niles	60%	80/20/60(1)
(CO: Galaxy Commander Sasha Mitchel)				
11th Mechanized Cavalry	E/R	Niles	80%	85/15/70(1)
(CO: Star Colonel John Lassenerra)				
12th Mechanized Cavalry	E/R	Hoard	60%	80/20/50(1)
(CO: Star Colonel Douglas Mitchell)				
21st Mechanized Assault	E/R	Hoard	55%	60/30/50(1)
(CO: Star Colonel Andrew Amirault)				
22nd Mechanized Assault	V/F	Niles	45%	70/10/45(1)
(CO: Star Colonel Drew Cooper)				
30th Mechanized Strike	E/R	Bearclaw	85%	75/20/60(1)
(CO: Star Colonel Siobahn Cooper)				

Beta Galaxy (The Apocalypse)
Commander: Galaxy Commander Xandria Mitchell

Beta Galaxy Command	E/Q	Eden	80%	90/10/70(1)
(CO: Galaxy Commander Xandria Mitchell)				
666th Mechanized Assault	V/R	Tokasha	65%	80/15/60(1)
(CO: Star Colonel Icobod Dwelley)				
77th Mechanized Cavalry	V/R	Tokasha	70%	85/15/70(1)
(CO: Star Colonel Lee Seidman)				
333rd Mechanized Strike	E/F	Eden	100%	80/10/65(1)
(CO: Star Colonel Karol Ravenwater)				
888th Mechanized Assault	R/R	Tokasha	60%	90/5/75(1)
(CO: Star Colonel Rupert Holmes)				
99th Mechanized Cavalry	E/F	Bearclaw	70%	70/25/70(1)
(CO: Star Colonel Eric Bekker)				

Delta Galaxy (The Lightning Riders)
Commander: Galaxy Commander Danielle Amirault

71st Mechanized Cavalry	E/F	Kirin	90%	70/30/40(2)
(CO: Galaxy Commander Danielle Amirault)				
82nd Mechanized Cavalry	V/F	Tiber	100%	80/20/60(1)
(CO: Star Colonel Laura Amirault)				
44th Mechanized Assault	V/R	Kirin	100%	80/20/60(1)
(CO: Star Colonel Ingrid Dwelley)				
65th Mechanized Strike	E/F	Tiber	95%	75/25/55(2)
(CO: Star Colonel Wendolyn Ravenwater)				

Epsilon Galaxy (The Stonewall Brigade)
Commander: Galaxy Commander Everett Amirault

Epsilon Galaxy Command	E/F	Tokasha	85%	85/15/20(2)
(CO: Galaxy Commander Everett Amirault)				
108th Mechanized Cavalry	E/F	Tokasha	75%	70/25/25(2)
(CO: Star Colonel Charles Dwelley)				
62nd Mechanized Assault	V/R	Strato Domingo	90%	75/20/20(2)
(CO: Star Colonel Nathan DeLaurel)				
91st Mechanized Assault	V/F	Kirin	95%	75/25/30(2)
(CO: Star Colonel Thaddius Cobb)				

Zeta Galaxy (Heaven's Wrath)
Commander: Galaxy Commander Zigfried Ravenwater

40th Mechanized Cavalry	E/R	Eden	85%	80/15/30(2)
(CO: Galaxy Cmdr Zigfried Ravenwater)				
229th Mechanized Strike	V/R	Tiber	80%	85/5/25(2)
(CO: Star Colonel Trent Dudzinsky)				
27th BattleMech Cluster	V/F	Strato Domingo	85%	95/5/25(2)
(CO: Star Colonel Lucias Mendoza)				
31st BattleMech Cluster	V/R	Strato Domingo	95%	90/10/20(2)
(CO: Star Colonel Emilio Houan)				

Eta Galaxy (The Shadow Riders)
Commander: Galaxy Commander Unther Cooper

51st Mechanized Cavalry	E/R	Niles	70%	65/25/15(2)
(CO: Galaxy Commander Unther Cooper)				
35th BattleMech Cluster	V/R	Bearclaw	75%	60/30/20(2)
(CO: Star Colonel Kymma DeLaurel)				
39th BattleMech Cluster	R/R	Kirin	80%	65/35/25(2)
(CO: Star Colonel Camille)				

Theta Galaxy (Hell's Stormtroopers)
Commander: Galaxy Commander Tammy DelVillar

42nd BattleMech Cluster	V/R	Kirin	95%	80/15/25(2)
(CO: Galaxy Commander Tammy DelVillar)				
49th BattleMech Cluster	R/R	Tokasha	90%	75/15/20(2)
(CO: Star Colonel Kris)				
53rd BattleMech Cluster	R/R	Tiber	100%	70/20/20(2)
(CO: Star Colonel Rosella Brown)				
57th BattleMech Cluster	G/R	Niles	60%	60/25/15(2)
(CO: Star Colonel Porthos Houan)				

Iota Galaxy (The Ninth Ring of Hell)
Commander: Galaxy Commander Zelda Lassenerra

61st BattleMech Cluster	V/R	Strato Domingo	65%	40/40/10(2)
(CO: Galaxy Commander Zelda Lassenerra)				
67th BattleMech Cluster	R/Q	Niles	70%	35/45/5(2)
(CO: Star Colonel Harold)				
69th BattleMech Cluster	R/Q	Bearclaw	60%	30/40/5(2)
(CO: Star Colonel Garrett)				
74th BattleMech Cluster	G/Q	Hoard	55%	20/50/0(2)
(CO: Star Colonel Lauren)				

Kappa Galaxy (The Scarlet Mustangs)
Commander: Galaxy Commander Rebecca Lassenerra

307th Mechanized Cavalry	R/F	Kirin	65%	70/15/50(1)
(CO: Galaxy Commander Rebecca Lassenerra)				
412th Mechanized Strike	G/R	Eden	60%	75/20/50(1)
(CO: Star Colonel Meagan Johnston)				
85th BattleMech Cluster	R/R	Tiber	65%	75/10/55(1)
(CO: Star Colonel Rikki)				

CLAN ICE HELLION

Commander: Khan Raina Montose
Aide: saKhan Connor Rood
Strength: Approximately 6 Galaxies (21 Clusters)

Alpha Galaxy
Commander: Khan Raina Montose
Aide: Star Colonel Andrew Taney

7th Attack Cluster	E/F	Strana Mechty	100%	100/0/100(1)
(CO: Khan Raina Montose)				
40th Hellion Lancers	E/R	Hector	80%	100/0/90(1)
(CO: Star Colonel Olsen Acton)				
77th Hellion Lancers	V/F	Hector	80%	100/0/90(1)
(CO: Star Colonel Freed Hasbrin)				
78th Hellion Lancers	V/F	Hector	65%	100/0/85(1)
(CO: Star Colonel Patricia Rood)				
150th Hellion Lancers	E/F	Babylon	95%	100/0/95(1)
(CO: Star Colonel Andy Hordwon)				

Beta Galaxy
Commander: saKhan Connor Rood
Aide: Star Colonel Brendon Wick

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
90th Striker Irregulars	V/R	Hoard	70%	100/0/90(1)
(CO: Star Colonel Tracy Rood)				
121st Hellion Lancers	V/R	Tathis	100%	100/0/90(1)
(CO: Star Colonel Irt Bragg)				
200th Attack Cluster	E/R	Hoard	100%	100/0/100(1)
(CO: saKhan Connor Rood)				

Delta Galaxy
Commander: Galaxy Commander Damon Hawkins
Aide: Star Colonel Jude Hildenrath

2nd Assault Cavaliers	V/R	Londerholm	100%	100/0/90(1)
(CO: Galaxy Commander Damon Hawkins)				
33rd Striker Irregulars	R/F	Londeholm	60%	100/0/85(1)
(CO: Star Colonel Hiru)				
45th Striker Irregulars	R/Q	Barcella	65%	100/0/90(1)
(CO: Star Colonel Scott Moore)				
53rd Striker Irregulars	R/R	Barcella	95%	100/0/95(1)
(CO: Star Colonel Ward Tyler)				

Zeta Galaxy
Commander: Galaxy Commander Philippe Lienet
Aide: Star Colonel Gerd Klien

3rd Hector Cavaliers	R/F	Atreus	85%	85/15/15(2)
(CO: Galaxy Commander Philippe Lienet)				
7th Hector Cavaliers	R/Q	Foster	60%	80/20/5(2)
(CO: Star Colonel Shira Klien)				
45th Hector Cavaliers	G/Q	Tathis	70%	75/25/5(2)
(CO: Star Colonel Brad Taney)				
150th Attack Cluster	G/R	Huntress	80%	75/25/10(2)
(CO: Star Colonel Tripp Kyle)				

Zeta Prime Galaxy
Commander: Galaxy Commander Eld Coddington
Aide: Star Colonel Orson

52nd Hector Cavaliers	R/F	Marshall	65%	70/30/5(2)
(CO: Star Colonel Olivia)				
175th Attack Cluster	R/F	New Kent	80%	85/15/10(2)
(CO: Galaxy Commander Eld Coddington)				
176th Attack Cluster	R/R	Hector	60%	65/35/0/2
(CO: Star Colonel Ramon)				

Theta Galaxy
Commander: Galaxy Commander Marcus Wick)
Aide: Star Colonel Trina

43rd Hector Cavaliers	G/Q	Barcella	60%	75/25/0(2)
(CO: Star Colonel Nolan)				
44th Hector Cavaliers	G/R	Babylon	60%	65/35/0(2)
(CO: Star Colonel Tabitha)				
180th Attack Cluster	R/R	Hector	80%	85/15/10(2)
(CO: Galaxy Commander Marcus Wick)				

CLAN JADE FALCON

Commander: Khan Marthe Pryde
Strength: Approximately 11 Galaxies (57 Clusters)

Command Assets
Commander: Khan Marthe Pryde

Turkina Keshik	E/F	Sudeten	95%	100/0/100(1)
(CO: Khan Marthe Pryde)				
Naval Reserve	E/F	Wotan	100%	—
(CO: Star Admiral Vishnu Folkner)				

Gamma Galaxy (Jade Falcon Galaxy)
Galaxy Commander: Amelia Icaza

Jade Falcon Guards	V/F	Sudeten	45%	100/0/100(1)
(CO: Star Colonel Diana Pryde)				
1st Falcon Hussars	E/F	Romulus	90%	100/0/100(1)
(CO: Star Colonel Paulo Malthus)				
3rd Falcon Talon Cluster	V/F	Golandrinas	95%	100/0/100(1)
(CO: Star Colonel Ceren Newclay)				
9th Talon Cluster	V/F	Butler	80%	100/0/100(1)
(CO: Star Colonel Dev Iler)				
1st Falcon Swoop Cluster	G/R	Wotan	85%	75/25/50(2)
(CO: Star Colonel David)				
3rd Falcon Swoop Cluster	R/R	Kikuyu	100%	80/20/75(2)
(CO: Star Colonel Hina)				
Jade Solahma Cluster	V/F	Beta VII	75%	25/75/20(2)
(CO: Star Colonel Nellis)				

Delta Galaxy (Gyrfalcon Galaxy)
Galaxy Commander: saKhan Samantha Clees

1st Falcon Striker Cluster	V/F	Colmar	90%	100/0/100(1)
(CO: Star Colonel Uvin Buhallin)				
7th Talon Cluster	V/R	Kikuyu	85%	100/0/95(1)
(CO: Star Colonel Daniel Kyle)				
8th Talon Cluster	E/R	Colmar	95%	100/0/100(1)
(CO: Star Colonel Allison Sonoma)				
4th Falcon Dragoons Cluster	R/R	Kikuyu	75%	100/0/80(1)
(CO: Star Colonel Lee Newclay)				
Gyrfalcon Solahma Cluster	R/R	Chahar	70%	75/25/25(1)
(CO: Star Colonel Regina)				

Kappa Galaxy (Second Line)
Galaxy Commander: Serendine Prentice

4th Falcon Striker Cluster	V/R	Waldorff/Alyina	95%	100/0/100(1)
(CO: Star Colonel Jagjit Buhalin)				
8th PGC	R/R	Goat path	85%	80/20/35(2)
(CO: Star Colonel Patrick)				
10th PGC	G/R	Baker 3	80%	95/5/45(2)
(CO: Star Colonel Gregor)				
75th Striker Cluster	R/R	Kooken's Pleasure Pit	95%	100/0/95(1)
(CO: Star Colonel Tak Newclay)				

Omega Galaxy (Second Line)
Galaxy Commander: Jared von Jankmon

7th PGC	V/R	Machida	95%	100/0/100(2)
(CO: Star Colonel Srac)				
11th PGC	R/R	Bone Norman	100%	75/20/25(2)
(CO: Star Colonel Kate)				
Omega Solahma Cluster	V/R	Newtown Square	95%	45/55/20(2)
(CO: Star Colonel Mahan)				
Turkina Eyrie Cluster	G/R	Chahar	100%	50/45/25(2)
(CO: Star Colonel Lou)				
Pryde Eyrie Cluster	G/R	Blair Atholl	95%	65/35/45(2)
(CO: Star Colonel Severine)				

Rho Galaxy (Second Line)
Galaxy Commander: Lizabet Danforth

124th Striker Cluster	E/R	Cusset	85%	100/0/85(1)
(CO: Star Colonel Fallon Hazen)				
7th Falcon Regulars	R/R	Rasalgethi	90%	80/20/65(2)
(CO: Star Colonel Colbert Icaza)				
12th Falcon Regulars	R/R	Biota/Bessarabia	100%	80/20/55(2)
(CO: Star Colonel Creed Mattlov)				
Jade Falcon Eyrie Cluster	G/F	Blair Atholl	75%	45/45/20(2)
(CO: Star Colonel Mikos Roshak)				

Iota Galaxy (Second Line)
Galaxy Commander: Gran Newclay

2nd Falcon Jaegers	R/F	Sudeten	75%	100/0/85(1)
(CO: Star Colonel Taman Malthus)				
5th Talon	R/R	Babaeski/Parakoila	90%	90/10/65(1)
(CO: Star Colonel Mar Helmer)				
305th Assault Cluster	R/R	Leskovik	95%	100/0/85(1)
(CO: Star Colonel Tara)				
51st Garrison Cluster	R/R	Blair Atholl	95%	100/0/55(2)
(CO: Star Colonel Marin)				
Gyrfalcon Eyrie Cluster	G/F	Blair Atholl	80%	90/10/50(2)
(CO: Star Colonel Jurgen Mattlov)				

Epsilon Galaxy (Second Line)
Galaxy Commander: Rard Hoyt

1st Falcon Jaegers	E/F	Toland	75%	100/0/80(1)
(CO: Star Colonel Bjarn Folkner)				
5th Battle Cluster	R/R	Butler	90%	100/0/100(1)
(CO: Star Colonel Diane Anu)				
18th Falcon Regulars	V/R	Camelot	85%	90/10/65(2)
(CO: Star Colonel Teague)				
10th Talon	R/Q	Command Toland/ Bensinger	70%	85/15/60(2)
(CO: Star Colonel Ellym)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
8th Falcon Regulars	R/R	Wotan	90%	90/10/60(2)
(CO: Star Colonel Terrence)				
6th PGC	G/R	Botany Bay	95%	95/5/35(2)
(CO: Star Colonel Joanne)				
Mu Galaxy (Second Line)				
Galaxy Commander: Wallace Shi-lu				
1st Falcon Velites	E/R	Domain	65%	100/0/85(1)
(CO: Star Colonel Lauchlan Buhalin)				
5th Falcon Regulars	V/R	La Grave	80%	90/10/75(2)
(CO: Star Colonel Per Mattlov)				
5th PGC	R/Q	Pandora	75%	85/15/45(2)
(CO: Star Colonel Aisling)				
9th PGC	R/R	Blair Atholl	85%	90/10/35(2)
(CO: Star Colonel Lin)				
lambda Galaxy (Second Line)				
Galaxy Commander: Joel Thastus				
Falcon Stoop Naval Attack Star	V/R	La Grave	100%	—
(CO: Star Commodore Mark Thastus)				
22nd PGC	G/R	La Grave	90%	90/10/50(2)
(CO: Star Colonel Misha Helmer)				
24th PGC	R/R	Koniz	95%	95/5/65(2)
(CO: Star Colonel Francis Helmer)				
2nd Falcon Swoop Cluster	R/R	Rasalgethi	100%	85/15/65(2)
(CO: Star Colonel Hina)				
Lambda Solahma	R/R	Ballynure	70%	45/40/20(2)
(CO: Mahon)				
Sigma Galaxy (Front-line—Clan Space)				
Galaxy Commander: Timur Malthus				
Emerald Talon Assault Star	E/F	Ironhold	100%	—
(CO: Star Admiral Adrian Malthus)				
12th Talon	V/F	Ironhold	95%	100/0/100(1)
(CO: Star Colonel Andrea Pershaw)				
3rd Battle Cluster	E/F	Strana Mechty	100%	100/0/95(1)
(CO: Star Colonel Sujatha Mattlov)				
2nd Falcon Velites	E/F	Marshall	90%	100/0/100(1)
(CO: Star Colonel Dien)				
1st Falcon Dragoons	V/R	Eden	100%	100/0/95(1)
(CO: Star Colonel Johannes Irons)				
3rd Falcon Dragoons	V/R	Huntress	100%	100/0/90(2)
(CO: Star Colonel Beatrice Pershaw)				
Sigma Solahma	R/R	Tokasha	85%	70/30/45(2)
(CO: Star Colonel Nicholai Icaza)				
Zeta Galaxy (Front-line—Clan Space)				
Galaxy Commander: Yesukai Shambag				
3rd Falcon Velites	V/R	Eden	100%	100/0/100(1)
(CO: Star Colonel Jaunie Zywot)				
53rd Battle Cluster	V/R	Gatekeeper	95%	100/0/100(1)
(CO: Star Colonel Jakob)				
109th Striker Cluster	V/R	Barcella	95%	100/0/90(1)
(CO: Star Colonel Fesic Irons)				
74th Battle Cluster	V/R	Lum	100%	100/0/75(1)
(CO: Star Colonel Matlan Bowes)				
2nd Falcon Dragoons	E/R	Glory	90%	100/0/85(2)
(CO: Star Colonel Emer)				
Zeta Solahma	V/R	Ironhold	95	85/15/40(2)
(CO: Star Colonel Brikai Buhallin)				

CLAN STAR ADDER

Commander: Khan Stanislov N'Buta
Aide: saKhan Dante Truscott
Strength: Approximately 13 Galaxies (61 Clusters)

Clan Star Adder Command
Commander: Khan Stanislov N'Buta
Aide: Adder Keeper Katriel

Adder Command Keshik	E/F	Sheridan	105%	100/0/100(1)
(CO: Khan Stanislov N'Buta)				
Adder Quasar Keshik	E/F	Sheridan	105%	100/0/100(1)
(CO: saKhan Dante Truscott)				
Alpha Naval Reserve Star	V/R	Albion	100%	—
(CO: Star Admiral Lilith Paik)				
Beta Naval Reserve Star	V/R	Sheridan	100%	—
(CO: Star Admiral Fortunato Gena)				
Gamma Naval Reserve Star	V/R	Homer	100%	—
(CO: Star Admiral Gavin Turgidson)				

Alpha Galaxy
Commander: Galaxy Commander Hannibal Banacek
Aide: Star Colonel Anwar

5th Assault Cluster	E/F	Homer	120%	100/0/100(1)
(CO: Star Colonel Chester Hansen)				
11th Armored Cavalry Squadron	E/R	Homer	105%	100/0/100(1)
(CO: Star Colonel Luc Truscott)				
85th Adder Cavaliers	V/F	Albion	100%	100/0/100(1)
(CO: Star Colonel George Banacek)				
87th Dragoon Cluster	R/R	Albion	100%	100/0/100(1)
(CO: Star Colonel Chas Codman)				
191st Adder Guards	V/F	Albion	100%	100/0/100(1)
(CO: Star Colonel Boyd Truscott)				

Beta Galaxy
Commander: Galaxy Commander MacLeod Connery
Aide: Star Colonel Noonan

4th Assault Cluster	V/F	York	55%	95/5/65(1)
(CO: Star Colonel Andrea Guidice)				
10th Armored Cavalry Squadron	E/F	York	70%	100/0/70(1)
(CO: Star Colonel Dabir Truscott)				
15th Armored Cavalry Squadron	V/F	York	45%	100/0/45(2)
(CO: Star Colonel Hep McMillan)				
73rd Adder Cavaliers	E/F	York	55%	100/0/50(2)
(CO: Star Colonel Frederik N'Buta)				
80th Adder Cavaliers	V/F	York	35%	85/15/25(2)
(CO: Star Colonel Rai Paik)				

Gamma Galaxy
Commander: Galaxy Commander Wyatt Talasko
Aide: Star Colonel Angela

3rd Assault Cluster	V/R	Marshall	100%	100/0/100(1)
(CO: Star Colonel Jiri Linn)				
9th Armored Cavalry Squadron	V/R	Marshall	100%	100/0/100(1)
(CO: Star Colonel Tao Shi-Lu)				
69th Dragoon Cluster	V/R	Marshall	100%	100/0/100(1)
(CO: Star Colonel Iniko Cannon)				
79th Dragoon Cluster	E/F	Tathis	100%	100/0/100(1)
(CO: Star Colonel Pollux)				
133rd Hussar Cluster	R/R	Tathis	100%	100/0/100(1)
(CO: Star Colonel Stone Moreau)				

Delta Galaxy
Commander: Galaxy Commander Fletcher Daniels
Aide: Star Colonel Warren

6th Adder Assault Cluster	E/F	Hoard	100%	100/0/100(1)
(CO: Star Colonel Osman Turgidson)				
17th Strike Cluster	R/F	Sheridan	95%	100/0/100(1)
(CO: Star Colonel Riva Holliday)				
18th Armored Cavalry Squadron	E/F	Hoard	100%	100/0/100(1)
(CO: Star Colonel Brody N'Buta)				
132nd Adder Guards	R/F	Sheridan	85%	100/0/95(1)
(CO: Star Colonel Guillaume Polczyk)				
206th Hussar Cluster	R/R	Hoard	70%	100/0/85(1)
(CO: Star Colonel Kiwa Connery)				

Epsilon Galaxy
Commander: Galaxy Commander Carlos Hutchinson
Aide: Star Colonel Kristoff

13th Adder Assault Cluster	V/R	Arcadia	75%	100/0/85(1)
(CO: Star Colonel Vaughn Turgidson)				
42nd Adder Cavaliers	E/F	Arcadia	80%	100/0/100(1)
(CO: Star Colonel Lencho Denforth)				
193rd Dragoon Cluster	V/F	Arcadia	65%	100/0/80(1)
(CO: Star Colonel Nicholas Hallik)				
212th Battle Cluster	V/R	Arcadia	50%	100/0/65(1)
(CO: Star Colonel Kira Lamongue)				
471st Adder Guards	V/R	Arcadia	60%	100/0/70(1)
(CO: Star Colonel Malachi Van Houten)				

Kappa Provisional Galaxy
Commander: Galaxy Commander Jenica Turgidson
Aide: Star Colonel Anders

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Star Sentinels	E/F	Sheridan	100%	100/0/45/2
(CO: Star Colonel Robin Andersen)				
300th Adder Sentinels	R/R	Hoard	100%	100/0/50(2)
(CO: Star Colonel Gretchen Talasko)				
417th Adder Sentinels	V/R	Homer	120%	100/0/25(2)
(CO: Star Colonel Kena Nga)				
421st Adder Sentinels	R/R	Arcadia	85%	95/5/15(2)
(CO: Star Colonel Balthasar)				
884th Gatekeeper Cluster	G/Q	Sheridan	85%	85/15/5(2)
(CO: Star Colonel Kishi McMillan)				

Mu Provisional Galaxy
Commander: Galaxy Commander Boyd Truscott
Aide: Star Colonel Pel

178th Adder Sentinels	R/R	Dagda	100%	90/10/10(2)
(CO: Star Colonel Erik Marghar)				
383rd Adder Sentinels	R/F	Arcadia	85%	90/10/5(2)
(CO: Star Colonel Meagan Schuetz)				
935th Gatekeeper Cluster	R/R	Dagda	100%	75/25/5(2)
(CO: Star Colonel Maia Linn)				
1001st Adder Sentinels	R/Q	Dagda	100%	80/20/10(2)
(CO: Star Colonel Victoria Lahiri)				

XI Provisional Galaxy
Commander: Galaxy Commander Zachariah Truscott
Aide: Star Colonel Kathleen

97th Adder Sentinels	V/R	Krakau (Paxon)	120%	100/0/20(2)
(CO: Star Colonel Isis Phoushath)				
235th Adder Sentinels	E/R	Krakau (Paxon)	100%	100/0/20(2)
(CO: Star Colonel Hutton Daniels)				
522nd Adder Sentinels	E/F	Krakau (Paxon)	100%	95/5/15(2)
(CO: Star Colonel Brexton Earle)				
1015th Adder Sentinels	V/F	Strana Mechty	100%	100/0/25(2)
(CO: Star Colonel Robyn Gaiba)				

Omicron Provisional Galaxy
Commander: Galaxy Commander Tor Cathis
Aide: Star Colonel Hammond

271st Adder Sentinels	V/F	Huntress	80%	85/15/5(2)
(CO: Star Colonel Elias Gena)				
312th Adder Sentinels	R/R	Huntress	95%	85/15/10(2)
(CO: Star Colonel Marshall)				
460th Adder Sentinels	R/R	Marshall	90%	80/20/5(2)
(CO: Star Colonel Lynden Nguyi)				
983rd Adder Sentinels	G/Q	Huntress	70%	75/25/5(2)
(CO: Star Colonel Onkar Polczyk)				
1008th Adder Sentinels	R/R	Marshall	75%	65/35/0(2)
(CO: Star Colonel Kentrell Podell)				

Rho Provisional Galaxy
Commander: Galaxy Commander Kenneth Hutchinson
Aide: Star Colonel James

152nd Adder Sentinels	G/R	Tanis System	80%	80/20/5(2)
(CO: Star Colonel Ingrid Graves)				
362nd Adder Sentinels	R/R	Tanis System	85%	85/15/10(2)
(CO: Star Colonel Selma Mikino)				
714th Adder Sentinels	R/R	Tanis System	80%	90/10/5(2)
(CO: Star Colonel Lucien)				
1129th Gatekeeper Cluster	V/Q	Tanis System	100%	65/35/10(2)
(CO: Star Colonel Terri Peck)				

Sigma Provisional Galaxy
Commander: Galaxy Commander Bryza Meytani
Aide: Star Colonel Eideris

428th Adder Sentinels	V/F	Priori	90%	90/10/15(2)
(CO: Star Colonel Margurita Opriq)				
471st Adder Sentinels	E/F	Huntress	100%	100/0/25(2)
(CO: Star Colonel Wyndham Earle)				
504th Adder Sentinels	R/R	Brim	80%	75/25/5(2)
(CO: Star Colonel Dimitri)				
822nd Gatekeeper Cluster	V/F	Priori	105%	70/30/0(2)
(CO: Star Colonel Rachelle)				
1143rd Gatekeeper Cluster	V/R	Brim	70%	75/25/10(2)
(CO: Star Colonel Meshach)				

Tau Provisional Galaxy
Commander: Galaxy Commander Trent N'Buta
Aide: Star Colonel Chastity

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
286th Adder Sentinels	V/F	Homer	100%	100/0/20(2)
(CO: Star Colonel Arri Turgidson)				
343rd Adder Sentinels	V/R	Albion	80%	90/10/10(2)
(CO: Star Colonel Kahlil Shi-Lu)				
899th Gatekeeper Cluster	V/F	Homer	100%	80/20/5(2)
(CO: Star Colonel Broderick)				
1114th Gatekeeper Cluster	V/R	Albion	80%	80/20/15(2)
(CO: Star Colonel Helen Starskiy)				

Upsilon Provisional Galaxy
Commander: Galaxy Commander Tristyn N'Buta
Aide: Star Colonel Naman

1018th Adder Sentinels	V/R	Periphery	120%	75/25/45(2)
(CO: Star Colonel Sybil Taglieri)				
1021st Adder Sentinels	V/F	Periphery	80%	85/15/40(2)
(CO: Star Colonel Bartlett N'Buta)				
1155th Gatekeeper Cluster	V/Q	Periphery	100%	65/35/30(2)
(CO: Star Colonel Mitchell Polczyk)				

CLAN WOLF

Commander: Khan Vladimir Ward
Aide: saKhan Marialle Radick
Strength: Approximately 9 Galaxies (38 Clusters)

Alpha Galaxy (The Wolf Spirits)
Commander: Khan Vladimir Ward
Aide: Star Colonel Ivan Kerensky

The Golden Keshik	E/F	Tamar	100%	100/0/100(1)
(CO: Khan Vladimir Ward)				
4th Striker Cluster	E/F	Strana Mechty	100%	100/0/100(1)
(CO: Star Colonel Jiln Ch'in)				
1st Wolf Assault Cluster	E/F	Tamar	100%	100/0/100(1)
(CO: Star Colonel Ivan Kerensky)				
5th Wolf Battle Cluster	R/F	None	100%	100/0/100(1)
(CO: Star Colonel Alfelia Carns)				
3rd Wolf Guard Battle Cluster	R/F	Suk II	100%	100/0/100(1)
(CO: Star Colonel Margarite Vickers)				

Beta Galaxy (The Shadow Wolves)
Commander: saKhan Marialle Radick
Aide: Star Colonel Erick Kerensky

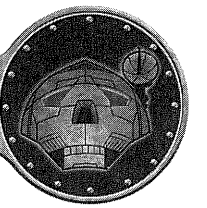
The Silver Keshik	E/F	Lothan	100%	100/0/100(1)
(CO: saKhan Marialle Radick)				
9th Wolf Guard Striker Cluster	E/F	Ramsau	100%	100/0/100(1)
(CO: Star Colonel Erik Kerensky)				
13th Battle Cluster	E/F	Quarrell	90%	100/0/100(1)
(CO: Star Colonel Evon Ward)				
2nd Wolf Assault Cluster	V/R	Diosd	80%	100/0/100(1)
(CO: Star Colonel Catherine Schroeder)				

Gamma Galaxy (The Wolf Hussars)
Commander: Galaxy Commander Edwina Carns
Aide: Star Colonel Sinclair Shaw

The Bronze Keshik	E/F	Suk II	100%	100/0/100(1)
(CO: Galaxy Commander Edwina Carns)				
7th Battle Cluster	E/R	Rastaban	100%	100/0/95(1)
(CO: Star Colonel Dirk Radick)				
103rd Striker Cluster	V/R	Wheel	98%	100/0/96(1)
(CO: Star Colonel Cathleen Jorgensson)				
271st Assault Cluster	E/F	Shaula	100%	100/0/100(1)
(CO: Star Colonel Krems)				

Delta Galaxy (The Snarling Wolves)
Commander: Galaxy Commander Katya Kerensky
Aide: Star Colonel Cameron Vickers

The Wolfkin Keshik	E/R	Memmingen	100%	100/0/100(1)
(CO: Galaxy Commander Katya Kerensky)				
1st Wolf Lancers Cluster	E/R	Ferleiten	100%	100/0/100(1)
(CO: Star Colonel Ygrane Fetladral)				
2nd Wolf Lancers Cluster	V/R	Dawn	60%	100/0/40(1)
(CO: Star Colonel Isabelle Pryde)				
3rd Wolf Lancers Cluster	R/Q	Hyperion	45%	65/35/25(1)
(CO: Star Colonel Kieran Noruff)				



	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Theta Galaxy (A Strong Foundation)				
Commander: Galaxy Commander Warren Stiles				
Aide: Star Colonel Wanda Sender				
The Green Keshik	E/F	Tranquil	100%	100/0/0(2)
(CO: Galaxy Commander Warren Stiles)				
1st Wolf Regulars Cluster	R/R	Tranquil	100%	80/20/0(2)
(CO: Star Colonel Naela Ward)				
2nd Wolf Cavalry Cluster	R/Q	Circe	65%	45/55/0(2)
(CO: Star Colonel Jacob)				
12th Wolf Regulars Cluster	V/F	Eden / Glory	90%	55/45/0(2)
(CO: Star Colonel Ulysses Showers)				
13th Wolf Regulars Cluster	V/R	Steelton	95%	75/25/8(2)
(CO: Star Colonel Teresa Sender)				
5th Wolf Cavalry Cluster	R/F	Grant's Station	85%	60/40/0(2)
(CO: Star Colonel Berlitz)				
Iota Galaxy (Down to the Bones)				
Commander: Galaxy Commander Shistu Sradac				
Aide: Star Colonel Ronal Radick				
The Blue Keshik	E/F	Svarstaad	100%	100/0/0(2)
(CO: Galaxy Commander Shistu Sradac)				
6th Wolf Regulars Cluster	R/Q	Seiduts	100%	20/80/0(2)
(CO: Star Colonel Rhyssa Carns)				
17th Wolf Regulars Cluster	G/Q	Zoetermeer	80%	75/25/0(2)
(CO: Star Colonel Onyx)				
20th Wolf Regulars Cluster	V/Q	Maestu	75%	51/49/0(2)
(CO: Star Colonel Tahme Wirth)				
21st Wolf Regulars Cluster	V/R	Laurent	70%	40/60/0(2)
(CO: Star Colonel Hoyt)				
6th Wolf Cavalry Cluster	V/R	Svarstaad	60%	42/58/0(2)
(CO: Star Colonel Amber)				
Omega Galaxy (The Ghost Wolves)				
Commander: Galaxy Commander Stevic Hawker				
Aide: Star Colonel Devon Ward				
The Dark Keshik	E/R	Oberon IV	100%	100/0/100(2)
(CO: Galaxy Commander Stevic Hawker)				
11th Battle Cluster	E/F	Oberon IV	80%	100/0/100(1)
(CO: Star Colonel Devon Ward)				
1st Wolf Guards Grenadiers Cluster	V/F	Paulus Prime	75%	28/72/0(2)
(CO: Star Colonel Wolfgang Conners)				
2nd Wolf Guards Grenadiers Cluster	V/F	Nyserta	65%	20/80/0(2)
(CO: Star Colonel Juanita)				
Kappa Galaxy (The Werewolves)				
Commander: Galaxy Commander Sandra Vickers				
Aide: Star Colonel Akira Amirault				
The Grey Keshik	E/R	Hohenems	100%	100/0/0(2)
(CO: Galaxy Commander Sandra Vickers)				
33rd Wolf Champions Cluster	R/R	New Caledonia	65%	28/72/0(2)
(CO: Star Colonel Akira Amirault)				
101st Battle Cluster	R/F	Liezen	80%	65/35/0(2)
(CO: Star Colonel Tessandra Rhyde)				
1st Wolf Garrison Cluster	R/Q	Star's End	94%	0/100/0(2)
(CO: Star Colonel Mick)				
1st Wolf Hussars Cluster	R/Q	Outpost	55%	35/65/0(2)
(CO: Star Colonel Bessie)				
Tau Galaxy (Hellions' Nightmare)				
Commander: Galaxy Commander Nowa Vickers				
Aide: Star Colonel Delia Shaw				
The Red Keshik	V/F	Tiber	100%	100/0/0(2)
(CO: Galaxy Commander Nowa Vickers)				
4th Wolf Garrison Cluster	R/R	Hoard	96%	45/55/0(2)
(CO: Star Colonel Morten Shaw)				
5th Wolf Garrison Cluster	R/R	Paxon	92%	40/60/0(2)
(CO: Star Colonel Elmer Radick)				
6th Wolf Garrison Cluster	R/R	Roche / Tiber	98%	42/58/0(2)
(CO: Star Colonel Nikki)				
7th Wolf Dragoon Cluster	V/F	Dagda	96%	44/56/0(2)
(CO: Star Colonel Dirk Farnsworth)				

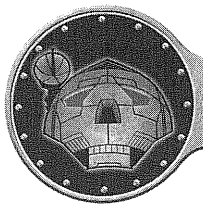
WARDEN CLANS TO&E

(Deployment as of 1 July 3067)

CLAN CLOUD COBRA

Commander: Khan Din Steiner
Aide: saKhan Tor Kardaan
Strength: Approximately 6 Galaxies (22 Clusters)

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Keshiks and Naval Reserve				
Commander: Khan Din Steiner				
Aide: saKhan Tor Kardaan				
Cobra Pharaoh Keshik	E/F	Strana Mechty	100%	100/0/100(1)
(CO: Khan Din Steiner)				
Cobra Temple Keshik	E/F	Homer	100%	100/0/100(1)
(CO: saKhan Tor Kardaan)				
Alpha Reserve	V/R	Homer	100%	—
(CO: Star Admiral Rufus Kardaan)				
Beta Reserve	V/R	—	100%	—
(CO: Star Admiral Stephanie Hobbes)				
Alpha Galaxy				
Commander: Galaxy Commander Aldrich Spaatz				
Aide: Star Colonel Blake Mannix				
33rd Battle Cluster	V/R	Albion	100%	100/0/100(1)
(CO: Star Colonel Gideon Hedemeyer)				
149th Cobra Guards	E/R	Homer	100%	100/0/100(1)
(CO: Star Colonel Kristian Norris)				
214th Cobra Fangs	E/R	Homer	100%	100/0/100(1)
(CO: Star Colonel Carl Eaker)				
243rd Cobra Guards	R/F	Homer	100%	100/0/100(1)
(CO: Star Colonel Ejau Steiner)				
Beta Galaxy				
Commander: Galaxy Commander Wainani N'Buta				
Aide: Star Colonel Elkan Yont				
45th Cobra Grenadiers	V/R	Tanis System	95%	100/0/100(1)
(CO: Jehan McCloud)				
97th Cobra Guards	V/R	Tanis System	95%	100/0/100(1)
(CO: Star Colonel Mikolas Chayama)				
121st Cobra Fang	V/R	Tanis System	90%	100/0/100(1)
(CO: Star Colonel Adelia Kardaan)				
Gamma Galaxy				
Commander: Galaxy Commander Findlay Khatib				
Aide: Star Colonel Miles Bar-Fetstein				
59th Cobra Guards	R/F	Brim	100%	100/0/100(1)
(CO: Star Colonel Shika Mannix)				
254th Cobra Guards	V/Q	Brim	90%	100/0/100(1)
(CO: Star Colonel Caleb Hedemeyer)				
441st Cobra Guards	R/R	Brim	100%	100/0/100/1
(CO: Star Colonel Penelope Steiner)				
Delta Galaxy				
Commander: Star Admiral Hollyann Kardaan				
Aide: Star Colonel Robert Beckett				
1st Cobra Coil	V/R	Albion	100%	100/0/100(1)
(CO: Star Commodore Ira Spaatz)				
5th Cobra Coil	R/R	Babylon	100%	100/0/100(1)
(CO: Star Commodore Khalil Hobbes)				
84th Cobra Fang	E/R	Babylon	100%	100/0/100(1)
(CO: Star Colonel Rolf Hedemeyer)				
170th Cobra Coil	V/R	Brim	85%	100/0/100(1)
(CO: Star Commodore Sonya Kardaan)				
Epsilon Galaxy				
Commander: Galaxy Commander Raymond Steiner				
Aide: Star Colonel Dante Kingston				
73rd Cobra Guards	V/F	Babylon	100%	95/5/20(2)
(CO: Star Colonel Hideaki Kon-Dakar)				
185th Cobra Fang	E/F	Babylon	100%	85/15/5(2)
(CO: Star Colonel Lewis Jamal)				



	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
268th Cobra Fang (CO: Star Colonel Kairo Halstead)	V/F	Babylon	100%	90/10/15(2)

Zeta Galaxy
Commander: Galaxy Commander Cynthia Beckett
Aide: Star Colonel Julia Danforth

57th Cobra Guards (CO: Star Colonel Jonas Steiner)	R/Q	Homer	90%	100/0/55(2)
116th Dragoon Cluster (CO: Star Colonel Wainani N'Buta)	V/R	Homer	100%	100/0/75(2)
222nd Cobra Fang (CO: Star Colonel Reginald Hobbes)	V/R	Homer	80%	100/0/100(1)

CLAN COYOTE

Commander: Khan Silas Kufahl
Aide: saKhan Raven Clearwater
Strength: Approximately 8 Galaxies (35 Clusters)

Naval Reserve
Commander: Star Admiral Demos McTighe
Aide: Star Commodore Laura McTighe

Alpha Naval Reserve (CO: Star Admiral Demos McTighe)	R/R	Tamaron	100%	—
Beta Naval Reserve (CO: Star Admiral Orla Drewsivitch)	R/R	—	100%	—

Alpha Galaxy
Commander: Khan Silas Kufahl
Aide: Star Colonel Carl Heller

Golden Keshik (CO: Khan Silas Kufahl)	V/F	Strana Mechty	100%	100/0/100(1)
Bronze Keshik (CO: Loremaster Clarissa Jerricho)	E/F	Babylon	120%	100/0/100(1)
38th Assault Cluster (CO: Star Colonel Creighton Heller)	V/F	Babylon	100%	100/0/100(1)
50th Assault Cluster (CO: Star Colonel Niki Drewsivitch)	E/F	Babylon	100%	100/0/100(1)
72nd Reserve Battle Cluster (CO: Star Colonel Rachel Jerricho)	R/R	Babylon	100%	75/25/15(2)

Delta Galaxy
Commander: Galaxy Commander Armin Tamzarian
Aide: Star Colonel Dominick Levine

9th Strike Cluster (CO: Star Colonel Ranford Tchernovkov)	R/R	Foster	80%	100/0/85(1)
19th Battle Cluster (CO: Star Colonel Meagan Nash)	V/R	Foster	90%	100/0/80(1)
34th Strike Cluster (CO: Galaxy Commander Armin Tamzarian)	E/R	Foster	100%	100/0/100(1)
67th Assault Cluster (CO: Star Colonel Neal Hill)	V/F	Foster	80%	100/0/90(1)
44th Reserve Battle Cluster (CO: Star Colonel Brittany Clearwater)	R/R	Foster	80%	75/25/5(2)

Epsilon Galaxy
Commander: saKhan Raven Clearwater
Aide: Star Colonel Sally Tlavnic

Silver Keshik (CO: saKhan Raven Clearwater)	E/F	Tamaron	100%	100/0/100(1)
12th Battle Cluster (CO: Star Colonel Bryant McTighe)	R/R	Tamaron	100%	100/0/90(1)
49th Battle Cluster (CO: Star Colonel Daniel Levien)	V/Q	Tamaron	85%	100/0/75(1)
95th Strike Cluster (CO: Star Colonel Jessica McKibben)	R/R	Tamaron	100%	100/0/90(1)
55th Reserve Strike Cluster (CO: Star Colonel Mena Robbin)	V/R	Tamaron	100%	85/15/5(2)

Zeta Galaxy
Commander: Galaxy Commander Noemi McKibben
Aide: Star Colonel Gruber Koga

8th Recon Cluster (CO: Star Colonel Timothy Hollifeld)	V/R	Londerholm	80%	100/0/95(1)
69th Strike Cluster (CO: Galaxy Commander Noemi McKibben)	E/F	Londerholm	95%	100/0/100(1)
80th Strike Cluster (CO: Star Colonel Bryce Steele)	V/F	Londerholm	80%	100/0/95(1)
81st Strike Cluster (CO: Star Colonel Richard Markopolous)	R/R	Londerholm	65%	100/0/75(1)
101st Reserve Battle Cluster (CO: Star Colonel Dale Koga)	R/F	Londerholm	60%	100/0/65(1)

Lambda Galaxy
Commander: Galaxy Commander Dyson Clearwater
Aide: Star Colonel Tanya Koga

7th Assault Cluster (CO: Star Colonel Nathaniel Jerricho)	R/R	Foster	100%	65/35/5(2)
10th Battle Cluster (CO: Star Colonel Trish Tamzarian)	R/R	Foster	80%	70/30/10(2)
18th Assault Cluster (CO: Star Colonel Elissa Nash)	V/R	Foster	80%	80/20/15(2)
100th Assault Cluster (CO: Star Colonel Scott Koga)	V/F	Foster	90%	60/40/10(2)

Nu Galaxy
Commander: Galaxy Commander Leo Koga
Aide: Star Colonel Petra Robbin

92nd Fighter Wing (CO: Star Colonel Rachel McTighe)	V/R	Delios	80%	85/15/5(2)
120th Strike Cluster (CO: Star Colonel Harm Tchernovkov)	R/R	Delios	100%	65/35/10(2)
330th Solahma Attack Cluster (CO: Star Colonel Lawrence Hoffman)	G/Q	Delios	60%	60/40/5(2)

Omicron Galaxy
Commander: Galaxy Commander Lassiter Kozyrev
Aide: Star Colonel Nia Moore

98th Strike Cluster (CO: Star Colonel Sylvie Drewsivitch)	R/R	New Kent	90%	90/10/15(2)
246th Strike Cluster (CO: Star Colonel Reddick Moore)	V/F	New Kent	85%	75/25/10(2)
990th Composite Battle Cluster (CO: Star Colonel Irene)	R/Q	New Kent	50%	60/40/5(2)
509th Solahma Battle Cluster (CO: Star Colonel Chenoa Hoffman)	R/R	New Kent	80%	80/20/10(2)

Rho Galaxy
Commander: Galaxy Commander Jared Steele
Aide: Star Colonel Fay Kufahl

58th Battle Cluster (CO: Star Colonel Rhea Kozyrev)	R/Q	Tamaron	50%	55/45/5(2)
202nd Battle Cluster (CO: Star Colonel Manali Danforth)	R/R	Tamaron	80%	85/15/10(2)
397th Solahma Battle Cluster (CO: Star Colonel Dakari Topol)	G/R	Tamaron	50%	80/20/5(2)
403rd Solahma Battle Cluster (CO: Star Colonel Tam McTighe)	V/R	Tamaron	60%	75/25/10(2)

CLAN DIAMOND SHARK

Commander: Khan Barbara Sennet
Aide: saKhan Angus Labov
Strength: Approximately 8 Galaxies (33 Clusters)

Deathstrike Galaxy (Alpha)
Commander: Khan Barbara Sennet
Aide: Star Colonel Alan "BBjr" Hawker

Deathstrike Galaxy (Alpha)

The Diamond Skate (CO: Khan Barbara Sennet)	E/F	Strana Mechty	120%	100/0/100(1)
39th Strike Cluster (CO: Star Colonel Thoman Clark)	E/F	Babylon	120%	100/0/100(1)
21st Combine Assault (CO: Star Colonel Kevin Nagasawa)	E/F	Strana Mechty	100%	100/0/100(1)
27th Cruiser Cluster (CO: Star Colonel Jem Rodriguez)	E/F	Babylon	120%	100/0/100(1)

Predator Galaxy (Beta)
Commander: Galaxy Commander Raven Ghiberti
Aide: Star Colonel Yuri Borghev

The Pearl Skate (CO: Galaxy Commander Raven Ghiberti)	E/F	Itabiana	100%	100/0/100(1)
7th Cruiser Cluster (CO: Star Colonel Ulysses Vewas)	E/F	Itabiana	120%	100/0/100(1)

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
T6th Strike Cluster	E/F	Trondheim	95%	100/0/95(1)
(CO: Star Colonel Hanna Coston)				
42nd Combined Strike	V/R	WarShip-*Nagasawa*	120%	100/0/90(1)
(CO: Star Colonel Marko Hammond)				

Snapping Jaws Galaxy (Gamma)
Commander: saKhan Angus Labov
Aide: Star Colonel Wilhelm Kalasa

he Emerald Skate	E/F	Twycross	120%	100/0/100(1)
(CO: saKhan Angus Labov)				
8th Assault Cluster	E/R	Jonah's Reach/ WarShip*Terror*	95%	100/0/85(1)
(CO: Star Colonel Elissa Hawker)				
21st Striker Cluster	E/F	Twycross	108%	100/0/90(1)
(CO: Star Colonel Bretain Horn)				
28th Cruiser Cluster	V/F	Twycross	120%	100/0/88(1)
(CO: Star Colonel Isaak Schtern)				

Starstrike Galaxy (Lambda Spina)
Commander: Galaxy Commander Stephen Faulk
Aide: Star Colonel Zhodrack Sennet

The Sapphire Skate	E/F	Paxon	120%	100/0/100(1)
(CO: Galaxy Commander Stephen Faulk)				
11th Strike Cluster	V/F	WarShip-*Bloodlust*	120%	100/0/75(1)
(CO: Star Colonel Onyx Kalasa)				
15th Cruiser Cluster	V/R	WarShip-*Bloodletter*	120%	100/0/65/1
(CO: Star Colonel Ulna Oshika)				

Steelsoul Galaxy (Rho Spina)
Commander: Galaxy Commander "Angel" Clarke
Aide: Star Colonel Patrice Maine

The Opal Skate	E/F	Barcella	120%	100/0/100(1)
(CO: Galaxy Commander Evangeline Clarke)				
33rd Combined Strike	R/R	WarShip-*Bold Venture*	120%	100/0/65(1)
(CO: Star Colonel Korin Horn)				
13th Cruiser Cluster	E/F	WarShip-*Speculator*	95%	100/0/70(1)
(CO: Star Colonel Drake Sennet)				

Bloodscent Galaxy (Omega)
Commander: Galaxy Commander Blake Hawker
Aide: Star Colonel Jerome Kalasa

The Coral Skate	E/R	Trondheim	100%	100/0/10(2)
(CO: Galaxy Commander Blake Hawker)				
101st Strike Cluster	R/R	Trondheim	95%	100/0/0(2)
(CO: Star Colonel Calvin Maine)				
35th Cruiser Cluster	R/R	Itabaiana	90%	100/0/0(2)
(CO: Star Colonel Paul Hammond)				
57th Combined Assault	E/F	Itabaiana	96%	100/0/0(2)
(CO: Star Colonel Eros Labov)				
17th Air Assault Cluster	V/F	WarShip-*Devourer*	96%	100/0/0(2)
(CO: Star Colonel Tahme Rodriguez)				

Fox's Whelps Galaxy (Sigma)
Commander: Galaxy Commander Duaine Borghev
Aide: Star Colonel Ariel Hawker

The Moonstone Skate	E/R	Delios	100%	100/0/0(2)
(CO: Galaxy Commander Duaine Borghev)				
23rd Strike Cluster	V/F	Delios	100%	100/0/0(2)
(CO: Star Colonel Damien Kalasa)				
61st Air Assault Cluster	V/F	WarShip-*Star Swimmer*	100%	100/0/0(2)
(CO: Star Colonel Freya Erikson)				
8th Cruiser Cluster	E/R	Paxon	98%	100/0/0(2)
(CO: Star Colonel Megan Clarke)				
79th Strike Cluster	V/F	Strato Domingo	94%	100/0/0(2)
(CO: Star Colonel Juan Rodriguez)				

Territorial Waters Galaxy (Zeta)
Commander: Galaxy Commander Katerina Kalasa
Aide: Star Colonel Jewell Oshika

The Agate Skate	E/F	Strato Domingo	100%	100/0/0(2)
(CO: Galaxy Commander Katerina Kalasa)				
51st Strike Cluster	R/R	Barcella	96%	100/0/0(2)
(CO: Star Colonel Robyn Oshika)				
83rd Combined Strike	E/F	Paxon	92%	100/0/0(2)
(CO: Star Colonel Ravell)				
27th Combined Strike	V/R	Tathis	98%	100/0/0(2)
(CO: Star Colonel Isabelle)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
44th Cruiser Cluster	V/F	Tathis	96%	100/0/0(2)
(CO: Star Colonel Geno Sennet)				

CLAN GHOST BEAR

Commander: Khan Bjorn Jorgensson
Aide: saKhan Aletha Kabrinski
Strength: Approximately 13 Galaxies (57 Clusters)

Alpha Galaxy (The Golden Bears)
Commander: Khan Bjorn Jorgensson

Command Supernova	E/F	Alshain	95%	100/0/100(1)
(CO: Khan Bjorn Jorgensson)				
Trinary Galaxy Command	E/F	Alshain	90%	100/0/100(1)
(CO: saKhan Altha Kabrinski)				
1st Bear Guards	E/F	Arcadia	75%	90/10/80(1)
(CO: Star Colonel Justin Gurdel)				
3rd Bear Guards	E/R	Alshain	67%	75/20/70(1)
(CO: Star Colonel Sarah DelVillar)				
50th Strike Cluster	E/F	Rasalhague	70%	70/25/65(1)
(CO: Star Colonel Stephan Huntsig)				
1st Rasalhague Bears	V/R	Rasalhague	65%	80/20/70(1)
(CO: Star Colonel Ragnar)				

Beta Galaxy (Night Howlers)
Commander: Loremaster Laurie Tseng

Trinary Galaxy Command	V/F	Strana Mechty	95%	100/0/100(1)
(CO: Loremaster Laurie Tseng)				
12th Bear Chevaliers	V/F	Sternwerde	75%	95/5/85(1)
(CO: Star Colonel Klaus Vong)				
304th Assault Cluster	V/F	Gunzburg	45%	75/10/50(1)
(CO: Star Colonel Paul Vishio)				
332nd Assault Cluster	R/R	Rubigen	75%	95/5/95(1)
(CO: Star Colonel Gosvoda Nuyriev)				
14th Battle Cluster	E/Q	Eguilles	80%	90/5/90(1)
(CO: Star Colonel Dane Jorgensson)				

Delta Galaxy (The Blitzkrieg)
Commander: Galaxy Commander Roberto Snuka

Trinary Galaxy Command	E/F	Vorarlberg	67%	75/25/75(1)
(CO: Galaxy Commander Roberto Snuka)				
8th Bear Cuirassiers	V/R	Toffen	80%	80/15/85(1)
(CO: Star Colonel Dana Vishio)				
73rd Battle Cluster	V/F	Vorarlberg	55%	80/15/85(1)
(CO: Star Colonel Majorie DelVillar)				
68th Striker Cluster	V/Q	Ardoz	70%	75/15/80(1)
(CO: Star Colonel Fern Jorgensson)				
115th Striker Cluster	E/R	Vipaava	57%	70/25/60(1)
(CO: Star Colonel Douglas Silva)				
140th Striker Cluster	V/R	Predlitz	60%	67/33/55(1)
(CO: Star Colonel Boris Jorgensson)				

Rho Galaxy (Bear Essentials)
Commander: Galaxy Commander Michael Hawkins

Trinary Galaxy Command	E/F	Engadin	65%	85/15/75(1)
(CO: Galaxy Commander Michael Hawkins)				
18th Battle Cluster	V/F	Engadin	70%	90/10/70(1)
(CO: Star Colonel Dana Bekker)				
243rd Battle Cluster	E/R	Satalice	65%	80/15/67(1)
(CO: Star Colonel Xian Tseng)				
283rd Battle Cluster	V/F	Leoben	73%	85/10/70(1)
(CO: Star Colonel Marcus Gilmour)				
297th Battle Cluster	V/Q	Susquehanna	95%	95/5/75(1)
(CO: Star Colonel Jak Snuka)				
300th Battle Cluster	R/F	Kempten	65%	80/15/67(1)
(CO: Star Colonel Kendric Ravenwater)				

Omega Galaxy (The Raging Bears)
Commander: Galaxy Commander Hunter Tseng

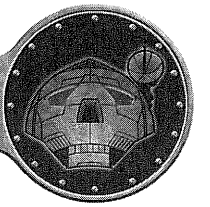
Trinary Galaxy Command	E/F	Polcenigo	77%	85/15/80(1)
(CO: Galaxy Commander Hunter Tseng)				
139th Striker Cluster	V/F	Mannedorf	70%	80/20/85(1)
(CO: Star Colonel Kelly Forrester)				
5th Bear Guards	V/F	Polcenigo	75%	90/100/95(1)
(CO: Star Colonel Gerald Harlow)				
357th Assault Cluster	R/F	Radlje	100%	95/5/85(1)
(CO: Star Colonel Naiad Ortiz)				
10th Bear Cuirassiers	R/R	Tinaca	60%	80/20/75(1)
(CO: Star Colonel Justinian Hall)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Zeta Galaxy (Claws of the Ghost)				
Commander: Galaxy Commander Jocelyn Vong				
1st Claw	V/F	Alshain	67%	100/0/33(2)
(CO: Galaxy Commander Jocelyn Vong)				
2nd Claw	E/R	Altenmarkt	100%	95/5/35(2)
(CO: Star Colonel Sarah Kabrinski)				
3rd Claw	V/F	Rasalhague	65%	100/0/30(2)
(CO: Star Colonel Emeril DelVillar)				
4th Claw	R/F	Pinnacle	100%	90/10/35(2)
(CO: Star Colonel Isaac Kabrinski)				
Theta Galaxy				
Commander: Galaxy Commander Gerrard Hambash				
3rd Bear Regulars	V/R	Casere	67%	65/25/45(2)
(CO: Galaxy Commander Gerrard Hambash)				
17th Provisional Garrison Cluster	V/F	Marawi	85%	75/20/35(2)
(CO: Star Colonel Marisa Hakimi)				
30th Provisional Garrison Cluster	R/Q	Radstadt	90%	70/30/40(2)
(CO: Star Colonel Esau)				
7th Phalanx	R/R	Spittal	85%	70/20/55(2)
(CO: Star Colonel Russell)				
Kappa Galaxy				
Commander: Galaxy Commander Rhen Devon				
4th Bear Regulars	V/F	Arcadia	100%	100/0/33(2)
(CO: Galaxy Commander Rhen Devon)				
11th Provisional Garrison Cluster	V/R	Damian	100%	85/15/35(2)
(CO: Star Colonel Marabi)				
14th Provisional Garrison Cluster	R/R	Trondheim	100%	85/15/40(2)
(CO: Star Colonel Xavier)				
Xi Galaxy				
Commander: Galaxy Commander Bradley Bourjon				
5th Bear Regulars	V/R	Constance	70%	75/25/45(2)
(CO: Galaxy Commander Bradley Bourjon)				
10th Provisional Garrison Cluster	G/Q	Thessalonika	85%	70/30/35(2)
(CO: Star Colonel Michael Jorgensson)				
42nd Provisional Garrison Cluster	R/Q	Sheliak	90%	67/33/40(2)
(CO: Star Colonel Dawn Mitshan)				
56th Provisional Garrison Cluster	G/F	Kaesong	90%	72/25/25(2)
(CO: Star Colonel Lauren)				
Omicron Galaxy				
Commander: Galaxy Commander Kedric Gilmour				
6th Bear Regulars	V/R	Courcheval	80%	80/20/33(2)
(CO: Star Colonel Valeria Memba)				
33rd Provisional Garrison Cluster	R/Q	Jarett	95%	85/15/40(2)
(CO: Star Colonel Pavel)				
55rd Provisional Garrison Cluster	V/F	Pomme de Terre	100%	90/5/35(2)
(CO: Galaxy Commander Kedric Gilmour)				
69th Provisional Garrison Cluster	R/R	Goito	80%	85/15/42(2)
(CO: Star Colonel William)				
Pi Galaxy				
Commander: Galaxy Commander Azrael Bekker				
23rd Provisional Garrison Cluster	V/F	Soverzene	87%	80/20/30(2)
(CO: Galaxy Commander Azrael Bekker)				
29th Provisional Garrison Cluster	R/F	Jezersko	80%	75/25/33(2)
(CO: Star Colonel Gavin Hannifan)				
54th Provisional Garrison Cluster	G/R	Thule	67%	75/25/35(2)
(CO: Star Colonel Rachel)				
5th Phalanx	R/R	Porthos	65%	70/30/10(2)
(CO: Star Colonel Aileen)				
13th Phalanx	R/R	Santander V	95%	75/25/15(2)
(CO: Star Colonel David)				
Sigma Galaxy				
Commander: Galaxy Commander Alexandr Jorgensson				
10th Phalanx	E/F	Setubal	75%	80/20/20(2)
(CO: Galaxy Commander Alexandr Jorgensson)				
7th Bear Regulars	R/R	Krenice	60%	78/22/40(2)
(CO: Star Colonel Yasmine)				
12th Provisional Garrison Cluster	R/R	Nox	100%	75/25/42(2)
(CO: Star Colonel Gareth)				
21st Phalanx	V/R	Utrecht	100%	70/30/33(2)
(CO: Star Colonel Lauel)				
Tau Galaxy				
Commander: Galaxy Commander Francois Cote				
1st Bear Regulars	E/F	Stanzach	57%	75/30/45(2)
(CO: Galaxy Commander Francois Cote)				
2nd Bear Regulars	V/R	Skandia	70%	70/30/38(2)
(CO: Star Colonel Katrina Homaovi)				
9th Provisional Garrison Cluster	V/R	Holmsbu	95%	67/33/40(2)
(CO: Star Colonel Samuel)				
18th Provisional Garrison Cluster	R/Q	Maule	98%	75/25/50(2)
(CO: Star Colonel Estelle)				
37th Provisional Garrison Cluster	G/R	Halesowen	100%	70/30/40(2)
(CO: Star Colonel Jebediah)				

CLAN GOLIATH SCORPION

Commander: Khan Ariel Suvorov
Aide: saKhan Nelson Elam
Strength: Approximately 8 Galaxies (27 Clusters)

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Alpha Galaxy (The Rock Minders)				
Commander: Khan Ariel Suvorov				
24th Scorpion Cuirassiers	E/F	Roche	100%	100/0/80(1)
(CO: Star Colonel Tyra Shaffer)				
14th Scorpion Hussars	V/F	Huntress	97%	100/0/85(1)
(CO: Star Colonel Jillian Scott)				
8th Scorpion Dragoons	E/F	Babylon	80%	95/5/80(1)
(CO: Star Colonel Glen Psavatz)				
35th Scorpion Cuirassiers	E/F	Huntress	85%	85/10/75(1)
(CO: Star Colonel Rik Myers)				
Beta Galaxy (The Sand Runners)				
Commander: Galaxy Commander Colin Yeh				
23rd Scorpion Cuirassiers	E/F	Marshall	85%	100/0/75(1)
(CO: Galaxy Commander Colin Yeh)				
22nd Scorpion Uhlans	V/F	Dagda	80%	85/10/70(1)
(CO: Star Colonel Kelton Myers)				
6th Scorpion Hussars	V/F	Marshall	90%	100/0/83(1)
(CO: Star Colonel Jasin ar-Rashid)				
1st Caterian Cluster	E/R	Dagda	100%	90/10/80(1)
(CO: Star Colonel Gunnar Myers)				
Gamma Galaxy (The Cave Dwellers)				
Commander: Loremaster Kyre Ben-Shimon				
16th Scorpion Dragoons	V/F	Roche	100%	80/20/50(1)
(CO: Star Colonel Amanda Yeh)				
3rd Scorpion Cuirassiers	V/F	Roche	95%	85/15/47(1)
(CO: Loremaster Kyre Ben-Shimon)				
8th Scorpion Uhlans	R/F	Roche/ Strana Mechty	90%	85/15/55(1)
(CO: Star Colonel Josip Posavatz)				
14th Scorpion Grenadiers	E/F	Roche	90%	75/20/40(1)
(CO: Star Colonel Marko Shaffer)				
Delta Galaxy (Borodino Garrison)				
Commander: Galaxy Commander Lincoln Dinour				
17th Scorpion Cuirassiers	V/F	Dagda	97%	85/15/35(2)
(CO: Galaxy Commander Lincoln Dinour)				
20th Scorpion Cuirassiers	R/R	Dagda	90%	80/20/42(2)
(CO: Star Colonel Trajan Baba)				
8th Scorpion Grenadiers	R/F	Dagda	100%	78/22/40(2)
(CO: Star Colonel Tran)				
Rho Galaxy (New Ashur Garrison)				
Commander: Galaxy Commander Julian Kirov				
5th Scorpion Cuirassiers	R/Q	Roche	85%	90/10/50(2)
(CO: Star Colonel Sargon)				
10th Scorpion Dragoons	R/R	Roche	95%	87/13/55(2)
(CO: Star Colonel Drago)				
8th Scorpion Grenadiers	E/F	Roche	92%	80/20/40(2)
(CO: Galaxy Commander Julian Kirov)				
Tau Galaxy (Alexandretta Garrison)				
Commander: Galaxy Commander Evelyn Buhallin				
4th Scorpion Cuirassiers	R/F	Tokasha	65%	85/15/30(2)
(CO: Star Colonel Gabrielle)				
4th Scorpion Uhlans	R/Q	Tokasha	67%	75/20/25(2)
(CO: Galaxy Commander Evelyn Buhallin)				
2nd Scorpion Hussars	G/R	Tokasha	57%	80/20/20(2)
(CO: Star Colonel Sylvia)				



Mu Galaxy (Queensland Garrison)
Commander: Galaxy Commander Allison Baba

11th Scorpion Dragoons	G/R	Marshall	80%	90/8/45(2)
(CO: Star Colonel Pavan Ben-Shimon)				
12th Scorpion Cuirassiers	V/R	Marshall	75%	85/15/40(2)
(CO: Galaxy Commander Allison Baba)				
33rd Scorpion Grenadiers	R/R	Marshall	83%	90/10/33(2)
(CO: Star Colonel Tasha Arbuthnot)				

Chi Galaxy (The Eternal Quest)
Commander: Galaxy Commander Randi Scott

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Scorpion Seekers	V/R	Bablyon	67%	75/20/65(1)
(CO: Galaxy Commander Randi Scott)				
2nd Scorpion Seekers	G/Q	Dagda	67%	80/12/67(1)
(CO: Star Colonel Lukas Shaffer)				
3rd Scorpion Seekers	R/Q	Circe	67%	73/25/70(1)
(CO: Star Colonel Enrique Yeh)				

CLAN SNOW RAVEN

Commander: Khan Lynn McKenna
Strength: Approximately 7 Galaxies (33 Clusters)

Corvus Keshik
Commander: Khan Lynn McKenna

Corvus Keshik	E/F	Strana Mechty	100%	100/0/100(1)
(CO: Khan Lynn McKenna)				
Fleet Command Star	E/F	Strana Mechty	80%	—
(CO: saKhan Broderick Sukhanov)				

Alpha Galaxy (Swift Wing Galaxy)
Commander: Galaxy Commander Thorsten Magnus

Swift Wing Naval Assault Star	E/F	Outer Sphere	80%	—
(CO: Star Admiral Hinda Shu)				
1st Raven Phalanx	E/F	Outer Sphere	95%	100/0/100(1)
(CO: Star Colonel Cain Harper)				
6th Raven Battle Cluster	E/Q	Farstar	90%	100/0/100(1)
(CO: Star Colonel Dorian Howe)				
9th Raven Striker Cluster	E/R	Farstar	100%	100/0/100(1)
(CO: Star Colonel Marilena Reinhold)				
4th Raven Wing Cluster	E/F	Rezak's Hole	100%	100/0/90(1)
(CO: Star Colonel Andery McKenna)				
5th Raven Wing Cluster	E/F	Rezak's Hole	95%	100/0/85(1)
(CO: Star Colonel Maury Lanknau)				

Beta Galaxy (Storm Crow Galaxy)
Commander: Galaxy Commander Arianne D'Amone

Storm Crow Naval Pursuit Star	E/F	Bearclaw	100%	—
(CO: Star Admiral Lydia Sukhanov)				
5th Raven Stoop Cluster	V/F	Bearclaw	85%	100/0/100(1)
(CO: Star Colonel Lewis Magnus)				
14th Raven Battle Cluster	E/Q	Bearclaw	80%	100/0/100(1)
(CO: Star Colonel Elene Siegel)				
9th Raven Wing Cluster	E/R	Bearclaw	95%	100/0/90(1)
(CO: Star Colonel Todd Patterson)				
97th Striker Cluster	V/R	Bearclaw	90%	100/0/100(1)
(CO: Star Colonel Lom Shu)				
Beta Sohlama Cluster	R/R	Bearclaw	75%	75/25/50(2)
(CO: Star Colonel Reagan McCorkell)				

Gamma Galaxy (The Hawkshead galaxy)
Commander: Galaxy Commander Tristen Crow

Brim Naval Assault Star	E/F	Brim	100%	—
(CO: Star Admiral Anta McKenna)				
100th Raven Battle Cluster	V/F	Brim	95%	100/0/100(1)
(CO: Star Colonel Ruth Howell)				
15th Raven Battle Cluster	R/R	Brim	90%	100/0/95(1)
(CO: Star Colonel Ilya Moran)				
3rd Raven Auxiliaries	V/R	Brim	75%	90/10/45(2)
(CO: Star Colonel Joseph Chand)				
12th Raven Garrison Cluster	R/R	Brim	80%	100/0/25(2)
(CO: Star Colonel Alice Hakimi)				
Gamma Sohlama Cluster	R/Q	Brim	85%	65/35/35(2)
(CO: Star Colonel Giorgi)				

Delta Galaxy (Second Line)
Commander: Galaxy Commander Morgan Sukhanov

Lum Garrison Fleet Alpha	E/F	Lum	100%	—
(CO: Star Admiral Thomas Waters)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Lum Garrison Fleet Beta	E/F	Lum	100%	—
(CO: Star Admiral Asif Cole)				
2nd Raven Phalanx	V/R	Lum	95%	100/0/75(2)
(CO: Star Colonel Leo Chand)				
5th Raven Auxiliaries	V/R	Lum	90%	90/10/80(2)
(CO: Star Colonel Dara McCorkell)				
4th Raven Garrison Cluster	G/R	Lum	95%	100/0/75(2)
(CO: Star Colonel Rafe Siegel)				
Delta Sohlama Cluster	R/Q	Lum	90%	65/35/25(2)
(CO: Star Colonel Yelena Chand)				

Epsilon Galaxy (Second Line)
Commander: Galaxy Commander Nevris McKenna

Snow Raven Assault Star	E/F	Hellgate	100%	—
(CO: Star Admiral James Lankenau)				
4th Raven Regulars	V/F	Hellgate	85%	100/0/90(2)
(CO: Star Colonel Weston Cooper)				
7th Raven Garrison Cluster	V/R	Hellgate	90%	85/15/75(2)
(CO: Star Colonel Silas deMarque)				
8th Raven Garrison Cluster	R/R	Hellgate	95%	100/0/80(2)
(CO: Star Colonel Sian Magnus)				
Epsilon Sohlama Cluster	R/R	Hellgate	75%	75/25/45(2)
(CO: Star Colonel Nuala)				

Kappa Galaxy (Second Line)
Commander: Galaxy Commander Patricia Harper

Circe Battle Star	E/R	Circe	100%	—
(CO: Star Admiral Miklos Roul)				
6th Raven Regulars	V/F	Circe	75%	100/0/85(2)
(CO: Star Colonel Alberto Crow)				
7th Raven Regulars	V/R	Circe	85%	100/0/90(2)
(CO: Star Colonel François Lanknau)				
2nd Raven Garrison Cluster	R/R	Circe	80%	75/25/90(2)
(CO: Star Colonel Kelse Howe)				
15th Raven Garrison Cluster	R/R	Circe	90%	90/10/75(2)
(CO: Star Colonel Erin Sukhanov)				
16th Raven Garrison Cluster	R/R	Circe	80%	90/10/90(2)
(CO: Star Colonel Rhia Shu)				

Zeta Galaxy (Second Line)
Commander: Galaxy Commander Lev McCorkell

1st Raven Chasseurs	R/F	Bearclaw	95%	100/0/80(2)
(CO: Galaxy Commander Lev McCorkell)				
2nd Raven Chasseurs	G/F	Brim	90%	85/15/75(2)
(CO: Star Colonel Antonia Shu)				
3rd Raven Chasseurs	R/F	Lum	75%	100/0/90(2)
(CO: Star Colonel Wendell)				
4th Raven Chasseurs	R/R	Hellgate	75%	100/0/85(2)
(CO: Star Colonel Beátrice)				

CLAN STEEL VIPER

Commander: Khan Brett Andrews
Strength: Approximately 9 Galaxies (40 Clusters)

Triasch Keshik
Commander: Khan Brett Andrews
Aide: Star Colonel Danielle Andrews

Triasch Keshik	E/F	Strana Mechty	95%	100/0/100(1)
(CO: Khan Brett Andrews)				
Steel Viper Naval Reserve	E/F	Strana Mechty	100%	—
(CO: Star Commodore Terrence Moffat)				

Alpha Galaxy (Steel Viper)
Commander: Galaxy Commander Kimberly Hoskins
Aide: Star Colonel Jer Sinclair

1st Viper Guards	E/F	Homer	90%	100/0/100(1)
(CO: Star Colonel Elias Andrews)				
2nd Viper Guards	E/F	Homer	85%	100/0/100(1)
(CO: Star Colonel Geoff Mercer)				
400th Assault Cluster	E/R	Homer	95%	100/0/100(1)
(CO: Star Colonel Liam Callaghan)				
Alpha Newt Cluster	G/R	Homer	90%	75/25/50(2)
(CO: Star Colonel Martin Sinclair)				

Beta Galaxy (Steel Fangs Galaxy)
Commander: Galaxy Commander Angelica Zalman
Aide: Star Colonel Alix Sinclair

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Steel Fang Strike Star	E/R	Marshall	95%	100/0/100(1)
(CO: Star Admiral Neil Tamm)				
Viper Fusiliers	E/F	Marshall	85%	100/0/100(1)
(CO: Star Colonel Allen Dumont)				
126th Striker Cluster	V/R	Marshall	80%	100/0/100(1)
(CO: Star Colonel Julian Bukannon)				
195th Striker Cluster	E/Q	Marshall	75%	100/0/100(1)
(CO: Star Colonel Paul Thibaudeau)				
233rd Battle Cluster	E/R	Marshall	95%	100/0/100(1)
(CO: Star Colonel Jen Ahmed)				
Beta Newt Cluster	G/F	Marshall	75%	80/20/55(2)
(CO: Star Colonel Edward Roland)				

Gamma Galaxy (Striking Serpent Galaxy)
Commander: Galaxy Commander James Andrews
Aide: Star Colonel Lawrence Patrick

423rd Assault Cluster	V/R	Arcadia	95%	100/0/100(1)
(CO: Star Colonel Ulrica Stoklas)				
428th Assault Cluster	E/R	Arcadia	90%	100/0/100(1)
(CO: Star Colonel Timothy Gerard)				
94th Battle Cluster	V/R	Arcadia	100%	100/0/100(1)
(CO: Star Colonel Ivan Sinclair)				
57th Striker Cluster	E/R	Arcadia	85%	100/0/100(1)
(CO: Star Colonel Robert Grimani)				
Gamma Cluster	G/F	Arcadia	75%	75/25/65(1)
(CO: Star Colonel Cerise Grimani)				

Delta Galaxy (Fer-de-lance Galaxy)
Commander: Galaxy Commander saKhan Nicole Hoskins
Aide: Star Colonel Harold Sinclair

Steel Coil Patrol Star	E/R	New Kent	100%	—
(CO: Star Admiral Lin Tamm)				
93rd Assault Cluster	V/R	New Kent	95%	100/0/100(1)
(CO: Star Colonel Anders Breen)				
104th Assault Cluster	E/Q	New Kent	100%	100/0/100(1)
(CO: Star Colonel Russell Ahmed)				
61st Striker Cluster	V/R	New Kent	100%	100/0/95(1)
(CO: Star Colonel Sally Bukannon)				

Nu Galaxy (The Buto Galaxy)
Commander: Galaxy Commander Carron Moffat
Aide: Star Colonel Tobias Zukov

14th Viper Regulars	V/R	Grant's Station	85%	100/0/85(2)
(CO: Star Colonel Samuel Grimani)				
17th Viper Regulars	R/R	Grant's Station	75%	100/0/75(2)
(CO: Star Colonel Saul Breen)				
131st Phalanx	V/R	Grant's Station	90%	100/0/100(2)
(CO: Star Colonel Lewis Andrews)				
29th Fang	R/R	Grant's Station	95%	80/20/75(2)
(CO: Star Colonel Helene Monet)				
33rd Phalanx	R/R	Grant's Station	95%	100/0/100(2)
(CO: Star Colonel Orien Stoklas)				

Zeta Galaxy (Second Line)
Commander: Galaxy Commander Soren Grimaldi
Aide: Star Colonel Monday Stoklas

1st Fang	V/R	Grant's Station	85%	100/0/85(2)
(CO: Star Colonel Isaac Zukov)				
2nd Fang	R/Q	Grant's Station	95%	100/0/90(2)
(CO: Star Colonel Lev Gerard)				
38th Phalanx	V/R	Grant's Station	95%	100/0/75(2)
(CO: Star Colonel Nuon Dumont)				
71st Phalanx	V/R	Grant's Station	90%	100/0/95(2)
(CO: Star Colonel Maya Thibaudeau)				

Rho Galaxy (Second Line)
Commander: Galaxy Commander Lars Varga
Aide: Star Colonel Maurizio Grimani

5th Legion	E/F	New Kent	75%	100/0/100(2)
(CO: Star Colonel Raj Gerard)				
3rd Fang	R/Q	New Kent	100%	100/0/85(2)
(CO: Star Colonel Yvgeny)				
4th Fang	R/R	New Kent	95%	90/10/90(2)
(CO: Star Colonel Louise)				
141st Phalanx	V/R	New Kent	90%	100/0/75(2)
(CO: Star Colonel Jordan Andrews)				
164th Phalanx	V/R	New Kent	85%	100/0/80(2)
(CO: Star Colonel Kirk Roland)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Chi Galaxy (Second Line)				
Commander: Galaxy Commander George Mercer				
Aide: Star Colonel Natalie Chapman				
1st Legion	V/R	Grant's Station	65%	80/20/90(2)
(CO: Star Colonel Suzan Thibaudeau)				
5th Viper Regulars	V/Q	New Kent	70%	95/5/85(2)
(CO: Star Colonel Ginny Zalman)				
11th Viper Regulars	V/R	New Kent	55%	100/0/90(2)
(CO: Star Colonel Bryan Mercer)				

Omega Galaxy (Second Line)
Commander: Galaxy Commander Antonius Cochraine
Aide: Star Colonel Isabelle Zukov

10th Fang	V/R	Homer	85%	100/0/85(2)
(CO: Star Colonel Jeremy)				
80th Fang	R/F	Homer	90%	100/0/95(2)
(CO: Star Colonel Alaid Running-Elk)				
167th Fang	V/R	Marshall	90%	100/0/90(2)
(CO: Star Colonel Petere)				
144th Phalanx	V/R	Marshall	85%	100/0/100(2)
(CO: Star Colonel Ollos)				
83rd Fang	G/Q	Marshall	95%	90/10/65(2)
(CO: Star Colonel Durn)				

CLAN WOLF (IN-EXILE)

Commander: Khan Phelan Kell
Aide: saKhan Marco Hall
Strength: Approximately 3 Galaxies (13 Clusters)

Alpha Galaxy (The Dire Wolves)
Commander: Khan Phelan Kell
Aide: Star Colonel Ranna Kerensky

Golden Keshik	E/F	Arc-Royal	100%	100/0/100(1)
(CO: Khan Phelan Kell)				
4th Wolf Guards Cluster	E/F	Arc-Royal	95%	100/0/100(1)
(CO: Star Colonel Ranna Kerensky)				
1st Wolf Legion Cluster	E/F	Dustball	97%	100/0/100(1)
(CO: Star Colonel Daphne Vickers)				
1st Wolf Strike Grenadiers Cluster	E/F	Graus	96%	100/0/100(1)
(CO: Star Colonel Chas Kerensky)				
6th Wolf Guards Cluster	E/R	Graus	98%	100/0/100(1)
(CO: Star Colonel Logan Moon)				

Beta Galaxy (The Wolf Marauders)
Commander: saKhan Marco Hall
Aide: Star Colonel Darryl Kerensky

Wolf Spider Keshik	E/F	Arc-Royal	100%	100/0/100(1)
(CO: saKhan Marco Hall)				
13th Wolf Guards Cluster	E/F	Arc-Royal	100%	100/0/100(1)
(CO: Star Colonel Darryl Kerensky)				
2nd Wolf Legion Cluster	E/F	Pasig	95%	95/5/100(1)
(CO: Star Colonel Alexia Vickers)				
16th Wolf Guards Battle Cluster	E/R	Morges	93%	90/10/90(1)
(CO: Star Colonel Craig Fetladral)				
2nd Wolf Strike Grenadiers	E/R	Bountiful Harvest	91%	90/10/90(1)
(CO: Star Colonel Serret Radick)				

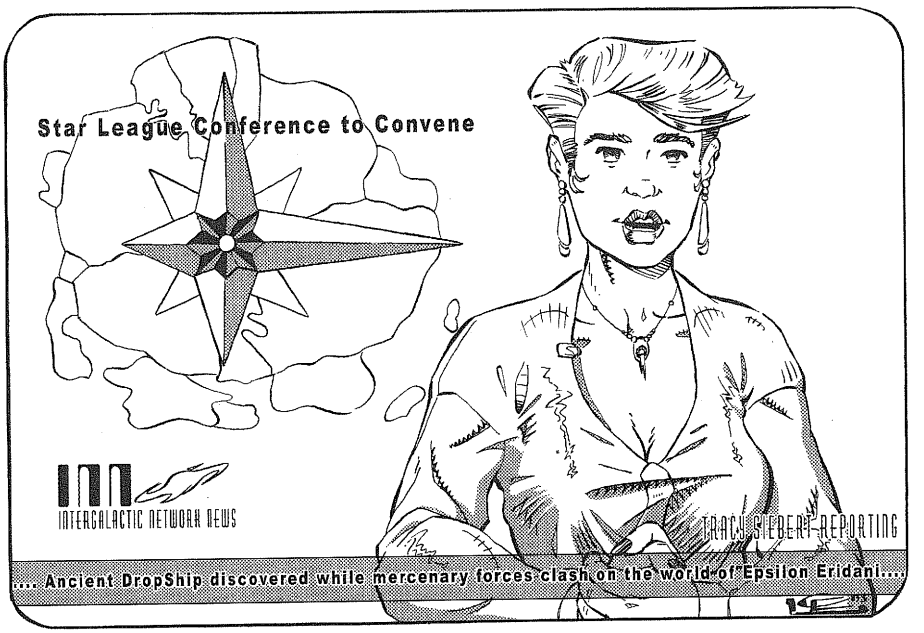
Omega Galaxy (Guardians of the Lair)
Commander: Galaxy Commander Kristen Carns
Aide: Star Colonel Quenton Sender

Bronze Keshik	E/F	Morges	100%	100/0/100(1)
(CO: Galaxy Commander Kristen Carns)				
1st Wolf Guards Cluster	E/F	Arc-Royal	100%	95/5/90(1)
(CO: Star Colonel Quenton Sender)				
2nd Wolf Guards Cluster	E/R	Arc-Royal	100%	95/5/85(1)
(CO: Star Colonel Derak Sradac)				
3rd Wolf Guards Cluster	E/R	Graceland	100%	85/15/80(2)
(CO: Star Colonel Drew Mehta)				
4th Wolf Guards Cluster	R/F	Crimond	80%	75/25/75(2)
(CO: Star Colonel Jeremiah Shaw)				

COMSTAR

INTERSTELLAR NEWS NETWORK

In its ongoing campaign to rectify its blackened image since the debacle of Operation Scorpion fifteen years ago, and to further distance themselves from their fanatical brethren, ComStar has founded the Interstellar News Network (INN). Currently connecting only a handful of worlds surrounding Tukayyid, INN is a free HPG-linked news service that ComStar has announced it hopes will "heal the wounds of strife and draw upon the common bonds of humanity." Of course, ComStar is ever the business and makes up for lost HPG revenue through advertising. Whether or not this new venture will blossom into the full-fledged Inner Sphere-spanning network that ComStar's grandiose plans envision, only time will tell.



THE SECOND NAVAL BATTLE OF ALSHAIN

To: Christian Månsdotter, First Lord of the Star League
From: Hohiro Kurita, Commanding General, Star League Defense Force.

My lord, I have completed my investigation into the Nova Cat—Ghost Bear incident of May 3067. Khan West assures me this was nothing more than a Trial of Possession—an isolated incident, not a prelude to war.

A Nova Cat task force arrived at Alshain to issue a Trial of Possession for a third *Leviathan*—the *Rasalhague*—currently under construction, which confirmed our own intelligence source's information. Suspecting no reason the Bears would deny them the opportunity—Phelan's Wolves were granted a Trial of Possession in late 3060—the Cats issued a batchall to the Bears' on-scene naval commander, who promptly refused it and ordered an immediate attack.

Four destroyers, with the *Ursa Major* in support, deployed against the Nova Cat ships that jumped in while Bear heavy units rushed to get under way. The Nova Cat initial force consisted of five WarShips supported by DropShips and fighters of Transcendent Naval

Precentor Martial Victor Davion,

Per your request, what follows is an overview of the Com Guard as of 1 May this year, prepared by Precentor ROM Victoria Parrdeau. Considerable personnel and material changes have occurred since you resigned five years ago. Some of this can be attributed to natural variations over time as individuals retire or are rotated, but the most significant changes came about as a result of your misadventures. Your actions not only damaged the Com Guard physically, but have had wider-reaching social and political repercussions. After Tukayyid and prior to the FedCom Civil War, ComStar was seen as a neutral arbiter, a force standing outside regular political affairs that could protect the people as we did in 3052. Your actions during the recent civil war—and the misplaced loyalty of those who followed you into that conflict—have tarnished that image. The people of the Federated Suns and the Lyran Alliance have both seen the Com Guards fighting for and against their own kin, exacerbating the hostility toward our order fostered by your father. The other Successor States have likewise seen how far our "neutrality" can be trusted and will likely be suspicious of our presence. ComStar faces the difficult task of trying to reverse this damage, a goal I am already working to achieve and which the order will pursue vigorously at the forthcoming Star League conferences.

I make no secret of the fact that, were I allowed to decide, you would not be permitted to resume your post. The Primus, however, under the advice of ex-Martial Focht, has authorized your reinstatement given that you did resign before taking any action against Katherine. She requires, however, that you pledge—publicly, to be broadcast via INN—that you will henceforth, under threat of permanent censure, refrain from putting your interests or those of any Successor State before the interests of ComStar. Until you do so, your reinstatement will be provisional, with any decisions requiring ratification by myself or the First Circuit. You have until we meet on Arc-Royal in August to make this announcement.

On the matter of those who mutinied against the lawful authority of ComStar, there can be no such resolution. The actions of those Com Guard divisions who

Star. A second Nova Cat force, Vision Star, jumped in-system a few moments later to see the engagement unfolding. The incoming Star Admiral held his units out of the fray after being notified of the current situation.

At the height of the engagement, Vision Star detected another group of Bear ships moving to give aid to their faltering comrades. Star Admiral Leroux of Transcendent Naval Star then communicated the batchall to the commander of the second Bear force. Leroux stressed the point of the Nova Cats' mission, that it was a Trial of Possession and not an invasion. Leroux's manner and passionate message convinced the Bear commander to accept the challenge. Both agreed that the current engagement was the Ghost Bears' fault and the Nova Cats were right to punish the Bear naval commander and his ships. That conflict would not affect the Trial.

The commander of the Ghost Bear destroyer flotilla underestimated the Nova Cats, whose naval skills rival those of the famed Snow Ravens, and lost his entire force. The *Ursa Major* took so severe a mauling that the Bears will spend years repairing her. Ghost Bear aerospace forces tried to add their weight to the fray, but Nova Cat fighters and DropShips intercepted and destroyed them. Two Nova Cat WarShips survived the battle: the *SLS Blade* and the *Vision Quest.* Most of the Nova Cat fighters and DropShips survived.

The second engagement was even more brutal, but the impressive abilities of the Nova Cat crew enabled them to destroy their adversaries even at the cost of all their ships. The True Vision and her aerospace fighters, supported by assault DropShips, engaged and destroyed the *Black Ghost* and then devastated the *Ursa Minor* before the *True Vision* herself was destroyed by the *Bear's Den.* Likewise, the *Faithful* and the *Bond* forced the Bear battlecruiser *Dieron's Run* to expose its flank to the *Bond*, which—despite being mortally wounded—obliterated the Bear vessel with its final broadside. The crew of the *Bond* abandoned ship and were rescued by their fellow Nova Cats. Vision Star's remaining heavy cruiser, the *Blood Oath*, engaged the *Bear's Den* in a classic duel supported by DropShips, including two of the new *Nekohono'o*-class vessels. Though matched in speed and agility, the *Blood Oath* lacked the armor of the larger

took sides in the conflict will be examined in detail. If such decisions are shown to have been forced upon them, they will be exonerated of any wrongdoing. Those who deliberately forsook our Order will receive no such leniency. Any warrior or unit who deliberately intervened in the internal affairs of the former Federated Commonwealth will be stripped of his post and expelled from the Order. In many cases, this may require considerable investigation; while such proceedings are ongoing, the troops in question will be allowed to remain at their posts. This does not apply to the 244th Division, who deliberately and maliciously refused the orders of their lawful commanders in an act of blatant mutiny. The unit's surviving members are henceforth cast out from the Order and are placed under permanent exclusion. They may not claim any benefits of their rank or association with ComStar and are prohibited from physically entering any ComStar facility, though as a demonstration of our compassion we will not interdict their use of our communications services.

Make no mistake, Victor, the fate of these troops can be laid at the feet of one person alone. You. The Civil War would have happened with or without your intervention, but by seeking to depose your sister, you have dragged our reputation through the mud and destroyed the careers and lives of many fine men. That is something your conscience will have to bear henceforth.

Until Arc-Royal,

First Precentor Gavin Dow,
Tharkad
19 June 3067

OVERVIEW

Our Order's military forces date back to 2788, when we took control of Terra and ejected scavenging units belonging to the Great Houses. That early force numbered only eight divisions, masquerading as mercenaries, but these units were hardened by the war against Stefan Amaris the Usurper. This armed force existed covertly for more than a century and was officially acknowledged in the early 30th century to deter adventurism against Terra. The scale of the ComStar Guard and Militia remained unknown to the Inner Sphere as a whole, but by the Fourth Succession War the Com Guard numbered some fifty divisions. These were deployed publicly in the wake of that conflict, protecting our HPG stations against depredations such as had been suffered on Sarna. The Com Guard was scattered across the two-thousand plus worlds of the Successor States, in small units that disguised the whole army's true size.

When it became clear that the Clans sought to seize Terra, we moved to block their progress, challenging their ilKhan to a grand Trial on the world of Tukayyid, where we deployed our forces wholesale for the first time in their history. Our victory there shattered the Com Guard but bought peace for the Inner Sphere. Unfortunately for our Order, Primus Waterly died shortly after the operation's completion and was succeeded by Primus Mori, who, in conjunction with Precentor Martial Focht, sought to secularize ComStar. This ill-conceived action sparked the Schism that created the Word of Blake in 3052, sundering our Order into two factions with opposing ideologies. Nonetheless, under the new Primus and her warlord, ComStar and the Com Guard worked hard to win the trust of the Inner Sphere powers.

When the new Star League formed in 3058, we were naturally drawn into it as the only power to have handed all the invading Clans a major defeat. The Com Guard became a major auxiliary to—but remained distinct from—the reborn Star League Defense Force. We made significant contributions to the Inner Sphere and Clan Space phases of the counter-offensive, Operations Bulldog and Serpent respectively, bringing about a formal end to the Clan invasion.

At the war's conclusion, Precentor-Martial Focht chose to retire after twenty years as the most senior Com Guard officer. His replacement, though renowned for his leadership and martial prowess, was a controversial choice: Victor Steiner-Davion, the deposed Archon Prince of the Federated Commonwealth. This appointment of an outsider did not sit well with many in the Com Guard, who chose to resign their posts and take service with a Successor State or mercenary group, or else sided with the Word of Blake. This outcome was not wholly unanticipated. Warned in advance by Anastasius Focht, ROM used the opportunity to insert a number of agents into the Word of Blake, including some at very high levels. Since then, inconsistencies in reports we have received suggest that a number of still-active agents have been suborned by the Blakists, and so any intelligence we receive on Blakist plans must be weighed carefully against other sources before being trusted.

Precentor Martial Davion worked tirelessly in his year as head of the Com Guard to forge his troops into a cohesive whole, winning over many wavering units with his simple soldier's charm. By the fall of 3062, the number of defections had fallen off markedly. However, rising tensions within the Precentor Martial's former realm attracted more and more of his attention. After his brother was assassinated on Robinson, Victor Steiner-Davion chose to intervene. Rather than exploit his position at the head of the Com Guard and SLDF, Victor put aside his posts to spare ComStar any accusations of favoritism. He named Precentor Tharkad Gavin Dow as Precentor Martial pro-tem, knowing that despite his political machinations, Dow had no desire to serve as ComStar's warlord.

Despite Victor's attempt to distance ComStar from the looming conflict, some ComStar forces chose to support him in the ensuing FedCom Civil War. The 244th Division (who call themselves the "Prince's Men") immediately declared their support, mutinying en masse, while members of several other divisions went AWOL to join Steiner-Davion's nascent army. No other units immediately leaped to Victor's side, though as the civil war progressed several did declare their support for the ex-prince—sometimes of their own volition, but most commonly in the wake of attacks by pro-Katherine forces who suspected them of loyalty to Victor. The few Com Guard units that actively sided with Katherine Steiner-Davion were mostly scattered garrisons in the Lyran Alliance, though the 299th Division on New Avalon and the 66th Division on Tharkad pledged themselves to defending their respective worlds. This phrasing of their intention—and Precentor Gavin Dow's authority for Com Guard troops to defend the worlds on which they were stationed against outside aggression, as specified in the mutual defense clauses of the Com Guard's contracts with the Great Houses—spared them the disgrace suffered by the 244th Division, though not from the military might of Victor's alliance. The pro-Victor forces effectively eliminated the 299th and the 66th, and four other units (excluding the Interdicted 244th) were damaged or destroyed by the conflict. Against the Jade Falcon incursion, the situation was clearer if no less deadly. Three Com Guard units supported the Alliance and Clan Wolf-in-Exile troops to stem the Crusaders' drive into the Melissia and Pandora Theaters, though only two played a significant role in the field. The 39th's presence on Crimmond merely supported the operations of Clan Wolf-in-Exile.

With the end of the FedCom Civil War, Victor Davion has been reinstated—pending certain formalities—as Precentor Martial of the Com Guard, though his chain of command now includes First Precentor Dow. He faces the task of restoring Com Guard morale in the wake of the civil war and renewing trust in the Order among outsiders.

battlecruiser, a crucial factor as the battle wore on. The ships exchanged numerous volleys when the *Bear's Den* cut across *Blood Oath*'s projected course and unmasked its full broadside. The massive fire ruptured the Cat cruiser's hull. So intent was the Bear battlecruiser on destroying the crippled ship, however, that the *Faithful* managed to maneuver in and unleash her own broadside in support of a boarding action initiated by *Dragon's Heart* and *Enlightenment's Truth*. Fourteen battle taxis successfully delivered their Elementals in that attack, before Bear fighters subsequently destroyed the *Faithful*. After a brief but violent struggle with the Elementals aboard the *Bear's Den*, the Ghost Bear ship's magazines exploded. All aboard were killed, along with the crews of both Nova Cat DropShips. The destruction of the *Bear's Den* came about either through onboard combat or a final volley from the dying *Blood Oath*.

The Bears ultimately defeated the Nova Cats in their bid for the *Rasalhague*, but their victory was a Pyrrhic one. It cost them more than half the Ghost Bear Naval Fleet, with the *Ursa Major* the sole survivor. The Nova Cats withdrew from Ghost Bear space satisfied, having sated their desire for vengeance and regained lost honor. Intelligence reports from within the Ghost Bear Dominion suggest that the Ghost Bear naval commander who initially refused the Cat batchall invoked the ritual of surkai to atone for the disastrous Trial. Though we have seen no mobilization of Bear troops, this incident may have galvanized a feud between the two Clans. We will continue to monitor the situation.

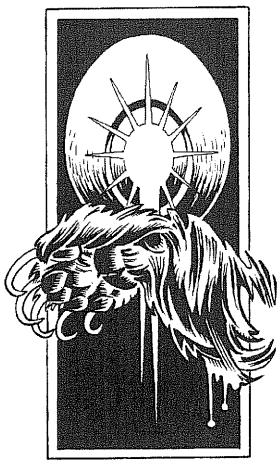
Humbly Yours,
—Hohiro Kurita, 31 September 3067

COMSTAR NAVAL ASSETS

ComStar's fleet consists of the following vessels: the *Cameron*-class *Invisible Truth*; *Dante*-class *Montpellier* and *Bordeaux*; *Suffren*-class *Anastasius Focht*; *Lola III*-class *Divine Wisdom*, *Holy Martyrdom* and *Strength Through Adversity*; *Potemkin*-class *Vision of Truth*; *Whirlwind*-class *Fire Fang*; *Vincent*-class *Alarcity*, *Determination* and *Resilience*; *Faslane*-class *Dover*, *Plymouth*, *Dun Laoghaire*, *Roslare*, *Galamorgan* and *Portsmouth*; *Black Lion*-class *Blake's Strength*; *Dante*-class *Narbonee*; *Suffren*-class *Manchester*; *Lola III*-class *Blake's Vision* and *Ranger*; *Volga*-class *Enlightened Path*; *Essex*-class *Defender of Versailles*; *Congress*-class *Cleansing Fire* and *Hollings York*; *Sovetskii Soyuz*-class *Blake's Vengeance*; *Aegis*-class *Righteous Fury*, *Avenging Sword* and *Swift Justice*; *Essex*-class *Hammerstrike*, *Deathblow* and *Brandenburg Crusader*.

FIRST ARMY V-KAPPA (THE BEAR MAULERS)

The First Com Guard Army, based in the Draconis Combine, escaped the FedCom Civil War and the conflict between the Ghost Bears and the DCMS. Of all the Com Guard armies, the Bear Maulers have the closest ties with the indigenous population; many troopers are recruited locally or have married into Combine families. As a result, the First Army mourned with Victor Davion at the death of Omi Kurita and have thrown their full support behind the reinstated Precentor Martial. The recent promotion of Combine-born Rachal Drake to command the army has further solidified its loyalty.



The 91st Division, based on and around Dieron, has fully recovered from the losses it sustained in the war against the Smoke Jaguars. The division is a frequent exercise partner with the SLDF's Eridani Light Horse, also based on Dieron, though Precentor Myung has suggested deployment away from the Dieron District capital (commonly referred to as Fortress Dieron) to areas where the 91st might be of more use.

In the wake of the Ghost Bear conflict, the 211th Division has received a substantial influx of new combat materiel, principally tanks and vehicles, but also a series of new BattleMech designs. It now fields sixty 'Mechs, though these remain scattered throughout Benjamin Prefecture with many assignments still regarded as hardship postings.

The 308th Division was not called upon to fight against the Clans in Operation Bulldog, but it has nonetheless built up a good relationship with local DCMS forces and those of the nearby Nova Cats. Although many in the unit were suspicious of the ex-Clansmen, soldiers of the 308th have learned to respect the Nova Cats after sparring with and against them in a succession of DCMS-sponsored exercises.

The Dover-based 103rd Division deployed forward to meet their old enemies the Ghost Bears during the Bears' recent incursion into Combine space. To the unit's chagrin, however, the war ended before they could be committed to the fight. Many in the division regard acting Precentor Martial Gavin Dow's slow response to the crisis as a reflection of his disdain for the Combine, and have applauded the recent reinstatement of Victor Davion to his former post.

2ND ARMY V-MU (THE IRON WARRIORS)

Based along the Combine-FedSuns border, the Second Army was in the thick of the recent confrontation between the Combine and the FedSuns' Draconis March. Almost miraculously, the army avoided any entanglement in the dispute, pulling its forces back to protect ComStar compounds and other humanitarian interests (mainly hospitals and water purification plants). Combine and AFFS forces both respected the Com Guards' neutrality, though some FedSuns officers accused ComStar of "once more taking the Combine side" because the Com Guard garrisoning of some sites freed up Combine troops for other operations. Accusations of deliberately taking sides were hotly denied by Precentor Cocus and by then-Precentor Martial Gavin Dow.



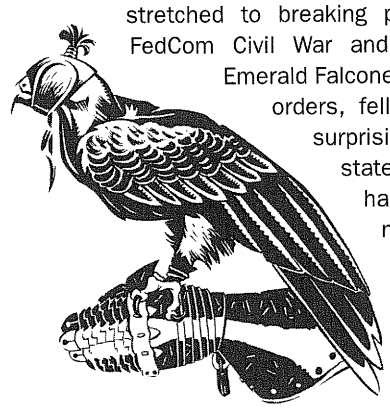
Though based on Fomalhaut, the 81st Division straddles the Combine-FedSuns border, with elements deployed as far afield as Saffel and Addicks. The division's involvement in the Chaos March has been terminated, to the relief of Precentor Riggins, ending a series of minor clashes with the World of Blake.

The 301st Division appears to have been forgotten by Com Guard quartermasters, receiving only a fraction of the unit's intended supplies. After the improvements of the early 3060s, this sudden downturn—for which the logistics staff denies responsibility—has sent the division's morale plummeting once more.

The Eighty-second Division continued to hemorrhage personnel over the past five years. It presently fields only half its official strength, a third of those new recruits. The unit remains a hotbed of discontent against Victor Davion. By contrast, the 77th Division continues to play a major role in defusing tensions between the Draconis Combine and the Federated Suns, deploying as peacekeepers in both realms in the wake of FedSuns incursions and DCMS reprisals.

3RD ARMY V-LAMBDA (THE EMERALD FALCONEERS)

Based in the Chaos March and Federated Suns, the Third Army has seen a number of changes in the last few years, stretched to breaking point and beyond by the FedCom Civil War and associated events. The Emerald Falconeers, acting on Gavin Dow's orders, fell to pro-Victor troops; not surprisingly, Victor Davion's reinstatement as Precentor Martial has proven unpopular with many in the unit. Additionally, the refusal of both Davion and Dow to assign more troops to the Third Army in light of Word of Blake aggres-



sion in the Chaos March has prompted a general decline in the army's loyalty.

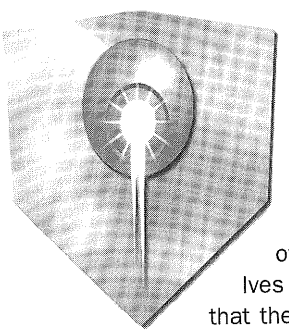
The decision by several worlds near Terra to place themselves under the protection of the Word of Blake prompted the Eleventh Division's redeployment from Caph to Fletcher. Precentor Tang has repeatedly requested permission to probe the Blakists' defenses, but with the Word of Blake becoming probationary members of the Star League Council, Army Commander Durbin has had to refuse.

Commanded by one of the Com Guard's most decorated officers, the Second Division has remained steadfastly loyal to the new Precentor Martial, with whom they served against the Smoke Jaguars. The division finally reached its full operational strength in 3066.

The 323rd Division, based on and around Mermentau, incorporates survivors of the 299th Division (formerly based on New Avalon) who chose to remain with the Com Guard. These additions have brought the 323rd back to full strength, but many of the troops absorbed from the 299th harbor strong dislike of Victor Davion even while they remain loyal to the Order of ComStar.

4TH ARMY V-IOTA (THE DEFENDERS OF HONOR)

The largest force in the Com Guard, the Fourth Army's six divisions garrison a broad swath of worlds in the Capellan Confederation as well as in the Capellan March of the Federated Suns and the Chaos March. The unit's size is a holdover from the Confederation-St. Ives War, when Victor Davion bolstered the region's peacekeepers in hopes of preventing the conflict from escalating. In recent years, the Com Guard troops have overseen the reintegration of the St. Ives and Liao Commonalities, ensuring that there is no mistreatment of the "wayward" Capellan population and securing ComStar's interests on the planet Warlock.



Like the Eleventh Division of the Third Army, the 83rd Division recently relocated to Tall Trees in response to the creation of the Blakist Protectorate in the Chaos March. Precentor Omlid was willing to challenge the Word of Blake for control of Bryant, but Precentor Gavin Dow ordered the White Cyclones to withdraw.

The 87th Division played a major role in combating the notorious Black May attacks, providing decontamination and humanitarian aid to St. Ives. Unfortunately, Precentor Pardeau was a casualty of the attacks, dying at Tiantan on St. Ives as he sought to safeguard others.

Friction between the 79th Division and the CCAF have steadily escalated over the past five years as the Liao troops solidified their control over former Sarna March worlds. No outright fighting has yet erupted between the two groups, but the Capellans have repeatedly interfered with the Com Guard's supplies.

The 166th Division, also known as the Wolf Bait Division, has steadily shrunk since the resignation of Demi-Precentor Marita. Many of the lost troops from the 166th opted to join their former leader on Outreach. Despite being reassigned to the Defenders of Honor as a result of the St. Ives crisis, there has been no move to return the 403rd Division to its old formation; instead, the Prezno River Rats have remained in the St. Ives Commonality as peacekeepers with the blessing of Duchess Candace Allard-Liao.

The 321st's decision to aid Cassandra Allard-Liao's forces against the Capellan Confederation made them persona non grata within the Confederation, prompting their withdrawal to Beid in the Federated Suns.

5TH ARMY V-OMICRON (THE MOUNTAINEERS)

Responsible for the anti-spinward border of the Capellan Confederation, the Fifth Army is squashed into one of the narrowest operational areas by the Word of Blake-dominated Free Worlds League. To the surprise of Precentor Harris Harvison, there have been few incidents with the Blakists or the Confederation. Nonetheless, the Mountaineers' morale remains poor, the gains of Precentor Martial Victor Davion's first command having been lost during Gavin Dow's more political tenure. Former Precentor Martial Focht has attempted to troubleshoot the Fifth's problems, but even the attentions of the victor of Tukayyid appear insufficient to inspire the Fifth Army. The White Lions, the 394th Division, are the exception to the rule. Their morale remains high thanks to the leadership of Precentor Reine and a series of successful operations in the Chaos March.



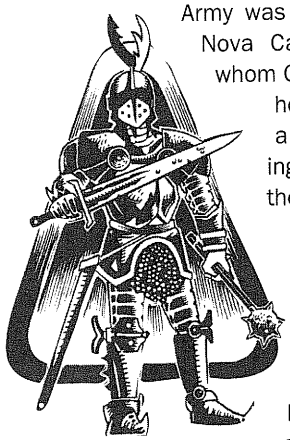
Pressure from the CCAF and the Word of Blake Militia finally forced the 76th Division, formerly based on Sian, to give up their cantonments and control of the Sian HPG station. In early 3064, the unit relocated to Zurich in the FedSuns' Nanking Salient.

The assassination of Precentor Terry Shykes in 3063 rocked the 467th Division but stiffened the resolve of the Jaguar Skinners to remain at their posts. They have suffered grievous damage at the hands of snipers and terrorist attacks, many believed to have been the work of CCAF or Word of Blake personnel. The Capellans and the Word of Blake deny any responsibility.

Sitting out the recent three-way war on Carver V (renamed Liberty), the 379th Division has worked hard to prevent expansion of the Blakist Protectorate. The unit managed this feat by reaching an understanding with Wolf's Dragoons on Outreach. Though usually disdaining any contact with ComStar, the Dragoons have been selling supplies to the Com Guard unit.

6TH ARMY V-KAPPA (GRIM DEFIANCE)

Relocated to the Albeiro and Irece prefectures after the liberation of those regions from Clan Smoke Jaguar, the Sixth Army was intended as a watchdog over the Nova Cats and Ghost Bears, neither of whom ComStar entirely trusted. In the end, however, rogue DCMS units triggered a conflict with the Ghost Bears, taking the Combine and the Sixth Army to the brink of disaster.



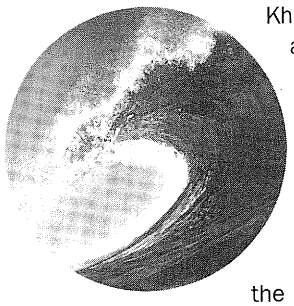
Located on Chandler, the 31st Division was intended to slow any advance toward Terra by the Bears and fought several skirmishes with that Clan when the Bears probed the defenses of Kiessen and Meilen. More serious was the assault on Mualang, where the elite Com Guard Twelfth Division moved to support the Combine garrison. Despite their skill and determination, even the Grizzly Grinders were hard pressed to stop the Ghost Bear juggernaut. They were forced to withdraw to Asgard in November 3062, where they rearmed and repaired before returning to Mualang eleven months later.

Luzerne has been a difficult posting for the 102nd Division; many of the natives are suspicious of ComStar troops and slight them at every opportunity. Eight years of hard work by Precentor Isotrera seem, however, to have normalized relations in recent months.

The First Division continues to lose units in raids from the Periphery, though efforts to identify and crush the pirates' base have proved counterproductive. Precentor McGillaray has come to believe that the raiders are too well trained and equipped to be pirates, but has yet to identify the House or Clan sponsoring them.

7TH ARMY V-IOTA (THE DARK WAVE)

Based along the coreward edge of the Lyran Alliance to bolster defenses against a repeat of the Jade Falcons' Coventry campaign, the Seventh Com Guard Army has suffered the "death of a thousand cuts" as a succession of raiders nibbled at the Lyran border. Some are clearly pirates, but the origins of others, such as the group run to ground by the Qanatir MTM on Khartoum, are less clear. The defection and subsequent excommunication of the 244th Division has seriously undermined the Seventh Army's position and Precentor Ayyub's calls for reinforcements have not been heeded despite the post-Coventry Jade Falcon incursion.



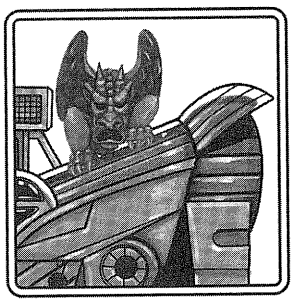
The most experienced division in the army, the Ninth, turned the world of Pasig into a killing ground ready to stop the Jade Falcons cold. The world was never attacked, but the division, now recovered from the defections that plagued it in the early 3060s, solidly supports Victor Davion.

Faced with boring garrison duty on Kowloon and surrounding worlds, the 222nd Division has suffered major defections and desertions and is now almost a battalion under strength. Precentor Kraig has petitioned for his unit to take up the garrison post on Mogyorod, abandoned by the 244th Division, where the proximity of the Jade Falcons would help keep his forces sharp.

Only the absence of sufficient JumpShips has kept the 214th Division at its posts on and around the world of Engadine. Precentor Pettigrew has sworn not to follow the "tiny tyrant," as he calls Victor Davion, but ROM has yet to discover whether this disrespectful label represents an abrogation of the unit's loyalty to ComStar or merely rejection of the reinstated Precentor Martial.

8TH ARMY V-PI (STERN DEFIANCE)

Situated along the Steiner-Marik border, the Eighth Army suffered badly in the FedCom Civil War. The 182nd Division was drawn into the conflict by the misrule of Margrave Richard Steiner, while the 167th Division was shattered attempting to resolve fighting on Giausar. Their actions earned them expulsion from ComStar by then-Precentor Martial Gavin Dow but won the unit the friendship of the Fourth Crucis Lancers, which many survivors of the 167th joined after the war ended. Precentor Yakel has expressed misgivings over the appointment of Victor Davion as Precentor Martial, but has promised to judge the ex-Prince on his future actions rather than on the events of the FedCom Civil War.



The 182nd Division was badly bloodied by Loyalist forces on Cavanaugh after years of harassment by Margrave Richard Steiner. Despite helping depose the legally appointed Margrave, the 182nd has been exonerated by a Com Guard

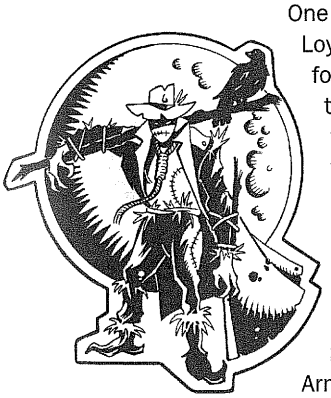
investigation that laid the blame for the unit's actions squarely at the Margrave's feet.

The Periphery fringe seems an unusual posting for the elite 85th Division, but it gave the unit time to rest and recover after the rigors of Operation Bulldog and the battles on Huntress. With his unit now at full strength, Precentor Graf has repeatedly requested reassignment to Loric, the posting abandoned by the 167th Division, and it seems likely he will receive permission in the next few months.

Lyran paranoia saved the 56th Division from the chaos that overtook Solaris in 3062, prompting the unit's redeployment to Rahne. The unit returned to Solaris at the end of the war, where it has been reinstated as a neutral peacekeeper, freeing up Lyran troops for more important duties.

9TH ARMY V-LAMBDA (THE RAG TAGS)

Located entirely within the Lyran Alliance, the Ninth Army was lucky to escape the civil war with only minor casualties. One of its divisions skirmished with Loyalist troops, but the rest of the force managed to avoid all but the most cursory contact with the warring factions. Much of this can be attributed to Precentor Sonic Owens, who convinced both sides of his troops' neutrality and their importance in securing Alliance worlds. Elements of Free Skye courted the Ninth Army's support—two of its divisions lay inside the territory they claimed, with a third just outside—but Precentor Owens politely rebuffed their overtures.



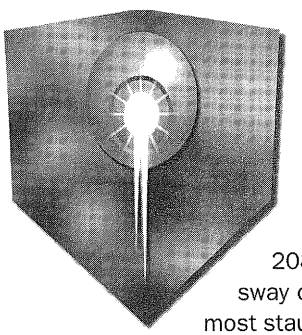
The New Earth Trading Company continues to have a profitable relationship with the 34th Division, selling most of its goods to the Order and relying on the Black Glove Division to safeguard its holdings. The 366th Division, by contrast, has undergone several defections and resignations, which have risen to new heights since Precentor Martial Davion was reinstated.

The 143rd Division fought a series of skirmishes against the Fourth Alliance Guard before Precentor Alder Reed capitulated to Lyran orders to stand down. He preserved his force at the cost of his dignity, which proved fortuitous when their opponents withdrew to engage more pressing foes.

The green 207th Division, stationed on Virtue, is separated from the rest of the Ninth Army by several hundred light years. Precentor Hiram Laval operates his unit as an independent command, and his troops are exposed to significant Word of Blake manipulation. How many soldiers the Blakists have suborned has yet to be determined.

10TH ARMY V-NU (THE RED LEGION)

For much of the past decade, the Red Legion has operated as two independent commands, one working with Loyalist forces and the other an adjunct to the Arc-Royal Defense Cordon. ComStar tolerated this situation for as long as the FedCom conflict remained a cold war, but once actual fighting erupted, Precentor Gavin Dow took steps to ensure the loyalty of the Tenth Army. He worked with the LAAF to ensure that the 198th and 208th Divisions did not fall under the sway of Morgan Kell or Victor Davion. The most staunchly Lyran of the Tenth Army units, Precentor Dag Kesselring's 66th Division, paid the price for their choice and were annihilated in Peter Steiner-Davion's assault on Tharkad.



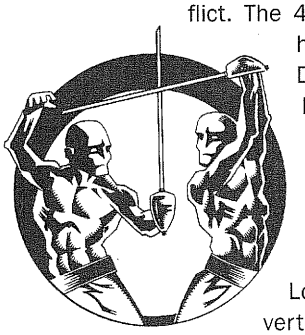
The 283rd Division remains a staunch opponent of Precentor Martial Victor Davion, but keeps its loyalty to ComStar despite all the anti-Victor invective. ROM has vetted the unit numerous times, and its soldiers are generally tolerant of—if not enthusiastic about—accepting Victor's orders.

An auxiliary force within the ARDC for many years, the 198th Division had its first chance of combat during the Jade Falcon incursion, when it deployed forward to Mkuranga. The unit remains on that planet to stem any future Clan assaults.

Based midway between the Falcon OZ and Tharkad, the elite 208th Division guarded Alliance supply lines during Operations Bludgeon and Audacity. Since then, Precentor Zane has given Precentor Martial Davion's reinstatement a guarded welcome.

11TH ARMY V-ETA (THE HONORABLE)

Without doubt the hardest hit by the civil war, three of the Eleventh Army's four divisions sustained damage in that conflict. The 48th Division suffered solely at the hands of the Alliance, while the 39th Division lost troops to the Jade Falcons. The least fortunate, the 388th, fought the Alliance and the Falcons during the conflict, its commander earning considerable renown for her skill and courage.



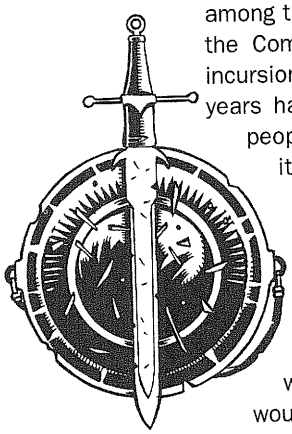
Formerly based on Fort Loudon, the 48th Division was inadvertently drawn into the conflict on that world but managed to avoid any major entanglements. The unit's redeployment to Kelenfold helped secure the Lyran position, but many in the 48th saw it as a retreat.

The 388th Division was forced to withdraw from Graceland at the start of the civil war in one of the conflict's most convoluted military actions, but willingly returned to the world during the Jade Falcon incursion and held the line long enough for Lyran reinforcements to drive off the invaders. The 39th Division's deployment to Crimmond, by contrast, was almost too late for the unit to help eject the Jade Falcons and the unit's over-eager assaults cost them a disproportionate number of casualties.

Weak and inexperienced, the 312th Division served solely as defenders during the recent conflict. After half a decade as diplomats, Precentor Dintaro and his troops were reportedly dismayed not to experience the heat of battle.

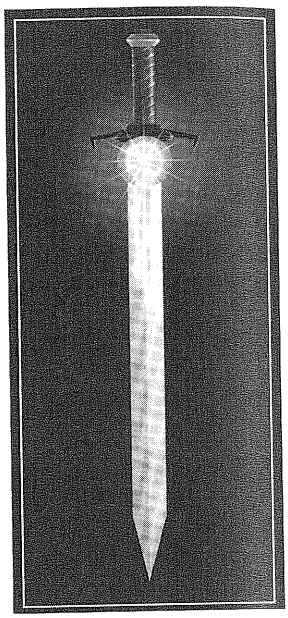
12TH ARMY V-BETA (THE BROADSWORD AND SHIELD)

Standing directly in the path of any Clan drive on Terra, the Twelfth Army is inextricably bound to the defense of the Free Rasalhague Republic, and its units are among the best equipped and most alert in the Com Guard. Despite the Jade Falcon incursion, the army's toughest job in recent years has been keeping the regard of the people it is sworn to proect. Many inhabitants of the Free Rasalhague Republic regard the Great Refusal as signaling the end of their need for ComStar's military aid, and Precentor Allian Higham regards the locals' desire for freedom from ComStar troops as their greatest weakness. A ComStar withdrawal would surely expose the Republic to a Wolf Clan assault, given that the Truce of Tukayyid expired several weeks ago. Khan Vlad Ward of the Wolf Clan has often called the truce the only thing preventing his resumption of the Clan invasion.



The elite 278th Division serves as the Twelfth Army's command force, its officers constantly drawing up contingency plans to deal with a Clan, Combine or Lyran assault on the FRR. The division stages regular exercises on Tukayyid against the 472nd to test out its theories. Also called the Invader Galaxy, the 472nd Division serves as the operational force in these exercises. Though better known as a warrior, Precentor Lisa Koenigs-Cober of the 472nd has demonstrated unexpected diplomatic skills with the various groups who come to Tukayyid to train, as well as within ComStar. Should Victor Davion ever step down as Precentor Martial, many expect Precentor Koenigs-Cober to take up the role. Some have even hinted at their support for her should she try for the post of Primus as well.

Despite the increase in tensions between ComStar and the FRR, the 116th Division remains on good terms with its KungsArmé partner, the Second Kavalleri, against whom it stages regular exercises. Based on Orestes, the 104th Division is subject to the strongest anti-ComStar sentiment, its troops snubbed and insulted by the inhabitants of Rasalhague's capital.



WORD OF BLAKE

Confidential: Eyes Only
From: Precentor ROM Alexander Kernoff
To: Precentor Martial Cameron St. Jamais

Greetings, Brother,

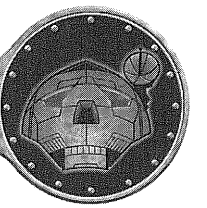
As you know, our former brethren have been busy updating their intelligence briefings. I think you will find their view of us interesting. Our operatives secured a copy of this report on the same day it crossed the desk of the Puppet Primus. ComStar's briefing begins below.

Though our erstwhile comrades appeared quiescent as turmoil swept the Inner Sphere, nothing could be further from the truth. While we in ComStar were blinkered by the Clan threat, the Word of Blake has grown into a powerful political and military entity. In 3058 we could have driven them from Terra had we chosen to, but now they are harder to dislodge than a Proserpina blood limpet.

TERRA

Though the Word of Blake has deployed three whole divisions in the Chaos March, Terra is defended as strongly as ever. The Blakists have the remains of the SDS network, and have kept the bulk of their Militia on world, hiring mercenaries to help protect their interests in the Chaos March. A recent drop in demand for mercenaries apparently overcame any hesitation fostered by the infamous Twenty-first Centauri Lancers incident, and the Word of Blake seems to have no problem persuading cash-strapped mercenary units to work for them.

Regular convoys of raw materials from the Capellan Confederation and the Free Worlds League feed the voracious appetite of Terra's industrial base. In order to rebuild after our staggering losses on Tukayyid, ComStar reactivated many



weapons factories that had been reconstructed and then mothballed by the Blessed Blake following the Amaris Coup, and the Word of Blake brought others on line after taking Terra in 3058. All these factories are now churning out arms at an alarming rate, and the Blakists are seeking to acquire even more weapons from anywhere they can get them. We have no evidence of new divisions being raised, so perhaps the weapons are being stockpiled or used to pay the Word of Blake's growing mercenary forces.

Security around the Titan Shipyards is almost impenetrable. We know that four derelict WarShips—the *Lola*-class *Guarded Knowledge, Essex*-class *Hidden Meaning, Aegis*-class *Immortal Spirit* and *McKenna*-class *Blake's Sword*—have been renovated, and new DropShips are being constructed at an unprecedented rate. In the past few months the Blakists have been buying near-derelict JumpShips and refitting them at the Titan yards with lithium-fusion batteries. The reason behind this buildup remains unclear. In one other unsettling note, the *Immortal Spirit* dropped from sight almost immediately after entering service in mid-3064. Our attempts to locate it since have failed.

[It is regrettable that we had to use the Immortal Spirit, *but how could we tolerate such an affront from unbelievers? Repairs to battle damage proceed, but replacing her jump core outside drydock will be challenging. —AK]*

FEDCOM CIVIL WAR

ComStar's image of neutrality was badly damaged when Com Guard units deserted to participate on both sides of the FedCom Civil War. A new wave of defections to the Word of Blake swelled the ranks of our rivals and gained them sensitive information and technology. ComStar is still assessing the ramifications of these losses. Naturally, Word of Blake representatives were quick to point piously to their own unsullied neutrality, especially when bidding for HPG contracts in the Chaos March and Periphery.

STAR LEAGUE MEMBERSHIP

Presumably it was Precentor William Blane who petitioned Thomas Marik to nominate the Word of Blake for a seat on the Star League Council in 3064. The vote appeared as if it would be a formality, as other signatory members were also pushing for expansion. However, First Lord Theodore Kurita suspended the vote until an investigation could be carried out. Following that investigation, Thomas Marik renounced his position as the Word of Blake's so-called Primus in Exile and agreed to an audit of accounts by ComStar personnel to facilitate the nomination. The Word of Blake is currently a provisional member of the Council.

CHAOS MARCH

Precentor William Blane continued a veritable diplomatic assault on the Chaos March while events elsewhere diverted the Inner Sphere's major powers. Widespread local perception of the Blakists as dangerous religious fanatics was a major stumbling block, but careful selection of more moderate ambassadors cast the Blakist Order in a new light. Soon changes in policy (and sometimes in government) began to favor the Word of Blake across the Chaos March. At this time we can only speculate how much clandestine aid and incentives were used to bring this about.

Through diplomacy, the Blakists brokered a network of non-aggression, mutual defense and trade pacts and supplanted ComStar on many worlds in the region, with notable exceptions such as Outreach and Northwind. Wolf's Dragoons and the Northwind Highlanders remain suspicious of the Word of Blake's motives. Officially, Word of Blake militia units and affiliated mercenaries protect their HPG stations. They also often provide humanitarian aid, and sometimes interpret their standing orders to defend Blakist installations to include whole planets. Some Blakist units have even made proactive anti-bandit sweeps through uninhabited systems. Clearly the Blakists are intent on winning the hearts and minds of the locals, which could set them at odds with Capellan objectives in the region despite possible collusion in the fall of the Styk Commonality.

Although Wolf's Dragoons have been relatively quiet during the last decade, they have suddenly surged to the fore in the Chaos March. Whether for their famous distaste of anything ComStar, or their Wolfnet has uncovered information we are not privy to, Wolf has created a coalition of mercenary units, including the Northwind Highlanders, to attempt to halt the Blakist expansion in the Chaos March. Already several battles have occurred.

THE PERIPHERY

While ComStar remains dominant in the Outworlds Alliance, the Word of Blake has successfully displaced us from the Magistracy of Canopus and the Taurian Concordat. The Circinus Federation and the Order of the Faithful are reported to be fielding upgraded BattleMechs, suggesting that the Blakists have reactivated their supply lines on the world of Astrokaszy. Certainly Word of Blake influence in the Marian Hegemony has spread to the Circinus Federation.

The Word of Blake took control of old Star League research centers and military bases in the Deep Periphery following the Schism and used them secretly to train the forces employed to seize Terra. While these bases may still be training more troops, we lack enough assets in the rimward and anti-spinward Periphery to gather reliable intelligence.

THE RISE OF TOYAMA

Primus of the Word of Blake in all but name, Precentor William Blane does not yet enjoy absolute control over the organization. The radical Toyama sect also wields considerable power. Precentor ROM Alexander Kernoff leads this faction, and Precentor Martial Cameron St. Jamais is a member as well. Only the support of the Expatriates, the third largest of the Blakist sects, allowed Blane to dictate Blakist policy. His posi-

tion has grown more precarious since 3065, when Alexander Kernoff unmasked several highly placed Expatriates (including their leader Klaus Hettig) as ComStar agents. With their sect effectively destroyed, many innocent Expatriates switched their allegiance to Toyama, and that faction is perilously close to gaining the upper hand in the Conclave.

RECENT EVENTS

While we lack confirmation of their plans, it appears that the Word of Blake is gearing up for the next moves in the political game they have been playing in the Chaos March. Given legitimacy by possessing Terra and gaining a voting seat on the Star League Council at the end of their probationary term, Precentor Blane may plan to execute a modified version of the plans made centuries ago by Jerome Blake. ComStar's founder had intended to bring several Terran Hegemony worlds under ComStar's control, but Draconis Combine attacks sparked the First Succession War before Blake's preparations were complete. Blake hastily revised his operation and used his limited resources to take control of Terra.

In creating a Blakist Protectorate in the Chaos March, Blane is casting himself in the role of Jerome Blake. However, for him to secure the post of Primus, he will need to win over the Word of Blake Militia. With a Toyama member as Precentor Martial, it is unclear how he intends to accomplish this.

NAVAL ASSETS AND MILITIA DIVISIONS

The Word of Blake fleet currently consists of the *Vincent*-class *Blake's Redemption*, *Lola*-class *Guarded Knowledge*, *Essex*-class *Deliverance* and *Hidden Meaning*, and the *McKenna*-class *Blake's Sword*. The *Aegis*-class *Immortal Spirit* is missing (presumed lost). Blakist militia divisions are listed below.

1st Division (True Devotion IV-Beta)

True Devotion remains the premier unit in the Word of Blake Militia. Back to full strength with the return of its Fall of Night III-Alpha unit, the division has been deployed to protect Blakist assets across the Chaos March on Bryant, Caph, Epsilon Eridani, Ingress and Keid. Unsanctioned attacks by unmarked Com Guard units have been aimed at the division, playing into the Word of Blake's hands when the locals see the Militia fighting off the raiders.

2nd Division (Stern Resistance IV-Gamma)

Precentor John Christopher became division commander after a training accident killed his friend and superior, Daphne Chrysler. Precentor William Blane often sought her advice on military matters, so her death must come as a blow to him.

3rd Division (Pure Thoughts and Actions IV-Mu)

Precentor David Fellers replaced Randolph Kanni in 3066, becoming the first jump infantryman to command a division. Though still dominated by True Believers, members of other factions are no longer hounded from the Third Division. Battle armor has been issued to most of the infantry, making the division much stronger than before.

4th Division (Blake's Boldest IV-Iota)

The second of three divisions redeployed from Terra to the Chaos March, Blake's Boldest covers Elgin, Hsien, New Canton, and Saiph. Equipped with sufficient DropShips and JumpShips to move the entire division, the Fourth can shift rapidly from world to world.

5th Division (The Chosen IV-Eta)

The last of the three divisions assigned to the Chaos March, The Chosen are stationed on Sheratan.

The Deviants III-theta unit received a mauling on Acamar in 3065 when Word of Blake ROM directed them to apprehend the famous weapons designer Dr. R. Raisley. Hours after securing the good doctor, the Deviants were attacked by the mercenary DropShip Irregulars. Employing their trademark unconventional tactics, the mercenaries extracted Dr. Raisley and escaped.

6th Division (True Believers IV-Theta)

The True Believers Division was reassigned to China, replacing the Fourth Division. Precentor Brandenburg-Curi has put his charges through a rigorous training schedule in which the new *Legacy* BattleMechs made an impressive showing.

7th Division (The Glorious IV-Iota)

Perilous conditions on Mars keep the Seventh Division constantly under strength. With past differences forgotten, the unrelenting danger of their environment has helped bond the troops into a strong and cohesive unit.

8th Division (Hands of Fate IV-Kappa)

Precentor Martial St. Jamais has confirmed the Eighth Division's rise to veteran status. The unit is expected to relieve the First Division in the Chaos March soon.

9th Division (Blinding Light IV-Gamma)

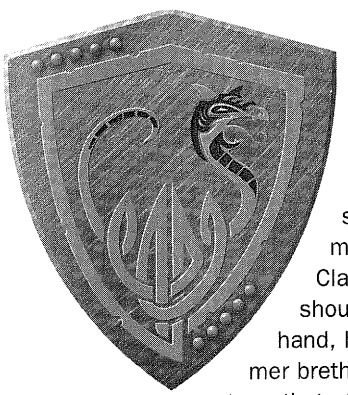
The latest wave of experienced troops defecting from ComStar allowed this division to reach full strength while maintaining its experience level. The Ninth is currently changed with defending the entire North American continent.

10th Division (Shooting Stars IV-Beta)

Although the Tenth's ranks were depleted following the elimination of ComStar sleeper agents, academy graduates have returned the unit to full strength. The new recruits lowered the unit's competency from veteran to regular. With the Sixth Division reassigned, the Tenth now covers Argentina and Amazonia.

FREE RASALHAGUE REPUBLIC

Confidential: Eyes Only
From: Precentor ROM Alexander Kernoff
To: Precentor Martial Cameron St. Jamais



Brother,

Amid the frenzied preparations for the Third Transfer it would be easy to forget the Free Rasalhague Republic. All but destroyed by the Clan invasion, many consider them little more than a speed bump on Clan Wolf's road to Terra. We should not discount them out of hand, however. Dominated by our former brethren, the Republic could be the stone that starts an avalanche to bury us. We must remain mindful of the stresses present in this tiny state, should it become necessary to apply pressure and shatter it.

IN THE SHADOW OF BEASTS

For much of the past twenty years, the independent-minded people of Free Rasalhague have lived their lives under a pall of despair. The initial Clan invasion all but devoured their young state, and while they owed their freedom to the Com Guard victory on Tukayyid, that massive battle was not fought to save them, but to prevent the Clans from claiming Terra. The end of the Truce of Tukayyid hung over them like an executioner's axe. Those who could fled the Republic, seeking worlds far from the Clan front. Clinical depression was rife and suicide rates increased alarmingly among those who remained. Aid from ComStar prevented complete social collapse, but the need for such help rankled the proud Rasalhague citizens.

OUT FROM UNDER

Then the Great Refusal changed everything.

The Clan threat still existed, especially from the Wolves, but the Clans were no longer the unstoppable juggernaught that had stalked the Inner Sphere. Among the people of Rasalhague, spirits improved, suicide rates fell to almost normal levels, and those who had fled the Republic began to return. Under Christian Månsdotter, their Elected Prince Regent, the economy witnessed real growth for the first time since the Clan invasion.

The performance of the Kungsarmé reflected this new confidence by launching a daring raid into Wolf territory. The Fourth Kavalleri struck in 3063, landing on Altenmarkt to resupply several key resistance cells before withdrawing as elements of the Wolves' Alpha Galaxy closed on their position. Överste Jeffery Cizek then caught the haughty Wolf Khan flat-footed by driving deeper into the occupation zone. Making planetfall on Diosd, the Fourth again contacted local resistance cells and handed the garrison force a stinging defeat. Only the impracticality of holding Diosd against the reinforcements the infuriated Wolves would inevitably send prevented Överste Cizek from pressing his advantage and annihilating the surviving Wolf garrison troops. Mission objectives achieved, the Fourth Kavalleri returned home to a hero's welcome.

Striking back effectively at the hated Wolves boosted confidence, but also prompted shortsighted Republic citizens to question the need for continued aid from the Com Guard. Antipathy traditionally directed at mercenary units is now also shown to the region's ComStar defenders. Though these sentiments evaporate with the slightest rumblings in the nearby Clan Occupation Zone, they inevitably return all the stronger when no strike over the Truce Line materializes. Primus Mori and First Precentor Gavin Dow have worked long and hard to calm things down, and we must not underestimate the volatility of the situation.

FIRST LORD

The election of Christian Månsdotter to the post of First Lord of the Star League in late 3064 was another boost for the Free Rasalhague Republic. Although seen as a compromise candidate, the selection of their elected leader for this unparalleled honor signaled the Republic's arrival as an equal in the Star League, not just a junior partner. First Lord Månsdotter has used his position as a platform to create aid programs for the dispossessed of the Clan Wars. Although the Republic clearly benefits from this program, a surprising number of Combine and Lyran citizens are equally in need of aid, especially after renewed hostilities on both of those Clan fronts.

While the Ghost Bear War against the Draconis Combine initially caused some concern, it soon became clear that the conflict was a private war between the Combine and Clan Ghost Bear. Clan Jade Falcon's incursion into the Lyran Alliance, on the other hand, sparked panic in the Republic. Many feared that Clan Wolf would take advantage of the FedCom Civil War and make a lunge for Terra. With Clan Ghost Bear tearing chunks from the Wolf Occupation Zone, however, Wolf Khan Vlad Ward swiftly abandoned any such intentions that he may have entertained.

HUNTING THE WOLF

For years the Third Drakøns Regiment had been agitating for an opportunity to raid the Clans. They were finally unleashed in July 3065, when the Wolves were busy with the Jade Falcons

and the Ghost Bears. The opportunity of achieving another success like the Fourth Kavalleri's deep strike was too good to pass up.

Unfortunately, Överste Joan Dahlstrom took her troops off mission and went hunting for Star Colonel Marcos Radick and his 37th Striker Cluster. Wanted for war atrocities committed during the invasion of Memmingen, the Third Drakøns steadfastly refused to accept that the odious Star Colonel and his unit had not survived the upheavals of Clan politics. Acting with poor intelligence and no support, Dahlstrom's berserker drive across Wolf Clan territory degenerated into a tense game of cat-and-mouse. Khan Vlad Ward positioned his forces to cover routes his opponent would logically take, only to see them rampage off in a different direction.

The Drakøns' luck could not last, however, and they were ultimately brought to battle on Thun where Överste Dahlstrom's *Axman* fell early. Command went to Överste-Löjtnant Gordon Jorgensson, who executed an impressive fighting withdrawal and pulled the battered Third Drakøns back to Raslhague space.

BEAR NECESSITIES

Meanwhile, the Second Freemen were charged with probing Ghost Bear territory, but ran into the First Rasalhague Bears Cluster. Överste Weaver chose wisely to withdraw rather than order his troops to fight their Elected Prince, who was captured some years earlier as a bondsman by the Bears and swiftly rose to command rank among them. This retreat was soon followed by the news that the Ghost Bears had taken the planet Rasalhague from the Wolves, and that Star Colonel Ragnar Magnusson—the Elected Prince himself—was at the head of the invading (or liberating) force. This electrifying news sparked spontaneous celebrations reminiscent of those seen when the Republic was originally created.

These two incidents have fueled the growth of a grassroots movement calling for closer ties with Clan Ghost Bear. Supporters of this idea harbor the deepest resentment of the Com Guard presence in the Republic.

3rd Drakøns

Promoted after his skillful retreat from Thun, Överste Gordon Jorgensson was faced with the task of rebuilding the mauled regiment and controlling the hotheads who survived the battle. The unit is currently capable of fielding two 'Mech battalions, and Överste Jorgensson plans to split the second battalion into a core which will build to full strength in the new year. After the Third Drakøns' disobedience in rampaging across Clan Wolf territory, their loyalty was downgraded to Reliable.

The Holy Valkyries Aerospace Wing repeatedly turned down new *Huscarl* OmniFighters, preferring to use the Shilone exclusively. Having relatively antiquated equipment may make the Valkyries look weak on paper, but they employ four fighters per flight in place of the traditional two and are a force to be reckoned with. Flying ground support missions, the Valkyries bought the time needed for ground forces to escape the Clan Wolf trap on Thun.

2nd Freemen

Christian Månsdotter publicly endorsed Överste Rhett Weaver's decision not to engage Elected Prince Ragnar Magnusson's Cluster. Interestingly, the Freemen came back from their probe of Ghost Bear space with a Tyr Infantry Support Tank and a new unit mascot named Cuddles. This playful and affectionate ghost bear cub is spoiled by the Freemen's officers, but at five hundred kilograms (and growing fast) may become a problem. A more important acquisition is a Level I suit of Purifier battle armor from First Precentor Gavin Dow, in an apparent attempt to keep ComStar in the Republic's good graces.

3rd Hussars

The Third Hussars have been charged with defending the Grumium Creations BattleMech factory, a duty that suits the unit's preponderance of heavy and assault 'Mechs.

Rather than add a third battalion, Överste Olsen has reorganized his unit into two reinforced battalions. Each company contains a fire lance of six 'Mechs, primarily locally manufactured *Vikings*. The other lances have been trained extensively in spotting for indirect fire. Some units also mount TAG equipment and the Third has access to a limited supply of Free Worlds League semi-guided LRMs.

The Hussars Aerospace Wing is slowly building up to double its normal strength with *Huscarl* OmniFighters.

2nd Kavalleri

The Second Kavalleri remains a master of stealth and ambushes, skills that compensate for the unit's comparatively weak BattleMech battalion. Överste Jack Koslow, the Second's infantry commander, almost succeeded in acquiring Kage battle armor from the Draconis Combine until the Ghost Bear War ended any hope of getting the suits. Koslow then changed tactics and brokered a deal between ComStar, the SLDF and the Republic to develop their own design. Details of the project are sketchy, but the new light battle armor is undergoing final field tests and could enter service in early 3069.

4th Kavalleri

Previously lacking in confidence and experience, the Fourth Kavalleri worked hard to build the first before gaining the second during their strike into the Wolf Clan Occupation Zone. That they could stand up to a foe that had carved its way easily through the Republic just over a decade earlier graphically demonstrates that the Clans have lost the initiative and are well on their way to losing their technological advantage as well. The Fourth Kavalleri have since replaced their losses and are itching for another opportunity to apply the lessons learned in their last excursion.

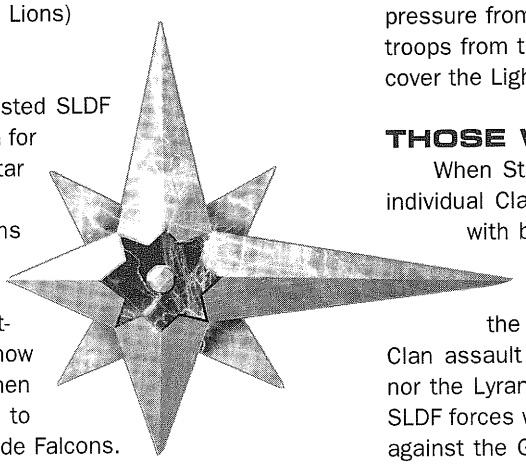
1st Tyr

As the heart and soul of the Free Rasalhague Republic, the First Tyr lacks for nothing, be it men or equipment. BattleMech strength has increased to two full battalions, and the only thing preventing further expansion is Överste Hanssen Månsdotter's determination not to dilute his unit's experience level by accepting anything but the best MechWarriors. The First is stationed near the *Huscarl* OmniFighters production line, which has allowed the First Orestes Lancers to expand to a full wing, though the unit does not yet use reinforced organization common to several other front-line wings.

The unit recently acquired a company of older Inner Sphere battle armor from the Lyran Alliance. Attached to the Second Orestes motorized infantry, the battle armor is often deployed as First Lord Månsdotter's bodyguard. The First Tyr is uncomfortable sharing this duty with the Royal Black Watch, unable to forget that unit's mercenary origins.

STAR LEAGUE DEFENSE FORCE

To: Prince Hohiro Kurita, Commanding General, Star League Defense Force
From: Colonel Andrew Redburn, commander of the First Royal BattleMech Regiment (Morgan's Lions)



Greetings, Hohiro-sama,

I have appended the requested SLDF readiness reports in preparation for the fourth meeting of the Star League Council.

Should the call to arms come—and with the Wolf Clan no longer bound by the Truce of Tukayyid, it can only be a matter of time—we are ready. I know my people were disappointed when the SLDF was not deployed to repulse the Ghost Bears and Jade Falcons. We want to show that the Star League is more than a cheap political maneuver. We want to show that it means something.

I really enjoyed seeing Luthien last summer, and look forward to my next visit (besides, I promised Shinjiro another chance to try to "kick some Davion butt" in the simulators—I though Kurita children were taught to respect their elders?).

WAR TO THE KNIFE

In 3062, the 151st Light Horse and Nineteenth Heavy Cavalry regiments were deployed to Milos, a world of the St. Ives Compact that had fallen to the Capellan onslaught. The orders of newly elected First Lord Theodore Kurita were simple—act as a peacekeeping force and put a brake on Capellan aggression against a fellow Star League member.

Just making planetfall proved far more difficult than anyone could have imagined.

Before the Light Horse flotilla could deploy their DropShips for the run in-system, they were forced to withdraw to Kittery by the *Elias Jung*, a Capellan WarShip. Slipping back to Milos once the belligerent cruiser had departed, the peacekeepers finally arrived on station, only to be welcomed by terrorist attacks and Capellan-sponsored antipathy; the Light Horse found themselves virtually besieged by the very people they had come to protect. Sniping attacks, raids by local guerrilla cells and public demonstrations against the "invaders" wore on the spirits of the Light Horse, but failed to blunt their skill.

After weeks of this nerve-wracking experience the Second Regiment of McCarron's Armored Cavalry finally attacked the Light Horse. The ELH troops were almost relieved to finally face a conventional enemy they could fight. The Second MAC was driven off after the Light Horse inflicted heavy damage on the Capellan unit. However, the Light Horse could hardly claim victory that day, for in the confusion saboteurs infiltrated the perimeter and planted explosives in several of the unit's grounded DropShips.

Meanwhile, First Lord Kurita and SLDF Commanding General Victor Steiner-Davion were coming under increasing pressure from other council members to withdraw Star League troops from the region. ComStar WarShips were dispatched to cover the Light Horse's withdrawal.

THOSE WHO STAND AND WAIT

When Star League member states came under attack by individual Clans in 3062 and 3064, the Inner Sphere waited with bated breath to see whether this would mark the beginning of a general Clan invasion. Fortunately, the Clans abided by the results of the Great Refusal and in each case no coordinated Clan assault materialized. As neither the Draconis Combine nor the Lyran Alliance called for aid from the Star League, no SLDF forces were redeployed. While the Nova Cats did face off against the Ghost Bears, they did so only because their holdings in the Combine came under attack.

The Ghost Bears and Jade Falcons were ultimately contained, but it was a frustrating time for the sworn defenders of the Star League.

NEW MEMBERS

The FedCom Civil War and the private war between the Draconis March and House Kurita made it difficult to find a neutral location for the third meeting of the Star League Council. Ultimately the Free Worlds League agreed to play host.

At this Council, ComStar and the Word of Blake were nominated as new Star League members, as was the Taurian Concordat. Chancellor Sun-Tzu Liao's move in nominating the Concordat surprised many who had anticipated he would favor the Magistracy of Canopus. All three nominations were accepted, and the new council members have almost completed a probationary period of three years. No irregularities have surfaced, and so all three are expected to become voting members at this year's meeting.

Katherine Steiner-Davion's drive to become First Lord was again thwarted by her brother. Denouncing his sister as a murderer, Victor raised doubts over Katherine's suitability for the post. Ultimately a compromise candidate was found in Christian Månsdotter, elected leader of the Free Rasalhague Republic.

Martial Olympiad

Recognizing the continued threat posed by the Clans, the Star League Council agreed to the proposal by SLDF Commanding General Hohiro Kurita that the member states participate in exercises and war games to hone their skills and improve inter-House cooperation. The idea grew as preparations continued, and ultimately the nations of the Inner Sphere resurrected the Martial Olympiad of the first Star League. When Wolf's Dragoons declined to hold the contest of Outreach (the site of the former Olympiad), ComStar offered to host the event on Tukayyid.

For three months in 3067, mock combat raged across the battlefields on which the Clans were defeated in 3052. To everyone's surprise, the Red Lancers of the Capellan Confederation persevered to win the title.

GOLDEN FUTURE

With the major conflicts of the past five years finally resolved, the Inner Sphere may at last have a chance to enjoy the benefits of peace and security that the Star League was intended to safeguard. The Clan threat is far from eliminated, but the Clans' Crusader and Warden philosophies are gradually being replaced by new expansionist and isolationist political factions. Regardless of what the future may bring, the Star League Defense Force stands ready to defend the League for as long as it endures.

ROYAL BLACK WATCH REGIMENT

The Black Watch is currently stationed on Orestes, where they continue to act as the bodyguard unit of First Lord Christian Mansdotter. They still shun Clan technology, but have enthusiastically embraced old Star League designs. Many Black Watch 'Mechs have been upgraded with new Inner Sphere technology such as targeting computers, rotary autocannon and heavy gauss rifles. Despite widespread talk of expanding this famed unit, the scarcity of qualified warriors has so far kept the Black Watch at battalion strength.

FIRST ROYAL BATTLEMECH REGIMENT

When Victor Steiner-Davion finally bowed to the inevitable and raised the call to remove his corrupt sister from power, he had no choice but to set aside his post as Precentor Martial and resign as Commanding General of the SLDF. Victor knew that many SLDF troops were willing to join his campaign, but was wary of stripping manpower from the fledgling force while threats from the Clans remained. Neither did he want to damage the SLDF's neutrality. In an impassioned appeal to the troops he had led to victory over the Smoke Jaguars, Victor Steiner-Davion asked the men and women of the First Royal BattleMech Regiment—also known as Morgan's Lions—to stay true to the oath they swore when they joined the SLDF. A handful felt duty-bound to defend their homeland, but the majority held firm to the greater calling of the Star League.

A rigorous training regimen has kept the regiment's skills sharp, as their opponents on the training grounds of Tukayyid often discover. A troop exchange program with the Com Guard, Clan Nova Cat and Clan Wolf-in-Exile has helped foster mutual respect and cooperation from all participants.

ERIDANI LIGHT HORSE BRIGADE

The renovated SLDF fortress on Dieron has become home for the Light Horse. Named Fort Winston after their heroic commander, the base also houses the unit's dependents. Residents of the neighboring city of Aldinga were initially suspicious of these ex-mercenary troops who had "invaded" their world, and the soldiers of the ELH were likewise wary of the Combine exhibiting past behaviors. Familiarity has done much to break down these barriers however. The Huntress campaign portrayed the Light Horse as skillful and honorable warriors, all the more so because they fought against the reviled Clan Smoke Jaguar.

Rebuilding from Huntress and the frustrating campaign on Milos soaked up an ever-diminishing supply of recruits. With major conflicts in so many Star League member states throughout the 3060s, the SLDF had a hard time attracting suitable candidates. The Light Horse Brigade is well equipped by any standard, but the unit still suffers from the loss of its heavy artillery in the Huntress campaign. On the other hand, one third of the Brigade's infantry now fields battle armor designs drawn from across the Inner Sphere.

Command and Transport Division

The Command and Transport Division is stationed on Dieron. After his run-in with Capellan WarShips at Milos, Edwin Amis requested that the Brigade be provided with permanent WarShip support. Losses suffered by Inner Sphere fleets in several recent conflicts have made the various member states unwilling to provide one of their own ships for the task, however. ComStar proposed creating a revolutionary new design to

match the SLDF's requirements, but recent budgetary cuts have suspended such development. As a stopgap measure, the Transport Division has replaced several older vessels with three *Overlord-A3*'s and two *Nekohono'o* assault DropShips.

The Pathfinders, a Special Forces company added after Operation Serpent, proved their worth in counter-terrorist operations on Milos. After that campaign they were fully equipped with Gray Death light battle armor and have become extremely adept at reconnaissance and infiltration.

71st Light Horse Regiment

The Seventy-first Light Horse has taken up station as the SLDF garrison on Huntress, relieving the 151st Light Horse of that duty. Some Clans have shown nothing but antagonism towards these so-called Spheroids, but the ELH enjoys unusually cordial relations with Clan Goliath Scorpion—the Clansmen seem fascinated by a living relic of the first Star League.

151st Light Horse Regiment

The 151st Light Horse will take up station on Dieron once it completes the long journey from the Clan homeworlds. The Fiftieth Heavy Cavalry Battalion (the Bloody Half-Hundred) is especially eager to return home and assume its role as guardians of the Light Horse dependents, despite reassurances that they have come to no harm at the hands of House Kurita.

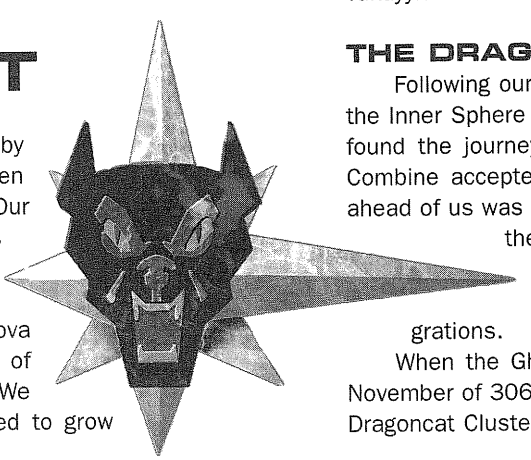
21st Striker Regiment

With the Seventy-first and 151st Light Horse switching places on Huntress, the Twenty-first is charged with guarding the Light Horse headquarters on Dieron and—more importantly—protecting the unit's dependents.

19th Heavy Cavalry Regiment

The Nineteenth is stationed on Dieron along side the Twenty-first Striker Regiment and has been expanded to three full combined-arms battalions.

CLAN NOVA CAT



Tested by fire and tempered by vengeance, our journey has been fraught with danger and glory. Our Khan's visions have guided us through the most trying times. We have passed the tests set before us even though millions of our Nova Cat brethren died at the hands of those who sought our Annihilation. We did not succumb, but have survived to grow stronger. The Nova Cats stand vigilant watch along with the Dragon to protect our way of life. With the journey now complete, the Nova Cats are purified in mind, heart and soul.

I have diligently compiled the information requested by Khan Satin West to fully up date our Field Manual for Christian Månsdotter, the First Lord. This briefing addresses the current status of Clan Nova Cat as a whole, including the disposition of our Touman, and the progress of integration into Combine society (including the transfer of Nova Cat units to serve under DCMS warlords). Finally, this briefing contains a complete roster of units in or around the Irece Prefecture, including their strengths, locations and loyalty.

—Minoru Nova Cat, Oathmaster Clan Nova Cat

WAY OF THE NOVA CAT

The other Clans have often misunderstood our unconventional nature and customs. Like our Diamond Shark brethren, we allow freedoms to our merchant caste that prompt the development of innovative economic measures. Our deeply spiritual nature and resultant fair treatment of our lower castes dramatically sets us apart from the other Clans, and the strength of our spiritual visions has ensured that Clan Nova Cat prospers. My own vision has led me to Kitsune, the one who may be my successor. Young as he is, his mind is sharp and his heart full of spirit. Though I am not his father, I see the fire in him. I will train him in my discipline and in the Nova Cat way. His visions will guide him to make his choice.

THE STAR LEAGUE NOVA CATS

With our return to the Inner Sphere to join the Star League, our journey is complete. We have fulfilled our mission to see the Star League reborn. Though our Clan brethren have called us traitors, they truly do not understand the path down which our visions have led us. This is not a path of glory, but of a deeper and finer honor. Though relations between us and and the reborn Star League have soured dramatically in the wake of the Ghost Bear War, we still fulfill our obligations to the SLDF. In token of our pledge, Sigma Galaxy remains stationed on Tukayyid.

THE DRAGON AND THE NOVA CAT

Following our Clan's Abjurement, the Nova Cats settled in the Inner Sphere and worked hard to put the past behind. We found the journey hard at first, as the folk of the Draconis Combine accepted us only grudgingly. Yet we knew the path ahead of us was the only honorable future. The revelation that the Combine people are our spiritual kinsmen has had a profound effect on the majority of our warriors and has eased our current integrations.

When the Ghost Bears launched their surprise attack in November of 3062, the Nova Cats were unprepared. The First Dragoncat Cluster was nearly destroyed stopping the Eleventh

Alshain on the world of Yamarovka, but Zeta Galaxy's two Clusters on the planet managed to destroy the Alshain unit. Despite this victory, Yamarovka's defenses had been badly weakened and the world fell quickly to the Bears. Mualang likewise was lost in the initial assault wave. The Ghost Bears targeted the worlds of Itabiana, Labrea, and Caripare in the first month of the war, which ultimately cost us almost all of Omega and Chi Galaxies. Worse, the Ghost Bears did not honor us with zellbrigen. The unjust Abjurement had raised its ugly head once again. Even more disturbing, the remaining forces—we estimate it to be two Clusters but we are unsure at this time—of Zeta Galaxy, while under assault from the Bear's Tenth Cuirassiers, simply lifted off planet and vanished. Not even the burgeoning relationship between our Watch and that of the O5P has allowed us to track down their location; a sorrowful end to a troubled Galaxy.

Regardless of these setbacks, the overall effect on our Touman was profound. Wherever the Ghost Bears attacked, the Nova Cats vehemently defended, giving their lives for the Dragon in selfless acts of bravery and earning a debt of gratitude from Combine warriors and citizens alike.

After the war the Nova Cats set about rebuilding our battered yet proud Touman; a long and difficult task due to the severely limited resources at our disposal.

Reviewing the success of our dual training, the DCMS and Nova Cat forces took integration one step further. In May of 3065 the Nova Cats placed a Galaxy under DCMS command, in a two-year temporary assignment. Tau Galaxy served under Warlord Kiyomori Minamoto, while the Second Arkab Legion was assigned to Alpha Galaxy under Khan West's command. Tau Galaxy staged war games across the Pesht Military District, fostering goodwill and acceptance for the Nova Cats. The Arkab Legion's similar circumstances immediately formed a bond between the two groups. A second exchange took place in May 3067, with Delta Galaxy and the Ryuken-Ni. Unfortunately, this exchange program has also polarized those few who believe the Nova Cats should remain untainted by the Inner Sphere.

THE CAT AND THE SHARK

Abjured by the rest of the Clans, the Nova Cats were assailed at every turn in the hell that engulfed them. Only the Diamond Sharks defended us during the Crusader Clans' attempted annihilation of our people. Our two Clans have enjoyed mutual support since the Golden Age in ventures that proved profitable and drew us together as staunch allies. This "special relationship" continues to profit both sides; Clan Nova Cat recently won two percent of the Diamond Sharks' Harjel production from Jonah's Reach in the Twycross system, while the Diamond Sharks won the planet Itabiana. Our merchants traded for the rights to the *Mad Cat Mark II* and *Ha Otoko* in exchange for Nova Cat support in refurbishing the Sharks' plant on Twycross, including rights to build the *Nova Cat* OmniMech.

NOVA CAT RETRIBUTION

In May 3067 the Nova Cats attempted to engage the Ghost Bears in a Trial of Possession for the third *Leviathan*-class WarShip the Bears were constructing. The Ghost Bears initially refused and attacked our forces, but accepted our second bid when communicated by a second naval Star. Those two battles combined made up the largest naval engagement since the Succession Wars. In the end the Bears' victory is a Pyrrhic one. Over half their fleet is gone.

Nova Cat losses were heavy but not as devastating. Lost in the battle were the *York*-class SLS *Anna Rosse*, *Vincent Mk 42*-class *Righteous Return*, *Fredasa*-class *Spirit Sight*, the *Aegis*-class *Bond* and *Blood Oath*, *Lola III*-class *Faithful*, and the *Congress*-class *True Vision*. While our forces did not capture the *Rasalhague*, they were satisfied having accomplished what set out to do, sating our vengeance and regaining honor lost.

NOVA CAT TOUMAN

Today our Touman is smaller, but our claws are honed to a razor's edge; five years of peace have allowed us to replace a good portion of our losses suffered during the Abjurement and the Ghost Bear War. Unlike the Ghost Bear, who continues to hide its losses of some fifteen or more Clusters worth of troops to the Ghost Bear War behind the paper-tigers of Clusters that only show real strength on paper, the Nova Cats are proud of our scars and unafraid to face any enemy.

Naval Fleet

The naval fleet consists of Vision Naval Star (*Vincent Mark 42*-class SLS *Far Vision*, *Carrack*-class SLS *True Path*, and the *Aegis*-class SLS *Path of Honor* and SLS *Promise*), Transcendent Naval Star (*Fredasa*-class SLS *Future Triumph*, *Carrack*-class SLS *Perilous Vision*, and *Aegis*-class vessels SLS *Blade*, and SLS *Vision Quest*), and Mystic Naval Star (*Black Lion*-class SLS *Severen Leroux*, *Vincent Mark 42*-class SLS *Spirit Vision*, *Carrack*-class SLS *Void*, and the *Aegis*-class SLS *Principle*, SLS *Chronicle* and SLS *Remembrance*). Additionally, the merchant fleet consists of the *Lola III*-class SLS *Growler*, SLS *Ranger* and SLS *Hunter*, and twelve *Carrack*-class ships: SLS *Far Star*, SLS *Enlightened Path*, SLS *Nebula*, SLS *Glory Road*, SLS *Blessed Vision*, SLS *Pathfinder*, SLS *Guiding Vision*, SLS *Bright Star* and SLS *Faithful Rite*.

Alpha Galaxy: (Victory Over Delusion)

Led by the Nova Cat Khan, Alpha Galaxy targeted Caripare for the first counterattack against the Ghost Bears, swiftly followed by Itabiana. Our forces engaged elements of the Ghost Bears' Rho Galaxy on Caripare. Alpha Galaxy's uncanny knack for well-placed shots likewise took a toll on the Bears' Eighteenth Battle Cluster and supporting units. The Ghost Bear forces retreated home to face the Hell's Horses assaults. On Itabiana, Alpha Galaxy took the planet from the Ghost Bears by defeating the defending Omega Galaxy.

Delta Galaxy: (Ways of Seeing)

Delta Galaxy was on Tukayyid, training against ComStar's Invader Galaxy, when the Bears attacked. In the early spring of 3063, Delta invaded the Ghost Bear Dominion and hit the planets of Altenmarkt, Nox, Skandia, Maule and Halesowen. On Maule, the Nova Cats caught the 304th Assault Cluster. Thanks to the Bears' actions on Yamarovka and Mualang, the Cats were no longer bound by zellbrigen, and Delta Galaxy slammed the 304th. The Bear unit retreated to Utrecht in disarray after two Trinaries were captured or destroyed.

Sigma Galaxy: (Spiritual Vision)

Sigma Galaxy landed at Labrea and hit the Bear forces with full strength. The Nova Cat unit fought fiercely, punishing the Bears and exacting a measure of revenge. The routed Bears relinquished the planet and retreated to their Dominion to deal with Clan Hell's Horses. Led by the Nova Cat Lancers, the 179th and 189th Clusters of Sigma Galaxy landed on Tinaca to threaten the Ghost Bear planet of Alshain with invasion.

Tau Galaxy: (A New Path)

Tau Galaxy spent the Ghost Bear War on Kittery, its request to return home denied. The conflict between the Bears and the Nova Cats was determined to be a matter between the Bear Clan and the Draconis Combine, and for Tau Galaxy—then serving as part of the SLDF—to join the fight would violate the SLDF's neutrality. Our warriors' honor would not allow them to disobey a direct command, but the SLDF's refusal to let the unit go soured relations between the Star League and the entire Nova Cat Touman.

Xi Galaxy: (Rossei's Faithful Followers)

Influenced by a vision, Galaxy Commander Deleportas petitioned Khan West to promote Xi to front-line status based on the unit's performance on Itabiana and Caripare during the Ghost Bear War. Xi swiftly transformed itself into a front-line command with support from the Nova Cat leadership, including other Rossei Cloister members.

Lambda Galaxy: (Seishin-no Nekoryu)

For their sacrifice on behalf of the Combine during the Ghost Bear War, the Coordinator agreed to fund Lambda in aid of those he called "the magnificent defenders of the Dragon". Lambda Galaxy was staffed with Nova Cat warriors and cadets selected from DCMS military academies with ties to the Irece Prefecture. The new Galaxy, whose Japanese name means "Soul of the Dragoncat", was activated for service in early August of 3067.

Omicron Provisional Galaxy (Purified in Soul)

During the 3063 Nova Cat counteroffensive against Clan Ghost Bear, the Sixth Garrison and Fifth Nova Cat Regulars attacked Marawi. Catching the Bears' Seventeenth PGC by surprise, the Nova Cats mauled the Bears and held the world until the end of the war.

During the FedCom Civil War, as a way to demonstrate Nova Cat strength, the Fourth Nova Cat Regulars, recently renamed the Legers, assaulted the world of Lyons to test Steiner metal.

COM GUARDS

(Deployment as of 1 August 3067)

Commander: Precentor Martial Victor Steiner-Davion
Strength: Approximately 50 Divisions

1ST ARMY V-KAPPA (THE BEAR MAULERS)

CO: Precentor XVII Rachal Drake
Strength: 4 Divisions

	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
91st Divison (The Luk-y 91st IV-eta) (CO: Precentor X Elissa Myung)	E/F	Dieron	100%	15/80/10(A)
211th Divsion (The Martial's Hunters IV-phi) (CO: Precentor XVIII Marvin Daeuble)	V/R	Benjamin	100%	5/85/10(A)
308th Division (Winged Divinity IV-xi) (CO: Precentor IX Ernst Keller)	R/R	Pesht	90%	10/85/5(B)
103rd Division (Kimmelry's Raiders IV-nu) (CO: Precentor XIX Styven Kimmelry)	R/R	Dover	95%	5/75/10(A)

2ND ARMY V-MU (THE IRON WARRIORS)

CO: Precentor XIX Alexander Cocus
Strength: 4 Divisions

81st Division (The Defenders of Joje IV-kappa) (CO: Precentor XXI Randolph Riggins)	V/R	Fomalhaut	100%	15/80/10(A)
301st Division (Shark Bait IV-phi) (CO: Precentor XI Fibber Walton)	V/F	An Ting	90%	0/70/5(B)
82nd Division (The Web Cutters IV-pi) (CO: Precentor XIII Xue Zhi-Heng)	E/Q	Halstead Station	50%	10/80/15(B)
77th Division (The Monsters IV-theta) (CO: Precentor XI William Plane)	R/R	Proserpina	95%	5/80/5(A)

3RD ARMY V-LAMBDA (THE EMERALD FALCONEERS)

CO: Precentor XII Alexander Durbin
Strength: 3 Divisions

11th Division (The Wing Clippers IV-beta) (CO: Precentor XIV Sharron Tang)	E/R	Fletcher	95%	5/85/5(A)
2nd Division (The Falconeers IV-xi) (CO: Precentor VII Regis Grandi)	E/F	Epsilon Indi	100%	25/75/20(A)
323rd Division (The Groundhogs of Tukayyid IV-nu) (CO: Precentor XIII Charles Reanner)	R/Q	Mermentau	100%	5/70/5(B)

4TH ARMY V-IOTA (THE DEFENDERS OF HONOR)

CO: Precentor X Oscar Wetzel
Strength: 6 Divisions

83rd Division (The White Cyclones IV-gamma) (CO: Precentor XX Allyn Omlid)	R/R	Tall Trees	90%	5/80/5(B)
87th Division (The Nova Cat Trainers IV-pi) (CO: Precentor XIV Stanley Fratte)	R/R	St. Ives	85%	10/85/5(B)
79th Division (The Steel Snake Charmers IV-zeta) (CO: Precentor XVII Louisa Draga)	E/R	St. Andre	85%	15/80/20(B)
166th Division (Wolf Bait IV-rho) (CO: Precentor XIII Edward Revere)	G/R	Terra Firma	65%	10/80/5(B)
403rd Division (Przeno River Rats IV-phi) (CO: Precentor XVI Darrel Burns)	E/F	Nashuar	100%	15/75/10(A)
321st Division (Com Guard Grenadiers IV-beta) (CO: Precentor XIII Tamatha Sparks)	E/F	Beid	90%	10/85/10(A)

5TH ARMY V-OMICRON (THE MOUNTAINEERS)

CO: Precentor IX Harris Harvison
Strength: 4 Divisions

394th Division (The White Lions IV-tau) (CO: Precentor VII Elayne Reine)	E/R	Hall	95%	15/80/15(A)
76th Division (The Battered Wolf Warriors IV-mu) (CO: Precentor XIII Ullan Brian)	R/R	Zurich	85%	5/75/10(A)
467th Division (The Jaguar Skinners IV-xi) (CO: Precentor XIII Tamar Kipley)	R/R	Menke	80%	10/80/5(B)
379th Division (Hawks of the High Wind IV-pi) (CO: Precentor XII Peter Devlin)	V/R	Liberty	85%	5/85/10(A)

6TH ARMY V-KAPPA (GRIM DEFIANCE)

CO: Precentor XII Daniel Mueller
Strength: 4 Divisions

	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
31st Division (The Lost Boys IV-theta) (CO: Precentor XIV Vincent Alice)	E/R	Chandler	95%	15/80/15(A)
12th Division (The Grizzly Ginders IV-gamma) (CO: Precentor XIII Herman Schtiles)	E/R	Mualang	90%	20/80/15(A)
102nd Division (Focht's Knights IV-omicron) (CO: Demi-Precentor XXIII Peter Isotera)	R/R	Luzerne	95%	5/85/10(B)
1st Division (McGillaray's Legion IV-xi) (CO: Precentor XIX Peter McGillaray)	R/R	Rockland	85%	5/90/5(A)

7TH ARMY V-IOTA (THE DARK WAVE)

CO: Precentor XI Yusuf ibn Ayyub
Strength: 3 Divisions

9th Division (DKK-Dark Kat Killers IV-pi) (CO: Precentor XIV Narami Nichigama)	E/Q	Pasig	100%	10/70/10(A)
222nd Division (The Banished Few IV-xi) (CO: Demi-Precentor XVI Hart Kraig)	R/Q	Kowloon	75%	10/80/15(B)
214th Division (The Red Arrow Division IV-eta) (CO: Demi-Precentor XVIII Richard Pettigrew)	R/Q	Engadine	85%	5/85/5(B)

8TH ARMY V-PI (STERN DEFIANCE)

CO: Precentor XI Beesor Yakel
Strength: 4 Divisions

182nd Division (The Steel Cavalry IV-kappa) (CO: Precentor XIII Erin Harwell)	R/R	Cavanaugh II	60%	15/70/10(B)
85th Division (Mack the Knife Division IV-omicron) (CO: Precentor XIV John Graf)	E/R	Aberystwyth	100%	25/75/20(A)
56th Division (The Martial's Sword IV-iota) (CO: Precentor IX Celene Jussiaume)	R/R	Solaris	90%	15/70/10(B)

9TH ARMY V-LAMBDA (THE RAG TAGS)

CO: Precentor XIII Sonic Owens
Strength: 4 Divisions

34th Division (Black Glove Division IV-upsilon) (CO: Precentor XIII Patrice King)	E/Q	New Earth	85%	10/65/5(A)
366th Division (The Brzo Lancers IV-iota) (CO: Precentor VI Perry Espartero)	G/Q	Trent	70%	5/85/5(B)
143rd Division (The Focht Hussars IV-delta) (CO: Precentor XIV Alder Reed)	R/R	Lipton	90%	10/85/5(B)
207th Division (The I Pounders IV-mu) (CO: Precentor VIII Hiram Laval)	G/Q	Virtue	65%	5/85/10(B)

10TH ARMY V-NU (THE RED LEGION)

CO: Precentor XVIII Cynthia Byrd
Strength: 4 Divisions

283rd Division (The Wolf Lords IV-pi) (CO: Precentor XXII Christine Reardon)	R/Q	Rigel Kent	100%	5/90/10(A)
198th Division (Dinju Mountain Men IV-epsilon) (CO: Precentor XIII Winston Quillar)	E/R	Mkuranga	85%	30/70/15(A)
208th Division (The Racice River Raiders) (CO: Precentor XIII Gravely Zane)	E/R	Hamilton	100%	10/85/5(B)

11TH ARMY V-ETA (THE HONORABLE)

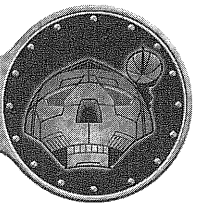
CO: Precentor XI George Wagoner
Strength: 4 Divisions

48th Division (The Silver Cavalry IV-chi) (CO: Precentor XIV Cheryl Raume)	R/F	Kelenfold	80%	15/85/5(A)
388th Division (The White Banshees IV-xi) (CO: Precentor XIII Andrea Shillery)	R/R	Graceland	75%	10/85/10(A)
39th Division (The White Lancers IV-gamma) (CO: Precentor XVI Joan Oprea)	E/F	Crimmond	80%	20/80/25(A)
312th Division (The Ivory Rooks IV-rho) (CO: Precentor X Leonardo Dintaro)	G/R	A Place	95%	15/80/15(A)

12TH ARMY V-BETA (THE BROADSWORD AND SHIELD)

CO: Precentor XI Allian Higham
Strength: 4 Divisions

278th Division (The Khan Killers IV-chi) (CO: Precentor XIV Eduard Karen)	E/F	Tukayyid	100%	20/80/20(A)



	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
116th Division (The Aggressors IV-lambda)	R/R	Karbala	95%	10/80/15(B)
(CO: Precentor IIII Lucien Wulf)				
104th Division (Smoke and Mirrors IV-chi)	R/F	Orestes	95%	10/90/10(A)
(CO: Precentor XIV Marietta Winger)				
Invader Galaxy (472nd Division IV-alpha)	E/F	Tukayyid	100%	75/25/65(A)
(CO: Precentor XI Lisa Koenigs-Cober)				

WORD OF BLAKE MILITIA

(Deployment as of 1 October 3067)

Commander: Precentor Martial Cameron St. Jamais
Aide: Precentor Naval, Gregory Zwick
Strength: Approximately 10 divisions

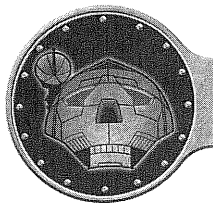
1st Division	E/F	Bryant	99%	5/95/03(A)
(CO: Precentor XV Shin-Ichi Yoshizumi)				
Long Night III-alpha	E/F	Bryant	90%	10/90/0(A)
(CO: Precentor XV Shin-Ichi Yoshizumi)				
Ring of Fire III-beta	E/R	Epsilon Eridani	95%	10/90/0(A)
(CO: Precentor X Debra Hale)				
Signs and Portents III-alpha	E/F	Keid	100%	05/90/02(A)
(CO: Precentor III James Lundergan)				
Quality of Mercy III-delta	E/F	Caph	95%	00/100/0(A)
(CO: Demi-Precentor (Adept XVII) Masayuki Hoshi)				
Hunter and Prey III-epsilon	V/F	Ingress	100%	00/100/00(A)
(CO: Precentor XII Alexey Kotov)				
Fall of Night III-alpha	V/F	Epsilon Eridani	100%	00/100/00(B)
(CO: Precentor IX Alex Nash)				
2nd Division			R/R	Terra
100% 00/100/02(A)				
(CO: Precentor XI John Christopher)				
Severed Dreams III-beta	V/F	Sandhurst	100%	00/100/05(A)
(CO: Precentor XI John Christopher)				
Dust to Dust III-beta	R/R	Sandhurst	100%	00/100/02(B)
(CO: Precentor XI Anna Michaels)				
Cosmic Faith III-delta	R/F	Sandhurst	100%	00/100/03(A)
(CO: Demi-Precentor (Precentor VIII) Brian Rhoads)				
Bad Moon III-gamma	V/R	Sandhurst	100%	00/100/00(A)
(CO: Precentor XIV Nicholas Karger)				
Lasting Thoughts III-delta	R/R	Sandhurst	100%	00/100/00(B)
(CO: Precentor II Glen Argall)				
3rd Division	V/R	Terra	99%	00/100/00(A)
(CO: Precentor XIV David Fellers)				
Crown of Light III-iota	V/R	Kenya	100%	00/100/00(A)
(CO: Precentor XIV David Fellers)				
Sacred Dreams III-omicron	V/R	Kenya	100%	00/100/00(A)
(CO: Precentor XII Shilpa Pai)				
Bloody Skies III-mu	R/F	Kenya	99%	00/100/00(B)
(CO: Demi-Precentor (Adept VII) Clair Bergstrom)				
Blazing Hearts III-kappa	V/R	Kenya	100%	00/100/00(A)
(CO: Demi-Precentor (Adept XVI) Elizabeth Joppa)				
Fortunes of War III-xi	R/R	Kenya	99%	00/100/00(B)
(CO: Demi-Precentor (Precentor X) Craig Callen)				
4th Division	V/F	Elgin	100%	02/100/01(A)
(CO: Precentor XV Jake Rule)				
Blake's Messengers III-beta	E/F	New Canton	95%	05/100/02(A)
(CO: Precentor XV Jake Rule)				
Into the Fire III-omicron	R/R	Elgin	90%	00/100/00(B)
(CO: Precentor XII Jian Feng Ding)				
The Hunters III-kappa	V/F	Hsien	100%	02/100/01(A)
(CO: Demi-Precentor (Precentor IX) Jessica Dowling)				
The Wanderers III-iota	V/F	Saiph	100%	01/100/01(A)
(CO: Precentor X Yousef Ahram)				
5th Division	V/R	Sheratan	96%	00/100/00(A)
(CO: Precentor XV Trenton Endicott)				
Sleight of Hand III-gamma	V/F	Sheratan	100%	00/100/00(A)
(CO: Precentor XV Trenton Endicott)				
True Vision III-lambda	V/R	Sheratan	95%	00/100/00(A)
(CO: Demi-Precentor (Adept X) James Devlin)				
The Deviants III-theta	V/R	Sheratan	90%	00/100/00(A)
(CO: Demi-Precentor (Adept VIII) Cori Vong)				
Angle Wings III-zeta	V/R	Sheratan	100%	00/100/00(B)
(CO: Precentor XIII Josephine Hsia)				
6th Division	E/F	Terra	100%	03/100/03(B)
(CO: Precentor XVII Lane "The Schoolmaster" Brandenburg-Curi)				
Last Light III-zeta	E/F	China	100%	04/100/00(A)
(CO: Precentor XVII Lane "The Schoolmaster" Brandenburg-Curi)				
The Guardsmen III-kappa	E/R	China	100%	04/100/02(B)
(CO: Precentor XV Sungkyu Park)				
Blazing Eyes III-iota	V/F	China	100%	03/100/10(B)
(CO: Demi-Precentor (Adept XVI) Arnold Juern)				
Glimpse of Pain III-eta	E/F	China	100%	01/100/00(B)
(CO: Demi-Precentor (Precentor X) Jack Koslow)				
7th Division	R/R	Mars	98%	00/100/00(B)
(CO: Precentor XIII Carol Widegren)				
Sacred Ashes III-delta	V/R	Mars	98%	00/100/00(A)
(CO: Precentor XIII Carol Widegren)				
Keys of Hope III-kappa	R/R	Mars	97%	00/100/00(B)
(CO: Precentor III Erlic Von-Chambers)				
Gordian Knot III-lambda	R/R	Mars	98%	00/100/00(B)
(CO: Demi-Precentor (Precentor IX) Yun Kap Ju)				
Bells of Faith III-lambda	R/R	Mars	99%	00/100/00(B)
(CO: Demi-Precentor (Adept V) Seth Smith-Solomon)				
8th Division	V/F	Terra	100%	00/100/02(B)
(CO: Precentor XIII Alex Winningham)				
Lost Memories III-theta	E/F	Egypt	100%	00/100/04(B)
(CO: Precentor XIII Alex Winningham)				
Forbidden Fruit III-mu	V/R	Egypt	100%	00/100/00(B)
(CO: Precentor XII Llewellyn Licht)				
Steel Rain III-kappa	V/F	Egypt	100%	00/100/02(B)
(CO: Demi-Precentor (Precentor VII) Mary Stahl)				
Headhunters III-kappa	R/F	Egypt	100%	00/100/02(B)
(CO: Demi-Precentor (Precentor VI) John Flakne)				
9th Division	V/F	Terra	100%	02/100/03(A)
(CO: Precentor XVII Alice Phuong)				
Measure of Trust III-beta	V/F	Colorado	100%	01/100/00(B)
(CO: Precentor XVII Alice Phuong)				
Crushing Reality III-delta	V/F	Colorado	100%	01/100/00(B)
(CO: Precentor V Bruce Lenca)				
Grand Illusion III-gamma	V/F	Colorado	100%	01/100/04(A)
(CO: Demi-Precentor (Adept IX) John Majors)				
Transfer of Faith III-lambda	V/R	Colorado	100%	01/100/08(A)
(CO: Demi-Precentor (Precentor II) Victor Franks)				
10th Division	R/F	Terra	95%	00/100/02(A)
(CO: Precentor VII Robin St. Nicholas)				
Dreams of Revenge III-alpha	V/F	Amazonia	100%	00/100/05(B)
(CO: Precentor VII Robin St. Nicholas)				
Iron Fist III-alpha	R/F	Amazonia	100%	00/100/03(B)
(CO: Precentor V Eric Goodwin)				
Illusions of Victory III-delta	G/R	Argentina	92%	00/100/00(A)
(CO: Demi-Precentor (Adept X) Marge Thatcher)				
Dragons Teeth III-kappa	R/F	Argentina	89%	00/100/00(A)
(CO: Demi-Precentor (Adept V) Sev Barkley)				

KUNGSARME

(Deployment as of 1 October 3067)

Commander: Överbefalhavare Christian Månsdotter
Aide: General Margrethe Minuit
Strength: Approximately 5 regiments

3rd Drakøns Regiment (2 Btns)	V/R	Ueda	54%	3/60/05(B)
(CO: Överste Gordon Jorgensson)				
Holy Valkyries Wing	R/F	Udea	196%	00/00/35
(CO: Major Denise Fanslow)				
1st Ueda Cavaliers AB	R/R	Udea	85%	00/35/02
(CO: Överste-Löjtnant Dennis Dressel)				
3rd Ueda IR	R/R	Udea	78%	—
(CO: Överste Janis Hovi)				
2nd Freemen	V/F	Dehgolan	95%	00/35/00(C)
(CO: Överste Rhett Weaver)				
Headhunters Wing	V/R	Dehgolan	190%	00/00/00
(CO: Överste-Löjtnant Pamela Kirch)				
2nd Dehgolan LAR	R/R	Dehgolan	95%	01/40/00
(CO: Överste Philip Jopa)				
7th Dehgolan Militia Regiment	R/R	Dehgolan	88%	—
(CO: Överste Pierre Chassin)				
3rd Hussars (2 Reinforced Btns)	V/F	Grumium	76%	00/80/02(A)
(CO: Överste Hjalmer Olsen)				
3rd Hussars Aerospace Wing	V/R	Grumium	185%	00/75/43
(CO: Överste-Löjtnant Jordan Galkin)				
1st Grumium Armored Militia (2 Btns)	R/R	Grumium	85%	00/43/01
(CO: Överste-Löjtnant Paul Crabbe)				



	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
3rd Grumium MI	V/F	Grumium	95%	—
(CO: Överste Diane Garncarz)				
2nd Kavalleri (1 Btn)	V/F	Karbala	97%	00/76/02(B)
(CO: Överste Signa Pegrem)				
Delta Darts Company	R/F	Karbala	100%	00/72/02
(CO: Major Amy Findlay)				
2nd Karbala Heavy Armor Regiment	R/R	Karbala	92%	00/60/02
(CO: Överste Alexander Howanski)				
2nd Kavalleri Infantry (2 Rgts)	V/F	Karbala	99%	—
(CO: Överste Jack Koslow)				
4th Kavalleri	V/R	Al Hillah	100%	02/85/04(A)
(CO: Överste Jeffery Cizek)				
4th Kavalleri Aerospace Company	R/R	Al Hillah	100%	01/73/2
(CO: Major Sara Belkov)				
1st Al Hillah Lancers	G/R	Al Hillah	100%	00/75/02
(CO: Överste Marty Vercammen)				
3rd Al Hillah Assault IR	R/R	Al Hillah	100%	—
(CO: Överste Jay Sharov)				
1st Tyr		E/F	Orestes	100%
33/67/40(A)				
(CO: Överste Hanssen Månsdotter)				
1st Orestes Lancers Wing	V/F	Orestes	100%	03/77/50
(CO: Major Susan Plante)				
4th Orestes Armor Battalion	R/R	Orestes	100%	00/100/05
(CO: Major Patrick Jops)				
2nd Orestes MIB	V/R	Orestes	100%	—
(CO: Major Chris Kotis)				

STAR LEAGE DEFENSE FORCE

(Deployment as of 1 October 3067)

Commander: Commanding General Hohiro Kurita
Aide: Major General Caradoc Travena
Strength: Approximately 6 regiments

ERIDANI LIGHT HORSE

Commander: Lieutenant General Edwin Amis
Aide: Major Beverly Jana

ELH High Command	E/F	Dieron	100%	20/80/5
(CO: Lieutenant General Edwin Amis)				
71st Light Horse Regiment	V/R	Huntress	99%	50/50/15
(CO: Colonel Sandra Barclay)				
151st Light Horse Regiment	E/R	In Transit	95%	60/40/20
(CO: Colonel Charles Antonescu)				
21st Striker Regiment	E/R	Dieron	100%	45/55/10
(CO: Colonel Eveline Eicher)				
19th Cavalry Regiment	V/F	Dieron	100%	42/58/12
(CO: Colonel Paul Calvin)				

ROYAL BLACK WATCH REGIMENT

Commander: Colonel Neil Campbell
Aide: Major Annette McHenry

Royal Black Watch Regiment	E/F	Orestes	100%	0/100/15
(CO: Colonel Neil Campbell)				

FIRST ROYAL BATTLEMECH REGIMENT (MORGAN'S LIONS)

Commander: Colonel Andrew Redburn
Aide: Captain Peter Kocol

1rst Royal BattleMech Regiment	E/F	Tukayyid	100%	100/0/18
(CO: Colonel Andrew Redburn)				

CLAN NOVA CAT

(Deployment as of 1 October 3067)

Commander: Khan Satin West
Aide: saKhan Karl Devalis
Strength: Approximately 7 Galaxies (32 Clusters)

ALPHA GALAXY (VICTORY OVER DELUSION)

Commander: Khan Santin West
Aide: Star Colonel Sheba Winters

	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
Nova Star Keshik Supernova Trinary	E/F	Irece	80%	100/0/100(1)
(CO: Khan Satin West)				
1st Nova Cat Guards	E/F	Irece	82%	100/0/94(1)
(CO: Star Colonel Kalvin Rosse)				
449th Assault Cluster	V/R	Labrea	92%	95/5/89(1)
(CO: Star Colonel Tenaka Furey)				
489th Assault Cluster	E/R	Labrea	79%	88/22/84(1)
(CO: Star Colonel Evelyn Morris)				
Nova Cat Grenadiers Cluster	V/F	Irece	80%	75/25/75(1)
(CO: Star Colonel Adam Froehlig)				
Dragonsfang Cluster	R/R	Labrea	100%	100/0/100(1)
(CO: Star Colonel Chuong Telinov)				

DELTA GALAXY (WAYS OF SEEING)

Commander: saKhan Karl Devalis
Aide: Star Colonel Oman Lossey

Shiva Keshik Supernova Trinary	E/F	Tabayama	80%	100/0/98(1)
(CO: saKhan Karl Devalis)				
4th Nova Cat Guards	V/F	Tabayama	92%	100/0/85(1)
(CO: Star Colonel Wecken Rosse)				
44th Nova Cat Cavaliers	E/R	Tabayama	85%	100/0/79(1)
(CO: Star Colonel Cassin Drummond)				
46th Nova Cat Cavaliers	V/F	Tabayama	82%	95/5/78(1)
(CO: Star Colonel Mill Watson)				
119th Striker Cluster	V/R	Tabayama	75%	90/10/77(1)
(CO: Star Colonel Gwenneth Carns)				

SIGMA GALAXY (SPIRITUAL VISION)

Commander: Galaxy Commander Kelly Hardo
Aide: Star Colonel Alston Lenardon

Lachesis Keshik Supernova Trinary	E/F	Tukayyid	82%	100/0/88(1)
(CO: Galaxy Commander Kelly Hardo)				
Nova Cat Lancers	E/F	Tukayyid	81%	100/0/93(1)
(CO: Star Colonel Jokew Devalis)				
179th Striker Cluster	V/F	Tukayyid	80%	95/5/85(1)
(CO: Star Colonel Jill Lenardon)				
246th Battle Cluster	E/R	Tukayyid	78%	80/10/73(1)
(CO: Star Colonel Jos Keating)				
189th Striker Cluster	V/F	Tukayyid	80%	85/15/69(1)
(CO: Star Colonel Olivia Drummond)				
Dragonsclaw Cluster	R/R	Tukayyid	100%	100/0/100(1)
(CO: Star Colonel Haru Kaczuk)				

TAU GALAXY (A NEW PATH)

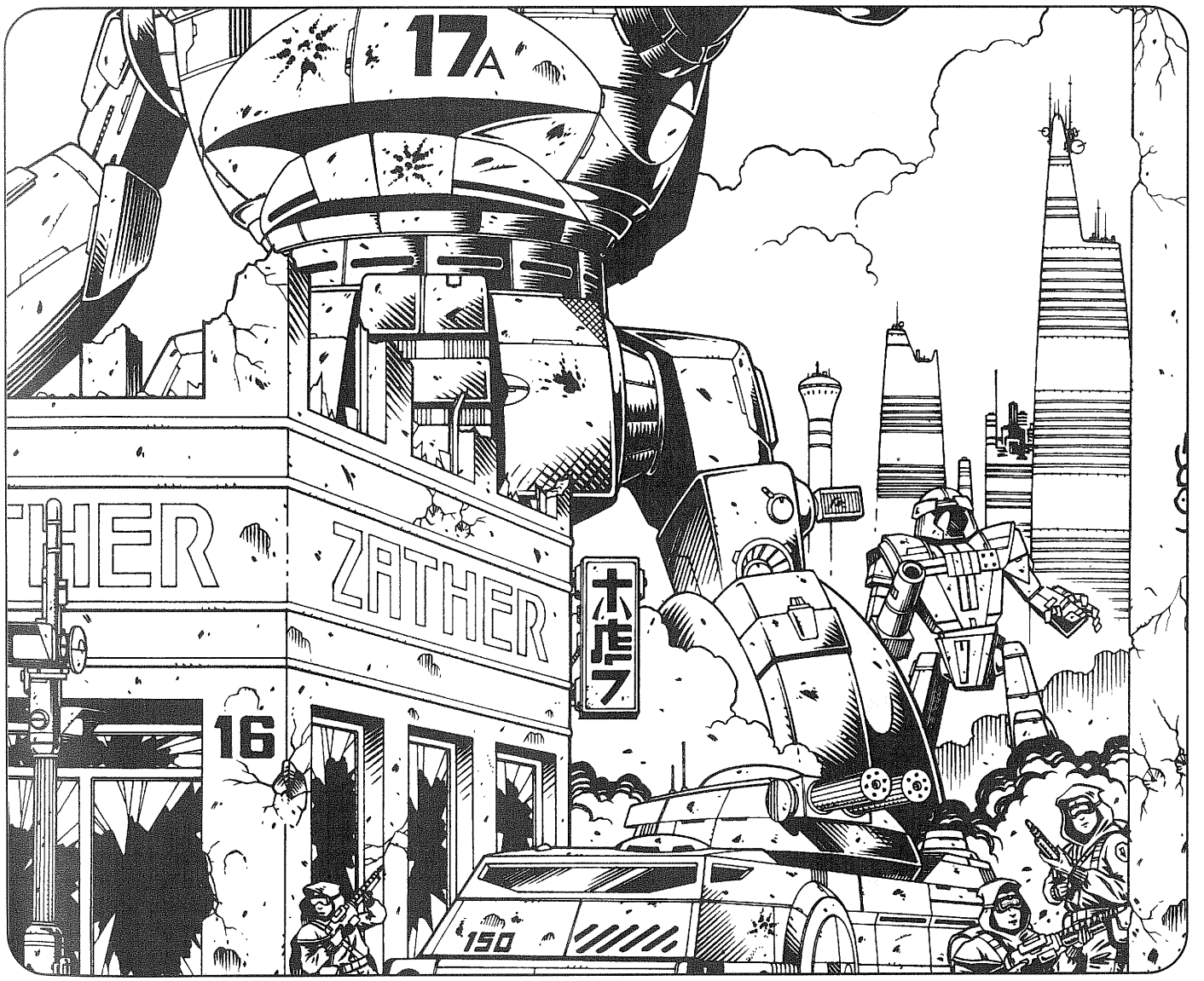
Commander: Galaxy Commander Ajax Drummond
Aide: Star Colonel Kaldron Rosse

Vision Keshik Supernova Trinary	E/F	Mualang	100%	100/0/70(1)
(CO: Galaxy Commander Ajax Drummond)				
9th Nova Cat Regulars	V/F	Mualang	100%	95/5/85(1)
(CO: Star Colonel Pol Henderson)				
12th Nova Cat Regulars	E/R	Mualang	100%	95/5/75(1)
(CO: Star Colonel Bel Rosse)				
100th Striker Cluster	R/F	Mualang	100%	80/20/80(1)
(CO: Star Colonel Evelyn Morris)				
274th Battle Cluster	V/F	Mualang	100%	90/10/70(1)
(CO: Star Colonel Jullamon Lossey)				

XI GALAXY (ROSSEI'S FAITHFUL)

Commander: Galaxy Commander Jal Steiner
Aide: Star Colonel Isaiah Khatib

Rossei Keshik Supernova Trinary	E/F	Yamarovka	100%	75/25/58(1)
(CO: Galaxy Commander Jal Steiner)				
1st Nova Cat Carabinieri Cluster	E/F	Yamarovka	66%	60/40/52(1)
(CO: Star Colonel Abraham Khatib)				
2nd Nova Cat Carabinieri Cluster	V/F	Yamarovka	72%	46/54/42(1)
(CO: Star Colonel Chyna Rosse)				
Nova Cat Irregulars Cluster	R/F	Port Arthur	76%	48/52/35(1)
(CO: Star Colonel Stabb)				
Nova Cat Renegades Cluster	G/R	Tarazed	76%	48/52/35(1)
(CO: Star Colonel Joel Nostra)				
Dragonscales Cluster	R/R	Port Arthur	66%	100/0/75(1)
(CO: Colonel Adelia Kardaan)				



LAMBDA GALAXY (SEISHIN-NO NEKORYU)

Commander: Galaxy Commander Shen Drummond
Aide: Star Colonel Jonas Higall

	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
Nekoryu Keshik Supernova Trinary (CO: Galaxy Commander Shen Drummond)	V/F	Caripare	100%	75/25/45(1)
Nova Cat Hussars Cluster (CO: Star Colonel LaRon Higall)	V/F	Caripare	75%	50/50/30(1)
Nova Cat Fusiliers Cluster (CO: Star Colonel Onkka Morris)	R/F	Tarazed	76%	55/45/30(1)
Ryuken-ni Brigade* (CO: Tai-sa Masayoshi Kitakyusho)	E/F	Avon	100%	20/80/75(A)
Ryuken-ni Aerospace* (4 Air Companies) (CO: *Sho-sa* Kevin Powell)	V/R	Avon	100%	10/75/20
Ryuken-ni Armor* (CO: *Tai-sa* Malcom Nagoya)	R/R	Avon	90%	15/70/15
Ryuken-ni Infantry* (CO: *Tai-sa* Jessica Steinhart)	R/R	Avon	100%	—

OMICRON GALAXY (PURIFIED IN SOUL)

Commander: Galaxy Commander Cynon Devalis
Aide: Star Colonel Vantim West

	Exp/Loy	Headquarters	Strength	Tech C/SL/O(R)
Thundercats Keshik Supernova Trinary (CO: Galaxy Commander Cynon Devalis)	E/F	Cyrenaica	82%	68/32/65(2)
Nova Cat Jaegers Cluster (CO: Star Colonel Sal Lossey)	V/F	Outer Volta	78%	65/35/52(2)
Nova Cat Legers Cluster (CO: Star Colonel James Bedford)	R/F	Juazeiro	82%	62/38/54(2)
Nova Cat Rangers Cluster (CO: Star Colonel Nikki Leroux)	V/F	Asgard	78%	69/31/44(2)
Nova Cat Dragoons Cluster (CO: Star Colonel Elrod Nostra)	R/R	Teniente	72%	70/30/55(2)

*Not included in Nova Cat force strength

DRACONIS COMBINE

Lord Kurita,

As requested, I have compiled an update on our military readiness at the present time. The past nine years have tested the mettle of the Draconis Combine in ways never before imagined, and I am pleased to say we have weathered each challenge admirably. Enemies from within and without, through vanity or ambition, have tried to circumvent the will of the Dragon, but all have failed. What follows is an overview of the recent conflicts that have brought the DCMS to its current state, followed by a brief synopsis of each regiment's status and disposition.

— Tai-shu Kiyomori Minamoto

3057-3058: GATHERING STORM

Scarcely two generations ago, the Draconis Combine might have longed for the chaos that erupted when the Federated Commonwealth collapsed under the combined invasion of the Free Worlds League and the Capellan Confederation. Instead, what followed the fracturing of the Steiner-Davion alliance into independent Lyran and Federated Suns realms only underscored the uneasy state of the Inner Sphere at large since the arrival of the Clans. Once the Dragon's mortal enemies, the nations of the Federated Commonwealth had become allies when the Clans launched their crusade against the Inner Sphere. After the Tukayyid truce, however, reactionary elements in our midst sought a premature return to the old ways of conquest and glory, before the reforms enacted by Coordinator Theodore Kurita made the DCMS the dynamic force it is today and saved us from absorption by our enemies. The breakdown of the Commonwealth emboldened these elements, collectively known as the Black Dragon Society, or the Kokurya-kai, enough to make their presence known.

The Society's first major action came with the Fifteenth Dieron Regulars' unauthorized assault on Towne, a Davion world close to the destabilized Commonwealth's Terran corridor. Encouraged by the recent request for aid from the Commonwealth's Archon Prince in keeping the peace in the Lyrans' Lyons Thumb region, the Fifteenth no doubt believed Towne would be easy pickings; clearly, the Commonwealth could not control its own border worlds. Instead, the Fifteenth was thwarted by a band of mercenaries and the local militia, and returned in shame. The ISF hunted down the Kokurya-kai cells believed responsible for the debacle, but even as we took steps to save face, the enemy within plotted his next move.

In 3058, during a birthday parade in honor of the Coordinator, Society agents who had infiltrated the ISF and the Otomo attempted to assassinate Theodore Kurita. They blamed his reforms for what they termed the degradation of Combine society and accused him of cavorting with our enemies. The attempt failed—barely—and prompted a deeper sweep of the Combine military and intelligence commands for disloyal elements.

As efforts to cleanse our realm of the Black Dragon scourge began anew, the Coordinator allowed Minoru Kurita to venture into the Clan Occupation Zones on a mission of diplomacy. Perceiving a shift in the Nova Cat Clan's behavior, the Coordinator gambled that such an impressive olive branch as his own mystic-minded son could change the balance of power on the Clan front. At the same time, the first Whitting Conference convened in the Lyran half of the sundered Commonwealth, heralding the formation of a reborn Star League. Together, these bold efforts would unite to unravel the Clans.

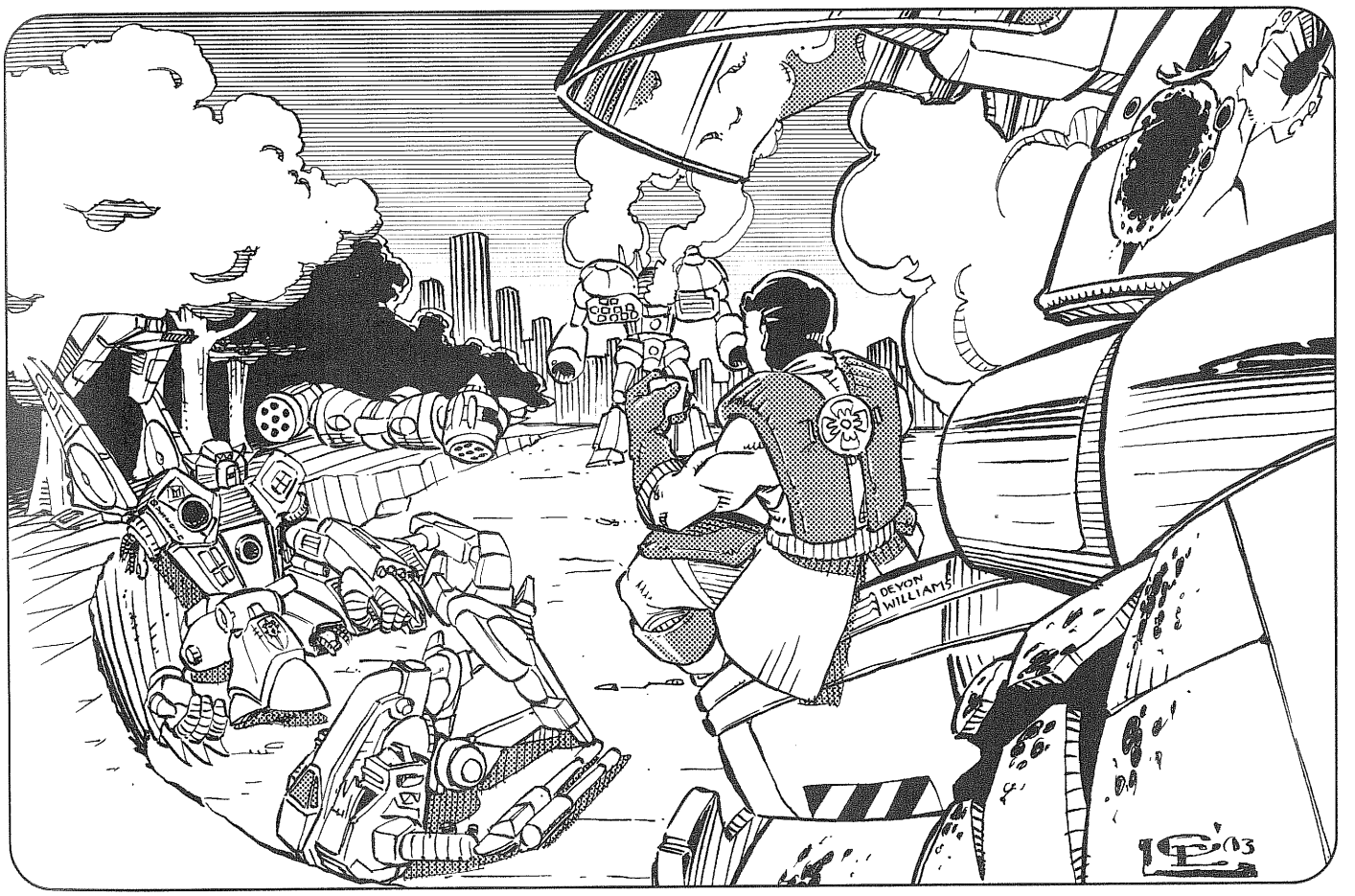
3059-3061: THE JAGUAR FALLS, THE DRAGON RISES

The Clans' twilight began with the reformation of the Star League on Tharkad, but the military actions that would bring about the demise of the Smoke Jaguar Clan were still in their infancy when the Kokurya-kai struck again. This time they targeted Victor Steiner-Davion, Archon Prince of the Federated Commonwealth and key leader of the campaign to come. Black Dragon agents slipped into the compound where he was visiting with Omi Kurita, the Coordinator's daughter and Keeper of the Family Honor. Their attack failed, prompting yet another purge, but this time the Society itself cut loose those directly responsible for the assassination attempt and stalled efforts to ferret them out on Luthien.

Despite the year's inauspicious beginning, Victor Steiner-Davion, together with the gathered forces of nearly forty DCMS regiments and a military coalition from around the Inner Sphere, led Operation Bulldog, the Inner Sphere phase of the Smoke Jaguars' annihilation. Thirsting for vengeance, it was only fitting that our troops led the assaults to reclaim worlds seized by the Jaguars and Nova Cats, and our troops fought superbly. In the meantime, the seeds planted by Minoru Kurita bore fruit as the Coordinator's son helped convince the Nova Cats to join with the SLDF rather than fight destiny. The Cats' defection accelerated the Jaguars' collapse, leading to a rout that prompted Victor to follow. Few of our troops departed on this campaign to end the Clan War at their homeworlds, instead returning to help restore order to planets liberated in Bulldog.

Losses to our troops during Bulldog ran from minor to devastating. Of the thirty-nine regiments sent in, every one managed to return, with varying degrees of battle damage made up for to some extent by healthy Clan salvage. However, four of our new WarShips were lost in the fighting, and though we managed to capture two from the Jaguars, both vessels remained in drydock undergoing repairs for the better part of two years, along with several more of our own vessels.

As we shifted from offensive to defensive operations and mopped up Jaguar remnants in the local periphery, the rest of Bulldog went on to support Task Force Serpent in defeating the Jaguars on their homeworld. The First Genyosha took part in the Great Refusal that ended the Clan invasion once and for all, defeating the Blood Spirit Clan's representative force in honorable combat.



On the home front, the Coordinator ordered the creation of Irece Prefecture as a haven for Clan Nova Cat forces that defected to our side during the fighting. The move was calculated to minimize tensions between our troops, which had not abated despite the Cats' change of allegiance. Minoru, now a bondsman to the Nova Cats, attained a valuable position among his captors and continued his efforts to help the Abjured Clan integrate within Combine space.

The year following the Jaguars' defeat saw relative peace for the Draconis Combine. Our largest concerns were the reintegration of worlds ravaged by nearly a decade of Clan occupation and the acceptance of the Nova Cats in our midst. Meanwhile, we kept a wary eye on our neighbors as Archon Katherine Steiner moved to claim the Federated Suns in her brother's absence, and many anticipated the reunion of the Federated Commonwealth with a curious sense of apprehension. The return of the victorious SLDF and the second Whitting Conference saw the election of our Coordinator as First Lord of the Star League, and Victor Steiner-Davion was appointed ComStar's new Precentor Martial and Commanding General of the SLDF. Aside from our minor involvement in the League's efforts to contain the fighting around St. Ives, at which many officers and citizens balked, few crises affected the DCMS.

3062-3063: WAR ON TWO FRONTS

Any illusions of a permanent peace were shattered in 3062, when enemies struck at Combine interests from every flank. In July, mercenaries masquerading as elements of the Fifteenth Dieron Regulars sacked Skye, drawing a swift and brutal assault from the First Skye Rangers, who hit the Fifteenth's headquarters on Ko in the Lyons Thumb. Less than two days later, additional mercenary troops, this time disguised as Lyran units, hit our soldiers on Imbros III and Yorii. The resulting destabilization of the region forced us to annex the entire Lyons Thumb by the end of August, an action that caused many to accuse the Coordinator of abusing his station as First Lord to expand his realm.

All the troops that struck at the Thumb bearing false Combine and Lyran colors have since been identified as units hired out of Galatea, a mercenary hive of ill repute. While we initially believed these units were working for the Free Skye movement in an effort to eject our peacekeepers from the region, evidence recently surfaced that the mercenary band impersonating the Fifteenth Dieron was in fact retained by the Kokurya-kai. Those behind the Imbros and Yorii strikes remain undetermined, but are also believed to be part of the Society's handiwork.

ALSHAIN AVENGERS

After helping win back our lost worlds during Operation Bulldog and suffering only minor damage in the recapture of Avon, Jeronimo, Meinacos and Yamarovka, the Alshain Avengers remained on the Clan border, in many cases paired up with Nova Cat forces that had defected to our side. Conflicts between the Avengers and the Cats over the ensuing months soon drove home the need to create the Irece Prefecture as a haven for the Nova Cats, though some DCMS troops remained stationed on prefecture worlds facing the Ghost Bears.

In 3062, all four regiments of the Alshain Avengers went renegade and were destroyed in the first actions of the Ghost Bear War. The Eighth, Fourteenth and Fifteenth Regiments were obliterated in their suicidal drive on Alshain; the Eleventh had fallen weeks before on Yamarovka to the Nova Cats, who somehow anticipated the attack. For their shameful actions, the colors and insignia of the Avengers were struck from our TO&E, and those warriors not lost to the Ghost Bear Dominion were put to the sword. We have no plans to replace the Avengers, and as far as the general public is concerned, all four units were merely casualties of war.

In mid-October, as the Federated Commonwealth states slid inexorably toward civil war, unidentified troops staging from within our realm struck several worlds on the Federated Suns' Draconis March border. These troops fought with the zeal of kamikazes, hitting Robinson, Markab and Doneval II, and dying to the last man in a series of minor assaults that set the entire Federated Suns border on a war footing even as their countrymen turned on one another. At almost the same time, three regiments of the Alshain Avengers hit the Ghost Bear Clan's capital world of Alshain. The Bears' response was swift and terrible, with Clan units surging across our entire shared border. In the race to scramble defenses against the Ghost Bear invasion, troops were stripped from the Periphery and FedCom borders, and so few units were left to oppose the first of Duke James Sandoval's "reprisals" against the Combine. By years' end, nearly every region bordering the Ghost Bear Dominion and the former Commonwealth states had become hot zones, with everything from minor raiding to full-on assaults threatening all worlds within jump range of the line.

The waning months of 3062 saw the heaviest fighting by far on the Ghost Bear front, even as Sandoval's troops hit several key worlds along the Federated Suns border. Tai-shu Teyasu Ashora, Warlord of the Pesht Military District, fell battling the Bears' saKhan on Schuyler and was replaced by the Coordinator's own wife, Tai-sho Tomoe Sakade, who then bore the brunt of the enraged Bears' assault. Mere weeks before, Toshimichi Uchida, Warlord of the Alshain District in absentia, was exiled for his role in the Alshain Avengers' attack on the Ghost Bear Dominion, and was not replaced. As further punishment for instigating the conflagration we now faced, orders went out that all survivors of the Avengers were to be executed on sight, but such actions failed to curb the Bears' thirst for vengeance. They rolled over our forces on every world they struck, doubling up on those of the Irece Prefecture, and ignored the opportunistic strikes on their rearguard worlds by their ancient enemies, Clan Hell's Horses.

An anticipated second wave of Ghost Bear assault forces fortunately never showed, and 3063 saw lower-intensity warfare as the front lines became a slugfest between the Bears and our border forces. The Ghost regiments initially sent to watch the FedCom border returned to bolster our Clan front, grinding the war to a bloody stalemate. Tai-sho Sakade's seppuku on Luthien complicated plans to end the war, but the recently promoted Warlord of her Kagoshima Prefecture, Kiyomori Minamoto, stood in her stead and issued the Courchevel Challenge that we hoped would end the Ghost Bear war with honor and without further bloodshed.

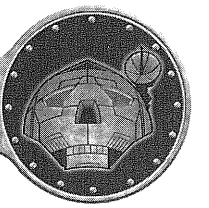
As we hoped, the Ghost Bear Khan accepted the terms of this challenge, either outcome of which would virtually restore the pre-Alshain borders. Courchevel, where the Trial would take place, would go to whichever side won. Representatives from all surviving units that took part in the conflict met for the battle, and while the Bears carried the day, the sixteen other contested worlds were returned to Combine control. Freed from the Clan threat for now, we turned our attentions back toward the Federated Suns, prepared to oust the shortsighted invaders from the Draconis March. Domestically, another purge was directed against the Black Dragons, attempting to ferret out those who had escaped previous efforts to extinguish their cause.

3064: THE YEAR OF DARKNESS

Troops were still being relocated from the Ghost Bear front and plans to launch a counterstrike on the Draconis March were well under way when Omi Kurita was slain by a cowardly assassin on 15 March. At first, the Black Dragons were again suspected of masterminding the scheme, but then evidence surfaced pointing to an individual hired by Katherine Steiner-Davion, no doubt in hopes of breaking her brother's spirit. Efforts to locate the assassin and prevent word of the tragedy from leaking to those who would capitalize on its implications suddenly became top priority. All HPG communications and JumpShip traffic beyond our borders was closed down. Every aerospace asset that could be scrambled, from fighters to WarShips, blockaded planets on every border, and the entire DCMS went on high alert. Even reprisals against the Federated Suns took a back seat to finding Omi's killer, though our troops did work to reclaim worlds seized by Duke Sandoval's forces.

3065-3066: THE DRAGON STRIKES

Honor demanded more than the mere recapture of planets assaulted by the March Duke, but rather than declare open war on the Federated Suns, the Coordinator instead gave broad discretionary powers to his generals on that front. Eager to exact just punishment for the damage inflicted on the Combine, several of our troops struck worlds of the March in a series of reprisals. Our



forces landed on several planets, smashing troops on each one. In some cases, such as Addicks, the assaults failed, but others, like Kesai IV, were unqualified successes in the two-year struggle.

Our reprisals ended in victory when Tancred Sandoval, having succeeded his father as Duke of the Draconis March in late 3065, offered terms for settling the conflict a year later. We retained Breed and Kesai, while releasing all other contested worlds. With the remaining March forces invading the Combine put down or routed, we stood down on the Federated Suns border, but this recent flare-up has brought tensions back to a level not seen since the War of 3039.

RECENT EVENTS AND CURRENT AFFAIRS

The recent fighting on the Ghost Bear and FedCom fronts destroyed or seriously damaged many of our regiments. Unlike our past performance in Bulldog, our troops faced much more organized and determined opposition in both conflicts, with little or no back-up to speak of. Several of our border regiments remain somewhat depleted, though efforts are under way to restore as many as possible to full strength.

Meanwhile, the ISF continues to focus on locating the many tendrils of the Black Dragon Society that brought us to this point. Postwar evidence that continues to come to light points strongly to involvement by the Kokurya-kai in nearly every recent instance that brought our armed forces into conflict with our neighbors. On the domestic front, further reinforcement of our people's cultural integrity, such as the reintroduction of Japanese-style feudal titles, and a massive propaganda campaign have become the means for preventing the spread of more reactionary fervor. This endeavor has become more precarious since the Society upped the ante by instigating the recent conflicts. Before, the majority of our citizens knew only that some renegade elements operated in our midst. The full magnitude of the Black Dragons' recent actions remains concealed from view, which has helped maintain a semblance of order throughout the realm, but also heaps additional blame on the Coordinator for the recent waves of fighting that have affected so many worlds.

Not surprisingly, the Clans figured prominently in the most recent events—some benign, others sinister. The arrival of a Diamond Shark Clan trading force on Itabiana in the Irece Prefecture offers us access to limited quantities of the Clans' HarJel compound and Clan BattleMechs, and the ongoing joint-force exercises with our Nova Cat residents has greatly benefited the DCMS. However, the recent discovery of a Clan completely new to the Inner Sphere operating near the Outworlds Alliance has sparked alarm in military circles. Clan Snow Raven, evidently operating on the Periphery worlds of Rezak's Hole, Farstar and possibly Port Krin, crossed swords with our forces early this year at Kanzaka. The battle cost us the Kanzaka system's nadir recharge station, but also claimed the Ravens' WarShip White Cloud. Given the Ravens' known preference for naval superiority, this victory has sparked considerable debate as to the readiness of our own naval reserves. To forestall further Clan adventurism in that region, we have deployed the Nova Cats' Delta Galaxy to Tabayama. On loan to us as part of the exchange program, the Clan force includes two WarShips among its assets.

DRACONIS COMBINE NAVAL ASSETS

The DCMS navy currently maintains the following WarShips: the *Kyushu*-class *Draconis Rift*, *Luthien*, *Victory at Wolcott*, *Dieron Star* and *Galedon Explorer*; the *Kirishima*-class *Urizen II*, *Takashi* and *Siriwan*; *Tatsumaki*-class *Lair of Mighty Wyrms*; the *Inazuma*-class *Night of Agony*, *Winds of Heaven*, *Amber Lotus* and *Swiping Claw*. The Smoke Jaguar *Essex*-class *Sabre Cat* recently joined the fleet.

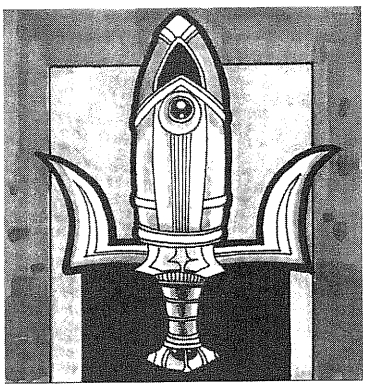
THE WARSHIPS OF A DEAD CLAN

The naval battle of Huntress only left two Smoke Jaguar vessels intact: a *Sovetskii Soyuz*- and *Vincent Mk 42*-class. Both were immediately scuttled on orders of Anastasius Focht. Repair was impossible over Huntress, and he did not wish to take the risk that another Clan would recover the vessels.

Operation Bulldog left a *Texas*-, *Essex*-, *Congress*- and two each of *York*- and *Fredasa*-class WarShips in Star League control. While technically the property of the Star League, it was eventually decided that ownership of the WarShips would revert back to the Draconis Combine, who could decide their fate. The Star League simply lacked the facilities and resources to repair and crew the various vessels.

The *Texas* was stripped and scuttled after it was determined that it's K-F drive was damaged beyond repair. A *York* and *Congress*-class were deemed unsuitable for recovery, and were stripped and scuttled as well. The two *Fredasa*-class vessels, although heavily damaged, might have been recovered. However, as the corvettes had been designed and built by the Clans, the decision was made to scrap the vessels, rather then create the infrastructure to support them. This left the *Essex*-class *Dark Claw*, *York*-class *Lionness* and *Congress*-class *FireCrest* in Draconis stewardship. The Combine's naval infrastructure was not yet capable of supporting the three vessels, although crews could potentially be trained with ComStar aid. As such the three vessels were stripped of their conventional weapons and transported to the Terada yard at Dieron where they would be placed into mothball. However, the *FireCrest* never arrived. A joint ComStar/Draconis Combine investigation concluded that the vessel had either been lost in hyperspace, or had been commandeered by WoB sleeper agents.

Finally, the *Streaking Mist*, a *Black Lion*-class, and the *Osis' Pride*, a *Potemkin*-class, have not yet been accounted for. Persistent rumors indicate that the *Osis' Pride* marauds the Periphery, acting as a mobile citadel for Smoke Jaguar survivors, though this has yet to be verified. There are no credible reports about the fate of the *Streaking Mist* at this time.



BENJAMIN REGULARS

The Benjamin Regulars missed much of the fighting during Operation Bulldog, with only the Third and Seventeenth regiments playing any significant role beyond holding garrison positions along the Clan front. After routing the Jaguars, the Regulars returned to their original posts, mostly bordering the new Ghost Bear Dominion and the Federated Commonwealth. During the Lyons Thumb crisis, they served as support troops to the Dieron Regulars, to discourage any counterattacks during the shuffle, but saw little action until the Ghost Bear invasion of 3062.

The invasion activated half the Benjamin regiments, called upon to support or relieve our front line as the Dominion struck all along the border. The Third, Ninth, and Twenty-second, located along the increasingly unstable FedCom border, were exempt, while the Second, Sixth, Fifteenth and Seventeenth moved up to reinforce the region in anticipation of a second wave of attacks that never came.

When the Commonwealth collapsed into civil war in late 3062, the remaining Benjamin Regulars were caught up in the raids and reprisals that erupted along the Federated Suns' line. Responding to a perceived attack from the Combine, FedCom troops loyal to Duke Sandoval of the Draconis March hit six worlds in a blitzkrieg. The Ninth was overwhelmed on Proserpina by the combined might of the First Robinson Rangers, the Eighth Crucis Lancers and the Robinson Battle Academy, while Chisolm's Raiders shattered the Twenty-second on Marduk.

The Third Regulars died during our counter-assaults when they attacked Kentares IV. Apparently hoping to erase some of the stain on our collective honor by winning this historically charged planet while avoiding the barbarism of our ancestors, the Third performed admirably, destroying both the Clovis and Kentares militia regiments. However, the curse of Kentares caught up with these warriors soon after, when the Tenth Lyran Guards unexpectedly arrived in-system and destroyed them in a glorious last stand.

Efforts to rebuild and upgrade the remaining regiments are still under way, but what remains of this District's main line forces will be stretched thin for some time to come.

2nd Benjamin (Defenders of the Combine)

Derided for their mercenary attitude in insisting that loyalty works both ways, the Second Regulars proved their worth and their allegiance when they moved to relieve the besieged Fifth Galedon on Dumaring. Their efforts to secure several cities on that world from the Bears allowed the battered defenders time to rally and hold the line until the Courchevel Trial. Following the war, the Second returned to Paracle, where they await what many of the Second's troops consider their just reward for a job well done.

6th Benjamin (Lord Kurita's Hopes)

Still dominated by rigid traditionalists sworn to Takashi Kurita's old-school samurai doctrine, the Sixth continues to resist the Coordinator's efforts to reform the DCMS. During a brief assignment to Lambrecht while we seized the Lyons Thumb, the Sixth repelled only one attack by raiders loyal to Skye. After the crisis, the regiment moved to Pilkhua in anticipation of a second wave from the Dominion. After the war, the Sixth was relocated to Minakuchi, just three to four jumps from the Ghost Bear, Lyran and Suns borders, lest any of these regions flare up again.

15th Benjamin (The Tribute of the Unproductives)

Posted on Xinyang for nearly four decades, the Fifteenth rarely saw battle, breeding much concern that the unit, which often went months without maneuvers, had more experience on the parade ground than in combat. The lull after Tukayyid offered a chance for the regiment's new commander, *Tai-sa* Lepke, to restore discipline and bring them back to fighting shape before the Clans advanced again. Using a grueling training regimen that borrowed from the Clans' up-or-out system, he managed to refine the Fifteenth in less than a decade. These efforts paid off when the Fifteenth was finally sent to Kanowit to support the Forty-second Galedon against the Sixty-eighth Striker Cluster. The unit's arrival kept the Bears from taking control of the planet for several months, but losses ran high. The Fifteenth led an orderly withdrawal to Tanh Linh when the battle proved too costly to continue.

17th Benjamin (The Power of Proper Religion)

The Seventeenth Benjamin helped save the recapture of Port Arthur from becoming one of the worst debacles of Operation Bulldog when they arrived with the Second Legion of Vega and the Fifth Sword of Light. Initially left behind after that action to secure the planet, the Seventeenth was transferred when the Coordinator assigned Port Arthur to the Irece Prefecture. During the Ghost Bear offensive, the Seventeenth was on Chandler, just a jump away from Kiesen, Meilen and Najha, which were all attacked. Rather than move to support any of those three worlds, the Seventeenth followed orders and remained on Chandler to blunt a potential second wave by the Bears. Many in this regiment consider their lack of action in the war shameful, given the unit's history of pride in personal honor and superb open-field warfare. Both of these would have tested well against the Clan enemy.

DIERON REGULARS

Trained for defense against our ancient enemies for so long, the regiments of the Dieron District are among our most pragmatic troops, most eager to accept the practical reforms of tactical doctrine advanced by Coordinator Theodore Kurita. Few among these regiments adhere to the strict samurai code that prevailed before the Clans came, and fewer still place personal honor above the Combine's.

The Second, Eighth and Twenty-second regiments all participated in Operation Bulldog, though of these, only the Second assumed an offensive role in the operation. After Bulldog's success, many of these regiments remained along the Clan front and were among those hit by the Ghost Bears when they attacked in 3062. Fortunately, only the newly formed Forty-fourth Dieron became casualties in that conflict, annihilated on Najha by the Eighth Bear Cuirassiers. The assaults and reprisals on the FedCom border also cost us the Twenty-fourth Regulars, who fell to the Twelfth Deneb Light Cavalry while defending Al Na'ir.

The surviving Regulars are in various stages of repair, with those involved in the recent Ghost Bear conflict still stationed along the Dominion border. The ISF suspects some dissidents are among these troops, particularly those of the still-tainted Fifteenth and the questionable Fortieth regiment—such individuals may be in league with the *Kokurya-kai*.

2nd Dieron (The Pride of Shionoha)

The Second Dieron may be one of the most effective yet least honorable of the Dieron units, thanks to its members' "victory by any means" mentality. This regiment helped reclaim four worlds during Operation Bulldog, sweeping from Jeanette to Albiero with the support of the Capellans' House Dai Da Chi and the mercenary Crater Cobras.

3rd Dieron (The Ever-Vigilant)

The Third Dieron was one of the few units left in position throughout the Clan invasion and the recent fighting on the Ghost Bear and FedCom fronts. The worlds covered by the regiment, Dieron and Altair, are both among the district's most important strategic, industrial and administrative centers, and with the weakening of border troops to meet the Clan threat, few units could be spared to relieve the Third's position.

8th Dieron (Wrath of the Dragon)

The Eighth Regulars were on Meinacos when the Jaguars launched a desperate counter-offensive to avoid their imminent defeat. Spearheading a drive against the attacking Nineteenth Striker Cluster, the Eighth, together with the Eleventh Alshain and the Ryuken-yon, managed to break the Jaguars.

12th Dieron (Arm of Unswervable Power)

The Twelfth Regulars were about to rotate off the border world of Kiesen when the Bears struck, forcing them into a running battle that only ended with their brief retreat from the world. Badly mauled, the Twelfth sat out the rest of the war, undergoing a slapdash refit and reorganization that was immediately tested in support of the Forty-fifth regiment on Ashio. Together with the Forty-fifth, the Twelfth defeated the First Robinson Rangers and destroyed the Robinson Academy Battalion before moving on to help retake Proserpina.

15th Dieron (The Price of Redemption)

Damaged and humiliated during a strike by the Skye Jaegers on Ko in 3062, the unit responsible for the Towne Debacle found some redemption with the recapture of Al Na'ir in late 3064, and accompanied a follow-up reprisal against Addicks. Though their task force included the Tenth Ghost and the Ryuken-ni, the Fifteenth was not prepared for the overwhelming odds they faced on Addicks, and retreated after sustaining heavy casualties.

22nd Dieron (Vengeance of Dieron)

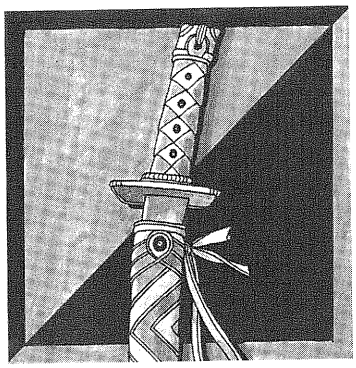
The Twenty-second took Kabah during Bulldog with minimal losses, but when the Dominion struck, the unit was hammered by the Third Bear Guards. Notwithstanding their tactical prowess, the much lighter Twenty-second was forced to retreat after just two weeks of fighting. They returned to Garstedt only after the war's end, where they remain under extensive repair and refit.

40th Dieron (Shield of True Belief)

The old-school commander of the Fortieth vehemently opposes the Coordinator's military reforms, and advocated strikes against the Commonwealth even as the Clans were bearing down on us. This regiment's loyalty was further called into question after a number of MechWarriors inexplicably went AWOL shortly before the raids on the Draconis March.

45th Dieron (Spawned in Darkness)

Owing in part to the destruction of two other Dieron regiments, but also because of their valuable assistance in defending Ashio in 3064 with the Twelfth Dieron, the Forty-fifth has begun to receive additional upgrades and badly needed equipment.



GALEDON REGULARS

A district with the longest and proudest history in the Combine, it comes as little wonder that the troops raised from its worlds are among the most venerable and skilled. With two of our most prestigious military academies to draw upon, great things are often expected of the Galedon Regulars.

As with most other District regular units, the past decade of conflict has not been kind to the Galedon Regulars as a whole. Two full regiments have been lost, with the Second falling to the guns of the Seventeenth Avalon Hussars on Matsuida and the Seventeenth Galedon's collapse on Meilen against the Ghost Bears' 139th Striker Cluster. Survivors of both units were eventually repatriated, and these personnel have since been transferred exclusively to other Galedon regiments.

The Galedon Regulars' less active troops, those within the Galedon District, recently had the opportunity to properly welcome a new Clan into the Inner Sphere. The Nineteenth Galedon has earned the distinction of being the first Inner Sphere force to fight Clan Snow Raven, destroying one of their WarShips in the Kanzaka system. What may come of this incident remains open to discussion, but given the available data on the Ravens and the importance they place on their naval assets, we may yet pay dearly for our "victory" at the Kanzaka jump station.

5th Galedon (Pride of Galedon)

The Fifth took part in Operation Bird Dog, raids launched in advance of the main body of Operation Bulldog. The Fifth targeted the world of Kiamba, but the raid failed to achieve the success of others and the unit lost a full company to the Jaguars. During the Ghost Bear War, the Fifth Galedon was hit on Dumaring and its command staff nearly wiped out. Only the arrival of the Second Benjamin and the two units' coordinated efforts to secure several key cities allowed this regiment time to rally and survive.

12th Galedon (The Avengers of Crimes)

True to their nickname, the Twelfth forced the Seventeenth Avalon Hussars off Matsuida and chased them to An Ting to avenge the destruction of the Second Galedon at their hands. After forcing the Hussars from both worlds, the Twelfth took part in the reprisals by helping to win Kesai IV. The Twelfth remains on their prize today, one of only two worlds won in that conflict.

16th Galedon (The Keepers of Treasures)

Despite not having seen actual battle in almost thirty years, the Sixteenth held its own in the recapture of Marduk with support from the Second Genyosha. Though moderately damaged, the Sixteenth went on to help take Breed during our reprisals, and is currently recovering from both battles.

19th Galedon (Walls of Armored Spirit)

A regiment considered troublesome from its inception, the Nineteenth has spent the past 45 years on Bad News, defending against pirate raiders. Confirmation of their secret strikes against the Periphery, or in defense of other Tabayama Prefecture worlds, came most spectacularly when the Nineteenth engaged a Snow Raven Clan expedition in a Trial over a charge from the Kanzaka nadir recharge station. Even as his troops were losing to the Ravens, the Nineteenth's commander ordered the "prize" sabotaged. The resulting explosion destroyed the station and killed the Clan's WarShip *White Cloud*. A decision on whether to reward or punish the Nineteenth's commander for this reckless act of spite is still pending.

21st Galedon (The Dragon's Tail)

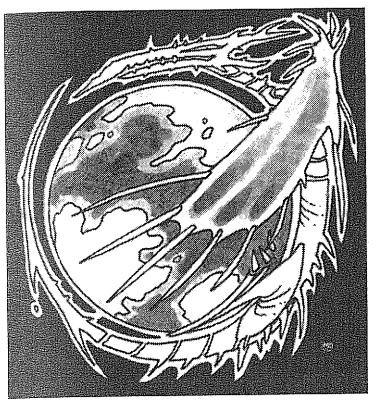
Following the Fifth's transfer prior to Operation Bulldog, the Twenty-first was moved up to garrison New Samarkand, once the capital of the Combine and today one of the most prestigious postings available in the District. However, abandoning the important industrial world of Hachiman to mercenary defenders did not sit well with the Twenty-first's commander, and so the regiment's third battalion has remained behind.

32nd Galedon (Center of Mind)

In 3062, the Thirty-second was attacked on Imbros III by mercenaries masquerading as the Lyons FTM, one of a series of clashes that led to our annexation of the Lyons Thumb. The cowardly attack shattered the regiment's headquarters as half the impostor Lyrans looted the local spaceport, and had the warriors of the Thirty-second screaming for Lyran blood. They got their wish when the Coordinator and then-Star Lord authorized the Thirty-second and other DCMS regiments operating in the Thumb to seize their garrison worlds for the Combine to improve stability throughout the region.

42nd Galedon (The Climbing Daystar)

In Operation Bulldog, the Forty-second reclaimed Chupadero and Virentofta, the former by themselves and the latter with support from the First FedSuns Armored Cavalry, the Thirty-first Com Guard Division and two Northwind Highlanders regiments. Stationed on Kanowit during the Ghost Bear War, the regiment was hit by the Bears' Sixty-eighth Striker Cluster.



PESHT REGULARS

The Pesht District, once a quiet region where local troops had little more to worry about than staying in parade formation and repelling the odd bandit raid, became a massive hot zone when the Clans launched their assault against the Inner Sphere. The invasion prompted reassignment of a majority of the Regulars to the expanding Clan front, virtually stripping bare our coreward Periphery defenses.

The burden for the Regulars was made doubly heavy in that Pesht District is also home to our capital world of Luthien. As the Smoke Jaguars and Nova Cats advanced, the fate of the prefecture, our capital, and indeed the entire Combine stood on the brink, but this crisis proved extremely motivating for the relatively under-experienced, under-disciplined and poorly equipped Pesht Regulars.

Recent fighting placed these regiments exclusively on the Clan front and the Periphery border, with additional troops brought up during Operation Bulldog. The Ghost Bear War in 3062 found many of these units still inside the Albiero Prefecture, where they formed much of the first line of defenders that the Bears rolled over. In the face of the Dominion assault, the Pesht Regulars suffered serious losses, including the shattering of the Ninth Regulars on Idlewind. After their commander died in battle, the surviving members of the Ninth lost all cohesion. Many warriors, instinctively falling back to old-school tactics, attempted to match the Bears in one-on-one engagements. Scarcely ten percent of the regiment survived to evacuate the planet, and these troops have since been transferred to other commands.

At present, one of the Pesht regiments involved in the Ghost Bear War remains posted to the Dominion border, with the other pulled back to the district capital for extensive repair and reorganization. The remaining regiments are stretched thin on the Periphery border, where there remains a dearth of defending forces against whatever threats lurk beyond.

4th Pesht (The Evening Warriors)

The Fourth clashed with the Nova Cats on Avon in perhaps the most violent confrontation with that Clan during Operation Bulldog. Though the Cats still stacked the odds against themselves, the battle was fought hard and very nearly won until the Nova Cat commander fired on one of his own. After Bulldog, the Fourth moved to Kiamba, and suffered badly when the Ghost Bears hit that world with their Second Bear Regulars. Badly mauled, the Fourth was forced to return to Pesht after the war, where they remain well below strength.

6th Pesht (The New Hopes)

The Sixth was transferred to Qandahar because of its unremarkable service record and the need for defenses close enough to cover the relatively unprotected frontier. Morale swiftly dropped in this unit, made worse by personality conflicts between the regimental commander and his Third Battalion commander. When the Seventh Regulars were called to reinforce the Clan front for Bulldog, however, the Sixth was divided up. The change of scenery seems to have lifted the spirits of this regiment—for the moment.

7th Pesht (The Future Guards)

The Seventh was moved to Meinacos to support the Eighth Dieron when Clan Smoke Jaguar staged a counterattack during Operation Bulldog, but arrived too late to affect the outcome of the battle on that world. Relocated to Courchevel after the Jaguars were driven out, the regiment was hammered there by the Dominion's Third Bear Regulars. The inexperienced Seventh could not hope to defeat the enraged, battle-hardened Clansmen, but nonetheless sacrificed a full battalion in an orderly retreat to Byesville. Still there and under refit, the Seventh continues to drill in anti-Clan tactics, vowing to be ready if the Bears ever cross the line again.

10th Pesht (The Red Dawn)

Initially stationed on Gravenhege as a check against a potential Clan incursion from the Periphery, the victory over the Jaguars made the Tenth another Periphery defense force similar to the Sixth. After the retirement of the regiment's previous commander in 3062, the Tenth was broken up into its component battalions to cover a wider area in case the increased bandit activity on our Periphery border proves to be more than the usual lawlessness.

GENYOSHA/OTOMO/IZANAGI

The elite, fiercely loyal and highly mobile Genyosha regiments proved their worth time and time again throughout the Clan War, from the start of the invasion to its conclusion with Operation Bulldog and the Great Refusal on Strana Mechty. Their sterling career continued even after the end of the invasion with actions on Constance and Kiamba during the Ghost Bear War, and Marduk and Breed during the later battles with the Federated Suns. Despite seeing heavy fighting in both conflicts, both regiments today are at full strength, prepared to meet any threat to the Combine with honor.

The Otomo, though briefly fallen into disfavor after the attempt on Coordinator Theodore Kurita's life, has returned to its former glory restaffed with members of the dissolved Ninth Ghost regiment. Although officially designated a fanatically loyal unit, the new Otomo is under constant watch by the ISF, thanks to the shady pasts of many of its more colorful new members.

The Izanagi Warriors, formed in the 3030s as a check against Theodore's growing power base against his father, then-Coordinator Takashi Kurita, have become a valued asset attached to and augmenting the Otomo. As with the Genyosha and the Otomo, their service throughout the Clan conflicts has been exemplary, with several worlds recaptured during Operation Bulldog and valiant efforts against the recent Ghost Bear aggression.

1st Genyosha (Legacy of Yorinaga)

Together with the Third Drakøns, ComStar's Eleventh Division and the FedCom's First Kestrel Grenadiers, the First Genyosha destroyed the Jaguars on Kiamba during Operation Bulldog, then linked up with other SLDF forces to rout the surviving Clansmen from Schuyler. The only one of our main line regiments to accompany Victor Steiner-Davion in pursuit of the retreating Jaguars, the regiment took part in the Great Refusal on Strana Mechty that ended the Clan invasion. Their defeat of Clan Blood Spirit's Blood Guard Keshik sealed the Clans' doom in that Trial. During the Ghost Bear offensive, the First revisited Kiamba to relieve the battered Fourth Pesht, inflicting serious damage on the Bears in the latter half of the war.

2nd Genyosha (Lord Yorinaga's Vanguard)

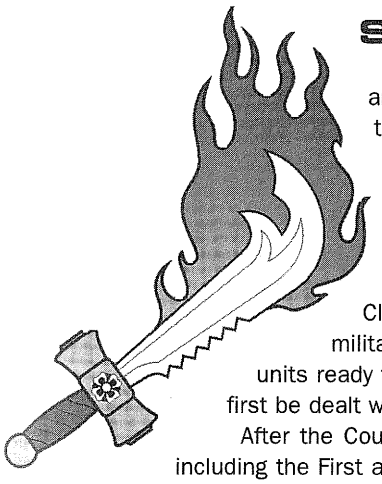
The Second Genyosha worked with the Third Donegal Guards and the First St. Ives Lancers to destroy the Smoke Jaguars on Tarazed and remained behind to secure the world. During the Ghost Bear War, they struck a blow to stall the Ghost Bears by invading Ardoz, a daring move that prompted the Bears to recall some of their troops to deal with an elite regiment among their base worlds. Fresh from that war, the Second joined with the Sixteenth Galedon in reclaiming Marduk from the invading troops of the Draconis March, and helped capture Breed in our reprisals later on.

Otomo (The Dragon's Warders)

After the attempt to assassinate the Coordinator, the Otomo was subjected to a brutal purge by the ISF. Many of its members were replaced by remnants of the Ninth Ghost regiment, who played a key role in preventing the Coordinator's murder. Officially, we have explained the transfer by claiming that the previous Otomo commander died in his sleep, but it has since become clear that outside agencies pierced our ruse. The Otomo played no part in the recent conflicts beyond safeguarding the Coordinator and our capital world, which has allowed them plenty of time to refine their battle skills.

Izanagi Warriors (The Dragon's Claws)

The Izanagi Warriors easily claimed Teniente and Juazeiro from Clan Nova Cat with a pair of token challenges—the most amusing of which was the best-of-three Chinese checkers tournament for Juazeiro—before moving on to seize the Jaguar world of Outer Volta. Following Operation Bulldog, the Dragon's Claws returned to Luthien, where they continue to assist the Otomo in guarding the leadership of our realm.



SWORD OF LIGHT

The Sword of Light regiments, raised, trained and equipped to be among the Combine's best and most loyal troops, have fought valiantly for our realm since the days of the Star League, and the current era is no exception. The pride of the DCMS, membership in the Sword of Light is still among the most prestigious and difficult postings to attain, with harsh restrictions that only the holocaust of the Clan invasion could relax.

Four of the five Sword regiments participated in the reclamation of worlds seized by Clans Nova Cat and Smoke Jaguar during the Clan invasion, with most of these fanatic units on the offensive. During the Ghost Bear War, half of these forces were still deployed on or near the Clan front, with the First and Fifth regiments protecting worlds deep within the Dieron and Galedon military districts. Although the FedCom strikes against our border worlds initially had these latter units ready to counterpunch immediately, they remained true to orders and held back until the Bears could first be dealt with.

After the Courchevel Trial ended the Ghost Bear War, the Coordinator finally released several regiments—including the First and Fifth Swords of Light—to recapture lost worlds and engage in reprisals. Unleashed at last, the Ivory and Gold Dragons fought hard and well to avenge our realm's honor and taught the Draconis March that attacking a sleeping dragon is never a wise move.

1st Sword of Light (The Ivory Dragon)

The First Sword of Light was stationed on Ashio when the first of Sandoval's troops invaded our realm, and well over half the troops screamed for instant retaliation. With the Ghost Bear War reaching fever pitch, the regiment's commander prevailed upon his unit's loyalty to the Coordinator, convincing them to wait for the Dragon's will to strike. His soldiers weren't disappointed when, after the Courchevel Trial, the First was released to retake Proserpina.

2nd Sword of Light (The Steel Dragon)

The Second Sword of Light retook Hyner from the Third Jaguar Cavaliers in Operation Bulldog, and was stationed on Albiero when the Ghost Bear War broke out. Moving to relieve the Twenty-second Dieron, the Second hit Garstedt after the Dieron regiment withdrew, tying up the Ghost Bears' 283rd Battle Cluster while half their number launched a daring strike on Constance to pull some Dominion troops back. These brave units sold themselves dearly on Constance, and those left on Garstedt were battered until the arrival of the Tenth Ghost took some of the pressure off them. The tradition of maintaining the Swords of Light has prevented Lord Kurita from disbanding survivors of this unit for now.

5th Sword of Light (The Gold Dragon)

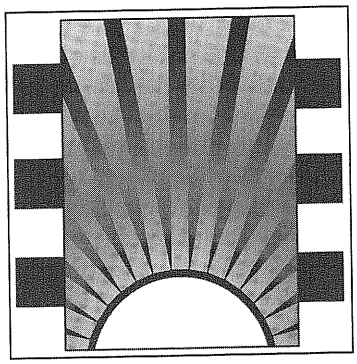
The Fifth helped take Port Arthur during Operation Bulldog and held onto the world for the remainder of that campaign. Stationed on Baruun Urt afterward, the Fifth moved to support the Seventeenth Galedon when the Ghost Bear War erupted. Though they arrived too late to save the doomed Regulars, the Fifth won some degree of revenge in damaging the Dominion forces there. During our reprisals against the Federated Suns, the Fifth attempted to claim Cassias, but had trouble coordinating with the Ryuken-go and failed to achieve superiority over the Davion defenders.

7th Sword of Light (The Teak Dragon)

Coordinating with the Ryuken-san and the mercenary Kell Hounds during Operation Bulldog, the Seventh Sword of Light defended Pesht from the Smoke Jaguar counterattack led by elements of that Clan's Delta Galaxy. After the last of the Jaguars were destroyed, the Seventh remained on Pesht to maintain security until after the war. Relocated to Turtle Bay, the Seventh was on hand when the Ghost Bears attacked to reinforce the Ninth Pesht on Idlewind, but arrived too late to save the less experienced unit. Nevertheless, the Seventh's arrival kept the Bears contained until the Courchevel Trial.

8th Sword of Light (The Jade Dragon)

With allied support, the Eighth secured Byesville and Outer Volta from Clan Smoke Jaguar during Operation Bulldog, and was stationed on Luzerne after the war. When the Ghost Bears attacked, the Eighth launched a double raid against the Dominion-held worlds of Jezersko and Last Frontier, both lightly defended while the Clan's front line forces were busy engaging Combine regiments elsewhere. The damage inflicted helped throw off any progress by the Dominion toward preparations for a second wave.



SUN ZHANG CADRE

The Sun Zhang Military Academy's brutal but effective and ultra-loyal cadres operate on similar protocols to the Sword of Light regiments, answerable only to the High Command and the Coordinator rather than to any District Warlord. Like the Swords of Light, the Sun Zhang Cadres are kept well supplied with the best equipment the Procurement Department can offer, yielding top-notch warrior-students with technology to match.

In the fighting to reclaim worlds captured by Clans Nova Cat and Smoke Jaguar, only one of the Sun Zhang Cadres participated, while the other three regiments were stationed throughout the Pesht and Dieron military districts. In the conflicts that followed, these regiments became involved with other actions, such as the raid on Porthos during the Ghost Bear War and our annexation of the Lyons Thumb before that. Though training in hostile territory is nothing new to the cadres, the recent fighting has been more costly than most, with generally moderate damage. Two of these green regiments are still recovering from serious damage, including a nearly disastrous naval engagement during the Clan War that nearly destroyed the Fourteenth Cadre outright.

5th Sun Zhang Cadre (Perseverance)

The Fifth Sun Zhang reclaimed Itabiana from Clan Nova Cat during Operation Bulldog, and assisted the Eighth Sword of Light in retaking Byesville from the Jaguars. By the end of the campaign, the unit was stationed on Courchevel, but routine rotations placed them on Nykvarm just in time for the Ghost Bear offensive in 3062. The heavy Sixth Bear Regulars hit the cadre hard, shattering a full battalion of troops in the first battle alone. Despite creative tactics, which helped draw out the Bears long enough for reinforcements to draw near, the Fifth was forced to fall back to Brocchi's Cluster for repair.

13th Sun Zhang Cadre (Tenacity)

At the start of the Ghost Bar War, the Thirteenth was on Luthien, but a pressing need for reinforcements on the weakening coreward border prompted the Coordinator to activate as many troops as he could spare until the Ghost regiments could return to the Clan front. The Thirteenth was tasked with the particularly dangerous mission of keeping the Bears' invasion off balance by launching deep strikes into Dominion-held territory. Targeting Porthos, one of the few worlds from which the Bears had not yet launched an assault, the Thirteenth struck at the Clan's Fifth Phalanx, inflicting serious damage before returning to Combine lines for repair.

14th Sun Zhang Cadre (Obedience)

The Fourteenth Sun Zhang, like the Thirteenth, was assigned to raid the Bears' rearward worlds in the hope of making the Clan invaders rethink their attacks on our border. The cadre moved to briefly take Thule, believing the Bears had stationed only a green Provisional Garrison Cluster on the planet. Shortly after their arrival, however, they found the Clan had parked the *Fredasa*-class corvette *Black Ghost* in orbit, apparently for routine maintenance. The Clan WarShip, though surprised and undermanned, nonetheless moved to interdict the Fourteenth's inbound DropShips, destroying one with all hands aboard before the combined fire of the cadre's WarShips and fighters forced the *Black Ghost* to disengage. On the ground, the cadre engaged elements of the Fifty-fourth PGC, but with a third of their force lost in the space battle, they fell back after razing only a small portion of the Bears' supply depots on Thule.

16th Sun Zhang Cadre (Diligence)

The Sixteenth Sun Zhang was stationed on Atria when mercenaries disguised as Lyran troops attacked our peacekeepers in the Lyons Thumb. By the time we annexed the region, the Sixteenth had already clashed with the local militia forces and an assortment of civilian mobs opposed to our occupation. When the locals heard the official announcement of our reclamation of the Thumb, open rebellion erupted, which the Sixteenth put down after a brief but brutal clash with the core battalion of Atria's conventional-arms militia. The regiment spent the next three years on the planet, attempting to maintain order while winning over the locals to the idea of living under Combine rule again.

ALTERNATE PATHS

1st Amphigean Light Assault Group (Legacy of Blood)

During Operation Bird Dog, the precursor to Bulldog, the First conducted a swift raid on Byesville that cost them only one lance. During the Ghost Bear War, they covered our Lyran flank, securing and pacifying the Lyons Thumb world of Dyev. When the time came for our reprisals against the FedCom incursion in 3066, this regiment helped defeat the First Ceti Hussars and claim Kesai IV for the Dragon.

7th Amphigean Light Assault Group (Red Skies)

Before the Ghost Bear offensive, the Seventh was on Kimbal II, acting as a check against Lyran aggression and as backup to the scant defenders of the recently annexed Lyons Thumb region. As Clan forces smashed our front lines, however, the regiment moved to Buckminster, where they remain today. Aside from a brief and wholly unexpected visit by Minoru Kurita, who commandeered the Seventh's infantry attachment for "flag exercises" in the city of Nagoshima, the regiment's stay on Buckminster has been uneventful.

2nd An Ting Legion (The Light of Enlightenment)

The Second An Ting Legion battled the Fifth Bear Regulars on Richmond during the Dominion's invasion, but a daring strike by the Second Sword of Light on Constance forced the attacking Bears to fall back and secure their base world, giving the Second An Ting a brief reprieve from the heavy fighting.

6th An Ting Legion (The Thirteenth Hour)

The Sixth An Ting Legion helped retake and hold Nykvarm with the Ryuken-go and the Capellans' Red Lancers during Operation Bulldog. Newly formed as a training cadre similar to the Sun Zhang Cadres, this action cut the unit's teeth in battle, but detractors still point out that the Sixth served with two elite regiments and could not have failed if they tried.

2nd Arkab Legion (Defenders of the Faithful)

The highly mobile and spiritually motivated Azami in the Second Arkab Legion made an excellent olive branch to the Nova Cats for our first warrior exchange program with our Clan guests in 3065. The terms of the first exchange transferred the Second Legion to nominal Nova Cat control and a posting to the Irece Prefecture, while the Cats' Tau Galaxy served among our ranks. The success of this trial run validated the wisdom of such a program, which continues with the Ryuken-ni.

4th Arkab Legion (Allah's Blessings)

The Fourth Arkab Legion defended Lonaconing against the Clan Smoke Jaguar counterattack during Operation Bulldog, with minimal support from the Fifteenth Lyran Guards RCT. When Clan Ghost Bear attacked, the Fourth was on Caldrea, and moved up to rescue the Forty-fourth Dieron Regulars on Najha. Their help came too late to save the Forty-fourth, but the Legion's arrival did prevent the Bears from claiming complete control over the planet until just months before the Courchevel Trial.

6th Arkab Legion (Desert Nomads)

Though the Sixth Arkab Legion has only been called away from Arkab once in the entire span of its existence, House Kurita has reserved the right to call up the unit in times of great need. That need arose when the Bears unleashed their forces against us in 3062. Rather than leave their home—a mere jump away from the Dominion front—unprotected, the Arkab Legion detached a single battalion to support the Seventeenth Galedon Regulars on Meilen. Arriving too late to save the overwhelmed Seventeenth, the Sixth Legion troops went to ground and harassed the Bears throughout the rest of the war.

2nd Night Stalkers (Palmerson's Regiment)

The Second Night Stalkers defended Matamoras against the Jaguar counterattack during Operation Bulldog, and formed part of our second line against the Ghost Bear advance in 3062 by holding Darius in anticipation of more attacks. After the war, the regiment was transferred to the Lyran front, where garrison forces remain low.

3rd Night Stalkers (Kido's Regiment)

The Third Night Stalkers claimed Sawyer from Clan Nova Cat without firing a shot, and so their first true taste of battle came when they engaged the Smoke Jaguars on Schwartz with help from the Sixth Ghost regiment. As part of the peacekeeping forces in the Thumb after the FedCom fractured, a battalion from this regiment was on hand when mercenaries disguised as Lyran troops attacked Yorii. The Stalkers managed to outmaneuver and outsmart the attacking troops from the moment they landed, forcing the survivors to a speedy withdrawal.

1st Proserpina Hussars (Blood Suckers)

Despite their eagerness to engage the Smoke Jaguars during Operation Bulldog, the campaign planners chose to assign the First Hussars to capturing Nova Cat-held worlds instead. Though fiercely loyal to the Combine, and despite the hard fight given by the Cats on Kanowit, the Hussars avenged the perceived slight to their honor by changing the terms of the token battle for Mualang. Rather than win the world over a hand of poker as planned, the Hussars' commander instead challenged the Nova Cat champion to a game of miniature golf, "defeating" the Clan warrior by just three points after the hour-long match.

3rd Proserpina Hussars (Warriors of the Night)

The Third Proserpina captured and held Asgard during Operation Bulldog. Now located on Pesht, they served as a second line of defense during the Ghost Bear War and are at full strength.

GHOST REGIMENTS

The Ghost Regiments, formed from the undesirables—the lower classes and the criminal elements of our society—were the brainchild of Theodore Kurita in the days following the Fourth Succession War. Beefing up our weakened defense forces in those years, these regiments saved us from certain defeat at the hands of the Federated Commonwealth in 3039, even though their existence infused the Arm of the Dragon with tainted blood. Today, some Ghost regiments remain true to their members' origins, with various yakuza oyabun exerting greater or lesser influence over these units' affairs. As long as the regiments can be counted on to serve the Dragon when enemies attack, however, the profiteering of a few questionable individuals may be overlooked.

That same questionable activity has prompted the ISF to keep a wary eye on all the Ghost Regiments. Despite unspoken acknowledgment of the yakuza and other criminal organizations' contributions to these much-needed troops, the fact is that the Coordinator's bold move in creating them has complicated the operations of many oyabun, and many of these same crime bosses have been known to work hand-in-glove with the *Kokurya-kai*.

The majority of the Ghost Regiments were being rotated to the FedCom front as a deterrent to aggressors in that region when the Ghost Bears attacked. It is largely believed that their presence would have averted the drawn-out conflict we experienced with Sandoval's troops, but against the greater threat of the Clans, these troops remained stationed along the Ghost Bear front before turning back to the Suns. The Third Ghost became casualties of war on Marawi, when they launched a counterattack on the Ghost Bears and were decimated by that Clan's Seventeenth and Thirtieth PGCs.

1st Ghost

In the campaign to destroy Clan Smoke Jaguar, the First Ghost lost a company in Operation Bird Dog, and a few more troops fell defending McAllister from the Jaguars' counterattack. Moved briefly to Fellanin II on the FedCom border, they were recalled the moment the Ghost Bear forces attacked, returning only after the Dominion threat ended. Upon their return, the First Ghost reclaimed Proserpina with aid from the Twelfth and Forty-sixth Dieron Regulars and the First Sword of Light, but suffered heavy casualties in the process.

5th Ghost

The Fifth Ghost rushed to the Dominion front in time to take over for the retreating Twelfth Dieron on Keisen. Although they lacked the support of the departing regiment, the Fifth attacked to keep the Bears off balance. The regiment went to ground almost immediately upon landing, knowing they couldn't challenge the Bears to a stand-up fight, and the battle degenerated into guerrilla warfare.

6th Ghost

The Sixth Ghost claimed the Nova Cat world of Bjarred with a coin toss during Operation Bulldog, and won Tarnby using similar means before moving on to help battle the Smoke Jaguars on Schwartz. During the Ghost Bear War, the Sixth relieved the Second Legion of Vega on Schuyler, though at a terrible cost.

7th Ghost

One battalion of the Seventh Ghost remained with the Second Galedon Regulars on Matsuida when forces were drawn off to support the Ghost Bear front. While these troops were away, Duke Sandoval hit the planet and smashed both defending forces. The March troops did not hold their prize long, however, as the remaining battalions of the Seventh, supporting the Twelfth Galedon and the Ryuken-go, returned less than six months later to drive them off the planet.

10th Ghost

Composed of members of rival yakuza gangs and riddled with ISF operatives, efforts to bring together the internal factions of the Tenth met with limited success in time for the Ghost Bear invasion; the regiment ably assisted the Second Sword of Light in the defense of Garstedt. After the Courchevel Trial, the Tenth returned to the Draconis March front, where it fought hard to reclaim Al Na'ir before supporting a reprisal assault against Addicks.

11th Ghost

The Eleventh Ghost returned to the Clan front to defend Numki in advance of a potential second wave of Ghost Bear assaults, and once again came into contact with its rival unit, the Twelfth Ghost. After the Courchevel Trial, the Eleventh was set to rotate back to the Draconis March front, but an unexplained failure of their JumpShip's drive controller left the unit stranded over Numki for several months. Blaming the failure on their rivals, the warriors of the Eleventh vowed revenge, but postings on separate worlds have prevented any further damage so far.

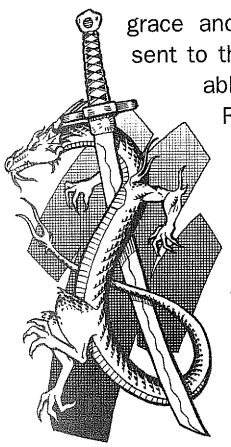
12th Ghost

Formed to counter the fiercely competitive Eleventh, the Twelfth and its rival Ghost regiment spent some time on Najha together, engaging in increasingly destructive and violent pranks, before the Coordinator decided to reassign them to different worlds on the FedCom border. When the Bears struck, the Twelfth was briefly rotated to Numki, coming into contact with the Eleventh once again, though clashes were kept at a minimum. Returning to the FedCom front after the war, the Twelfth assisted in the retaking of Al Na'ir, leaving the Eleventh far behind.



LEGIONS OF VEGA AND RYUKEN

The Legions of Vega, once the dregs of the DCMS without honor or discipline, have turned around since Theodore Kurita commanded the regiments in 3024. No longer considered worthless, but merely fallen from grace and capable of redemption, MechWarriors sent to the Legions of Vega may find themselves able to return to the ranks of the District Regulars or equally prestigious assignments.



The elite, highly mobile Ryuken, an experiment conceived by the late Coordinator Takashi Kurita, were trained by the legendary Wolf's Dragoons. When political machinations put the Dragoons and the Ryuken at each other's throats, the failure of the Ryuken became a stain on their collective honor that continues to color the regiments' interaction with other DCMS troops.

2nd Legion of Vega (The Dragon's Raiders)

The Second Legion helped save Port Arthur during Operation Bulldog, reinforcing allied troops that suddenly found themselves in over their heads. Moving on with the other Vegan regiments, the Second reclaimed Turtle Bay without firing a shot. During the Ghost Bear War, the Second was stationed on Schuyler and held out against the Bears for almost four months before the Sixth Ghost arrived to reinforce them.

11th Legion of Vega (Swiftness of Wind)

After securing Turtle Bay during Bulldog, the Eleventh Legion, together with the Sixteenth and allied forces, secured Rockland from the Smoke Jaguars. When hostilities in the Lyons Thumb forced us to annex the region, the Eleventh acted to secure Sabik, but relocated to Vega to defend that important world against further FedCom incursions during that nation's civil war.

16th Legion of Vega (Spirit of Vega)

The Sixteenth accompanied the Eleventh in the capture of Rockland during Operation Bulldog, but was not reassigned to the Lyons Thumb after that campaign. Instead, to increase our interior defenses, the Sixteenth was assigned to Oshika. When FedCom troops attacked shortly after the start of the Ghost Bear War, the Sixteenth was moved to Irurzun to protect that border prefecture from any additional Davion incursions.

Ryuken-ni (Dutiful Sons)

The Ryuken-ni suffered moderate losses retaking Marshdale during Operation Bulldog, but had recovered within less than two years while stationed on the important border world of Quentin. When Duke Sandoval's troops invaded the Combine, the Second Robinson Rangers attacked Quentin, but the Ryuken-ni's battle prowess was too much for them. During our reprisals, the Ryuken-ni suffered heavy losses in the effort to seize Addicks, and eventually fell back to Quentin. The Ryuken-ni has recently been loaned to the Nova Cats for a two-year rotation as part of the warrior exchange program, and now serves with their Dragoncat Galaxy on Itabaiana.

Ryuken-san (Strength of the Dragon)

During Operation Bulldog, the Ryuken-san served in a defensive role, guarding the critical prefecture capital of Pesht when the Jaguars struck as part of their counter-offensive. During the war with the Ghost Bears, the Ryuken-san took over for the battered Fifth Sun Zhang when they were forced to retreat from Nykvarm, and kept the Clan bogged down between well-coordinated 'Mech and aerospace fighter attacks until the Courchevel Trial.

Ryuken-yon (Midnight Sun)

The Ryuken-yon contributed forces to Operation Bird Dog, and during the follow-up Operation Bulldog shattered the Smoke Jaguars on Matamoros with a daring nighttime raid. In the Ghost Bear War, the Ryuken-yon held Rockland against a potential Ghost Bear assault; when none came, the unit moved to secure Courchevel after the Seventh Pesht was routed from that world. The Ryuken-yon fared better than the Pesht Regulars, but their late entry into the war did not prevent the planet from falling into Ghost Bear hands.

Ryuken-go (Spirit of Steel Edge)

The Ryuken-go took Nykvarm and Garstedt during Operation Bulldog, but missed the Ghost Bear War when they were assigned to Algedi to monitor the Lyran and FedCom borders. During the battles along the FedCom front after the Courchevel Trial, the Ryuken-go took part in the liberation of Matsuida and An Ting, and even led the reprisal assault on Cassias, but degrading command integrity ultimately sapped their effectiveness and all units on Cassias were forced to withdraw.

Ryuken-roku (Flawless Victory)

During Operation Bulldog, the Ryuken-roku helped capture Courchevel and Luzerne from the Smoke Jaguars. After the campaign, the Ryuken-roku was abruptly reassigned to Ningxia at the request of the Coordinator, who code-named the assignment Kitsune Shield. The recent conflicts have not warranted the recall of this unit to any of the hot spots along our borders, and the regiment remains in place on Ningxia.

DRACONIS COMBINE MUSTERED SOLDIERY

(Deployment as of 1 September 3067)

Commander: Coordinator Theodore Kurita
Aide: *Tai-shu* Kiyomori Minamoto
BattleMech Strength: Approximately 62 Regiments, plus Clan Nova Cat forces

BENJAMIN MILITARY DISTRICT

Commander: *Tai-shu* Boris Petroff
Aide: *Tai-sho* Lee Heyama

BENJAMIN PREFECTURE

Prefecture Commander: *Tai-sho* Hishu Stonara
Aide: *Sho-sho* Winston Phillips

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
2nd Benjamin Regulars	V/R	Paracale	95%	25/40/20(C)
(CO: *Tai-sa* Ben Auberjona)				
War Shrikes (Wing)	V/R	Paracale	95%	10/70/25
(CO: *Dai-i* Jase Montgomery)				
15th Precinct Armor (Btn)	R/R	Paracale	100%	0/35/10
(CO: *Chu-sa* Levar Tomaga)				
Vlad's Vanguards (2 Btns)	V/R	Paracale	90%	—
(CO: *Chu-sa* Vlad Petrovka)				
6th Benjamin Regulars	R/R	Minakuchi	100%	10/45/20(C)
(CO: *Tai-sa* Hajii Mara)				
6th Benjamin Aerospace Wing	R/R	Minakuchi	100%	5/35/10
(CO: *Dai-i* Paul Hoberson)				
45th Marduk Light Armor (2 Btns)	R/R	Minakuchi	100%	5/40/10
(CO: *Chu-sa* Russel Taylo)				
2nd Genyosha	E/F	Benjamin	95%	37/42/53(A)
(CO: *Tai-sa* Laura Nelson)				
2nd Genyosha Aerospace Wing	V/F	Benjamin	100%	25/70/45
(CO: *Sho-sa* Tracy Konoe)				
2nd Genyosha Armor	E/F	Benjamin	100%	10/55/15
(CO: *Tai-sa* Yoshia Okochi)				
2nd Genyosha Infantry	V/F	Benjamin	100%	—
(CO: *Tai-sa* Margaret Blaine)				
6th Ghost	V/F	Benjamin	75%	15/45/25(B)
(CO: *Tai-sa* Katherine Oltion)				
Swiftness of Mercy (2 Wings)	E/F	Benjamin	85%	5/67/15
(CO: *Chu-sa* Georgia Davidson)				
3rd Pathfinders (Battalion)	V/R	Benjamin	80%	0/45/0
(CO: *Chu-sa* Gabriel Dumont)				
13th Pesht Volunteer Force	R/F	Benjamin	80%	—
(CO: *Tai-sa* Judith Kawanaka)				

BUCKMINSTER PREFECTURE

Prefecture Commander: *Tai-sho* George Hujiwara
Aide: *Sho-sho* Leopold Ronstadt

17th Benjamin Regulars	V/R	Najha	100%	30/55/45(B)
(CO: *Tai-sa* Timothy Tousley)				
Petals on the Wind (4 Air Companies)	V/R	Najha	95%	5/35/10
(CO: *Tai-sa* Jasmine Imikoto)				
17th Benjamin Armor (2 Battalions)	R/R	Najha	100%	0/40/10
(CO: *Chu-sa* Harry Smith)				
3rd Benjamin Heavy Motorized Infantry	R/R	Najha	90%	—
(CO: *Tai-sa* Lynn Yuan-ming)				
12th Dieron Regulars	V/R	Kiesen	60%	15/70/25(A)
(CO: *Tai-sa* Mark Isoguri)				
12th Dieron Aerospace Wing	V/R	Kiesen	80%	10/35/5
(CO: *Sho-sa* Clarence Sandwalker)				
Kiesen Medium Lancers	R/R	Kiesen	75%	10/55/10
(CO: *Tai-sa* Kato Loginov)				
Legacy of Minoru	R/F	Kiesen	34%	—
(CO: *Chu-sa* Lawrence Hatfeld)				
5th Galedon Regulars	R/R	Dumaring	100%	15/35/25(C)
(CO: *Tai-sa* Stephan Suwo)				
42nd Aerospace Wing	R/R	Dumaring	100%	5/40/10
(CO: *Sho-sa* Kenneth Reid)				
156th Galedon Regulars	V/R	Dumaring	100%	0/40/10
(CO: *Tai-sa* Jenno Kiyala)				
503rd Motorized Infantry	G/R	Dumaring	100%	—
(CO: *Tai-sa* Halla Dharma)				
7th Amphigean Light Assault Group	R/Q	Buckminster	75%	5/95/15(B)
(CO: *Tai-sa* Karen Snow)				
Reveling Hunters (2 Companies)	R/R	Buckminster	80%	0/60/0
(CO: *Dai-i* Melissa Hastings)				
Steel Rain (Battalion)	R/R	Buckminster	75%	10/75/25
(CO: *Chu-sa* Faisel El-Manid)				
Darius Motorized Militia	G/R	Buckminster	75%	—
(CO: *Tai-sa* Aleus Ronaleiopus)				
2nd Arkab Legion	R/R	Camlann	100%	15/45/20(C)
(CO: *Tai-sa* Sahalli Odessa)				
Hard Air (Wing)	V/R	Camlann	100%	10/50/15
(CO: *Chu-sa* Bapu Kingsley)				
2nd Arkab Armor (Btn)	R/R	Camlann	100%	15/35/10
(CO: *Chu-sa* Srin Odin)				
2nd Arkab Infantry	R/R	Camlann	85%	—
(CO: *Tai-sa* Emil Balama)				
4th Arkab Legion	V/R	Pilkhua	85%	20/55/15(B)
(CO: *Tai-sa* Jabal Sharief)				
4th Arkab Aerospace Wing	R/R	Pilkhua	70%	0/25/5
(CO: *Chu-sa* Hassid Lorelai)				
17th Tannil Holy Defenders	R/R	Pilkhua	75%	—
(CO: *Tai-sa* Marrin Slobevich)				
6th Arkab Legion	R/R	Arkab	100%	10/25/5(D)
(CO: *Tai-sa* Jusiral Bjutial)				
6th Arkab Aerospace Wing	R/R	Arkab	75%	0/25/0
(CO: *Sho-sa* Tarne Raya)				
51st Armored	G/R	Arkab	95%	0/55/15
(CO: *Tai-sa* Mustaffa Serral)				
6th Arkab Warriors	G/R	Arkab	100%	—
(CO: *Tai-sa* Muha Aballahstahn)				
5th Ghost	V/F	Shirotori	77%	15/40/20(C)
(CO: *Tai-sa* Paul Koin)				
5th Ghost Aerospace Wing	R/R	Shirotori	90%	0/33/10
(CO: *Dai-i* Kengu Nomiaka)				
Pesht 77th Medium Cavalry (2 Btns)	G/R	Shirotori	100%	10/45/15
(CO: *Tai-sa* Becca Versaille)				
201st Pesht Recon	G/R	Shirotori	75%	—
(CO: *Tai-sa* Roger Hatashi)				
3rd Proserpina Hussars	E/F	Kiamba	100%	12/37/33(C)
(CO: *Tai-sa* Elliot Taharaga)				
3rd Proserpina Aerospace (2 Wings)	V/F	Kiamba	100%	5/55/20
(CO: *Tai-sa* Jacob Kwang)				
201st Pesht Assault Team	R/R	Kiamba	100%	—
(CO: *Tai-sa* Patrick Adami)				

IRURZUN PREFECTURE

Prefecture Commander: *Tai-sho* Salija Warrick
Aide: *Sho-sho* Sojanee Rausali

16th Galedon Regulars	V/R	Breed	55%	5/25/10(D)
(CO: *Tai-sa* William Tohiro)				

PROSERPINA PREFECTURE

Prefecture Commander: *Tai-sho* Fenton Worridge
Aide: *Sho-sho* Hohijo Bradbury

1st Sword of Light	V/F	Proserpina	55%	33/45/30(B)
(CO: *Tai-sa* Tahara Sakamoto)				
101st Aerospace Wing	E/F	Proserpina	100%	40/45/50
(CO: *Sho-sa* Ramier Hettig)				
72nd Proserpina Militia (Btn)	G/R	Proserpina	70%	—
(CO: *Tai-i* Andrei Yokohama)				
1st Ghost	V/R	Fellanin II	75%	10/33/15(C)
(CO: *Tai-sa* Bryan Kasigi)				
1st Ghost Aerospace (2 Air Companies)	V/R	Fellanin II	100%	0/15/0
(CO: *Dai-i* Ulden Yamotoa)				
Iron Will (Battalion)	R/R	Fellanin II	75%	0/20/0
(CO: *Chu-sa* Vladimer Russinki)				

XINYANG PREFECTURE

Prefecture Commander: *Tai-sho* Sawa Gasimiri
Aide: *Sho-sho* June Adji



	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
15th Benjamin Regulars (CO: *Tai-sa* Samuel Lepke)	V/R	Xinyang	67%	30/50/25(C)
15th Benjamin Aerospace Wing (CO: *Sho-sa* Lissa Crawford)	R/R	Xinyang	100%	15/45/10
15th Benjamin Armor (Btn) (CO: *Chu-sa* Miko Aranawa)	R/R	Xinyang	95%	0/25/5
12th Xinyang Motorized Infantry (CO: *Tai-sa* Eugene Clepper)	R/R	Xinyang	75%	—
42nd Galedon Regulars (CO: *Tai-sa* Mark Gosch)	E/R	Kanowit	70%	30/33/25(D)
42nd Galedon Aerospace Wing (CO: *Chu-sa* Harold Merlin)	V/R	Kanowit	95%	25/45/27
131st Kanowit Militia (Btn) (CO: *Chu-sa* Raymond Wolfcastle)	G/R	Kanowit	100%	—
1st Proserpina Hussars (CO: *Tai-sa* Alexander Minowa)	V/R	Xinyang	100%	25/45/35(B)
51st Benjamin Aerospace Wing (CO: *Sho-sa* Liu Kang)	V/R	Xinyang	100%	10/35/25
The Blackhearts (2 Btns) (CO: *Chu-sa* Kyle Black)	R/R	Xinyang	100%	0/50/20
Proserpina Fast Motor Infantry (Btn) (CO: *Tai-sa* Obuho Natomi)	V/R	Xinyang	100%	—

DIERON MILITARY DISTRICT

Warlord: *Tai-shu* Isoroku Kurita
Aide: *Tai-sho* Jasmine Goshentara

AL NA'IR PREFECTURE

Prefecture Commander: *Tai-sho* Davis Tromelo
Aide: *Sho-sho* Richard Ouchiwa

3rd Dieron Regulars (2 Btns) (CO: *Tai-sa* Gerrald Hyogo)	R/R	Dieron	100%	20/67/20(B)
3rd Dieron Aerospace (Air Company) (CO: *Sho-sa* Koshiki Anderson)	R/R	Dieron	100%	5/45/10
Dieron Red Brigade (CO: *Tai-sa* Constantine Kohrani)	G/R	Dieron	100%	0/25/0
7th Dieron Protectors (CO: *Tai-sa* Yeho Nashamori)	G/R	Dieron	100%	—
3rd Dieron Regulars (Battalion) (CO: *Chu-sa* Matthew Lodo)	R/R	Altair	100%	15/65/15(B)
3rd Dieron Aerospace (Air Company) (CO: *Chu-i* Ezekiel Nagumo)	R/R	Altair	100%	0/55/5
255th District Armored (CO: *Tai-i* Reginald Berkley)	G/R	Altair	100%	0/20/0
21st Altair Defense Force (CO: *Tai-sa* Kendal Akeley)	R/R	Altair	100%	—
15th Dieron Regulars (CO: *Tai-sa* Samuel Noda)	V/Q	Al Na'ir	52%	25/33/30(D)
45th Dieron Regulars (CO: *Tai-sa* Sebastian Ioto)	R/R	Moore	85%	15/20/15(D)
45th Dieron Aerospace (2 Wings) (CO: *Tai-sa* Leto Kallahvena)	G/R	Moore	80%	0/25/5
32nd Odabasi Fast Armor (CO: *Tai-sa* Donovan Montoya)	G/R	Moore	70%	0/25/0
19th Pesht Regular Infantry (CO: *Tai-sa* Katana Logan)	G/R	Moore	67%	—
10th Ghost (CO: *Tai-sa* Samual Noda)	V/R	Quentin	65%	5/25/10(D)
10th Ghost Aerospace Wing (CO: *Sho-sa* Wilma Daisan)	R/R	Quentin	70%	0/20/5
45th Benjamin Armored (CO: *Tai-sa* Alexander Gossett)	R/R	Quentin	75%	0/65/10
5th Meilen Groundpounders (2 Btns) (CO: *Tai-sa* Greta Black)	R/R	Quentin	70%	—

ALGEDI PREFECTURE

Prefecture Commander: *Tai-sho* Gary Stamp
Aide: *Sho-sho* Nicholas Ruchenko

ASHIO PREFECTURE

Prefecture Commander: *Tai-sho* Jasik Yoshiro
Aide: *Sho-sho* Seth Adams

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
16th Sun Zhang Cadre (CO: *Tai-sa* Jean Fabier)	G/F	Ashio	90%	20/67/35(B)
16th Sun Zhang Aerospace Wing (CO: *Sho-sa* Steve Johansson)	R/F	Ashio	90%	25/67/45

KESSEL PREFECTURE

Prefecture Commander: *Tai-sho* Tobias Villagua
Aide: *Sho-sho* Ramon Perfecta

40th Dieron Regulars (CO: *Tai-sa* Carlton Doi)	V/Q	Kessel	80%	15/35/10(C)
40th Dieron Aerospace Wing (CO: *Sho-sa* Xavier Hepideus)	R/Q	Kessel	100%	0/30/5
31st Kessel Armor (2 Btns) (CO: *Tai-sa* Edward Brandon)	R/Q	Kessel	100%	10/33/10
2nd Defenders of Asta (CO: *Tai-sa* Joanie Haratamo)	R/R	Kessel	85%	—
32nd Galedon Regulars (CO: *Tai-sa* Michael Rogers)	R/R	Imbros III	67%	25/35/30(C)
Dark Nebula (Flight) (CO: *Chu-i* Christopher A. Trainer)	V/R	Imbros III	100%	0/100/50
32nd Regulars (Btn) (CO: *Sho-sa* Lauren Cole)	G/R	Imbros III	90%	0/25/0
Huan Guardsmen (Btn) (CO: *Chu-sa* James McCue)	R/R	Imbros III	85%	—
6th An Ting Legion (CO: *Tai-sa* David Blake)	G/R	Skondia	100%	5/67/30(C)
6th An Ting Aerospace Wing (CO: *Dai-i* Tranton McDaniels)	R/R	Sknodia	90%	0/45/10
6th An Ting Armor (Btn) (CO: *Chu-sa* Minami Kenju)	R/R	Skondia	100%	0/60/15
3rd An Ting Motorized Infantry (CO: *Tai-sa* Blake Hendriksson)	G/R	Skondia	95%	—
3rd Night Stalkers (2 Btns) (CO: *Tai-sa* Mori Kido)	R/Q	Yorii	90%	10/35/5(D)
11th Midway Phantoms (Air Company) (CO: *Chu-i* Nathan Warrens)	R/R	Yorii	90%	0/40/12
Dark Moon (Btn) (CO: *Chu-sa* Charles Brinkerhoff)	V/Q	Yorii	100%	0/40/5
5th Espakeh Motorized Infantry (CO: *Chu-sa* Shih Kai-shek)	R/R	Yorii	100%	—
3rd Night Stalkers (Btn) (CO: *Chu-sa* Collin Matsude)	R/Q	Lyons	85%	5/40/5(D)
Dark Moon (Btn) (CO: *Sho-sa* Francis Gavin)	V/Q	Lyons	100%	0/35/0
13th Sun Zhang Cadre (CO: *Tai-sa* Vincent Foley)	R/F	Komephoros	75%	25/67/30(B)
13th Sun Zhang Aerospace Wing (CO: *Sho-sa* Jennifer West)	G/F	Komephoros	90%	10/55/33

VEGA PREFECTURE

Prefecture Commander: *Tai-sho* Vincent Gasora
Aide: *Sho-sho* Josef Callesto

2nd Night Stalkers (CO: *Tai-sa* Kelly Palmerson)	V/Q	Cebalrai	100%	0/33/5(D)
2nd Night Stalkers Aerospace (2 Cmps) (CO: *Dai-i* Koshira Kagoshima)	R/Q	Cebalrai	95%	0/30/0
The Storm Clouds (2 Btns) (CO: *Chu-sa* Alexandre Besskhov)	V/Q	Cebalrai	100%	0/45/5
11th Legion of Vega (CO: *Tai-sa* Tammie Kyoto)	V/Q	Vega	85%	10/25/15(D)
19th Armor (CO: *Tai-sa* Luther Zanaros)	R/Q	Vega	75%	0/30/5
88th Vegan Mechanized Brigade (2 Btns) (CO: *Chu-sa* Jesus Haciego)	R/R	Vega	80%	—

GALEDON MILITARY DISTRICT

Commander: *Tai-shu* Li Dok To
Aide: *Tai-sho* Clarence Homashitsu

KAZNEJOV PREFECTURE

Prefecture Commander: *Tai-sho* Kevin Osorinoko
Aide: *Sho-sho* James Flynn



	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
12th Galedon Regulars	V/R	Kesai IV	55%	10/65/20(C)
(CO: *Tai-sa* Jerome Wolf-Hunter)				
12th Galedon Aerospace Wing	V/R	Kesai IV	75%	10/50/15
(CO: *Sho-sa* Kathleen Hawkins)				
12th Galedon Armor (Btn)	V/R	Kesai IV	100%	0/45/0
(CO: *Chu-sa* Michael Mendoza)				
5th Sword of Light	R/F	Kaznejov	54%	35/42/33(C)
(CO: *Tai-sa* Hohiro Tastuma)				
1st Amphigean Light Assault Group	E/R	Capra	67%	12/85/33(B)
(CO: *Tai-sa* Calvin Trueffeau)				
Starwalkers (Wing)	V/R	Capra	75%	0/75/25
(CO: *Sho-sa* Trevor LaGaulle)				
Kilmarnock 4th Defense League (2 Btns)	R/R	Capra	100%	—
(CO: *Tai-sa* Jack Ashton)				
11th Ghost (2 Battalions)	R/Q	Valentina	100%	5/15/0(F)
(CO: *Tai-sa* Tomi Ourho)				
11th Ghost Aerospace Wing	R/Q	Valentina	100%	0/10/0
(CO: *Sho-sa* Connie Chang)				
31st Valentina Militia	G/R	Valentina	100%	—
(CO: *Tai-sa* Quinn Casey)				
11th Ghost (Battalion)	R/Q	Delacruz	100%	0/20/5(F)
(CO: *Chu-sa* Teyhiku Wara)				
11th Ghost Armor	G/Q	Delacruz	30%	0/15/0
(CO: *Chu-sa* Thomas Quincy)				
15th Delacruz Foot Guard	G/R	Delacruz	100%	—
(CO: *Chu-sa* Harlen Jesarra)				

MATSUIDA PREFECTURE

Prefecture Commander: *Tai-sho* David Chung
Aide: *Sho-sho* Jinjiro LocLyons

7th Ghost	E/R	Harrow's Sun	45%	15/65/25(B)
(CO: *Tai-sa* Monique Chesque)				
7th Ghost Aerospace Wing	R/R	Harrow's Sun	70%	10/30/10
(CO: *Sho-sa* Thadeus Shotoko)				
15th Benjamin Heavy Raiders (Btn)	R/R	Harrow's Sun	100%	0/45/10
(CO: *Chu-sa* Franklin Tenclay)				
152nd Assault Infantry (2 Btns)	R/R	Harrow's Sun	100%	—
(CO: *Chu-sa* Charles Stanwick)				
12th Ghost	R/Q	An Ting	95%	10/25/5(D)
(CO: *Tai-sa* Mick Kodai)				
12th Ghost Aerospace (2 Air Companies)	R/Q	An Ting	80%	0/15/0
(CO: *Sho-sa* Nathan Blazer)				
51st Benjamin Auxiliary (2 Btns)	R/R	An Ting	90%	0/20/0
(CO: *Chu-sa* Luke Austin)				
7th Najha Militia	R/R	An Ting	100%	—
(CO: *Tai-sa* Ageo Korusuku)				
Ryuken-go	V/R	Matsuida	65%	20/50/33(B)
(CO: *Tai-sa* Wesley Smith)				
Ryuken-go Aerospace Wing	R/Q	Matsuida	75%	10/90/15
(CO: *Chu-sa* Bryan Furst)				
Ryuken-go Armor (2 Battalions)	R/R	Matsuida	80%	10/75/10
(CO: *Tai-sa* Jordan D'Tania)				
Ryuken-go Motorized Infantry (2 Btns)	R/R	Matsuida	75%	—
(CO: *Tai-sa* Corrine Kleczkowski)				
Ryuken-yon	V/Q	Thestria	80%	25/70/55(A)
(CO: *Tai-sa* Toshimichi Shodaru)				
Ryuken-yon Aerospace Wing	V/Q	Thestria	90%	10/55/40
(CO: *Chu-sa* Geno Esteban)				
Ryuken-yon Armor	R/Q	Thestria	75%	15/67/33
(CO: *Tai-sa* Kaleed Brahjah)				
Ryuken-yon Infantry	V/Q	Thestria	70%	—
(CO: *Tai-sa* Mordecai Hosiro)				

NEW SAMARKAND PREFECTURE

Prefecture Commander: *Tai-sho* James O'Callahan
Aide: *Sho-sho* Hsari Pangetta

21st Galedon Regulars (2 Btns)	R/R	New Samarkand	100%	15/30/15(C)
(CO: *Chu-sa* Yung Li)				
99th Aerospace Wing	R/R	New Samarkand	100%	5/67/15
(CO: *Sho-sa* Aubry Larsen)				
320th Heavy Strikers (2 Btns)	V/F	New Samarkand	100%	0/75/15
(CO: *Tai-sa* Victor Kosskov)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
357th Assault Infantry	R/R	New Samarkand	100%	—
(CO: *Tai-sa* Sun-li Mishira)				

OSHIKA PREFECTURE

Prefecture Commander: *Tai-sho* Gavin Eriami
Aide: *Sho-sho* Lynus Scavros

21st Galedon Regulars (Battalion)	R/R	Hachiman	100%	20/35/20(C)
(CO: *Tai-sa* Desu Horiama)				
16th Aerospace	R/Q	Hachiman	6%	0/50/0
(CO: *Chu-i* Tyler Nohiritsu)				
252nd Regular Infantry	R/R	Hachiman	100%	—
(CO: *Tai-sa* Blaine Edwards)				
16th Legion of Vega	R/Q	Oshika	90%	15/25/10(D)
(CO: *Tai-sa* Lawrence Sheppard)				

TABAYAMA PREFECTURE

Prefecture Commander: *Tai-sho* Joseph Ullors
Aide: *Sho-sho* Cameron Mashuara

19th Galedon Regulars	R/Q	Bad News	75%	0/30/0(F)
(CO: *Tai-sa* Larry Goldburg)				
Bad News Militia, 7th & 12th Flights				
(1 Air Company)	R/Q	Bad News	67%	0/33/0
(CO: *Tai-sa* Bobby Bock)				
Bad News 43rd Militia (2 Btns)	R/Q	Bad News	85%	—
(CO: *Tai-sa* Aldis Flemming)				

Delta Galaxy (Ways of Seeing)

Shiva Keshik cluster	E/F	Tabayama	80%	100/0/98(1)
(CO: saKhan Karl Devalis)				
4th Nova Cat Guards	E/F	Tabayama	92%	100/0/85(1)
(CO: Star Colonel Wecken Rosse)				
44th Nova Cat Cavaliers	E/R	Tabayama	85%	100/0/79(1)
(CO: Star Colonel Cassin Drummond)				
46th Nova Cat Cavaliers	E/F	Tabayama	82%	95/5/78(1)
(CO: Star Colonel Mill Watson)				
119th Striker Cluster	E/R	Tabayama	75%	90/10/77(1)
(CO: Star Colonel Gwenneth Carns)				

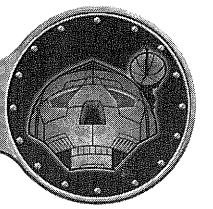
PESHT MILITARY DISTRICT

Commander: *Tai-shu* Kiyomori Minamoto
Aide: *Tai-sho* Howard Mencio

ALBIERO PREFECTURE

Prefecture Commander: *Tai-shu* Hitomi Bales
Aide: *Tai-sho* Gregory Matsuida

2nd Dieron Regulars	V/Q	Albiero	85%	50/35/45(C)
(CO: *Tai-sa* Jim Nicholas)				
Dragon-kin (Wing)	V/R	Albiero	90%	15/30/10
(CO: *Sho-sa* Omiato Yoshigi)				
2nd Dieron Armor (2 Btns)	V/R	Albiero	85%	5/15/0
(CO: *Chu-sa* Janet Fields)				
35th Shionoha Honor Guard	R/R	Albiero	70%	—
(CO: *Tai-sa* Caleb Olafsson)				
8th Dieron Regulars	V/R	Luzerne	90%	35/55/25(B)
(CO: *Tai-sa* Jerry Simms)				
8th Dieron Aerospace Wing	V/R	Luzerne	80%	15/40/10
(CO: *Sho-sa* Taki Russo)				
111th Dieron Heavy Armor (2 Btns)	R/R	Luzerne	85%	10/50/15
(CO: *Chu-sa* Frederick Sato)				
8th Dieron Infantry: Usula's Commando	V/R	Luzerne	45%	—
(CO: *Chu-sa* Ursula Loerring)				
22nd Dieron Regulars	E/R	Garstedt	55%	30/25/25(C)
(CO: *Tai-sa* Bella Solanice)				
22nd Dieron Aerospace Wing	V/R	Garstedt	75%	10/30/0
(CO: *Tai-sa* Ophelia Dante)				
Devil Dogs (2 Battalions)	V/F	Garstedt	75%	0/45/0
(CO: *Chu-sa* Pablo Sifuentes)				
22nd Dieron Infantry (2 Companies)	E/F	Garstedt	100%	—
(CO: *Chu-sa* Samual Tohira)				
7th Pesht Regulars	V/R	Byesville	75%	20/25/10(D)
(CO: *Tai-sa* Han Kao Tsung)				
7th Regulars Aerospace Wing	G/R	Byesville	80%	10/20/10
(CO: *Dai-i* Hannibal Jones)				
Monty's Maulers	R/R	Byesville	70%	0/20/5
(CO: *Tai-sa* Akito Montgomery)				



	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
7th Sword of Light	V/F	Idlewind	75%	25/40/40(B)
(CO: *Tai-shu* Kiyomori Minamoto)				
99th Lancers (Btn)	R/F	Idlewind	70%	20/33/10
(CO: *Chu-sa* Jinsiru Stoffersson)				
45th Recon: The Sappers (2 Btns)	E/F	Idlewind	85%	—
(CO: *Chu-sa* Geoffrey Lambert)				
8th Sword of Light	V/F	Schuyler	75%	45/45/40(B)
(CO: *Tai-sa* Kevin Awano)				
243rd Aerospace Wing (4 Air Cmps)	V/F	Schuyler	100%	25/50/33
(CO: *Sho-sa* Jeremy Kiyama)				
5th Sun Zhang Cadre	R/F	Brocchi's	70% Cluster	20/55/33(B)
(CO: *Tai-sa* Ishtar von Nielsburg)				
5th Sun Zhang Aerospace Wing	R/F	Brocchi's	85% Cluster	10/45/25
(CO: *Sho-sa* Edwin Strauss)				
Dragon's Cavaliers (2 Btns)	V/R	Brocchi's	75% Cluster	10/55/15
(CO: *Tai-sa* Romero Aritaga)				
2nd An Ting Legion	V/F	Richmond	83%	15/33/25(C)
(CO: *Tai-sa* Erik Schmidtt)				
2nd An Ting Aerospace Wing	V/R	Richmond	100%	0/25/0
(CO: *Chu-sa* Randi Olsen)				
2nd An Ting Armor (2 Companies)	R/R	Richmond	100%	0/33/0
(CO: *Tai-i* Matthew Smith)				
2nd An Ting Infantry (Btn)	R/R	Richmond	80%	—
(CO: *Chu-sa* Maramo Watanabe)				
2nd Legion of Vega	V/R	Savinsville	67%	20/35/10(D)
(CO: *Tai-sa* Tikov Recardni)				
53rd Vegan Lancers (2 Btns)	V/R	Savinsville	80%	10/33/5
(CO: *Chu-sa* Kenny Raime)				
241st Vegan Regulars	R/Q	Savinsville	70%	—
(CO: *Chu-sa* Leonard Pattel)				
Ryuken-san	V/Q	Nykvarn	75%	25/67/65(B)
(CO: *Tai-sa* Alek Gossett)				
Falling Skies (Wing)	R/Q	Nykvarn	70%	20/33/15
(CO: *Chu-sa* Heather Coleman)				
Ryuken-san Armor	R/Q	Nykvarn	75%	15/55/10
(CO: *Tai-sa* Hassid Lavigne)				
Ryuken-san Infantry (2 Btns)	R/R	Nykvarn	100%	—
(CO: *Tai-sa* Noguru Takashima)				

BJARRED PREFECTURE

Prefecture Commander: *Tai-sho* Tashu Jacarlaba
Aide: *Sho-sho* Robert Manati

10th Pesht Regulars (Battalion)	G/R	Bjarred	100%	0/50/25(B)
(CO: *Chu-sa* Dirk Hundingson)				
432nd Bjarred Armored Corps (2 Btns)	G/R	Bjarred	100%	0/15/0
(CO: *Chu-sa* Barney Hustledorf)				
516th Bjarred Defenders	G/R	Bjarred	100%	—
(CO: *Tai-sa* James Armeriault)				

IRECE PREFECTURE

Prefecture Commander: Khan Santin West
Aide: saKhan Karl Devalis

Ryuken-ni	E/F	Caripare	100%	20/80/75(A)
(CO: *Tai-sa* Masayoshi Kitakyusho)				
Ryuken-ni Aerospace (4 Air Cmps)	V/R	Caripare	100%	10/75/20
(CO: *Sho-sa* Kevin Powell)				
Ryuken-ni Armor	R/R	Caripare	90%	15/70/15
(CO: *Tai-sa* Malcom Nagoya)				
Ryuken-ni Infantry	R/R	Caripare	100%	—
(CO: *Tai-sa* Jessica Steinhart)				

NINGXIA PREFECTURE

Prefecture Commander: *Tai-sho* William Cloud Climber
Aide: *Sho-sho* Jillian Adams

6th Pesht Regulars (Btn)	G/R	Land's End	100%	0/35/20(D)
(CO: *Chu-sa* Kei Ouchi)				
6th Regulars Armor (Btn)	G/R	Land's End	100%	0/35/5
(CO: *Sho-sa* Beatta Ravenfeather)				
2nd Periphery Watchers	G/R	Land's End	100%	—
(CO: *Tai-sa* Jerome Fuentes)				
Ryuken-roku	V/R	Ningxia	100%	33/55/50(B)
(CO: *Tai-sa* Alexis Vanharobik)				
Ryuken-roku Aerospace (2 Wings)	V/R	Ningxia	100%	20/80/15
(CO: *Tai-sa* Hans Millner)				
Ryuken-roku Armor (2 Battalions)	R/Q	Ningxia	100%	15/67/10
(CO: *Chu-sa* Horace Vassilay)				
Ryuken-roku Infantry	V/Q	Ningxia	100%	—
(CO: *Tai-sa* Peter Jorgensson)				

PESHT PREFECTURE

Prefecture Commander: *Tai-sho* Aron Kirzak
Aide: *Sho-sho* Patrick Eltanin

4th Pesht Regulars	R/R	Pesht	67%	25/33/30(C)
(CO: *Tai-sa* Stephen Somogyi)				
4th Pesht Aerospace (Air Company)	R/R	Pesht	100%	33/33/17
(CO: *Sho-sa* Glenda Freimann)				
15th Pesht Armor (Battalion)	G/R	Pesht	100%	12/25/0
(CO: *Chu-sa* Orin Kedric)				
3rd Tarnby Defenders	V/Q	Pesht	65%	—
(CO: *Tai-sa* Kitara Rochelle)				
1st Genyosha	E/F	Luthien	100%	45/35/60(B)
(CO: *Tai-sa* Hohiro Kurita)				
1st Genyosha Aerospace Wing	E/F	Luthien	100%	33/67/50
(CO: *Sho-sa* Wayne DeMarcos)				
1st Genyosha Armor	E/F	Luthien	100%	25/67/20
(CO: *Tai-sa* Shih Chou)				
1st Genyosha Infantry	E/R	Luthien	100%	—
(CO: *Tai-sa* Brent Patterson)				
Izanagi Warriors	E/F	Luthien	100%	52/40/52(A)
(CO: *Sho-sho* Shin Yodama)				
32nd Luthien Aerospace (2 Companies)	R/F	Luthien	100%	33/45/25
(CO: *Sho-sa* Peter Tokaydo)				
1st Luthien Battlesuit Infantry (Battalion)	R/F	Luthien	100%	—
(CO: *Chu-sa* Gavin Bjornsson)				
Otomo	E/F	Luthien	100%	45/37/35(A)
(CO: *Tai-sa* Griffon Mishune)				
Otomo Infantry (4 Companies)	E/F	Luthien	100%	—
(CO: *Chu-sa* Franklin Sakamoto)				
2nd Sword of Light	R/F	Luthien	23%	25/70/60(A)
(CO: *Tai-sa* Li Sak To)				
43rd Air Wing (2 Wings)	E/R	Luthien	75%	35/40/45
(CO: *Tai-sa* Oswald Lesko)				
3rd Luthien Guard: Stormwalers (2 Battalions)	E/F	Luthien	100%	25/75/67
(CO: *Tai-sa* Henri Wabanu)				
71st Mechanized Infantry (Battalion)	E/F	Luthien	100%	—
(CO: *Chu-sa* Renee Al-Lanna)				
14th Sun Zhang Cadre	R/F	Luthien	65%	25/55/25(B)
(CO: *Tai-sa* Earl Yachengo)				
14th Sun Zhang Aerospace Wing	R/F	Luthien	75%	5/40/25
(CO: *Sho-sa* Earl Okuda)				

QANDAHAR PREFECTURE

Prefecture Commander: *Tai-sho* Hya Toytomi
Aide: *Sho-sho* Tadaki Johiro

6th Pesht Regulars (2 Btns)	G/R	Qandahar	100%	0/40/15(C)
(CO: *Tai-sa* Jefferson McCarl)				
1st Qandahar Aerospace Wing	R/R	Qandahar	100%	0/33/10
(CO: *Sho-sa* Amber Coleman)				
6th Regulars Armor (Battalion)	G/R	Qandahar	100%	0/33/0
(CO: *Chu-sa* Yorikura Niigata)				
101st Pesht Guard	G/R	Qandahar	100%	—
(CO: *Tai-sa* Jacob Zedong)				
10th Pesht Regulars (Battalion)	G/R	Gravenhage	100%	3/47/20(C)
(CO: *Tai-sa* Jamie Richardson)				
Shrieking Skies (2 Wings)	R/Q	Gravenhage	100%	0/50/25
(CO: *Sho-sa* Lillith Brahe)				
71st Gravenhage Honor Guard	R/R	Gravenhage	95%	15/55/10
(CO: *Tai-sa* Quentin Shang)				
22nd Gravenhage Stalwarts	G/R	Gravenhage	100%	—
(CO: *Tai-sa* Muhammand Kabahstech)				
10th Pesht Regulars (Battalion)	G/R	Nowhere	100%	0/40/10(C)
(CO: *Chu-sa* Taro Katsura)				
11th Nowhere Men	G/R	Nowhere	100%	—
(CO: *Tai-sa* Paul Lennin)				

FEDERATED SUNS

Following the Davion Civil War more than five hundred years ago, Prince Alexander Davion said, "We must now look past who we were and instead concentrate on who we are and who we will become." Like our forebears, we have just survived one of the darkest periods in our history. And like that earlier civil war caused by sisters Laura Davion and Cassandra Varnay, this war was also caused by sibling rivalry and greed.

The pain of the war is far from past—only a few months have elapsed since the official end of hostilities—but we must not let that distract us from the rebuilding to come. Threats almost too dangerous to comprehend still endanger us, and we must be ready to meet them. But neither should we forget our pain. Instead, we must use it to forge a future that will not see the dissolution of the Federated Suns. We must realize that we did not fight this war to punish the Lyrans—we fought for our freedom and our right to choose our own destiny.

As part of that effort, I have compiled this report for the Star League Advisory Council. The time for recriminations is past; now we must look to the future. A future of peace. A future of understanding. And above all, a future we can determine for ourselves.

Ranier Wolfgram, Marshal, AFFS
G-5, Director of Strategic Plans and Policy
AFFS General Staff
16 September 3067

RECENT HISTORY

To say that the so-called FedCom Civil War was the most destructive war fought this century, perhaps even eclipsing the Succession Wars, is an understatement. Nearly every uniformed officer and soldier in the Armed Forces of the Federated Suns (formerly the Armed Forces of the Federated Commonwealth) fought in this war, many paying the ultimate price for their convictions.

It is impossible to recount the recent bloody conflict in detail. Five years of unremitting warfare raged throughout the Federated Suns and the Lyran Commonwealth, warfare that bankrupted both nations and all but broke the backs of their militaries. Millions died. Countless more were left homeless.

For those who want a complete history of the war, the NAIS has published a single-source volume entitled *FedCom Civil War*. But in the years since the start of that most painful episode in the Federated Suns' history, other significant events occurred that got lost in the maelstrom. This document is intended to set the record straight.

CAPELLAN MANEUVERING

In 3064, the Capellan Confederation, having won its war of aggression against the St. Ives Compact, began to look elsewhere to extend its reach. With the FedCom Civil War raging along his border, Chancellor Liao turned his attention toward the Federated Suns and the Chaos March.

Tikonov

Tikonov had long been a target for the Capellan Confederation. Once a Capellan regional capital world, the loss of it during the Fourth Succession War was a deep blow to that nation. The Confederation had directed money and other resources toward retaking Tikonov since the end of that war, but it wasn't until the mid-3060s that the Capellans finally had the opportunity to accomplish their goal.

The battle for Tikonov started in September of 3063 and lasted until July 3066, during which time tens of thousands of FedCom soldiers battled for control of this key world. Victor Steiner-Davion staged from Tikonov in making his final assault on New Avalon. Before he left, he assigned the planet's defense to a hodge-podge of his own Allied troops and House Dai Da Chi, which Chancellor Liao had pledged toward removing Archon Katherine from power.

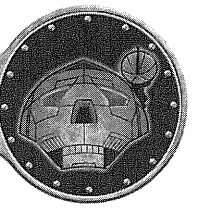
The Capellan Warrior House wasted little time and took control of the world in March of 3067, claiming it as a Capellan protectorate. While he lacked sufficient ground forces to retake the world by force from an entrenched Warrior House backed by massive popular support, Duke George Hasek responded by placing the world under a heavy naval blockade. In response, Chancellor Liao hired Gamma Regiment of Wolf's Dragoons to garrison the world. A few unofficial AFFS ground expeditions have been thrown back, but the blockade has to date captured more than half of the materiel outbound from the planet.

Chaos March

Prior to 3062, Prince Victor and Archon Katherine both dictated an almost hands-off policy when it came to the worlds of the Chaos March. The Prince made that decision as a practical compromise, knowing that the Clans still posed a serious threat and that the then-AFFC did not have the resources to retake the turbulent region.

When Duchess Yvonne Steiner-Davion took control on New Avalon as Regent in 3059, she continued her brother's policies. So did Archon Katherine after she wrested control of the then-Federated Commonwealth from her sister a year and a half later, though for purely selfish reasons. We now know that she brokered a verbal agreement with Chancellor Sun-Tzu Liao wherein she received his support for her bid to become First Lord of the Star League in exchange for her refusal to involve the Federated Suns in actively defending either the St. Ives Compact or the Chaos March.

The aftermath of the St. Ives war prevented the Confederation from marching boldly into the Chaos March again



for some time. CCAF forces had built up within the Liao Commonality, but mercenaries made the first moves into the Chaos March in the wake of the planet Liao's recapture. In October of 3066, Olson's Rangers and Little Richard's Panzer Brigade made their fateful attacks on Acamar and Genoa, respectively. Freed from the interference of an uncaring leader and tired of giving the Confederation free rein on worlds that once belonged to the Federated Commonwealth, Duke George Hasek took matters into his own hands. He swiftly dispatched Cunningham's Commandos and the Twelfth Vegan Rangers, both mercenary commands, to those worlds. Within weeks, the defending Capellan merc units had been shattered and two Chaos March worlds forcibly rejoined the FedCom's Capellan March.

At about the same time, a fight broke out on Small World. That fight, too, was won by the timely arrival of hired mercenaries, in this instance a force led by Wilson's Hussars, and Small World was absorbed into the Draconis March.

DRACONIS COMBINE

Even as Victor Steiner-Davion was calling on Allied troops to remove his sister from power within the Federated Commonwealth and the Lyran Alliance, Duke James Sandoval took advantage of House Kurita's preoccupation with Clan Ghost Bear's invasion and launched one of his own into the Draconis Combine. Sandoval's forces experienced amazing success until the peace agreement with Clan Ghost Bear allowed Coordinator Kurita to redeploy the bulk of his DCMS to deal with Duke Sandoval's incursion.

The DCMS hit back with a passion in June of 3064, driving Duke Sandoval's troops out of the Draconis Combine and following up with reprisal assaults into the Federated Suns. By March of 3066, these counterattacks had brought two Draconis March worlds under Combine control and left almost a dozen major AFFS units seriously hurt or worse.

TAURIAN AGGRESSION

In the final days of the FedCom Civil War, the DeMaestri's Sluggers regiment of the Fighting Urukhai went rogue, traveling into the Taurian Concordat in apparent hopes of finding employment with that nation. The Taurians saw their arrival in the Taurus system as a sign of Davion aggression. Protector Grover Shraplen ordered them destroyed to the man and authorized a punitive strike into the Federated Suns, with the ultimate goal of taking back the Pleiades Cluster.

Taurian forces hit several worlds on the way to the Cluster, planets left sorely underdefended because of redeployments made during the civil war. When the Taurians finally reached the Pleiades Cluster, mercenary and regular army troops hit them hard. Duke Hasek also brought forces from deeper in the March and from the border with the Crucis March to take back worlds the Concordat troops had seized before moving on, neatly boxing them in and preventing them from bringing in reinforcements.

Currently, the last vestiges of Taurian resistance in the Pleiades Cluster are being hunted down, while every other world touched by Protector Shraplen's misguided crusade has been taken back and reinforced. DMI reports indicate that the Concordat, despite being in chaos following the secession of the Calderon Protectorate, is still readying a potential follow-on assault to relieve their forces in the Pleiades Cluster. In response, Duke Hasek has placed all forces in the Taygeta Combat Theater on alert for another Taurian incursion.

THE AFFS

Since the official end of the FedCom Civil War, the military of the Federated Suns has undergone quite a shakeup. Though Victor Steiner-Davion led the cam-

FREE CAPELLA?

A great deal of propaganda about the Free Capella movement, pro- and anti-, has been generated in the Capellan Confederation and the Federated Suns. During and immediately following the Confederation's war on the Compact, hundreds of groups throughout the Federated Suns pledged significant financial support to Free Capella and other similar organizations. Some say that even Duke George Hasek gave financial and military aid to Free Capella in an effort to bypass the Archon's decision to leave her nation's longtime ally out in the cold. Duke Hasek certainly provided sanctuary for refugees and financed the Jie Fang Legion in its first years.

Then something changed. The fighting on Kathil that flashed into a full-blown civil war took Duke Hasek's attention, especially as the fighting was concentrated in his Capellan March for much of the war, but amid the battle reports and information on troop movements, he kept an eye on the Confederation and Free Capella. And he didn't like what he saw.

Intelligence reports showed that Free Capella was taking more and more risks in its attacks on the Confederation and that its members were taking greater control of the Jie Fang Legion. Mandrinn Treyhang Liao was ridding all the military commands of those who didn't agree with him. Of even greater concern to the duke were rumors of Free Capella pilfering supplies from the AFFC—supplies he needed to keep his own units operational.

So the duke sent Mandrinn Liao a message. He allowed Confederation forces to track the Blackwind Lancers to Chesterton, where the Lancers were hit hard. Depending on which story one believes, they lost either two lances or two battalions; current public estimates say they lost a battalion of 'Mechs on Chesterton. Though the Lancers were involved later in the fighting on Marlette, where they reportedly lost more than half of their command, Duke Hasek has pulled the reins back even further.

Soon after the Chesterton raid, Mandrinn Liao took complete control of the Jie Fang Legion, but only after Borodin's Vindicators supposedly went rogue. Mandrinn Liao, on his own authority, recalled the Jie Fang Legion from Kittery to Spica, leaving Kittery undefended.

Continued on p. 123.

paign that freed this nation from Archon Katherine's illegal and immoral reign of terror, he did not fight to take the throne back himself. Instead, Duchess Yvonne Steiner-Davion now rules the Federated Suns, though technically as Regent; she cannot become First Prince, as she has had no legitimate military service. Her first acts were to put an official end to the Federated Commonwealth and to disband the AFFC. This nation is once again the Federated Suns and its military the AFFS.

But the Civil War did much more than bring this nation a new name and a new leader. In five years of hard fighting, countless officers and soldiers were killed or maimed. Worse, the Archon's heavy-handed policies to ensure the loyalty of the officer corps led to the persecution and imprisonment—or worse—of some of the AFFS' best and most capable leaders. The stress of constant warfare took its toll on others. And, of course, the AFFS sustained serious materiel losses that likely won't be fully recouped for decades.

COMMAND AND GENERAL STAFF

The AFFS command and general staff were hardest hit by the Archon and her enforcers. Some of the nation's best military minds were forced out of service, imprisoned and even tortured when they refused to comply with the Archon's orders. Other individuals resigned rather than serve her and her thugs. A few, like Jackson Davion, remained in service, not out of love for or loyalty to the Archon, but because they still felt loyal to their nation of birth.

In the days immediately following the end of the war, the AFFS was in a state of severe flux. The war had robbed it of much of its senior leadership, a vacuum of power and ability that had to be filled quickly. Jackson Davion, who had resigned in the final stages of the war, returned to the AFFS as Marshal of the Armies at the behest of Victor Steiner-Davion. Around him, he formed a new general staff that would help him rebuild the AFFS and assist him and the Regent in selecting officers to fill vacancies in the High Command.

High Command

The High Command consists of the AFFS' most senior leadership, the heads of each of the major departments as well as the commanders of each Regional Command (or March). Many officers of the former High Command were removed or resigned during the Archon's rule, and the new Marshal of the Armies knew the AFFS could not last long without a body of senior leaders to guide it. Within two months he had selected a new High Command, with only one significant change: the Department of Mercenary Relations was subordinated to the Department of the Army and the Navy, under recommendation from the new general staff. The revamped High Command is working with the general staff to rebuild the AFFS.

Prince's Champion: Marshal of the Armies Jackson Davion
Director, Capellan March Regional Command: Field Marshal Duke George Hasek
Director, Crucis March Regional Command: Field Marshal Andrew Terlecki, Jr.
Director, Draconis March Regional Command: Field Marshal Duke Tancred Sandoval



Commander, Department of the Army and the Navy: Field Marshal Xerxes Davion
Director, Regular Army: Field Marshal Suzanne Zellner
Director, AFFS Navy: Admiral Andrea Petain
Director, Mercenary Relations: General Tomas Gulliver
Commander, Department of Military Administration: Field Marshal Sharon Zardetto
Director, Department of Military Communications and Research: Field Marshal Sidney Zweibel
Commander, Department of Military Education: Field Marshal Frederick Hastings
Commander, Department of Military Intelligence: Field Marshal Christian Robert McCarthy
Chief, Department of Military Justice: Field Marshal Damien Treller
Director, Department of Strategy and Tactics: Field Marshal Kilian Reason
Commander, Department of the Quartermaster: Field Marshal Stephen Davion

General Staff

Though the AFFS General Staff has existed since the formation of the Federated Suns and its national military, it has tended to operate in the background, assisting the First Prince and the High Command in administering the AFFS. In the wake of the FedCom Civil War, however, the general staff has taken more of an active public role. Like the High Command, the general staff was gutted during the Civil War, with Field Marshal Gallagher promoting officers to this important council at the Archon's direction who were considered nothing but lackeys and yes-men. Marshal of the Armies Jackson Davion corrected that problem immediately following the cease-fire on New Avalon.

A week after the cease-fire, the new general staff had been selected, with the first meeting convened a week later. Initially, they reviewed the records of dozens of senior officers and commanders, giving the Marshal of the Armies recommendations on whom to promote to the High Command. Once the High Command was in place, the general staff went to work on plans for rebuilding the AFFS.

The AFFS General Staff reports directly to the Marshal of the Armies, with the Chairman of the General Staff serving as Deputy to the Marshal of the Armies (though the Chairman is a non-voting member of the High Command).

Chief of the General Staff: Field Marshal William Kossacks
G1, Director of Manpower and Personnel: Marshal Douglas Garett
G2, Director of Intelligence: Major General Stephanie Hoover
G3, Director of Operations: Major General Jean-Henri de Jeruc
G4, Director of Logistics: Marshal Brian Gruber
G5, Director of Strategic Plans and Policy: Marshal Ranier Wolfgram
G6, Director of Force and Command Readiness: Field Marshal Roger William Waters

Additionally, Duke Hasek received confirmed reports of Free Capella personnel stealing materiel from AFFC/AFFS depots. Furious, he cut Free Capella off—all official and unofficial military assistance ended and the duke and his agents even stopped nearly all financial aid from within the Federated Suns (and some say beyond). Further, the duke moved all Free Capella activity away from the Spica CTC (Combat Training Center) to an isolated base on the world. As of fall 3067, Duke Hasek ordered all Free Capella forces to permanently depart within a month, not only from Spica but from the Federated Suns.

Some believe Duke Hasek is catering to the Confederation, though that supposition is unlikely. Two facts, however, lend some credence to this theory. When the Confederation sent troops against the Blackwind Lancers on Chesterton, the Chancellor moved more than two-thirds of his forces off of the FedSuns border. Also, the Chancellor has personally allowed firms in the St. Ives Commonality to resume shipment of military materiel to the Federated Suns.

On the other hand, several other facts put these into perspective. The duke personally dispatched units into the Chaos March to stem Capellan gains in that region, along with the naval blockade of Tikonov after that world was lost. Several unconfirmed rumors also say he is helping to rebuild Borodin's Vindicators on Kittery, feeding them equipment as well as a slew of St. Ives nationals who have fled the Confederation over the past several years.

—Article by Susan Lee, New Avalon Institute of Political Studies, 12 September 3067

RECONSTRUCTION

The most pressing concern on the minds of Federated Suns leaders is reconstruction of the shattered AFFS. Unclassified reports indicate that by the end of the Civil War the AFFS had lost roughly half its combat strength. Factories in the Federated Suns are working overtime to produce new 'Mechs, tanks and fighters, while technical crews work day and night to repair or rebuild equipment that can be salvaged. Despite their sterling efforts, it will be decades before the AFFS can regain the strength it boasted before the recent bloodletting.

Many enterprising officers in the Department of the Quartermaster have come up with stopgap plans to assist the AFFS in the short term. Taking a cue from the hype generated by Vicore Industries, these officers have assembled huge teams of military and civilian engineers, techs and mechanics to delve into the thousands of square kilometers of mothballs on worlds like Novaya Zemlya and Bryceland, and rebuild and recondition 'Mechs, tanks and fighters sent there decades earlier. Already, these teams have brought several key regiments back to life with this refurbished equipment.

Materiel can be issued relatively quickly back into the field, but replacing the hundreds of thousands of soldiers, crews, pilots and MechWarriors killed or seriously wounded during the Civil War poses a knottier problem. Immediately following the end of the war, many more simply left the service as a part of their own healing process.

Until the manpower loss can be made up, the Regent has temporarily activated all militia units in the Federated Suns and placed them under AFFS control, where they are primarily being used to assist in the rebuilding effort. The AFFS has started a new recruitment campaign as well, focusing on the rebuilding efforts rather than visions of military life. As with lost equipment, however, it will be decades before the AFFS can field the size and quality of officer and enlisted corps that it did prior to the Civil War. On the other hand, the current AFFS is the most skilled and battle-hardened military the Inner Sphere has seen in centuries.

REPATRIATION AND REDEPLOYMENT

The second most pressing concern of the High Command is the current deployment of the AFFS. At the end of the Civil War, a majority of the military was concentrated around worlds like Kathil and New Avalon. The new Marshal of the Armies began redeploying the AFFS within days of the end of hostilities on New Avalon (though Duke Hasek had kept his Capellan March fully operational throughout the war).

By the end of the war, quite a few AFFS personnel were imprisoned or were in the Lyran Alliance. The Regent declared a general amnesty for combatants on both sides, with the exception of certain individuals who were implicated in war crimes. Those who wished to return to (or stay in) the Lyran Alliance were allowed to do so, and Archon Peter Steiner-Davion allowed the same to those in the Alliance who wanted to return to the Federated Suns.

Most AFFS personnel stationed in the Lyran state are back in the Federated Suns or en route. Meanwhile, personnel in the Federated Suns are being shifted to different commands and postings, partly to help heal the wounds but mostly as a way to fill gaps left by the recent conflict.

STATE OF THE AFFS

The Armed Forces of the Federated Suns may have sustained serious damage during the FedCom Civil War, but under the leadership of Jackson Davion and with the guidance of the High Command and the general staff, it has quickly rebounded and is beginning to function again as a united military. Though it will be many years before the AFFS regains the strength it had prior to the Civil War (and the Clan invasion of 3049), it remains one of the Inner Sphere's most powerful militaries.

The following sections describe each of the major combat organizations as of September of 3067. While a number of AFFS units were destroyed and the disposition of survivors is briefly touched on, only those units currently on the active AFFS rolls are listed.

WARSHIPS OF THE AFFS

The Federated Suns navy suffered horrendous losses during the Civil War, both in materiel and manpower. The WarShip losses were certainly the most visible, but worse still were the losses in JumpShips, DropShips and independent fighter squadrons throughout that five year hell. Perhaps the only bright note from the conflict is that when Victor Steiner-Davion made his drive into the Federated Suns, he brought with him enough additional JumpShips to make up the losses suffered when his sister seceded the Lyran Alliance in '57, though recompensation negotiations between the Lyran military leaders and the AFFS are still ongoing.

The AFFS fleet consists of fifteen WarShips (though many are currently undergoing repairs and, in several cases, completion of construction as they were rushed into combat while still under construction): the *Avalon*-class *Lucien Davion*, *Melissa Davion* and *Simon Davion*; and the *Fox*-class *Admiral Corinne Donnings*, *Admiral Michael Saille*, *Antrim*, *Brest*, *Bryceland*, *Indefatigable*, *Indomitable*, *Intrepid*, *Kathil*, *Murmansk*, *New Syrtis* and *Robinson*

INDEPENDENT COMMANDS

The various independent commands—so called because they do not belong to a larger organization of units—were scattered across the former Federated Commonwealth and fought in the Federated Suns and the Lyran Alliance, as well as in the Jade Falcon Incursion.

Two of these units did not survive the FedCom Civil War and were removed from the active rolls of the AFFS. The First Argyle Lancers, assigned to the Lyran Alliance shortly after the Fourth Succession War, was substantively destroyed on Crimond by the Third Donegal Guards; what remained of the unit was later wiped out by Jade Falcon forces during the Incursion. The survivors were absorbed into other units operating in the Lyran Alliance.

The First Capellan Dragoons were assigned to the fight on Kathil and during that campaign were absorbed into an ad-hoc brigade under the command of Major General Randy Hasek-Bills. This unit included soldiers from the Capellan Dragoons and the Kathil CMM. Following the end of hostilities on Kathil, the survivors were absorbed into the Sixth Syrtis Fusiliers.

First Aragon Borderers

The First Aragon Borderers accounted well for themselves during the battles on New Aragon against the Third FedCom RCT. Operating jointly with the mercenary Twelfth Vegan Rangers, the First Aragon Borderers won a victory over the Third FedCom, though at a heavy price; they were removed from the active rolls following the New Aragon campaign. Since then, the Borderers have returned to fighting strength with equipment salvaged from the Third FedCom and by recruiting personnel from their home world. Though not yet at full strength, they are back on the active AFFS rolls.

First Federated Suns Armored Cavalry

The First FedSuns Armored Cavalry got into the war somewhat late, and as a result was spared the worst losses. General Rudolph Chapman led the Armored Cavalry in a few minor engagements early in the war before heading to Kathil to put an end to that fight. The unit took relatively light losses that they easily recouped from Kathil salvage piles and returned to their sentry duties in the Capellan March. General Chapman accepted a promotion following the end of the war, giving Major General Tabitha Rennard command of this prestigious unit.

First Kestrel Grenadiers

Marshal Agatha Stromp led her Grenadiers to one of the earliest victories in the Civil War on Zurich, ensuring that the Capellan Confederation could not snatch the Zurich salient and taking relatively few casualties in the process. The unit is almost back to full strength, though under the command of a new officer; Marshal Stromp accepted a promotion and reassignment to command the Kathil Operations Area in its new headquarters on Novaya Zemlya.

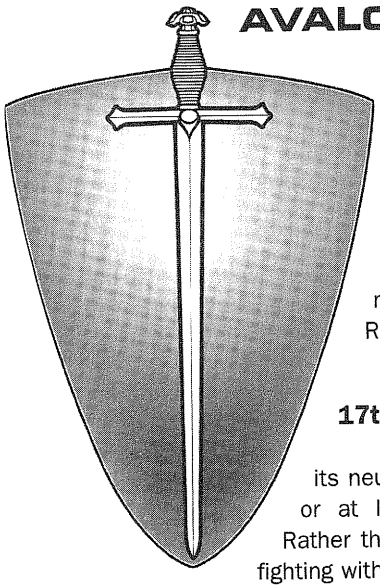
First Kittery Borderers

Having garrisoned their homeworld at the tip of the Kittery salient since their inception, the Borderers maintained that vigil against Capellan aggression throughout the war. During the first stages of the conflict, the unit remained on Kittery, though Duke Hasek later moved them to Alcyone so that he could make other strategic movements to keep the Capellan March secure. General Deedee Faulkner accepted command of the Alcyone PDZ late in the war, leaving room for Leftenant General Dalen Trent to take command of the unit.

First Royal Cavaliers RCT

The First Royal Cavaliers were organized as an ad-hoc unit from elements of the Bremond and Milligan DMMs, plus a free mixed brigade, under the command of then-Hauptmann General Ryan Pryce-Barnard. Though a Loyalist unit that fought hard against the First and Third Crucis Lancers on Tsamma, the First Cavaliers and its officers were cleared of all war crimes charges and officially commissioned into the AFFS. The RCT is woefully under-strength, but rebuilding admirably with the help of its former commander, now at the head of the Kentares PDZ.

AVALON HUSSARS



As one of the Federated Suns' key military organizations, every one of the various Avalon Hussars commands fought during the Civil War, though loyalties were split fairly evenly within the Hussars.

Two of the Hussars' BattleMech units were deactivated due to losses sustained in the war. The Eleventh Hussars RCT fought hard for Archon Katherine's Loyalists on New Syrtis, but was crushed by the combined power of Duke Hasek's forces. The Forty-first Hussars were on the other side of the fight, but lost on Benet III to the Fifth Donegal Guards.

Field Marshal Roger William Waters commands the Avalon Hussars overall, as he has for more than a decade, He also sits on the AFFS General Staff as Director of Force and Command Readiness.

17th Avalon Hussars RCT

The Seventeenth declared its neutrality during the Civil War, or at least its commander did. Rather than getting bogged down in fighting within the Federated Suns, the Seventeenth played a key role in Duke Sandoval's assault into the Draconis Combine, where the unit took An Ting and Matsuida. Though the DCMS later pushed them out of the Combine, the Seventeenth took significant salvage from the Combine troops and handed them a stinging defeat on Cassias. A mixed brigade went rogue following their victory, however, and went to New Avalon to fight for Archon Katherine's Loyalists.

20th Avalon Hussars RCT

General Jack Roberts led the Twentieth Hussars to victory on Alcyone in the initial stages of the war and later on Marlette. The latter campaign was meant to punish the Fifth FedCom, which had used a number of atomic devices on the world of Axton to cover its retreat. General Roberts soon took command of the campaign on Marlette and finally pacified the world. His Hussars absorbed much of the Loyalist equipment, bringing them to nearly full combat strength, before returning to the Capellan March. General Roberts later accepted a promotion to marshal and now commands the Kathil PDZ from its new headquarters on Novaya Zemlya. General Randy Hasek-Bills, who gained notoriety in the battle for Kathil, has taken charge of the Twentieth from Marshal Roberts.

22nd Avalon Hussars

Then-Marshal Donna Iona and her Twenty-Second Hussars chose, as a unit, to follow Archon Katherine's orders, not because they agreed with her but because they believed she was the rightful ruler of the Federated Commonwealth. On Bromhead, Marshal Iona and Fleet Admiral William Kossacks, commander of the Second Davion Guards, agreed that their differences should not lead to the destruction of both their units. Both eventually left the world, with the Hussars stationed on Talon. After a fight with the Seventh FedCom in 3066 left the Twenty-Second hurt, they rebuilt with equipment produced on Talon, only to see the mixed brigade destroyed that went to New Avalon to assist in that fight.

Vice Admiral Solomon D'Angelo currently commands the rebuilding Twenty-Second, promoted after now-Field Marshal Iona took charge of the Coreward Combat Theater in the Crucis March.

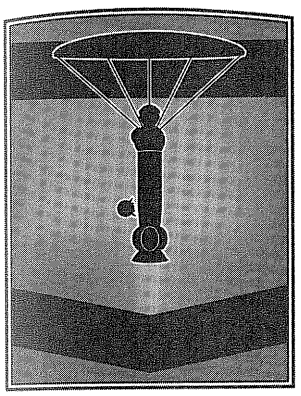
39th Avalon Hussars

Assigned to the Lyran Alliance when the Civil War began, the Thirty-Ninth became one of the first units to sign on with Victor Steiner-Davion, and for the first half of the war followed him through the heart of the Lyran nation. As he continued on into the Federated Suns, they remained behind to assist in the Allied war efforts, eventually jumping to Tharkad as the final assaults were taking place. The Thirty-Ninth did not take part in that battle, instead standing guard over the world at the behest of Archon Peter Steiner-Davion. After the war, they returned to the Federated Suns, having sustained relatively few losses overall.

42nd Avalon Hussars

Likewise assigned to the Lyran Alliance, on a backwater world in the Lyran Periphery, the Forty-Second Hussars only entered the war in its final stages. They remained on Poulsbo for most of the war, defending the Alliance against any possible incursion and securing Son Hoa to maintain a supply chain to the rest of the Allied forces operating in the Lyran state. Once the Circinus Federation became embroiled in its war with the Marian Hegemony, the Forty-Second moved in to prevent the Penobscot CTM from taking Timbiqui, then following the CTM to Cavanaugh II where the Hussars helped put down the confused fight on that world as well.

The Forty-Second is currently operating at near-full strength, thanks to its posting near the factories on Son Hoa and salvage from Cavanaugh II. Its personnel are also rumored to be unofficial distributors in the Federated Suns for Timbiqui Pale and three other new offerings from the Raasch Brewhaus.



CETI HUSSARS

The Ceti Hussars have always been an under-utilized resource because many officers, even within the new AFFS, do not understand the true capabilities of these units. Unlike a standard RCT, with armor and infantry regiments segregated into their own brigades, the three Ceti Hussars regiments combine 'Mechs, armor and infantry into three mixed brigades (called combat commands among the Hussars).

The Ceti Hussars remained steadfastly loyal to the Federated Suns as a whole. The units became involved in the war only when the fighting threatened the security of their home nation. As a result, not only are the three RCTs among the strongest units in the AFFS, but their members are perhaps the best respected, having refused to sully their units by becoming entangled in the politics of the war. Field Marshal Vance Lamont commands the entire organization now, as well as the New Avalon Combat Region.

1st Ceti Hussars

Of the three Hussars RCTs, the First was the most deeply involved in the Civil War. Stuck out on the Suns' border with the Outworlds Alliance, the First Ceti Hussars acted to keep the Bryceland PDZ secure from political maneuvering, hitting Tancredi and Bryceland but leaving their defenders behind to deal with potential invaders.

Combat Command Bravo took up station on Kesai IV, along with the remains of the Bryceland PDZ, just in time to meet the DCMS reprisal into Federated Suns territory. Even the Hussars weren't enough to push the massed Combine forces back, and they retreated to Bryceland.

2nd Ceti Hussars

The Second Hussars refused to join in the earliest fighting within the Capellan March, instead focusing on protecting the lower half of the Ziliang Salient against the Capellan Confederation. Only when Duke George Hasek personally asked them to assist in preventing the collapse of the entire Edgeward Combat Theater did they become embroiled in the war. They attempted to keep a Loyalist task force massing on Taygeta from assaulting New Syrtis, but they arrived on Taygeta too late, instead securing that important world for Duke Hasek. By the time they reached New Syrtis, the battle was over. From there, they accepted Field Marshal Ardan Sortek's invitation to accompany him to New Avalon to end the war once and for all. In that year-long campaign, the Second took heavy losses, but was able to make up some of those losses with salvage.

The unit returned to New Syrtis for reassignment and was immediately sent to defend the Pleiades Cluster, where the RCT is mopping up the remains of the Concordat's Pleiades Hussars.

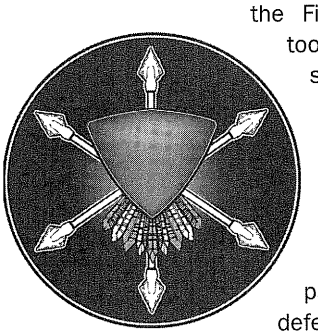
3rd Ceti Hussars

The Third Ceti Hussars remained entirely out of the Civil War. Like the Second Ceti Hussars, the First was assigned to the Capellan March's Ziliang Salient. Surprisingly, Duke Hasek did not call upon the Third Hussars to assist with the defense of New Syrtis, though rumors of the Third Hussars carrying out covert raids into the Confederation may be one reason for that.

When the Taurian Concordat made its own foray into the Federated Suns, the Third Hussars responded with such speed and force that the Concordat could not redeploy to defend against their assault. At the head of a large task force of mercenaries, consisting mainly of the Lexington Combat Group, they smashed the Red Chasseurs and Second Taurian Lancers on Bromhead, sending the few survivors from each unit back into the Concordat. They followed with attacks on Midale, where they forced the Concordat Commandos into retreat; Lindsay, where the Pleiades Lancers folded quickly in the face of such overwhelming force; and Brockway, where they likewise destroyed the Hyades Light Infantry.

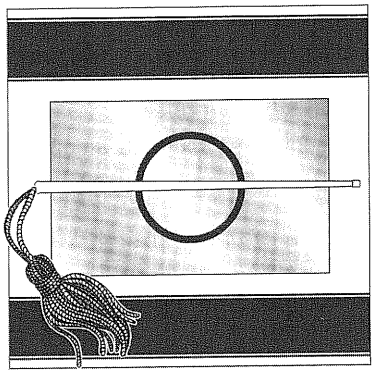
CHISHOLM'S RAIDERS

Chisholm's Raiders have served the AFFS with honor and incredible skill for almost two centuries. Unfortunately, the Raiders fell under the influence of Archon Katherine. Though the First Chisholm's Raiders initially took part in Duke Sandoval's invasion of the Combine, taking the world of Marduk, they were eventually pushed back to Breed, where they again lost to the DCMS. After they retreated from Breed, the Archon recalled them to New Avalon, where they took part in the final, futile Loyalist defense of that planet.



The Second Chisholm's Raiders fared little better, eventually finding itself deep in the bloody fight for Kathil. They, too, were eventually defeated by combined Allied forces commanded by Marshal Nathaniel Hasek.

Both Raiders units were effectively destroyed during the Civil War and have since been disbanded, their equipment and surviving personnel distributed to fill holes in other AFFS units. All headquarters personnel have also been reassigned. Though Chisholm's Raiders has not yet been stricken from the AFFS rolls, there seems to be little chance of the Raiders being reconstituted.



CRUCIS LANCERS

The Crucis Lancers RCTs are the keystone of the Armed Forces of the Federated Suns. The Davion Brigade of Guards may be the right arm of the Davion family and the Avalon Hussars the workhorse of the military, but the Crucis Lancers hold the AFFS together.

Every one of the Crucis Lancers RCTs fought for the Allied side during the Civil War, four in the Federated Suns and four in the Lyran Alliance. All subsequently returned to the Federated Suns and the seven surviving RCTs are now taking up position to guard the nation from external threats. The Eighth Crucis Lancers were effectively destroyed on Proserpina, the survivors split up among the rest of the rebuilding Lancer RCTs. Field Marshal Mordecai Rand-Davion now commands the entire organization while serving as one of three Operations Command Officers within the Fox's Den.

1st Crucis Lancers

The First Lancers fought from their initial posting on Bastrop inward, securing the strategically important military worlds of Kilbourne and Woodbine before moving on to Tsamma, where they were bogged down for two years. After finally declaring victory there with the assistance of the Third Crucis Lancers, they continued on to New Avalon. They neutralized Loyalist activity on the continent of Brunswick easily enough, but nearly came apart in the assault on Albion. The unit was temporarily deactivated, but has since been returned to the active rolls, albeit at roughly half its authorized strength.

2nd Crucis Lancers

Stationed on Timbiqui at the start of the Civil War, the Second Lancers joined Victor Steiner-Davion's task force, but were soon diverted to assist General Adam Steiner in defending the Lyran Alliance against the Jade Falcon Incursion. They played an integral part in the so-called Operation Audacity that wreaked havoc in the Falcon Occupation Zone and gained the unit quite a bit of Clan-tech salvage. The Second has since returned to the Federated Suns.

3rd Crucis Lancers

General Acabee Zardetto kept his Third Crucis Lancers largely out of the Civil War, remaining on Cassias for the majority of the war in expectation of an eventual Combine counterattack into the Draconis March. Ironically, the DCMS attacked Cassias only after Zardetto had moved his command to assist Baron Sandoval on Tsamma. The Third pacified Tsamma and Marlette, taking relatively few casualties and gaining an additional aerospace wing, the 594th Federation, in the process. General Zardetto has since moved on, taking a promotion to Field Marshal and serving as deputy commander of the Crucis March and as Director and senior Operations Command Officer within the Fox's Den.

4th Crucis Lancers

The only fighting that the Fourth Lancers saw during the war was on Giausar, but that was more than enough for the majority of its personnel. By the end of the battle, the unit was a shell of its former self, and for a while was removed from the active rolls pending additional personnel to fill its rapidly emptying billets. It recently landed back on the active rolls, though not by much.

5th Crucis Lancers

The Fifth Lancers began the war with a quick victory on Demeter, followed by another after a longer campaign on Algol. The unit eventually made its way to Marlette, where General Olaf Richardson was killed. The Fifth continued on under the command of Major General Meshach Felsner, son of former Marshal of the Armies Ran Felsner and commander of its armor brigade. The Lancers eventually carried the day, taking relatively few losses. Having just turned forty, Marshal Meshach Felsner now commands the Fifth as its permanent leader.

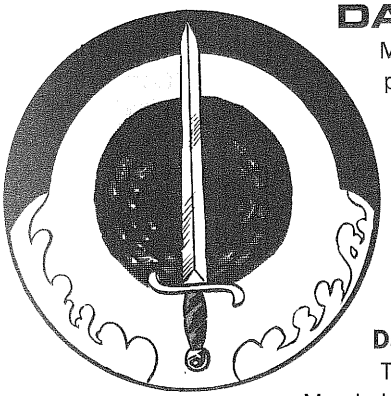
6th Crucis Lancers

The Sixth Lancers were initially stationed in the Lyran Alliance, but quickly took up Victor Steiner-Davion's banner and traveled with him into the Federated Suns. They got bogged down in the fight for Tikonov, but eventually won the day. They then followed the former Prince to New Avalon, a world that proved far deadlier for the so-called Tsamma Lancers. Reduced to approximately half strength, it will take them years to rebuild, especially as many of their senior officers resigned their commissions following the war. On the other hand, they have recruited a surprising number of infantry soldiers directly into their ranks from volunteers in the Tsamma Combat Region.

7th Crucis Lancers

The Seventh Lancers were stationed in the Lyran Alliance and also took up the former Prince's banner as soon as he asked for their help. Woefully under-strength at the outset of the war, the Seventh took up a supporting role within the Allied task force, garrisoning multiple worlds behind the former Prince (with the assistance of free regiments assigned to the former RCT). The Seventh, having returned from Lyran space, has barely regained RCT status with the addition of those free regiments.

DAVION BRIGADE OF GUARDS



More than any other combat organization in the AFFS, the Davion Brigade was involved in every phase and every major operation of the war. As a result, the Brigade also faced some of the worst fighting; only the sheer skill of its officers and soldiers kept every one of the RCTs from folding in the first weeks. As it was, most of the RCTs sustained enough damage to knock them from the active rolls immediately following the war, and the Fourth and Fifth Guards are still listed as inactive. Since the murder of Marshal Bishop Sortek and the bulk of his First Guards early in the war, newly promoted Field Marshal Stephan Cooper has taken charge of the Brigade and serves as the third Operations Command Officer in the Fox's Den.

Davion Assault Guards

The Assault Guards under Marshal Cooper secured the key world of Addicks early in the war, but soon became bogged down in the years-long fight for Tikonov, only to be recalled to Addicks to repel a concerted DCMS reprisal assault on the world. Once done with the Combine forces, the Assault Guards made their way to New Avalon. Along with the First Crucis Lancers, the Assault Guards spearheaded the invasion of the continent of Albion, taking serious enough losses that the operational elements of both units were combined into one brigade commanded by Marshal Cooper. The Assault Guards took horrendous damage in that campaign, but only lost about a third of their equipment to irreparable damage. After several months of rebuilding, they are back on the active rolls.

Davion Heavy Guards

Considering their close relation to the Davion family, the Heavy Guards saw surprisingly little fighting during the war—the Archon purposely stranded them on Galax and stripped them of their transports so that they could not oppose her. That unexpectedly unwise move ensured that production runs on Galax flowed to the Allied forces. The Guards were reduced to almost nothing in the final push on Avalon City, but were able to repair much of their equipment and further recoup losses from salvage taken after the battle. The Guards also possess four of the much sought-after Conquistador assault DropShips, having dispersed two to each of the other surviving Brigade RCTs.

Davion Light Guards

Long before the war began, the Archon made a play to control the Light Guards by placing a Lyran national at its head. Unfortunately for her, nothing short of complete annihilation could sway the will of a Davion Brigade unit. The RCT took part in the relatively short campaign for Sirdar and later in the long battle for New Syrtis. Following Field Marshal Ardan Sortek to New Avalon, the unit suffered heavily. It has only recently been returned to active status, though at still critically low levels in manpower and equipment.

1st Davion Guards

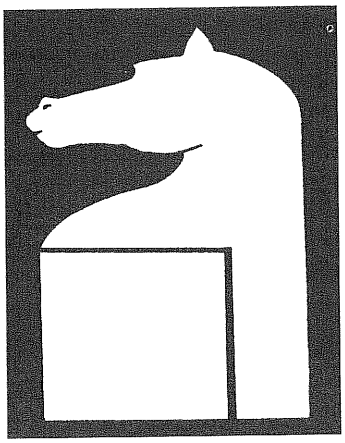
Since the time of Alexander Davion, the First Guards have been considered the Prince's Guard, defending New Avalon in general and the royal family in particular. The Archon saw them as a threat and had the unit hunted down and destroyed in the early phases of the war, with all surviving personnel executed for treason. Before falling, however, the First Guard accounted well for themselves, dealing damage that would haunt the Archon throughout the war. Marshal Bishop Sortek died commanding his troops, but his sacrifice allowed some Guardsmen to survive to fight in the final battle for New Avalon. The Archon ordered the unit and its colors stricken from the AFFS rolls. Following the war, however, the Regent instructed her Marshal of the Armies to reconstitute the unit. Comprised of veterans from throughout the AFFS, the new First Guards are at near-full strength, but are still training as a unit under the command of Marshal Robert Davion-Zibler, a former armor commander.

2nd Davion Guards

Under the command of Fleet Admiral William Kossacks, the Second Guards became something of a quick-response force for Duke George Hasek. After coming to an understanding with Marshal Donna Iona and her Twenty-Second Avalon Hussars, the two commanders led their units elsewhere, with the Second Guards propping up the defenses of the Sirdar PDZ before heading to the temporary HQ of the Coreward Combat Theater on Novaya Zemlya and then to Salem. Eventually, the Second made its way to New Avalon. Since then, the unit has rebuilt quickly, especially with other Brigade survivors propping up their numbers.

3rd Davion Guards

The Third Guards were under-strength prior to the start of the Civil War and remained so throughout almost three years of constant fighting. Originally stationed along the Combine border, the Third accompanied Marshal Lamont and his First Ceti Hussars in their assault on Bryceland and later took part in the defense of Cassias. The Third is still under-strength but fully operational having taken in a number of Fourth and Fifth Guards survivors.



DENEB LIGHT CAVALRY

Like the Davion Brigade and the Crucis Lancers organizations, the Deneb Light Cavalry was involved heavily in the Civil War, though unlike those two other cornerstone organizations, the various DLC units suffered from split loyalties. Already weakened by the loss of the Fifth Light Cavalry during the Clan War, the civil conflict claimed the Tenth DLC, which the Archon had filled with Loyalist officers and soldiers. The Fifteenth DLC likewise pledged its loyalty to the Archon and paid the price for that choice on Marlette. Field Marshal Andrew Terlecki, Jr., in addition to his duties as Director of the Crucis March Regional Command, commands the rebuilding DLC.

4th Deneb Light Cavalry

The Fourth was effectively destroyed as a combat unit in the meat-grinder on the Lyran world of Dalkeith—a fight that also destroyed the Fifth Davion Guards. Unlike other AFFS units, that hellhole did not spell the end of the Fourth. In deference to the unit's long and valiant history and the traditions of the entire DLC organization, Field Marshal Terlecki ordered the Fourth Deneb Light Cavalry rebuilt, with the blessings of the Regent and Marshal of the Armies. The reforming Fourth is still very much under-strength, but is being filled with the relatives and children of DLC veterans in an attempt to recapture the esprit de corps that once typified the entire DLC.

8th Deneb Light Cavalry

Like the Fourth DLC, the Eighth faced extreme odds during the Civil War, first on Kikuyu and then on Blue Hole—fighting the Jade Falcons on the latter world. They held on to Blue Hole just long enough to give Khan Phelan Kell time to stage his own counterattack that drove the Falcons from the world. The Eighth sustained enough losses to knock it from the active rolls, but on its way back into the Federated Suns, the unit absorbed a number of displaced AFFS personnel and returned to active service. Like the Fourth, it remains well below its authorized strength, but makes up the lack with fervor.

12th Deneb Light Cavalry

Though reported destroyed by the DCMS in fighting on Addicks, the Twelfth DLC survived the Civil War intact but heavily damaged. Having captured Al Na'ir in mid-3063, the unit took significant equipment and supplies from Combine stores on that world and later rebuilt from salvage left behind by DCMS troops in their two abortive raids on Addicks. The Twelfth is still rebuilding, and has been upgraded to RCT status with the addition of several free regiments. With its significant complement of DCMS equipment, it is quickly becoming a favored OpFor unit at the Robinson Combat Training Center—a situation that gives the unit more than enough time to train hard together.

Federated Commonwealth Corps

Many considered the Federated Commonwealth Corps as an analogue to the Federated Commonwealth Alliance. At its height, the FedCom Corps included a dozen 'Mech RCTs—the single most powerful organization in the Federated Suns or the Lyran Alliance. The organization was shattered when the Lyran state seceded in 3057; the five units in Lyran space at that time were absorbed into the LAAF and a sixth was destroyed in the Chaos March.

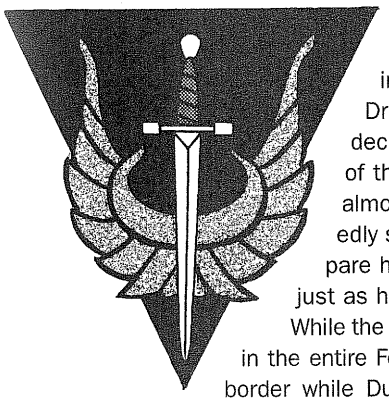
The surviving units found themselves split once again in the Civil War, with four of the six surviving RCTs declaring their strong support for the Archon. Indeed, the Eighth F-C precipitated the first incidents of the war. The Third, Sixth and Eighth F-C RCTs were all destroyed in battle, fighting for the Archon and her Loyalist forces. The Fifth, aside from fighting for the Loyalists, gained a particularly reviled name for itself when it used atomic weapons against Allied forces on Axton and Marlette. So hated were they that the Marlette survivors disappeared into the wilds of space and have been missing ever since. The Seventh F-C fought for the Allied side, but took such heavy casualties on Talon that the unit was disbanded to shore up other AFFS units. Only the First F-C survived intact.

In light of the divisive nature of the organization and the actions of many of its personnel, the Federated Commonwealth Corps has been disbanded and stricken from the rolls of the AFFS, its surviving troops and equipment reassigned to other rebuilding units.

1ST FEDERATED SUNS LANCERS

The First F-C was renamed the First Federated Suns Lancers after the Federated Commonwealth Corps was disbanded. The original unit had been a gift from the Lyran people and Melissa Steiner on the eve of her wedding to Hanse Davion, and the High Command saw its new incarnation as a symbol for healing the rifts that had developed in the AFFS. Renamed and considered an independent command, the RCT is quickly rebuilding.

To sever all previous ties and demonstrate their loyal to the Federated Suns, the First only displays the Fed Suns logo.



NEW IVAARSEN CHASSEURS

Somewhat surprisingly, the two regiments of the New Ivaarsen Chasseurs were not involved in the Civil War, nor were they drawn into Duke James Sandoval's invasion of the Draconis Combine or the resulting DCMS incursion. Though the majority of the Chausseurs declared early on their support for Victor Steiner-Davion, Duke Leto Stephenson kept both units out of the war by sheer force of personality, coupled with the Archon's decision to strip both units of almost all their transports. Duke Stephenson argued that, while their participation could undoubtedly save lives in other units, they would lose just as many from their own number. The duke did prepare his regiments to make the trek to Robinson in case the Combine attacked that capital, but was just as happy when that fight never materialized.

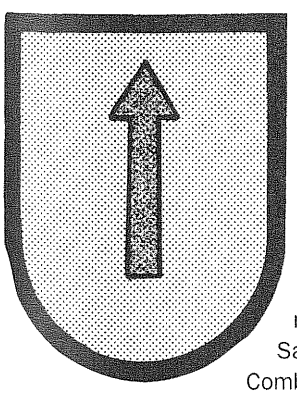
While the rest of the AFFS rebuilds around them, the New Ivaarsen regiments represent the only fresh troops in the entire Federated Suns. Their duke has authorized both regiments to take up station along the Combine border while Duke Tancred Sandoval rebuilds the tatters that remain in the Draconis March. Admiral Elliott Stephenson, younger brother of Duke Leto, commands the Chasseurs overall.

1st New Ivaarsen Chasseurs

The First Chasseurs are at full strength and in top form, giving Duke Tancred Sandoval the kind of weapon he needs should the Combine take up arms against the Federated Suns again. Following the climactic battles on New Avalon, Duke Sandoval routed several JumpShips back to the Chasseurs, giving them quick-reaction capability.

2nd New Ivaarsen Chasseurs

The Second Chasseurs reformed in 3060, having been destroyed in the initial Clan invasion a decade earlier. While the Civil War raged around New Ivaarsen, the First and Second Chasseurs continued to drill, bringing the Second's relative experience level up and keeping the First in top fighting condition without experiencing the horrors of that terrible war. Like its counterpart, the Second currently serves as a fast-reaction force for Duke Tancred Sandoval.



ROBINSON RANGERS

Though technically the personal guard of the Duke of Robinson, the three regiments of the Robinson Rangers found themselves on different sides during the Civil War. the First and Second Rangers were integral members of Duke James Sandoval's invasion of the Draconis Combine, while the Third Rangers, having been raised as a new unit in 3061, fought for Archon Katherine in the defense of New Avalon. The Third Rangers participated in hunting down the First Davion Guards and later in the final battles for New Avalon, when the unit was destroyed. Following the end of the war, the Third Rangers were stricken from the AFFS rolls. Major General Mai Fortuna now holds overall command of the remaining Robinson Rangers.

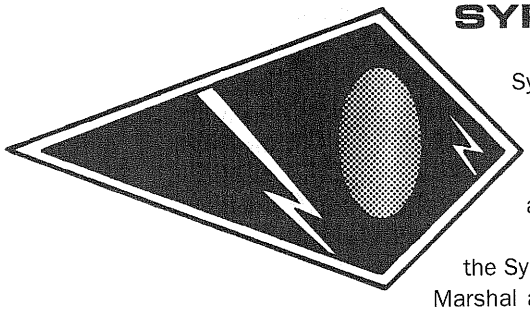
1st Robinson Rangers

Led by Major General Mai Fortuna, the First Rangers, the Robinson Battle Academy Training Battalion and the Eighth Crucis Lancers took the world of Proserpina in an incredibly short period of time. The Rangers and the training battalion followed up with an attack on Ashio, but were eventually driven off that world by the strength of the Combine counterattack. They retreated to Mallory's World, where the Rangers spent two years rebuilding. The unit is not quite back up to full strength, but under the command of Leftenant General Jerome Dorant, the First has regained its confidence and esprit de corps.

2nd Robinson Rangers

The Second Rangers began the FedCom Civil War in Lyran space. Rather than get mixed up in the fighting there, the entire unit made the long trek back to the Federated Suns and arrived in the Draconis March just in time to make an assault on Quentin. Unfortunately for the Second, the DCMS was already reinforcing its worlds along the Suns border and had moved the Ryuken-ni to that world. The battle for Quentin did not last long and the Second soon retreated to Mallory's World to rebuild alongside the First Robinson Rangers. Duke Tancred Sandoval specifically asked the Second to accompany him in his assault on New Avalon, an honor the unit was happy to accept. The Second sustained serious casualties in that campaign, but survived barely intact. Once again, the Second is rebuilding and has taken up station in the Draconis March.

SYRTIS FUSILIERS



Refusing to choose sides between the Archon and former Prince Victor, the Syrtis Fusiliers remained staunchly loyal to Duke George Hasek. For his part, the duke kept Archon Katherine guessing as to his true motivations for most of the war. Like his troops, he refused to support either sibling and instead resolutely defended his Capellan March from predations by the Archon's Loyalist troops—a job the Fusiliers performed with skill and courage.

Anointed one of the heroes of Kathil and awarded the Diamond Sunburst and the Syrtis Medal of Honor, Duke George's cousin Nathaniel Hasek was promoted to Field Marshal and given command of the Edgeward Combat Theater, a position he shares concurrently with his command of the Syrtis Fusiliers organization.

5th Syrtis Fusiliers

When then-Marshal Nathaniel Hasek received orders from his duke to take command of the fight on Kathil, Major General Robert Koenig took over the Fifth Fusiliers and led them to Axton, where they attempted to put down the Fifth F-C. General Koenig and his troops were driving the Fifth F-C ahead of them and were close to destroying the unit when the Fifth F-C's commanding officer, Leftenant General Annette Leyland, ordered her troops to hit the Fusiliers with atomic weapons they had discovered. This atrocity robbed the Fusiliers of most of their senior officers. The Fifth F-C fled Axton, while the remnants of the Fusiliers stayed behind to assist with cleanup efforts. Under the command of Leftenant General Terrence LaCasse, one brigade attacked Small World to prevent the Seventeenth Arcturan from reaching New Avalon.

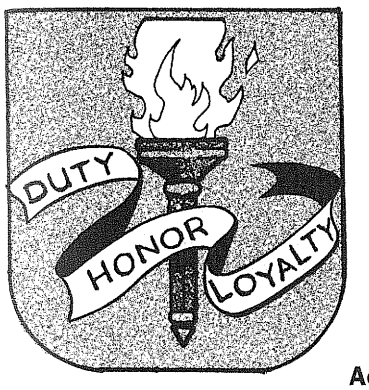
The Fifth Syrtis Fusiliers are well under-strength, but are rebuilding under the watchful eye of Duke Hasek, to whom they are now even more devoted. General LaCasse heads the Warren PDZ, leaving command of the Fifth to General Serena Thompson-Hasek.

6th Syrtis Fusiliers

Assigned to the Kathil meat-grinder under the command of Marshal Nathaniel Hasek, the Sixth Fusiliers survived that years-long campaign with few reinforcements and only what supplies they could capture on-world. The unit was eventually whittled down to brigade size, but continued to fight on in the face of incredible odds. The Sixth remained the cornerstone of Kathil's defense and provided the emotional commitment that the nominally Allied forces on-planet needed to continue the ultimately successful campaign. Duke Hasek handed out dozens of Syrtis Medals of Honor to Sixth Fusiliers personnel, in addition to a number of Sunburst medals and hundreds of lesser honors.

8th Syrtis Fusiliers

The Eighth Fusiliers refused to dirty their hands before or during the Civil War, ignoring the Archon's orders and instead heeding Duke Hasek's call to return to New Syrtis, which they defended against an eventual Loyalist assault. The unit took heavy casualties on their duke's homeworld, but relatively quickly made up most of those losses with equipment salvaged from the battlefields and recruits eager to serve Duke Hasek.



CAPELLAN MARCH MILITIA

Unlike those assigned to the other Marches, each of the Capellan March Militias saw significant action during the Civil War. Two-thirds of the units declared at least nominal loyalty to the Archon in the days and weeks leading up to the war, while the rest professed guarded neutrality and one declared outright support for the former Prince. Those decisions initially brought the worst of the fighting to the Capellan March and shook up the region's command structure. Most of the units are rebuilding, aided by a bevy of psychological screenings and loyalty tests that Duke Hasek is subtly incorporating into the promotion structure within his March. Field Marshal Christopher Tice commands this organization and serves as Duke Hasek's Chief of Staff.

Achernar CMM

Officially renamed the Archernar Capellan March Militia, this unit took serious casualties in the final stages of the war, but has since returned to service, defending one of the most precarious regions within the Capellan March. The unit is still well below authorized strength, and its current personnel have somewhat questionable loyalty, but they have pledged to defend their homeworlds against the Capellan Confederation and other enemies of the Federated Suns.

New Syrtis CMM

The backbone of Duke Hasek's defense of New Syrtis, this CMM likewise took heavy casualties during that battle. With an outpouring of civilian aid, the CMM has rebuilt its conventional arms relatively quickly. It will take much longer to bring the shattered 'Mech regiment back to full strength, though even that is apparently coming along quicker than expected. Since the end of the campaign for their world, the unit has been heavily involved in rebuilding their home planet.

Ridgebrook CMM

Archon Katherine ordered the Ridgebrook CMM into action on New Syrtis in support of her Loyalist drive to remove Duke Hasek from power and consolidate her own hold over the Capellan March. That unsuccessful attempt ended with the deaths of many thousand skilled warriors and many times that number of civilians. The Ridgebrook CMM lost that fight, though it has a core from which to rebuild thanks to an irony of warfare: insufficient transport capacity to bring the entire CMM to New Syrtis when fighting engulfed that world.

Sirdar CMM

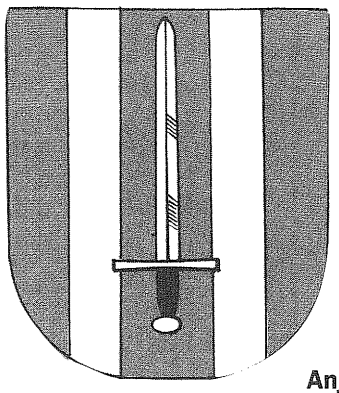
The Sirdar CMM found itself in the middle of a serious fight early in the war and was reduced below operational levels in less than half a year. Under then-Leftenant General Romulo Armstrong, the surviving vestiges of the CMM began to train together, accepting what new recruits they could muster. By the end of the war, the CMM had returned to operational status, though still well under-strength.

Valexa CMM

The Valexa CMM survived the Civil War relatively intact, having devoted only a single mixed brigade of troops to the serious fighting. That brigade fought on Demeter and on Tikonov, where unit members gained valuable combat experience. Though many were killed during the Tikonov campaign, the survivors returned to Valexa, bringing back with them both salvage and skill.

Warren CMM

Though the Warren CMM led the Loyalist assault on Panpour, Leftenant General Martin Masar did not bring the entire unit with him. As a result, the CMM did not lose cohesion in the wake of that campaign. Much of the unit's equipment was taken as salvage by the Allied forces, while many of its personnel were interned for months or years. The unit is technically combat ready, though its numbers are likely as much fiction as fact.



CRUCIS MARCH MILITIA

The militia units belonging to the Crucis March were not hit nearly as hard by the Civil War as those belonging to the Capellan March, even with the heavy fighting concentrated in the Achemar and New Avalon Combat Regions. Though nearly all the units of the Crucis March Militia (CrMM) swore loyalty to the Archon (or at least purged from their rolls those who didn't), by the middle of the war, most had been stripped of whatever meager transport assets they possessed. Those that still had transport capability found themselves engulfed by some of the heaviest fighting of the war, though only the New Avalon CrMM was entirely destroyed. Marshal Timothy Watson commands the Crucis March Militia and serves as the General Staff's Deputy Director of Force and Command Readiness.

Anjin Muerto CrMM

Though some reports indicate the Anjin Muerto CrMM did not participate in the Civil War, in truth the unit faced a number of low-level challenges throughout the war. The world of Anjin Muerto erupted into violence shortly after Duke Arthur Steiner-Davion was killed, followed by similar uprisings on Okefenokee and eventually the world of Crofton. Leftenant General Earl Renquin and his militia RCT spent the better part of four years working to pacify their combat region while fighting off pirate raids originating from the Tortuga Dominions.

Islamabad CrMM

Like the Warren CMM, the Islamabad CrMM detailed a demi-brigade to the Loyalist defense of Panpour, though far fewer total assets were assigned to that campaign as the unit lacked enough JumpShips to transport an entire brigade to the world. Consequently, the Islamabad CrMM is much stronger militarily than the Warren CMM.

Kestrel CrMM

Duke Xerxes Cunningham, commander of this unit, holds considerable influence within the Federated Suns. When Archon Katherine sent her "advisors" throughout the Crucis March to ensure the loyalty of her senior generals and militia commanders, the duke not only refused to see the Archon's yes-man, but sent him back to New Avalon with two dozen senior officers that the duke had purged from the command structure on Kestrel. The Kestrel CrMM stayed out of the war, maintaining a solid neutrality. The unit remains today at full strength.

Malagrotta CrMM

While nominally Loyalist, the Malagrotta CrMM stayed out of the bloody battles of the Civil War, instead maintaining its vigil on the FedSuns' Periphery border. The militia RCT responded to no less than a hundred significant bandit raids in the five years of the Civil War, catching the bandits in the act no less than 40 percent of the time—a significant improvement over the 15 percent baseline the AFFS normally achieves for worlds more than one jump away from a 'Mech-deploying unit.

Marlette CrMM

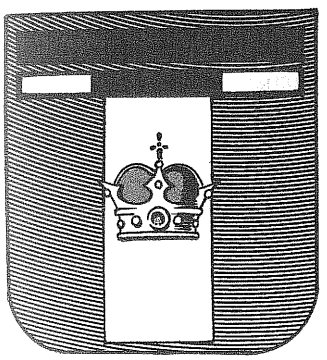
Having defended their homeworld against a strong Allied push late in the war, the bulk of the Marlette CrMM surrendered to the superior Allied task force rather than be destroyed. A smaller, fanatical demi-brigade fought on, almost literally to the death. Following the war, the POWs were freed and the Marlette CrMM was reformed. The militia RCT is still far from full strength, but it is once more a fighting force able to respond to threats from either border march.

Remagen CrMM

A single brigade from this militia RCT participated in the final battle for New Avalon, brought in by Marshal of the Armies Jackson Davion. The rest remained within their combat region, stranded without suitable transport. The unit is currently hovering at slightly more than half strength; with most resources being diverted to front-line units, the Remagen CrMM will likely remain under-strength for some time to come.

Tsamma CrMM

Effectively destroyed during the two-year battle for Tsamma, this militia unit has been reconstituted, primarily from veterans and recruits from the Tsamma Combat Region and salvage taken from Tsamma's final battlefields. The Allies left behind only equipment that could not be repaired quickly, leaving the militia RCT with relatively impressive strength on paper but able to field barely enough to be considered an active unit.



DRACONIS MARCH MILITIA

Judging from reports and analyses provided to the AFFS High Command, the various Draconis March Militia RCTs seem to have been involved the most heavily in the Civil War, though with the exception of the surviving members of the Addicks DMM, none took part in the invasion of the Combine or the resulting defensive actions against DCMS reprisals. Only the Mayetta DMM was so badly damaged that it was kept off of the active rolls following the war. Marshal Katheryn Sandoval-Ito, younger sister of the late Duke James Sandoval and aunt of Duke Tancred Sandoval, commands the DMM and serves as Deputy Director of the Draconis March Regional Command.

Addicks DMM

The Addicks DMM surrendered to Allied forces in the first wave of the Civil War after a short but brutal battle against the Davion Assault Guards and the First NAIS. Those DMM survivors who chose to remain loyal to the Federated Suns were reformed into a sub-command that later fought alongside the Assault Guards during the DCMS reprisal attacks on Addicks.

Bremond DMM

First denuded of troops to form the First Royal Cavaliers and later nearly wiped out in the campaign for Tsamma, the Bremond DMM has only barely come back as an active combat unit. Rebuilt with war salvage and equipment decommissioned and demilitarized decades ago, the unit still has a long way to go before it can be assigned to anything but light defensive duties.

Bryceland DMM

After losing their homeworld to an early Allied push during the war, the members of the Bryceland DMM were rearmed and ordered to watch the Combine border for the inevitable DCMS counter-assault. When that came, a single under-strength brigade fought alongside the First Ceti Hussars on Kesai IV, eventually losing that world to the Combine. The unit is still well below its authorized strength, but in better condition than many militia RCTs.

Dahar DMM

The Dahar DMM avoided the majority of the Civil War fighting because Duke James Sandoval stripped the unit of its JumpShips in order to secure enough for his invasion of the Combine. The unit is consequently at more than full strength equipment-wise and has even been assigned two permanent armor regiments, though turnover in the wake of the war has robbed it of many of its best officers and senior NCOs.

Kentares DMM

This unit took heavy casualties at the outset of the Civil War from infighting on their homeworld and the interference of the Fifth Donegal Guards. The DMM experienced something of a popular rebirth later in the war and succeeded in driving the Third Benjamin Regulars from their world.

Kilbourne DMM

Having declared their support for the Archon long before the war began, the Kilbourne DMM was disarmed in a lightning campaign fought by the First Crucis Lancers. Though the Lancers took enough salvage from the DMM to recoup losses on the world, they left behind a significant amount of equipment, along with some personnel to ensure that the Kilbourne Militia could not later come to the Archon's aid.

Milligan DMM

Like the Bremond DMM, the Milligan DMM provided some of the initial strength for the First Royal Cavaliers and later took part in the Loyalist campaign for Tsamma. Also like their sister unit from Bremond, this militia RCT is far under-strength and working hard to rebuild.

Raman DMM

Apart from making some strategic moves in the Draconis March, the Breed DMM largely remained uninvolved in the war effort, though in the end its neutrality stemmed more from chance than design. One brigade was deployed to Breed by Duke James Sandoval and found itself on the move elsewhere when the DCMS invaded that world. The unit and its commander nearly launched their own counterattack on Breed before Duke Tancred Sandoval stopped them cold in their tracks, eventually making peace with the Combine and ceding Breed to House Kurita.

Robinson DMM

While Duke James Sandoval fought his campaign against the Draconis Combine, the members of the Robinson DMM remained firmly in defensive positions within the Draconis March, carrying out what dirty work their duke assigned them and serving as his "ace in the hole"—one he never had the opportunity to use. Having dealt only with the initial Combine attack on Robinson at the outset of the war and various civil disturbances throughout the conflict, the unit remains relatively strong.

ACADEMY AND TRAINING UNITS

In terms of manpower and equipment, the AFFS' training units were hit hard by the Civil War. Soldiers in these units, still trainees, are often deployed in situations normally assigned to a line regiment. Against pirates and other Periphery raiders, their presence is often more than enough to send their opponents packing. But when fielded against a veteran regiment or RCT, the average training unit falls well short of the AFFS norm.

Albion Training Cadre

Though the Albion Military Academy was in a precarious position on New Avalon, at the seat of the Archon's power base, the members of the two training cadres stayed well out of the Archon's reach. Both units accounted well for themselves and provided a great deal of manpower to Allied efforts in the latter part of the war. Both cadres are still functioning, though understaffed due to much smaller student classes. It will likely be at least four years before the cadres are again fully staffed by cadets. Until then, the High Command has decided to fill billets with personnel from other commands, providing two additional full-strength 'Mech regiments to the AFFS as well as a nearly unparalleled learning environment for the students. In fact, the Second has been ordered to assist in defending against the Taurian Concordat and has destroyed all Taurian resistance on Hyalite. General William Felsner is the Superintendent of the Albion Military Academy.

NAIS Training Cadre

The three NAIS cadres saw intense combat in the Civil War, with the Second absorbed into the Allied task force on Kathil in the opening weeks of the war and the First fighting hard for Tikonov for years before making their way to New Avalon. By that time, of course, the First was no longer a training cadre but a veteran combat unit filled with NAIS graduates and Dispossessed MechWarriors. The Third saw action on several worlds, though none as intense as its sister units did. As with the two Albion cadres, few students currently serve with the three NAIS cadres. Indeed, the First and Second Cadres are mere shells, assigned equipment taken from mothballs and scrap heaps until the AFFS can procure enough new materiel to assign to its academy training units. General Conrad Davion is the Commandant of the CMS.

Academy Training Battalions

Of the other AFFS academy training cadres, several saw action, and one in particular saw more than most Regular Army units. The Robinson Battle Academy battalion was subordinated to the First Robinson Rangers during their assault into the Draconis Combine, with its survivors eventually absorbed into that parent unit. The RBA unit has technically been reformed, though it only has enough equipment to put a company of trainees in the field at any one time, with the rest operating on simulators.

The Filtvelt and Kilbourne training units found themselves outmatched by Allied forces and disarmed, but later returned to duty defending the Federated Suns' Periphery border, where both saw some action. The Goshen, Point Barrow and Sakhara units managed to stay aloof from the political maneuvering of the war, and as a result have actually gained students from throughout the Federated Suns. The Tikonov battalion, along with most of the Tikonov Martial Academy, was wiped out in the campaign for that world.

Regional Training Battalions

While the Kittery Training Battalion stayed out of the war, instead remaining focused on the Capellan Confederation, the other three major training battalions found themselves involved in one way or another. The Brockton and Conroe training battalions both faced Allied forces and were disarmed, but like the Filtvelt and Kilbourne Academy units were returned to service. The Bell Training Battalion faced perhaps the worst fighting in the all-out warfare on Axton against the Fifth F-C. The unit survived and assisted in rebuilding the world following General Annette Leyland's multiple atomic assaults.

ARMED FORCES OF THE FEDERATED SUNS

(Deployment as of 1 October 3067)

Commander: Princess Regent Yvonne Steiner-Davion
Aide: Marshal of the Armies Jackson Davion
BattleMech Strength: Approximately 66 regiments, 2 battalions

THE CAPELLAN MARCH

Commander: Field Marshal George Hasek
Aide: Field Marshal Ally Swanson

COREWARD COMBAT THEATER (KATHIL OPERATIONS AREA)

Theater Commander: Field Marshal Agatha Stromp
Aide: Marshal Connor Davion-James

Achernar PDZ (Achernar Command)
Commander: Marshal Tia Caruthers
Aide: General Salvatore Benedetto

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Achernar CMM (CO: Major General Terry Neudecker)	V/Q	Achernar	50%	0/65/5(D)
Aerospace Wing (CO: Major James Alomairi)	V/Q	Achernar	65%	0/30/0
Armor Brigade (Leftenant General Barbara Kmon)	R/Q	Achernar	40%	0/15/0
Infantry Brigade (Leftenant General Guermantes Mena Torres)	G/Q	Achernar	85%	—
1st Ceti Hussars RCT (CO: General Alexander Davion Malen)	V/F	Algol	60%	5/90/15(C)
Aerospace Brigade (CO: Commodore Tab Daniels)	E/R	Algol	100%	0/55/5
Combat Command Alpha (CO: Major General Fredo Tambini)	V/R	Algol	95%	10/90/20
Combat Command Bravo (CO: Major General Kimberly Lague)	E/F	Algol	50%	0/95/35
Combat Command Charlie (CO: Major General Erasmus D. L. Lamprakos)	V/R	Algol	105%	5/85/20
8th Syrtis Fusiliers RCT (CO: General Entropy Richards)	V/R	Genoa	75%	0/85/15(B)
Aerospace Brigade (CO: Rear Admiral Grant Jeron)	E/R	Genoa	100%	0/65/5
Armor Brigade (CO: Major General Dusty Bondo)	E/R	Genoa	80%	0/70/15
Infantry Brigade (CO: Major General William James Rohm)	R/R	Genoa	100%	—
1st Crucis Lancers RCT (CO: General Ryan Davion-Cole)	E/R	Nanking	50%	25/100/30(A)
Aerospace Brigade (CO: Commodore Lucas Schmidt)	V/F	Nanking	40%	5/60/10
Armor Brigade (CO: Major General Seth Varnay)	E/F	Nanking	65%	10/90/20
Infantry Brigade (CO: Leftenant General Lucifer Roussa)	R/R	Nanking	30%	—
3rd Davion Guards RCT (CO: General Margeurite McCaffee)	E/F	Ruchbah	70%	15/85/20(B)
Aerospace Brigade (CO: Colonel Anders Todorovski)	E/F	Ruchbah	105%	0/45/5
Armor Brigade (CO: Major General Vladimir Rostov)	E/F	Ruchbah	60%	0/70/10
Infantry Brigade (CO: Major General Rolf von Gath)	V/R	Ruchbah	90%	—

Valexa PDZ (Valexa Command)
Commander: Marshal Sarah DeLittle
Aide: General Stan Maizell

1st Bell Training Battalion (CO: Major Angus Ridgeway)	V/R	Bell	85%	0/65/10/F
Goshen War College Training Battalion (CO: Major General Archibald Enoch)	G/F	Goshen	135%	0/55/0(B)
20th Avalon Hussars RCT (CO: General Randy Hasek-Bills)	E/F	Mira	80%	5/100/25(A)
Aerospace Brigade (CO: Rear Admiral Shemp Harrangue)	V/R	Mira	75%	0/35/5
Armor Brigade (CO: Major General Darwin Gramstadt)	E/F	Mira	95%	0/70/20
Infantry Brigade (CO: Major General K. Theodus Hasek-Osner)	V/R	Mira	80%	—
1st Aragon Borderers (CO: Major General Jimmie Kirston)	V/R	New Aragon	50%	5/95/5(B)
Auxiliary (CO: Colonel Gil O'Connell)	V/F	New Aragon	100%	0/60/10
Valexa CMM (CO: Major General Sandra Gossett)	V/R	Valexa	80%	0/65/15(F)
Aerospace Brigade (CO: Rear Admiral Davis Tan-Bei)	V/F	Valexa	100%	0/40/0
Armor Brigade (CO: Leftenant General Tylen Pomerantz)	V/R	Valexa	75%	0/60/5
Infantry Brigade (CO: Leftenant General Serah Yomiko)	R/R	Valexa	100%	—

Kathil PDZ (Novaya Zemlya Command)
Commander: Marshal Jack Roberts
Aide: General Gerald Fuchs

1st Kestrel Grenadiers (CO: Major General Andrew Roland)	E/F	Kathil	100%	5/90/15(B)
Fighter Wing (CO: Major Bill Travers)	E/F	Kathil	100%	0/40/0
Armor Brigade (CO: Major General Dale Fusek)	E/R	Kathil	95%	0/70/5
Infantry Brigade (CO: Leftenant General Liang Kirsanova)	V/F	Kathil	85%	—
Davion Heavy Guards RCT (CO: Marshal Jonathan Davion)	E/F	Salem	65%	25/100/35(A)
Aerospace Brigade (CO: Rear Admiral Ernesto Ramirez Villalobos)	E/F	Salem	115%	10/75/15
Armor Brigade (CO: Major General Donovan Kleif)	E/F	Salem	65%	10/100/40
Infantry Brigade (CO: General Harry Tuttle)	E/F	Salem	90%	—
17th Avalon Hussars RCT (CO: General Kev Evans)	E/R	Talcott	65%	5/90/25(B)
Aerospace Brigade (CO: Rear Admiral Jamie Doucette)	E/F	Talcott	135%	0/55/20
Armor Brigade (CO: Major General Josephus Schoenauer)	E/R	Talcott	65%	0/40/15
Infantry Brigade (CO: Major General Gandalf Darklight)	V/R	Talcott	60%	—

Alcyone PDZ (Alcyone Command)
Commander: General Deedee Faulkner
Aide: Major General Ralph Macaffee

1st NAIS Cadre (CO: Leftenant General William Vermillion)	V/F	Atlas	65%	5/70/15(A)
1st Air Wing (CO: Major Dana Epps)	V/F	Atlas	65%	0/30/5
1st Armored Infantry Battalion (CO: Major Hem Dusay)	V/F	Atlas	35%	—
1st Cavalry Regiment (CO: Colonel Polydeuces Kimmich)	V/F	Atlas	55%	0/30/0
1st FedSuns Lancers RCT (CO: General Dixon Zibler)	E/R	Hadnall	75%	15/100/20(B)
Aerospace Brigade (CO: Major General Demos McCarron)	E/F	Hadnall	90%	5/50/10
Armor Brigade (CO: Major General Johann Meitzler)	V/R	Hadnall	90%	0/60/10

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Infantry Brigade (CO: Major General Grayson Applegarth)	R/R	Hadnall	100%	—
1st Kittery Training Battalion (CO: Colonel Leona Peterson)	G/R	Kittery	110%	0/55/5(F)
Davion Assault Guards RCT (CO: Marshal Dixon Zibler)	E/F	Lee	70%	20/100/30(A)
Aerospace Brigade (CO: Leftenant General Creighton Zabel)	E/R	Lee	65%	5/80/20
Armor Brigade (CO: Major General Portia DuBois)	E/F	Lee	60%	5/90/20
Infantry Brigade (CO: Major General Terias Sortek)	E/R	Lee	100%	—
1st Kittery Borderers (CO: Leftenant General Dalen Trent)	R/R	Spica	100%	0/65/10(D)
Armored Regiment (CO: Colonel Ariel Roth)	R/R	Spica	95%	0/50/0
Fighter Wing (CO: Leftenant Colonel Ye Jones-Kehn)	V/F	Spica	100%	0/25/0

EDGEWARD COMBAT THEATER (TAYGETA OPERATIONS AREA)

Theater Commander: Field Marshal Nathaniel Hasek
Aide: Marshal Aldo Fizgerald

New Syrtis PDZ (New Syrtis Command)
Commander: Marshal Deborah Palu
Aide: General Charles Weeks

5th Crucis Lancers RCT (CO: Marshal Meshach Felsner)	E/F	Carmacks	90%	10/80/25(B)
Aerospace Brigade (CO: Commodore Étoile Detcheverry)	E/R	Carmacks	100%	0/35/10
Armor Brigade (CO: Major General Gerald Regenor)	E/F	Carmacks	85%	0/50/20
Infantry Brigade (CO: Major General Halsted Sharpe)	V/R	Carmacks	70%	—
New Syrtis CMM (CO: Major General Kenneth Williams)	E/R	New Syrtis	60%	0/100/20(C)
Aerospace Brigade (CO: Leftenant General Salman Dougherty)	V/R	New Syrtis	75%	0/60/5
Armor Brigade (CO: Leftenant General Laura Dohan)	R/R	New Syrtis	90%	0/30/5
Infantry Brigade (CO: Leftenant General Xavier Julian Kearney)	G/R	New Syrtis	100%	—
6th Syrtis Fusiliers RCT (CO: General Andre Dourin)	E/R	New Syrtis	65%	0/100/25(B)
Aerospace Brigade (CO: Rear Admiral Kolby Yuan)	V/R	New Syrtis	65%	0/80/10
Armor Brigade (CO: Major General Andrea Poemo)	E/R	New Syrtis	80%	0/85/20
Infantry Brigade (CO: Major General Jorge De Jesus Ramirez)	R/R	New Syrtis	70%	—
39th Avalon Hussars RCT (CO: General Bella Bragg)	V/R	Talon/Wernke	75%	10/85/10(C)
Aerospace Brigade (CO: Major Gerd Tolend)	E/F	Talon/Wernke	30%	0/80/0
Armor Brigade (CO: Major General J. J. K. Illes)	V/F	Talon/Wernke	80%	10/45/15
Infantry Brigade (CO: Major General Socrates Ukhanov)	R/R	Talon/Wernke	70%	—

Sirdar PDZ (Sirdar Command)
Commander: Marshal Jing-Quo Lucifer
Aide: General Lou Hogan

1st Albion Training Cadre (CO: Leftenant General Xavier Wilkening)	V/F	Manapire	90%	5/85/20(B)
1st Combat Auxiliary (CO: Colonel Michael Stein)	V/F	Manapire	80%	0/65/5
1st Air Wing (CO: Colonel Yvonne Keretein)	E/F	Manapire	85%	0/45/0
Sirdar CMM (CO: Major General Romulo Armstrong)	G/R	Sirdar	35%	0/60/5(F)
Aerospace Wing (CO: Leftenant Colonel Terri Shattuck)	R/R	Sirdar	65%	0/15/0
Armor Brigade (CO: Leftenant General Homer Sei)	G/Q	Sirdar	70%	0/20/0
Infantry Brigade (CO: Leftenant General Grove Fawaz)	G/Q	Sirdar	85%	—
1st Federated Suns Armored Cavalry (CO: Major General Tabitha Rennard)	E/F	Ziliang	100%	15/100/30(A)
Armored Regiment (CO: Colonel Nils King-Daniels)	E/F	Ziliang	100%	10/100/25
Fighter Wing (CO: Colonel Drake El Tebh)	E/F	Ziliang	100%	20/100/25

Altair PDZ (Ridgebrook Command)
Commander: Marshal Richard Silver
Aide: General Dennis Mahoney

3rd Ceti Hussars RCT (CO: General Kellie Lee-Merrow)	R/R	Brockway	105%	0/100/10(B)
Aerospace Brigade (CO: Colonel Craig Anthony)	E/R	Brockway	95%	0/75/0
Combat Command Alpha (CO: Major General Roman Do Linh)	R/R	Brockway	90%	0/80/20
Combat Command Bravo (CO: Major General Eta Bel-Qoun)	R/R	Brockway	90%	0/65/5
Combat Command Charlie (CO: Major General Billy Rickgauer)	R/R	Brockway	85%	0/80/15
5th Syrtis Fusiliers RCT (CO: General Serena Thompson-Hasek)	V/R	Jaipur	60%	0/85/30(B)
Aerospace Brigade (CO: Leftenant General Raheem Idzikowski)	E/F	Jaipur	100%	0/50/0
Armor Brigade (CO: Major General Francesca Ziyal)	V/R	Jaipur	55%	0/80/20
Infantry Brigade (CO: Major General Dorf Coburn)	R/Q	Jaipur	50%	—
2nd Ceti Hussars RCT (CO: General Oscar Carlson)	E/F	Pleiades Cl.	70%	0/100/10(B)
Aerospace Brigade (CO: Colonel Mary Rothe)	E/F	Pleiades Cl.	45%	0/50/0
Combat Command Alpha (CO: Major General Dennis Malloy)	E/R	Pleiades Cl.	40%	5/85/20
Combat Command Bravo (CO: Major General Marquis de Lafayette)	V/F	Pleiades Cl.	85%	0/90/30
Combat Command Charlie (CO: Leftenant General Fara Green-Petain)	E/F	Pleiades Cl.	65%	0/75/15
Ridgebrook CMM (CO: Major General Valerie Robbins)	R/Q	Ridgebrook	35%	0/80/0(F)
Aerospace Wing (CO: Major Leslie Fujimoto)	R/Q	Ridgebrook	40%	0/30/0
Armor Brigade (CO: Leftenant General Ahmed Batsukh)	R/Q	Ridgebrook	50%	0/30/0
Infantry Brigade (CO: Leftenant General Daniel Hasek-Pitz)	G/Q	Ridgebrook	65%	—

Warren PDZ (Warren Command)
Commander: General Terrence Peter LaCasse
Aide: Major General Gerry Gaffney

2nd Albion Training Cadre (CO: Leftenant General Arimus Kass)	V/F	Hyalite	85%	5/90/30(B)
2nd Combat Auxiliary (CO: Colonel Hera Telinkas)	V/F	Hyalite	70%	0/50/10
2nd Air Wing (CO: Colonel James Page)	E/F	Hyalite	95%	5/90/15
Warren CMM (CO: Major General Orlando Ingram)	R/Q	Warren	30%	0/80/0(F)
Aerospace Wing (CO: Major Andrea Zimmer)	R/R	Warren	50%	0/60/0
Armor Brigade (CO: Colonel Harmon Eitre)	G/Q	Warren	40%	0/40/0

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Infantry Brigade (CO: Leftenant General Roman Wendt)	G/R	Warren	80%	—

CRUCIS MARCH

Commander: Field Marshal Andrew Terlecki
Aide: Field Marshal Acabee Zardetto

COREWARD COMBAT THEATER (MARKESAN OPERATIONS AREA)

Theater Commander: Field Marshal Donna Iona
Aide: Marshal Michael Buckley

Achemar Combat Region (Marlette Command)
Commander: Marshal Lucy Davion
Aide: General Christopher Pelletier

4th Crucis Lancers RCT (CO: Admiral William Bruecker)	G/Q	Markesan	40%	0/85/45(C)
Aerospace Brigade (CO: Colonel Ross Hendricks)	R/R	Markesan	75%	0/30/0
Armor Brigade (CO: Leftenant General Tobin Yolander)	R/R	Markesan	50%	0/40/5
Infantry Brigade (CO: Leftenant General Nokomis Eaglepheather)	G/Q	Markesan	45%	—
Marlette CrMM (CO: Major General Nicholas Voss-Richmond)	R/R	Marlette	45%	0/90/15(F)
Aerospace Wing (CO: Major John Daniels)	V/R	Marlette	80%	0/50/0
Armor Brigade (CO: Leftenant General Reuben Tork)	R/Q	Marlette	50%	0/60/5
Infantry Brigade (CO: Leftenant General Kiele Choy)	G/Q	Marlette	75%	—

Kestrel Combat Region (Kestrel Command)
Commander: General Vivian Petty
Aide: Major General Thomas Delten-Cunningham

Kestrel CrMM (CO: Major General Joachim Brandeis)	R/F	Kestrel	110%	0/80/5(F)
Aerospace Wing (CO: Colonel Anders Heltzer)	V/R	Kestrel	130%	0/30/0
Armor Brigade (CO: Leftenant General Bert Higby)	R/R	Kestrel	150%	0/35/0
Infantry Brigade (CO: Leftenant General Brody Kirk)	R/R	Kestrel	115%	—

New Avalon Combat Region (New Avalon Command)
Commander: Field Marshal Vance Lamont
Aide: Marshal Phillip Outerbridge

1st Davion Guards RCT (CO: Marshal Robert Davion-Zibler)	R/F	New Avalon	80%	15/100/20(A)
Aerospace Brigade (CO: Major General Linwood Hounchell)	R/F	New Avalon	100%	5/65/10
Armor Brigade (CO: General Bryce Staten)	R/F	New Avalon	70%	10/75/15
Infantry Brigade (CO: Major General Andrea Dockery)	R/F	New Avalon	120%	—
2nd NAIS Cadre (CO: Leftenant General Trish Hokum)	E/F	New Avalon	55%	10/90/15(B)
2nd Air Wing (CO: Major Abel Crane)	E/F	New Avalon	45%	0/60/5
2nd Armored Infantry Battalion (CO: Captain Jerome Augustus Van Helden)	V/F	New Avalon	30%	—
2nd Cavalry Regiment (CO: Colonel Adam Al Hashim)	V/F	New Avalon	70%	0/55/10
6th Crucis Lancers RCT (CO: General Corbin Davion)	E/F	Galax	45%	0/100/30(B)
Aerospace Brigade (CO: Leftenant General Zoya Killmeier)	E/R	Galax	90%	0/40/0
Armor Brigade (CO: Major General Douglas Hollywood)	E/R	Galax	75%	0/55/10
Infantry Brigade (CO: Major General Salman Ozlu)	R/Q	Galax	95%	—

EDGEWARD ALPHA COMBAT THEATER (CHIRIKOF OPERATIONS AREA)

Theater Commander: Field Marshal Suzane Lipstein
Aide: Marshal Ophelia Trimple

Remagen Combat Region (Remagen Command)
Commander: General Hans Scheller
Aide: Major General Rory Paddock

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Remagen CrMM (CO: Major General Jamie Francis)	R/Q	Remagen	65%	0/55/5(F)
Aerospace Wing (CO: Leftenant Colonel Harlan Opus)	V/R	Remagen	100%	0/20/0
Armor Brigade (CO: Leftenant General Aiko Hiriki)	R/Q	Remagen	50%	0/25/0
Infantry Brigade (CO: Leftenant General Gerald Links)	G/Q	Remagen	75%	—

Islamabad Combat Region (Islamabad Command)
Commander: General Bryan Kelm
Aide: Major General Ulpio Badalamenti

Islamabad CrMM (CO: Major General Willard Martin)	R/R	Islamabad	60%	0/90/5(F)
Aerospace Wing (CO: Major Orv Renchaud)	R/R	Islamabad	90%	0/35/0
Armor Brigade (CO: Leftenant General Sascha Pelletier)	R/Q	Islamabad	55%	0/70/0
Infantry Brigade (CO: Leftenant General Pinchas Joran Ben-Guidion)	G/R	Islamabad	95%	—
Davion Light Guards RCT (CO: General Jessica Quarles)	E/F	Panpour	50%	5/100/30(A)
Aerospace Brigade (CO: Vice Admiral Athena Davion-Ross)	E/R	Panpour	75%	10/90/10
Armor Brigade (CO: Major General F. James Weatherby)	E/R	Panpour	65%	0/90/15
Infantry Brigade (CO: Major General Angela Voss)	V/R	Panpour	80%	—

Malagrotta Combat Region (Malagrotta Command)
Commander: General Kirk DeYoung
Aide: Major General Garman Doucette

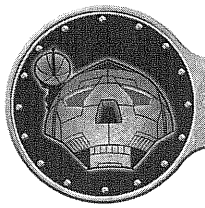
Malagrotta CrMM (CO: Major General Raul Jimenez Besoba)	R/R	Malagrotta	105%	0/75/5(F)
Aerospace Wing (CO: Colonel Archer McDaniels)	V/R	Malagrotta	100%	0/20/0
Armor Brigade (CO: Leftenant General Yevgenyi Slavin)	V/F	Malagrotta	95%	0/25/0
Infantry Brigade (CO: Leftenant General Chris Giraud)	R/R	Malagrotta	120%	—

EDGEWARD BETA COMBAT THEATER (MINETTE OPERATIONS AREA)

Theater Commander: Field Marshal Alexander Fielding
Aide: Marshal B. H. Kingsley Sharpe

Point Barrow Combat Region (Point Barrow Command)
Commander: General Dennis Waxton
Aide: Major General Trudy Cadot

7th Crucis Lancers (CO: General Jacob Hasek)	E/F	Defiance	60%	10/95/25(A)
Aerospace Brigade (CO: Colonel Sammy Dahlke)	E/F	Defiance	40%	5/85/0
Armor Brigade (CO: Leftenant General Dimitrios Furchini)	R/R	Defiance	60%	0/55/10
Infantry Brigade (CO: Major General Tal Le Frere)	R/R	Defiance	65%	—
1st Royal Cavaliers (CO: Major General Loren Reitmann)	V/Q	Minette	45%	0/90/20(B)
Aerospace Brigade (CO: Major Quince Seidel)	R/Q	Minette	60%	0/20/0
Armor Brigade (CO: Leftenant Colonel Wil Penn)	V/Q	Minette	50%	0/40/10
Infantry Brigade (CO: Leftenant General Giles Roswell)	G/Q	Minette	75%	—
Point Barrow Academy Training Battalion (CO: Major Ivan Ivanov)	G/R	Point Barrow	95%	0/35/0(F)



ARMED FORCES OF THE FEDERATED SUNS

Tsamma Combat Region (Tsamma Command)
Commander: General Andrew Grundy
Aide: Major General Fred Exley

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Tsamma CrMM	R/R	Tsamma	30%	0/90/10(F)
(CO: Major General Trent Wagner)				
Aerospace Wing	V/R	Tsamma	80%	0/60/0
(CO: Major Isabella Fennell)				
Armor Brigade	V/R	Tsamma	45%	0/50/0
(CO: Leftenant General Iren Qadei)				
Infantry Brigade	R/Q	Tsamma	65%	—
(CO: Leftenant General Victor Petrovich)				

Anjin Muerto Combat Region (Anjin Muerto Command)
Commander: General Earl Renquin
Aide: Major General Jess Hoskins

Anjin Muerto CrMM	R/R	Anjin Muerto	105%	0/85/5(F)
(CO: Major General Toren Kell)				
Aerospace Wing	R/R	Anjin Muerto	115%	0/25/0
(CO: Leftenant Colonel Ulio Tam)				
Armor Brigade	R/Q	Anjin Muerto	95%	0/45/0
(CO: Leftenant General Fin Petrucci)				
Infantry Brigade	G/R	Anjin Muerto	120%	—
(CO: Leftenant General Teresa Spenner)				
22nd Avalon Hussars	E/F	Crofton	40%	10/90/40(B)
(CO: Admiral Solomon D'Angelo)				
Aerospace Brigade	V/R	Crofton	65%	5/60/5
(CO: Commodore Saule Rosenburg)				
Armor Brigade	E/F	Crofton	45%	5/65/15
(CO: Major General Bruce Vachon)				
Infantry Brigade	R/R	Crofton	50%	—
(CO: Major General Reynolds Duncan)				

Broken Wheel Combat Region (Broken Wheel Command)
Commander: Marshal Carrie Zetso
Aide: Major General Quentin Rathcaven

1st Brockton Training Battalion	R/Q	Brockton	65%	0/20/0(F)
(CO: Major Ang Subic)				
3rd NAIS Cadre	V/F	Broken Wheel	90%	5/85/15(B)
(CO: Leftenant General Wendy Karner)				
3rd Air Wing	R/F	Broken Wheel	100%	0/45/5
(CO: Major Reginald Koy)				
3rd Armored Infantry Battalion	V/F	Broken Wheel	85%	—
(CO: Major Orson Kane)				
3rd Cavalry Regiment	R/F	Broken Wheel	95%	0/55/5
(CO: Colonel Harald Guderian)				
Filtvelt Academy Training Battalion	G/R	Filtvelt	70%	0/20/0(F)
(CO: Major Erich LeBeau)				

DRACONIS MARCH

Commander: Field Marshal Tancred Sandoval
Aide: Marshal Katheryn Sandoval-Ito

COREWARD COMBAT THEATER (ROBINSON OPERATIONS AREA)

Theater Commander: Field Marshal Vanessa Bisla
Aide: Marshal Kinglsey Phillips

Addicks PDZ (Addicks Command)
Commander: Marshal Daniel Davion
Aide: General Dave Marino

Addicks DMM	V/R	Addicks	75%	0/85/15(F)
(CO: Major General Reagan Feinman)				
Aerospace Wing	V/R	Addicks	100%	0/45/0
(CO: Leftenant Colonel Tabitha Schoenauer)				
Armor Brigade	R/Q	Addicks	65%	0/70/5
(CO: Leftenant General Jaffe Withrop)				
Infantry Brigade	G/Q	Addicks	100%	—
(CO: Leftenant General Kim Stamos)				
4th Deneb Light Cavalry RCT	G/F	Deneb Kaitos	40%	5/90/25(C)
(CO: Major General Andrew Terlecki III)				
Aerospace Brigade	R/F	Deneb Kaitos	67%	0/55/10
(CO: Leftenant General Oscar Page)				
Armor Brigade	R/F	Deneb Kaitos	50%	0/40/15
(CO: Leftenant General A. J. Rust-Deetjen)				
Infantry Brigade	G/F	Deneb Kaitos	50%	—
(CO: Leftenant General Clarice Arn)				
8th Deneb Light Cavalry RCT	R/F	Small World	50%	20/85/30(C)
(CO: Major General Robert Suell)				
Aerospace Brigade	V/F	Small World	80%	5/60/5
(CO: Commodore Fenn PelAime)				
Armor Brigade	V/F	Small World	65%	5/45/10
(CO: Major General Armin Brodziler)				
Infantry Brigade	G/R	Small World	40%	—
(CO: Leftenant General Meka Chor)				

Kentares PDZ (Kentares Command)
Commander: Marshal Ryan Pryce-Barnard
Aide: General Marty Nichols

2nd Davion Guards RCT	E/R	Angol	75%	10/100/25(B)
(CO: General Gerald Mitchell)				
Aerospace Brigade	E/F	Angol	200%	5/40/5
(CO: Major General Darwyn Al-Ateeq)				
Armor Brigade	E/R	Angol	75%	5/65/20
(CO: Major General Paragon Cannady)				
Infantry Brigade	V/R	Angol	110%	—
(CO: Major General James Beying Chen)				
Kentares DMM	R/R	Kentares IV	50%	0/65/20(D)
(CO: Major General Liam Grey)				
Aerospace Wing	V/R	Kentares IV	30%	0/70/15
(CO: Captain Ashley Holt)				
Armor Brigade	G/F	Kentares IV	55%	0/65/10
(CO: Leftenant General Guido Alaverdi)				
Infantry Brigade	G/R	Kentares IV	95%	—
(CO: Leftenant General Dana Eubirch)				
1st Robinson Rangers	V/R	Mallory's World	75%	0/100/20(C)
(CO: Leftenant General Jerome Dorant)				
Air Wing	E/R	Mallory's World	100%	0/60/10
(CO: Colonel Perdition Feff)				
2nd Robinson Rangers	V/R	Markab	65%	0/90/15/C
(CO: Leftenant General Erica LeBlanc)				
Air Wing	E/R	Markab	65%	0/60/5
(CO: Major Dwight Hasek-Voss)				

Raman PDZ (Raman Command)
Commander: Marshal Nero LaPaglia
Aide: General Randall Buttman

1st New Ivaarsen Chasseurs	E/R	Benet III	100%	5/85/10/B
(CO: Leftenant General Dolen Wight)				
Air Group	E/F	Benet III	100%	0/40/5
(CO: Rear Admiral Julie Smith)				
2nd New Ivaarsen Chasseurs	V/F	Dobson	100%	0/90/15(B)
(CO: Colonel Julian Poole)				
Air Wing	R/F	Dobson	100%	0/40/0
(CO: Leftenant Colonel Rain Wadi)				
Raman DMM	R/R	Raman	105%	0/55/0(F)
(CO: Major General Reneé Mazner)				
Aerospace Wing	R/R	Raman	100%	0/10/0
(CO: Colonel Jean-Rene Samnel)				
Armor Brigade	R/R	Raman	95%	0/20/0
(CO: Leftenant General Trevor Steiner)				
Infantry Brigade	R/R	Raman	110%	—
(CO: Leftenant General Pu Xian)				

Le Blanc PDZ (Le Blanc Command)
Commander: Marshal Kristi Johnson
Aide: General Warren Briscoe

Robinson Battle Academy Traning Battalion	G/F	New Ivaarsen	35%	0/85/10(D)
(CO: Leftenant General Aki Jameson)				
Robinson DMM	G/R	Robinson	95%	0/75/5(D)
(CO: Major General Bryce LaGrange)				
Aerospace Wing	R/R	Robinson	100%	0/40/0
(CO: Colonel Brandon Sandoval)				
Armor Brigade	G/R	Robinson	100%	0/40/0
(CO: Leftenant General Quintus Zibler)				
Infantry Brigade	G/R	Robinson	120%	—
(CO: Leftenant General Troy Vickery)				

Dahar PDZ (Dahar Command)
Commander: Marshal Jasper Zibler
Aide: General Gene Scapizzi

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
12th Deneb Light Cav. RCT	E/F	Cassias	70%	5/95/35(D)
(CO: General Ariel Zibler)				
Aerospace Brigade	V/R	Cassias	100%	0/40/15
(CO: Leftenant General Carl Ukanov)				
Armor Brigade	E/F	Cassias	90%	5/70/20
(CO: Major General Lex Cartegena)				
Infantry Brigade	V/R	Cassias	100%	—
(CO: Major General Crane Hogan)				
Dahar DMM	R/R	Dahar IV	105%	0/40/5(F)
(CO: Major General Sarah Zibler-Trent)				
Aerospace Wing	V/R	Dahar IV	100%	0/20/0
(CO: Commodore Christian Seyles)				
Armor Brigade	R/F	Dahar IV	75%	0/60/5
(CO: Leftenant General Gina Hassan)				
Infantry Brigade	R/R	Dahar IV	155%	—
(CO: Leftenant General Elric Taban)				
Sakhara Academy Training Battalion	R/F	Sakhara IV	125%	0/70/15(B)
(CO: Colonel Elkin Odds)				

EDGEWARD COMBAT THEATER (WOODBINE OPERATIONS AREA)

Theater Commander: Field Marshal Alberta Orsina
Aide: General Winona Stephenson-Voss

Bremond PDZ (Bremond Command)
Commander: Marshal Gannon Tom-Hu
Aide: General Felicia Preston

Bremond DMM	G/Q	Bremond	35%	0/40/0(F)
(CO: Major General Gunther Focke)				
Aerospace Wing	R/R	Bremond	60%	0/10/0
(CO: Major Isoroku Niitaka)				
Armor Brigade	G/Q	Bremond	45%	0/15/0
(CO: Leftenant General Keenan Pu)				
Infantry Brigade	G/Q	Bremond	65%	—
(CO: Leftenant General Patricia Daniels)				

Bryceland PDZ (Bryceland Command)
Commander: Marshal Onkar Ben-Hibbon
Aide: General Dimitri James Smith

Bryceland DMM	V/R	Bryceland	60%	0/55/5(F)
(CO: Major General Wyatt Haig)				
Aerospace Wing	V/R	Bryceland	65%	0/15/0
(CO: Major Marie LeFleur)				
Armor Brigade	V/R	Bryceland	45%	0/10/0
(CO: Leftenant General Tony DiMarini)				
Infantry Brigade	R/Q	Bryceland	75%	—
(CO: Leftenant General Timothy Van Deacen)				
1st Conroe Training Battalion	G/R	Conroe	70%	0/15/0(F)
(CO: Leftenant Colonel Tess Houen)				
2nd Crucis Lancers RCT	V/F	Pitkin	60%	45/100/25(B)
(CO: General Julius Gramstad)				
Aerospace Brigade	E/R	Pitkin	90%	30/70/5
(CO: Leftenant General Alec Brody)				
Armor Brigade	V/R	Pitkin	80%	15/60/15
(CO: Major General Philippe Wu)				
Infantry Brigade	R/R	Pitkin	50%	—
(CO: Major General Lyons Freeman)				

Mayetta PDZ (Mayetta Command)
Commander: Marshal Laura Hamilton
Aide: General Salama Rosenthal

42nd Avalon Hussars RCT	V/R	Mayetta	85%	0/100/30(B)
(CO: General Edwin May)				
Aerospace Brigade	E/R	Mayetta	100%	0/60/5
(CO: Major General Manoj Kujawa)				
Armor Brigade	V/R	Mayetta	85%	0/65/20
(CO: Major General Kirby Pethan)				
Infantry Brigade	R/R	Mayetta	90%	—
(CO: Major General Sarah Steiner-Dauer)				

Milligan PDZ (Milligan Command)
Commander: General Jennifer Durrett
Aide: Major General Roman Zibler

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
3rd Crucis Lancers RCT	E/F	Chenier	80%	20/100/30(B)
(CO: General Melissa Coulier)				
Aerospace Brigade	E/R	Chenier	135 %	5/80/15
(CO: Leftenant General Zebulon Netanyahu)				
Armor Brigade	E/F	Chenier	135%	5/75/20
(CO: General Edward Cook)				
Infantry Brigade	R/R	Chenier	65%	—
(CO: Major General Lyons Freeman)				
Milligan DMM	R/Q	Milligan	30%	0/65/0(F)
(CO: Major General Paul Jereboa)				
Aerospace Wing	G/R	Milligan	35%	0/20/0
(CO: Major Kingen Ea)				
Armor Brigade	R/Q	Milligan	40%	0/35/0
(CO: Leftenant General Frank Jessup)				
Infantry Brigade	G/Q	Milligan	70%	—
(CO: Leftenant General Chris Lueck)				

Kilbourne PDZ (Kilboure Command)
Commander: General Brian De Waters
Aide: Major General N'Bushe Sharpe

Kilbourne Academy Training Battalion	G/R	Bastrop	45%	0/15/0(F)
(CO: Leftenant Colonel Gino Zampan)				
Kilbourne DMM	R/R	Kilbourne	85%	0/45/0(F)
(CO: Major General E. J. Hannah)				
Aerospace Brigade	R/Q	Kilbourne	70%	0/15/0
(CO: Leftenant General Omar Grund)				
Armor Brigade	R/R	Kilbourne	90%	0/10/0
(CO: Leftenant General George Sian)				
Infantry Brigade	G/R	Kilbourne	100%	—
(CO: Leftenant General Wilin Popina)				

FREE WORLDS LEAGUE

Captain General,

Please find attached the monthly FWLM status report prepared in accordance with Executive Order 9317. This presentation differs from those provided in recent months, presenting a more general overview of units and their status rather than the logistical and personnel minutiae of the standard report. It was my presumption that with the Star League Conference only weeks away, such an overview would be more appropriate to your needs. The standard report remains available should you require it.

Selim Halas, General
2 October 3062

[Master, our relationship with the FWL military gives us unprecedented access to their secrets. I have therefore taken the liberty of amending Halas' reports with my own insights on the FWLM and our interaction with it. With SAFE fully compromised by our operatives and with our agents in key positions, the time is ripe for the Third Transfer.—Cameron]

OVERVIEW

In the forty-six months since Marshall Kiel's report on the state of the Free Worlds League Military, the Inner Sphere has changed radically and the League's armed forces have adapted accordingly. We are the undisputed military and economic powerhouse of the Inner Sphere, the only Inner Sphere nation not to have fought a major war in recent years. Our forces are intact and superbly equipped, with logistics and support services more than adequate to our needs. We stand ready to meet any threat, foreign or domestic. *[I believe Halas overstates the case. While the FWLM is extremely well equipped, they lack the battle hardening that other states have gained through war. In many regards, however, this works in our favor as you anticipated.—C]*

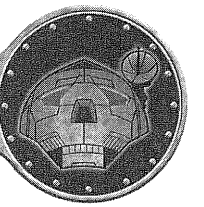
GROWING PAINS

Operation Guerrero, the 3057 invasion of the Federated Commonwealth's Sarna March, was the last major offensive in which the FWLM took part en masse, though several units joined the SLDF operations Bulldog and Serpent. Our soldiers also served as "peacekeepers" in the conflict between the Capellan Confederation and St. Ives, as well as in several small-scale conflicts against their neighbors. Overall, however, the Free Worlds military has had the unusual luxury of being able to upgrade and expand without having to replace significant battle losses.

In place of battlefield casualties and rebuilding, two other factors have hampered the rise of the FWLM. The first is the deal struck between Thomas Marik and Hanse Davion more than a decade ago in which the Free Worlds League, not directly threatened by the Clan invasion, agreed to use its massive manufacturing base to prop up the militaries of the other Successor States in their war against Kerensky's descendants. The Marik took a substantial risk in such an endeavor—the final payment on these supplies during the active phase of the war is not due until 3110, and the materiel provided to facilitate rebuilding in the decade since has extended this deadline to 3150. Only the Draconis Combine and the Capellan Confederation have kept up their repayment schedules, those for the Lyran Alliance and the Federated Suns having become enmeshed in the political wrangling that surrounded the sundering of the Federated Commonwealth. With the Steiner-Davion civil war finally ended, the Captain-General can only hope that those nations' new rulers will see fit to meet their obligations. Some in Parliament have suggested that until they do, the military industries of the FWL should place a moratorium on any shipments to the war-wracked realms. Such a move, of course, would greatly hinder their efforts to rebuild.

A further complication in this process is the "administrative fee" levied by the Word of Blake for their oversight of such sales, which has funded the Blakists' own programs. Suspected irregularities in such dealings came to light in 3064, though the truth was successfully masked from ComStar auditors charged with overseeing the Word of Blake's petition for membership in the Star League Council. The irregularities prompted the Captain-General to renounce his unofficial position as Word of Blake's Primus in Exile, making a clear distinction between our nation and the Blakists. *[Thomas more than suspects our skimming—he has noted our appropriation of ten percent of administrative revenues on top of the five percent legitimately assigned to the Word of Blake. William Blane is likewise aware of the situation and in the years since has squeezed our finances considerably. You know my recommendations concerning Precentor Gibson, though I concur with your thoughts on Thomas—he is more useful where he is, particularly as the blessed day approaches.—C]*

The second restriction faced by the FWLM is the simple fact that the League is democratic. Despite the immense revenue earned by exports, the Captain-General cannot simply plow such profits into his own military. With the Inner Sphere once more apparently entering an era of stability and peace, Parliament is clamoring for the common people of the League to reap the "peace dividend" and has pushed for a greater expenditure of tax revenues on education, health care and other public services. That the FWLM has managed to upgrade its equipment and establish a handful of new units is a testament to the political savvy of the Captain-General and the heads of the FWLM. Of course, these improvements have come



at a price. To win appropriate votes, several key measures aimed at centralizing the FWLM under Atreus' authority, doing away with the League's mix of federal and provincial forces, have been postponed or cancelled. The Captain-General's main opponents, the rulers of the Principality of Regulus, have been the largest victors here, retaining control of their own forces and requiring the FWLM to allocate resources to provincial troops equally rather than focusing their efforts on improving federal forces.

FRACTURE LINES

The civil war in the former Federated Commonwealth has occupied the FWLM's attention for much of the past half-decade. Hawks in the military advocated striking into the Lyran Alliance during its time of weakness, seizing dozens of under-defended worlds while the Steiner and Davion armies were locked in their titanic struggle. The Captain-General vetoed such a move, preferring to restrict League intervention in the civil war to humanitarian aid and thereby take the moral rather than the military high ground. This stance surprised many people within the League and outside it. The Captain-General's associations with Katherine Steiner-Davion in the late 3050's were well known—before he married Sherryl Halas, a Marik-Steiner dynastic alliance was briefly a possibility. Relations between Thomas and the erstwhile Archon cooled markedly in the 3060s, however, particularly as Katherine's abuses of power and self-aggrandizement became more blatant. The Captain-General's restraint won the League considerable political cachet from the Star League, with First Lords Theodore Kurita and Christian Månsdotter each applauding the FWL's stance in their successive tenures. At home things were less clear-cut, with various groups accusing the Captain-General of weakness and putting his own political ambitions—to head the new Star League—above the interests of his nation. The main focus of these complaints was the exodus and near-annihilation of the mercenary unit Kristen's Krushers, Commanded by the Captain-General's sister, from the Lyran Alliance. Many expected Thomas to aid the unit's escape from Lyran territory, but instead he pledged neutrality in the affair. It took a rogue operation by Tamarind Marshall Jeremy Brett to rescue the remains of the unit from its pursuers. The de facto possession of Arcadia—though the world later returned to Alliance control—played well to the people of Tamarind and is still cited as an example of what the League could have achieved had it chosen to act. Shockwaves from the incident continue to ripple through the League.

The most notable repercussion occurred in the Marik family, where Thomas' apparent abandonment of the Krushers shattered any illusion of unity within the sprawling dynasty. Duchess Alys Rousset-Marik, Kristen Marik's sole surviving child, has become a rallying point for those opposed to her uncle's rule and played a substantial role in the Great Debate. Therese Brett-Marik sided with her niece, as did Carlos Marik, leaving only Paul Marik and his daughter Corrine on Thomas' side. Nonetheless, the Captain-General persevered and maintains his grip on the League. *[This development posed a potentially major threat to our plans—another Captain-General would be less sympathetic to our cause—but even were Thomas to be replaced tomorrow, it is too late now to stop what we have started.—C]*

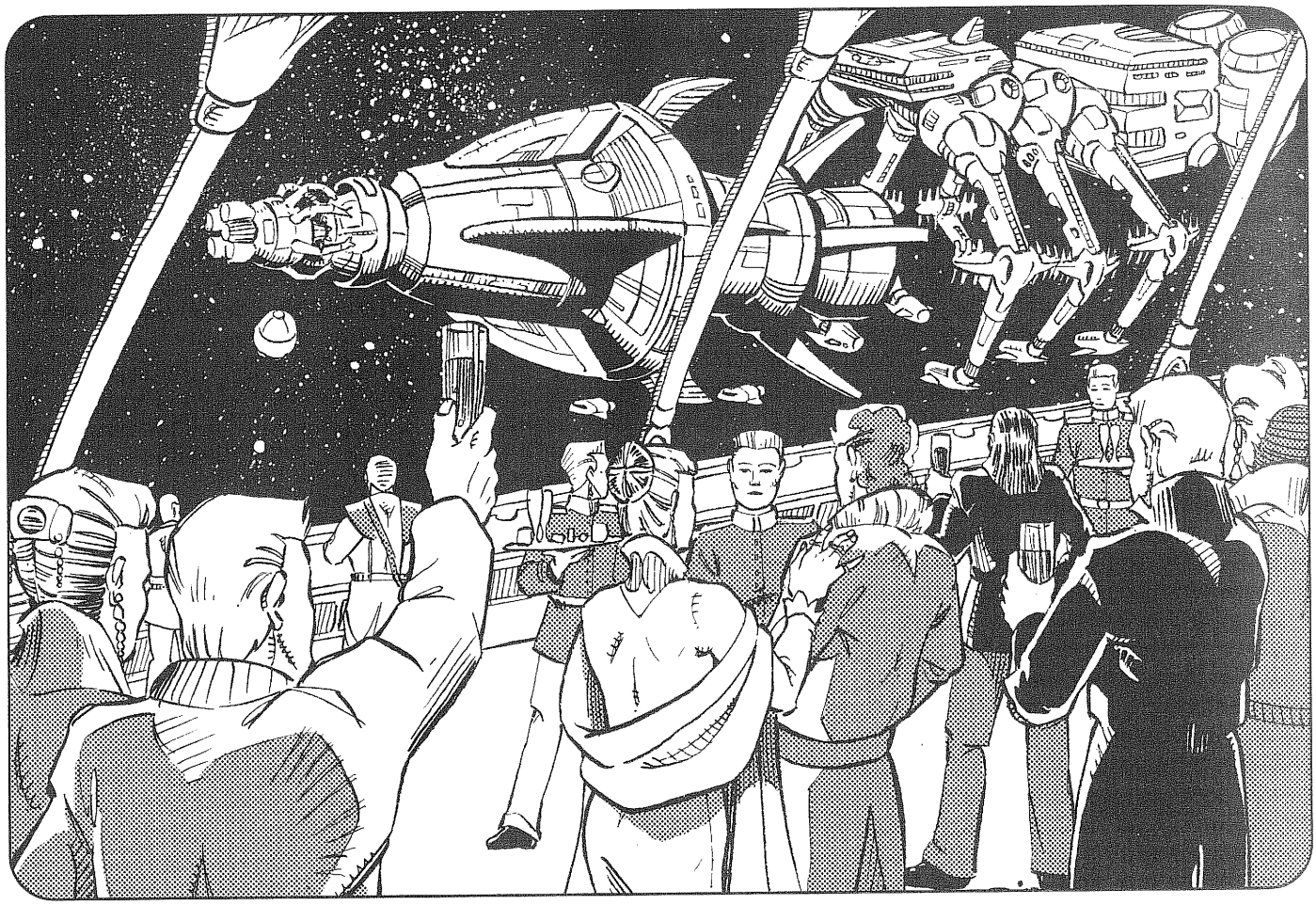
Relations with the Capellan Confederation have likewise soured in recent years. The ejection of Isis Marik from Liao space in April 3062 had little initial impact, but as the interests of Sun-Tzu Liao and Thomas Marik diverged, the détente between the League and the Confederation likewise crumbled, leading to a resurgence of old hatreds and a resumption of border clashes. The worlds of Zion and Suzano were targeted by Liao raiders, though League troops on both planets proved more than a match for the Capellan invaders. Other clashes have been less overt, with SAFE and the Maskirovka resuming a hidden war that is almost as old as their respective nations, It seems likely that the Capellan Confederation and the Free Worlds League will come to blows again at some point in the near future.

THE GREAT DEBATE

The autumn opening of Parliament earlier this year was expected to be little different from those that have marked the commencement of the League's political year since the formation of the nation. Few foresaw the political storm that erupted, the direst threat to the role of the Captain-General since the onset of the Succession Wars.

In 2772, Parliament passed Resolution 288, granting the Captain-General dictatorial powers for "the duration of the crisis." What constitutes the "crisis" was never clearly defined, allowing a succession of Captain-Generals to maintain a solid grip on power. However, with the Clan threat ended, the League's foreign adversaries in disarray after the FedCom Civil War, and a new Star League overseeing affairs in the Inner Sphere, there seemed little reason to maintain such dictatorial powers. On August 28, using her right as a peer of the realm and as a member of the ruling house, Duchess Alys Marik addressed Parliament on the matter and tabled a motion to revoke Resolution 288—in effect abolishing the role of Captain-General and returning full powers to Parliament.

The motion garnered the support of the Captain-General's opponents, most notably the rulers of Regulus and Andurien, though Thomas' power base—particularly among the small, unaffiliated worlds that feared domination by their larger neighbors—was sufficient to defeat calls for a formal repeal vote. Nonetheless, the Duchess of Augustine's call provoked a storm of controversy and a series of ongoing discussions known collectively as the Great Debate that has engrossed the people of the League for the past five weeks regarding their nation's future. Three broad opinions have emerged: those wanting to maintain the status quo, those seeking to eliminate the role of

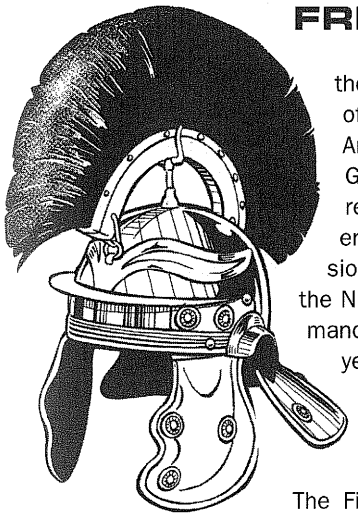


Captain-General, and those seeking to modify the system, including some who suggest replacing the hereditary Captain-General with a less dynastic (but no less authoritative) president or some such. No end to the debate is in sight, but neither does it pose any substantial threat to the Captain General at this point. *[Kernoff has done well here, stirring up the debate but ensuring little apparent threat to the Captain-General, nor any suspicion of our involvement in matters. However, Thomas is only looking at political threats from the League establishment, not at the others who can pull the rug from under his feet.—C]*

SHIPS OF THE FWL

Thanks to assistance from the Word of Blake, the Free Worlds League has the largest navy in the Inner Sphere. When the *Delos* and the *Thessaly* enter active service (in 3068 and 3070 respectively), our navy will outstrip even that of the famed Clan Snow Raven, particularly as eleven more vessels are scheduled to enter service by 3075. Our WarShips also have a significant advantage over those of other Great Houses, though not of ComStar or the Clans—all are equipped with onboard HPGs and draw their skilled communications staffs from the ranks of the Word of Blake. The fleet comprises the *Vincent*-class FWLS *Liberty*; *Zechetinu*-class FWLS *Tirana*, FWLS *Attica*, FWLS *Karelia* and FWLS *Sparta*; *Zechetinu II*-class FWLS *Scorpion*, FWLS *Araneida*, FWLS *Acari*, FWLS *Ixodida*, FWLS *Opilione*, FWLS *Kustarachnae* and FWLS *Haptopoda*; *Essex*-class FWLS *Raven* and FWLS *Schrack*; *Impavido*-class FWLS *Impavido*, FWLS *Janos Marik* and FWLS *Phrygia*; *Eagle*-class FWLS *Lancelot* and FWLS *Galahad* (with the *Santorini*), FWLS *Tristram* and FWLS *Bedevere* (with *Sardis*), FWLS *Gawain* and FWLS *Mordred* (with *Corinth*), FWLS *Bors* and FWLS *Kay* (with *Delos*) and FWLS *Leodegrance* and FWLS *Percival* (with *Thessaly*); *Aegis*-class FWLS *Nueva Badajoz* and FWLS *Olympic*; *Agamemnon*-class FWLS *Menelaus*, FWLS *Aeneas*, FWLS *Hippolyta*, and FWLS *Troy*; *Black Lion*-class FWLS *Xanthos*; and *Thera*-class FWLS *Santorini*, FWLS *Sardis*, FWLS *Corinth*, FWLS *Delphi*, FWLS *Delos* (scheduled to enter service next year) and FWLS *Thessaly* (due to commence active duty in 3070).

FREE WORLDS LEGIONNAIRES



Created using materiel seized from the Defenders of Andurien, the Free Worlds Legionnaires (or the Legions, as they are commonly called) have become a mainstay of the modern FWLM. Their mix of dedication and loyalty (they continue to train at the Legionary Training Institute, the former Andurien War College) serves as a counterbalance to the resurgence in hostility toward the Captain-General in the contested Andurien province. The Legions continue to be well-supported by the FWLM, receiving many of the League's best graduates and most modern equipment. An Eighth Legion entered service in 3061; a ninth is in the last stages of preparation before officially being commissioned, which is scheduled for early 3068. Plans are already under way for a Tenth Legion to take over the Ninth's cadre duties at the Legionary Training Institute. General Calderon Benge continues to command the Legions at 74, but is widely expected to retire before 3070—probably in 3069, after twenty years as head of the Legionnaires.

1st Free Worlds Legionnaires

The First Legion has been at the forefront of calls for a resumption of hostilities against the Capellan Confederation, particularly following the attacks on Zion and Suzano and the Legion's own defense of Andurien against Marshigama's Legionnaires and the Canopian Dragonslayers. The First's brutalization of the invaders resulted in numerous calls for counter-raids, something the Captain-General has resisted but which prompted General Fenton to forge links with Andurien's perennially restless Duchess Humphries.

2nd Free Worlds Legionnaires

Also knows as the Stygians, the Second is staunchly loyal to the Captain-General, a position cemented by the ascendancy of the Captain-General's loyalist niece, Colonel Corrine Marik, to command of the Legion's 'Mech regiment. Corrine has become an unwitting player in the politics of House Marik—she is touted as a future Captain-General, but is presently more interested in protecting her young daughter, Giselle, from the perils of the court than in advancing her own political ambitions.

3rd Free Worlds Legionnaires

The Third Legion is one of the most experienced in the Legionnaires and has worked hard to overcome shortcomings demonstrated by the Zion campaign during Operation Guerrero. Since that campaign, the Third has become adept at large- and small-unit operations. General Mondou is justifiably proud of his unit but remains critical of the FWLM's past actions and is at loggerheads with several of his superiors.

4th Free Worlds Legionnaires

The Bravehearts' sojourn on Sirius has drastically improved this unit's combat effectiveness, though the withdrawal of the Fourth Battalion (comprised of Blakist troops) to join the Word of Blake Militia in 3065 undermined the Fourth's effectiveness in the field. General Sullivan and the officers of the Fourth have done their best to make good the unit's shortcomings since. *[Our influence in the Fourth Legion remains strong, with almost a quarter committed to our cause. The FWLM continues to regard the Legion as loyal.—C]*

5th Free Worlds Legionnaires

The Fifth remains a loyal but untested component of the Legionnaires, committed to the relative peace of its homeworld of Lopez—though with tensions rising between the League and the Confederation, the troops of the Fifth may find their desire for a more active posting granted in the not-too-distant future.

6th Free Worlds Legionnaires

The assassination of General Anderson in 3062 threw the Sixth Legion into chaos and led to open conflict among the unit's constituent elements. What this small-scale civil war didn't destroy, SAFE did, in a succession of purges in the months that followed. The unit is still grossly under-strength and regarded with deep suspicion; SAFE has the unit observation.

7th Free Worlds Legionnaires

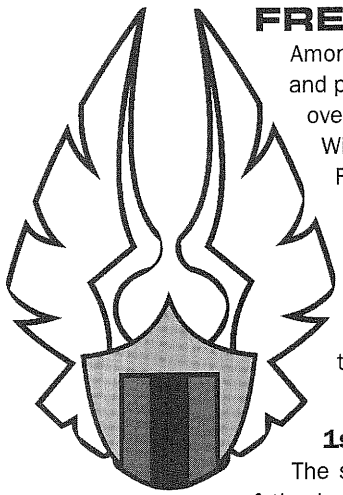
The Seventh continues to be one of the best supplied Legions thanks to its 'Mech regiment commander, Adam Constantine. Though he seems happy in his current post, Constantine is tipped to be the next head of the LCCC and General Mountash has been fighting a rearguard action to keep the man he calls "the finest scrounger in the FWL."

8th Free Worlds Legionnaires

Commissioned in 3060, the Eighth Legion's deployment to the League capital of Atreus surprised many observers, though a number have called the move an acknowledgement of the Legionnaires' success and significance to Thomas Marik.

9th Free Worlds Legionnaires

The Ninth Legion, headed by famed MechWarrior Sen Dearing, is undergoing final preparations before being officially commissioned into the FWLM. It has already seen action against various Periphery bands in the five years since it first formed.



FREE WORLDS GUARDS

Among the earliest federal troops of what would become the FWLM, the Free Worlds Guards have a long and prestigious history, at their strongest numbering six regiments. Their numbers have waxed and waned over the years—the Fourth Guards were disbanded permanently after being disgraced by the Black Widows—but Thomas has followed in his father's footsteps and sought to expand the Guards. A new Fifth Guards entered service in 3064 and another is planned for active duty in 3070. The Guards' commander, Tamara Findlay, has grown into her role and is a fixture on Atreus as one of the Captain-General's closest military advisors. The Guards remain at the top of the FWLM food chain and with the exception of the Third Guards, are among the most modern units in the League. The Third continues to serve as the Guards' cadre unit, though this role has adversely affected the morale of the regiment's permanent officers. Significant rotation of personnel has improved the unit's attitude at the expense of its operational effectiveness.

1st Free Worlds Guards

The so-called Amazons remain one of the best units in the FWL, eclipsed only by the Knights of the Inner Sphere. The First Guards' rivalry with Paul Masters' unit has reached legendary proportions in the FWLM, with the Guards taking almost every opportunity to slight the newer (but more media savvy) Knights unit. Colonel Dana Briggs—who walks with a stick after wounds sustained on Strana Mechty—officially condemns her troops' actions but is widely believed to be the instigator of several whispering campaigns directed against the Knights. The Guards' performance during Operation Bulldog, helping defend the Combine world of Matamoras from a Jaguar counter-attack, boosted the regiment's reputation, and their participation in the Great Refusal (even though they lost) garnered them nearly the same publicity as the Knights' Pyrrhic stand on Huntress. As a consequence of these actions, members of the First are in great demand for their expertise in anti-Clan operations. Unlike the Knights, the First Guards count several Smoke Jaguar bondsmen among their number, three captured on Matamoras during their defense against the Nineteenth Strike Cluster and one taken as a token isorla during the liberation of Stapelfield. These warriors have fully integrated into the unit and have received a warm if guarded welcome in the multicultural FWL.

2nd Free Worlds Guards

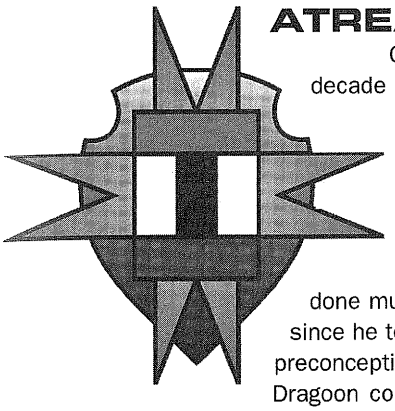
The oversized Second Guards' inactivity over recent decades has blunted their edge, but the unit remains one of the most prestigious in the FWLM; assignment to it is a sign of good connections and high regard. The only controversy in the unit is its new CO—Colonel Photon Brett-Marik, appointed in 3064—who is the nephew of the Captain-General and the son of the "rogue" Marshall Jeremy Brett. Brett-Marik favors his father's interventionist policies but has also remained loyal to his uncle, rebuffing attempts by relatives and outsiders alike to persuade him to take a stand against Thomas. Some conspiracy theorists have suggested that the presence of Brett-Marik's 12-year-old son Anthony at boarding school on Atreus is being used as leverage against the colonel, though this is unlikely given that Photon Brett-Marik was promoted to his current post after his father's unauthorized raid into the Lyran Alliance.

3rd Free Worlds Guards

Few troops stay with the Third Guards long enough to form an attachment to the unit—most ship out as replacements for other Guards regiments—but the Third's long-term deployment to Zion has given those who serve in the unit, no matter how briefly, a solid grasp of combat operations. In the past half-decade the Third has faced a wide range of combat situations, including urban combat and pacification of rebellious locals. They have also defended against Capellan incursions, most recently last year's raid by Ambermarle's Highlanders intended to root out terrorism in Zion. That assault severely hurt the Third after a series of engagements went against them. Many of the unit's senior officers, with the notable exception of Colonel Catere-Jones, have joined the Third in the last five years, replacing those who had become dissatisfied with the regiment's cadre role. The LCCC considers the regiment borderline effective but is trusting Colonel Catere-Jones to swiftly rebuild his command structure. *[Undetected by SAFE, our people have exploited this dissatisfaction and change of officers to establish a solid foothold within the Third. When the time is right, they will declare themselves openly for our cause.—C]*

5th Free Worlds Guards

The newly formed Fifth Guards under the command of James Suzuki is the first major expansion of the Guards since the demise of the ill-fated Fourth. In three years of operation, the Fifth has demonstrated its worth; the unit's first official duty was providing security for the Star League Conference on Marik in 3064. Many of the regiment's troops have battle experience; almost all have served with other line units, with only a handful of academy graduates. Performance in exercises has been exemplary, but the Fifth has yet to be tested in real combat.



ATREAN HUSSARS AND DRAGOONS

One of the Captain-General's more radical alterations to the structure of the FWLM in the past decade was the amalgamation of command structures between the Atrean Hussars and the Atrean Dragoons. The move followed the resignation of Reber Bernardo, the Hussars commander, and appears to recognize the Hussars' failure to forge a distinct identity despite the Captain-General's best efforts. The regiment's reputation and morale plummeted following the move in 3062, particularly with many of the Hussars' best officers transferred to other units. The new commander of the combined Hussar and Dragoon Brigade, the famed Julian Langsdorf, has worked diligently to integrate his commands, staging a succession of exercises that has done much to rebuild confidence and camaraderie in the forces under his command. In the five years since he took over the combined force, General Langsdorf has stripped away many of the prejudices and preconceptions that blighted the Hussars and by and large integrated them with their more prestigious Dragoon comrades. The Dragoons appear more than satisfied with the move—uncharitably, one officer likened it to "parents giving up on a snotty-nosed kid and placing it in the care of its older and wiser siblings". Many Dragoons have risen to the challenge posed by the junior regiment, working diligently to improve its skills and circumstances so that its shortcomings do not reflect poorly on them. All Atrean units are multi-regiment forces, their core 'Mech regiments supported by armor and infantry whose equipment matches that of the parent unit.

Atrean Hussars

The Hussars have born the brunt of the changes in the new combined brigade but have arguably gained the most from these reforms. They remain a light-medium force, but thanks to extensive technology upgrades received in 3060, wield more firepower than foreign units of comparable weight. The Hussars' internal cohesion has also improved greatly thanks to training received from the Dragoons. A company of the supporting Twenty-third Marik Regulars has also been equipped with *Achileus* battle armor, greatly enhancing its mobility and firepower. Requests to deploy *Longinus* suits have yet to be approved by the LCCC.

1st Atrean Dragoons

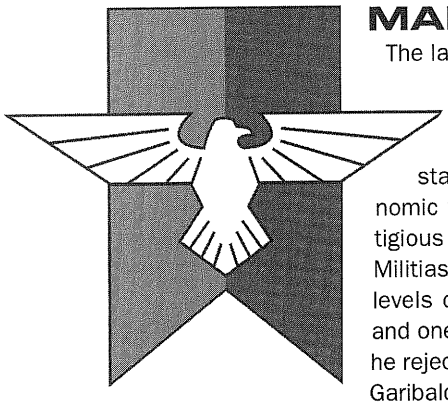
The aftermath of the Heart Massacre—the killing of two hundred civilians by members of the First Dragoons when that unit was stationed on Ascunsion in 3058—continues to haunt the regiment. A succession of inquiries during the previous decade cast aspersions on the unit's professionalism and that of key officers. Officially, the unit has been exonerated of wrongdoing but continues to suffer from bad press. *[An opponent of the FWL Parliament, Colonel Orezehoskie has proved a willing convert to our cause.—C]* Tensions remain high between the Dragoons leadership and the supporting Pfeister's Furies, a combined-arms reinforced regiment. Various proposals have been put forward to ease the atmosphere, the most contentious of which is using the Furies as the core of a new Dragoon regiment. As yet, no final decision has been made.

11th Atrean Dragoons

The Eleventh Dragoons welcomed the cooling of relations between the FWL and the Lyran Alliance, but like many so-inclined units have been dismayed by the Captain-General's unwillingness to exploit the FedCom Civil War. The Eleventh finds this inaction particularly galling, as the unit's redeployment to Rochelle in 3064 led them to believe combat operations against their long-time foe were imminent. Instead, the unit has been cooling its heels, staging exercises and overseeing the shipment of humanitarian aid into the Isle of Skye. Rumor has it that a series of pirate raids in Skye are actually the work of members of the Eleventh, a claim presently being investigated by SAFE.

12th Atrean Dragoons

Formerly Colonel Langsdorf's personal unit, the Twelfth has a checkered history. The regiment became involved in a succession of crises throughout League history, including Anton's Revolt, the Helm Crisis and the Sarna raid. The modern Twelfth faces troubles much different from those that plagued the unit before; its current difficulties are almost entirely political and thus not something the unit can defeat with bullets and lasers. Over the last five years, the unit has been linked to the anti-Thomas faction centered on Duchess Alys Rousset-Marik, complete with rumors of a romance between the duchess and the regiment's executive officer, Christian Hampton. This shift in allegiances, though not definitively proven, prompted one of the most severe loyalty downgradings ever seen in the FWLM, from Fanatical to Questionable in a scant three months. Some in the LCCC regard the association of such a battle-hardened and well-equipped unit with the Captain-General's opponents as a grave indicator of the League's volatile political situation.



MARIK MILITIA

The largest formation in the FWLM, the Marik Militias have been the mainstay of the League military for centuries. During Thomas' reign, the Militia has prospered, gaining a new regiment (the Thirty-Seventh) as well as some of the best equipment the League possesses. The upgrading of the Marik Militia—a force of seventeen regiments—to an overall status of seventy percent upgraded materiel is a clear sign to observers of the FWL's economic might. Unfortunately, the Militia continues to serve as a recruiting ground for more prestigious units and few Militia regiments can retain their best officers and soldiers. The Marik Militias therefore have the League's highest concentration of green troops along with worrisome levels of troop dissatisfaction. General Samuel Garibaldi remains the head of the Marik Militia and one of the most powerful figures in the FWLM, but surprised many of his peers in 3065 when he rejected promotion to the post of Chief Armorer to replace the retiring Adam Tam. Some believe Garibaldi turned down the promotion because he is too wedded to his command; others have suggested the general bears a deep-seated dislike toward the Word of Blake, with whom the Chief Armorer has frequent contact. *[This statement is only partially correct. Garibaldi dislikes ComStar, be it the schismatics or our own Word of Blake, as a result of an accident that befell his sister, an adept in the Order, some two decades ago. We need to observe him carefully.—C]*

1st Marik Militia

The Avenging Angels remain staunch adversaries of the Capellan Confederation, but have had little chance to demonstrate their antipathy in combat even with the breakdown in relations between Houses Liao and Marik. The unit has built strong ties with the Oriente provincial government of Christopher Halas and stages frequent exercises with the Second Oriente Hussars.

2nd Marik Militia

The recent years of peace have had a mixed effect on the Second. Inactivity has allowed the unit to finally finish rebuilding from a succession of disastrous actions over the past four decades, but has also denied the unit opportunity to demonstrate its worth in combat. As a consequence, the LCCC regards the unit with wariness and the soldiers are demoralized, locked in a self-perpetuating cycle of despair and anger at their situation.

4th Marik Militia

The redeployment of the Fighting Fourth to New Delos in 3065 brought the unit full circle, bringing them back to Anton Marik's capital half a century after the usurper was destroyed and his surviving forces formed into the Fourth. The political storm surrounding that move has long since abated, but the redeployment led to a number of raised eyebrows, particularly among those who lived through the dark days of Anton's revolt. The Captain-General has, however, made it clear that his uncle's attempt to seize power is a thing of the distant past. His decision to appoint Becky Sorhagtani as head of the unit, ending the disastrous command of Kenneth Gunderson, may well end the Fourth's slide into oblivion but has also placed Commodore Sorhagtani in the unenviable position of being a naval officer commanding ground forces. Both she and the FWLM expect this posting to be temporary.

5th Marik Militia

Staunch opponents of the Capellan Confederation, the past few years have seen the Fifth Militia on tenterhooks as they anticipate a renewal of war against their neighbors. The unit has drilled extensively but has yet to see duty more challenging that providing security at the annual winter festival in the Forum of Les Halles or at the Bourse, the Oriente stock market based on Les Halles.

6th Marik Militia

Today, the Sixth is one of the most famous units in the FWLM, their history and exploits heralded across the League after their successful mission to Arcadia in the Lyran Alliance during the FedCom Civil War. Their deployment, though too late to save all of Kristen's Krushers, was an almost perfect example of such an operation, driving off the Second Donegal Guards and maintaining the world as a League Protectorate until the end of hostilities earlier this year. The unit returned to its home base on Megrez in July and has used the months since to rebuild and rearm.

9th Marik Militia

Despite a succession of exercises, a decade of garrison duty on Carbonis has dulled the Ninth's combat edge. Though he expressed grand ambitions when he was appointed, Colonel Kauk has failed to deliver on many of his promises and leaves most of the unit's operations to his exec, Force Commander Matthius Sunner. Sunner is the Ninth's CO in all but name. Only Kauk's connections—his family is among the richest and most powerful industrialists in the FWL—prevent his formal replacement by Sunner, though the LCCC has considered a range of "sideways promotions."

10th Marik Militia

The Bernardo-based Hammers remain one of the most

effective units in the Marik Militia, equaled only by the First and Sixth regiments. The unit's CO, Cindy Meyer, retains command of the regiment despite frequent clashes with her subordinates, a mix of martial and political acumen making her an irreplaceable asset to the unit.

13th Marik Militia

A combination of the four-battalion Thirteenth Militia's desire for combat and a continued trend toward insubordination regarding the Captain-General's orders has led SAFE to place this unit under constant surveillance. The situation has changed little in recent years, but while the unit is considered disloyal toward Thomas Marik personally, they are viewed as staunch supporters of the FWL and their role as principal guardians of Irian BattleMechs Unlimited is not considered a security risk. *[Thus demonstrating the effectiveness of our security operations.—C]*

15th Marik Militia

Unlike the Fourth Legion, the Fifteenth Militia has retained Word of Blake troops as part of its operational force. Delta Battalion consists largely of Blakist personnel who use their time with the unit to hone their skills. The number of WOB recruits passing through the unit has decreased in recent years, leading to the inclusion of FWLM troops in Delta Battalion, but the Word of Blake soldiers often bring with them unique Blakist technologies. *[Our grip over the Fifteenth isn't as strong as I would like, but should be more than sufficient to secure Berenson and its environs.—C]*

18th Marik Militia

The 3066 trial of Jerome Merz, former commander of the Eighteenth Militia, for tax evasion threatened to destroy the reputation of the Connaught-based unit, but Colonel Julie Kiel has worked diligently to distance her command from the crimes—proven and suspected—of her predecessor. She has purged many of Merz's cronies from the unit, using her ties to her grandfather—FWLM Marshal Albrecht Kiel—to deflect reprisals by Merz's family and allies. Nonetheless, the unit's effectiveness has suffered and it is not expected to reach full strength until 3069.

20th Marik Militia

The Pit Bulls' disdain for the Lyran Alliance has grown into full-fledged hatred over the past half-decade and the unit was dismayed not to be unleashed on its foes during the FedCom Civil War. Only levelheaded Jerome Stewart, the 40-year-old distant cousin of the Captain-General, has maintained order in the regiment.

23rd Marik Militia

During the past three years, members of the 23rd Militia have submitted a flurry of transfer petitions to the LCCC. With hostilities against the Capellan Confederation at their most likely since the Clan Invasion, the unit wants to be on the front line. The upper echelons of the FWLM, however, are quite happy to see them based on Keystone in the heart of the Marik Commonwealth, far from anywhere they might provoke a war.

25th Marik Militia

Internal disputes in the 25th Militia continue to hamper its combat effectiveness and the LCCC has sent a succession of inspectors to remedy the situation. None have identified any substantial faults in Colonel Webel's leadership, but rather attribute the ongoing malaise to the continuing stigma attached to the problems the regiment faced in the Andurien War.

30th Marik Militia

In the space of a few years, the 30th has gone from a newbie Marik Militia unit to one of the leading lights. Their performance in Operation Guerrero did much to improve their stock with the LCCC, and this regiment's actions on Graham IV are now used in several League academies as textbook examples of hunter-killer operations. Colonel Mira Alexander-Jorge, daughter of the FWLM's chief naval officer Heather Alexander, recently returned to the unit after a period of maternity leave and is still getting up to speed on events in her unit. Her command has persuaded the LCCC to improve the unit's supply situation, drastically bettering its circumstances compared to its twin, the 31st Marik Militia.

31st Marik Militia

The 30th's sister unit, less fortunate than its sibling, struggles to make do with the supplies it receives. The possibility of war has somewhat improved the regiment's supply situation, but its 'Mechs and vehicles still use standard technology rather than the advanced Star League systems that are the mainstay of the modern FWL arms industry.

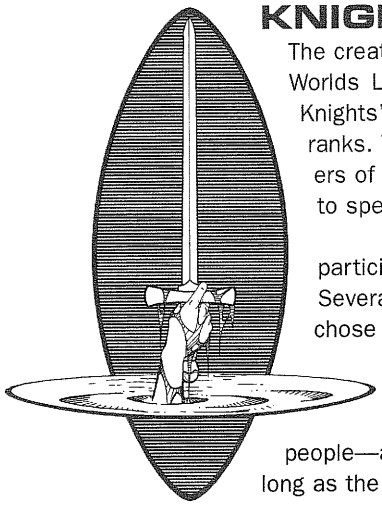
34th Marik Militia

Raised in 3057, the 34th Militia survived a baptism of fire in Operation Guerrerro and in the years since has grown in confidence. Though far from the FWLM's best unit, the 34th has vindicated the Captain-General's decision to form new Marik Militia units. The unit owes its rapid rise to Colonel William Adams, who despite his inexperience has been a superb leader.

37th Marik Militia

The newest Marik Militia unit, commanded by Colonel Cole Zhukov, entered service in 3063 and like the 34th was formed largely with equipment no longer needed by other units as a result of ongoing upgrade programs. Officially, the 37th was to be equipped with fifty percent "new" 'Mechs by this year, but the loss of several supply shipments has put this process considerably behind schedule. The unit is unlikely to reach the fifty-percent mark before 3069.

KNIGHTS OF THE INNER SPHERE



The creation of the Knights of the Inner Sphere in 3055 caught the popular imagination, within the Free Worlds League and in neighboring Successor States. The bloody carnage of Huntress solidified the Knights' image and they returned to a heroes' welcome, finding no shortage of volunteers to swell their ranks. The Knights owed their success to the caliber of recruits selected for membership by the leaders of the force, Sir Paul Masters and Thomas Marik, and so the shattered units had little choice but to spend a considerable period rebuilding and integrating new recruits.

Unfortunately for the Knights, their commitment to valor and honor did not mesh well with their participation in what many of their opponents called a "war of genocide" against the Smoke Jaguars. Several of the Knights—mainly those in the Silver Knights regiment, who did not fight on Huntress—chose to leave the order. Nonetheless, the Knights have prospered over the five years since their return from Clan Space despite detractors who regard their views on chivalry and honor as outdated. The Knights have yet to accomplish their ultimate goal of civilizing warfare, but the concept of chivalry has taken hold in the FWL and they have also become a focus for the League's people—a "stout heart" around whom the nation can rally in times of crisis. A popular saying goes, "As long as the Knights remain strong, the League will prevail." *[They also say "Pride goeth before a fall." The Knights have pride in abundance, despite its inappropriateness to the chivalric ideal. There is also "forgive and forget", as if we could forget what they did to us on Gibson. —C]*

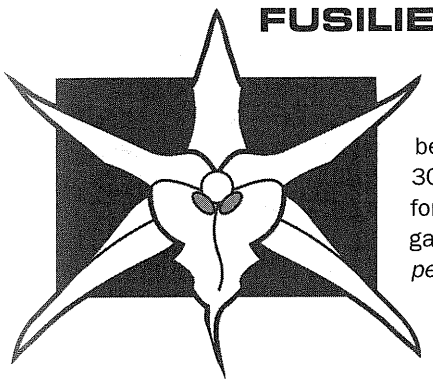
The Knights remain at the pinnacle of the FWLM supply chain and have their pick of equipment; much to the chagrin of other, older FWL units sidelined by the "upstart" Knights. Only five percent of the regiments' 'Mechs lack advanced technology; more than ten percent use Clan equipment, acquired by the regiments on Huntress as part of the reparations paid to those units that participated in the SLDF action. However, keeping such advanced equipment in working order has proved a challenge. The Knights have traded several 'Mechs back to the FWLM in exchange for domestically produced equipment they can utilize to its maximum potential.

1st Knights of the Inner Sphere

The Gold regiment is the heart of the Knights, the force that fought on Gibson, deployed to Coventry and made the long journey to Clan Space to fight on Huntress. Their participation in Task Force Serpent was nearly the doom of the regiment—the bloody fighting in the Dhuan Swamp and Shikari Jungle left few MechWarriors standing. Nonetheless, the Gold Knights were in better condition than many other SLDF units that took part in the Huntress campaign. When Prince Victor led fresh reinforcements to that bitterly contested world, the First Knights provided security for the SLDF facility on Huntress. Sir Paul Masters commanded the security detachment, in a precursor to his role as SLDF ambassador to the Clans. Some Knights remained on Huntress as Masters' bodyguard, but the majority returned to the Inner Sphere under the command of Dame Clarisse Boyer, arriving back on Atreus in the summer of 3061. Dame Boyer retained command of the Gold Knights after Sir Paul's return from Clan Space; the former commander was promoted to general and has since concentrated on matters concerning both Knights regiments. The LCCC recognized the Gold Knights as being at full strength in their May 3067 review, after six years of rebuilding.

2nd Knights of the Inner Sphere

The Silver Knights did not become fully operational until 3060 and thus did not take part in Operation Serpent. Spared the carnage of Huntress, they found themselves isolated from their brethren in the Gold Regiment, whose old-timers are bound together by the shared horrors of the SLDF campaign. The Silver Knights likewise lack the prestige of their siblings and have had far fewer applications than the Gold regiment. Nonetheless, the Silvers are among the most prestigious units in the FWLM, though their lack of major combat experience worries Colonel de Souzza and his senior staff. The Silver Knights' main role in recent years has been escorting humanitarian shipments into the Lyran Alliance from the unit's base on Epsilon, a mission that has involved a few clashes with Lyran and pirate forces but has otherwise largely been uneventful. The Silver Knights' work on Epsilon is scheduled to end by December of this year, at which point the Knights will return to Atreus for exercises with their sister unit.



FUSILIERS OF ORIENTE

Bound to the Captain-General by ties of blood, the Duchy of Oriente is becoming increasingly entwined with the Marik Commonwealth and through it with the League's federal government. One of the clearest manifestations of this change lies in the association between the Fusiliers of Oriente—officially a provincial military—and the FWLM. In December 3064, the Duke of Oriente went beyond his traditional loyalty to the Mariks and the FWLM by formally placing the Oriente Fusiliers and Hussars under direct FWLM authority, in effect abrogating the Home Defense Act with regard to the duchy's forces. *[I believe the erstwhile puppet, suspecting our actions, is making efforts to secure his position. A case of too little, too late.—C]* Though it caused a stir at the time, the decision was an astute move by the duke, setting a precedent for centralization of military authority and encouraging the FWLM's investment in the Fusiliers. In practice, little has changed for the Fusiliers save that their titular commander is the Captain-General rather than the Duke of Oriente, though the duke's offices on Oriente remain the de facto HQ for the various regiments and Fannie Halas—granddaughter of Selim Halas and a cousin of the duke—serves as the Fusiliers' commander.

Ducal Guard

Edgar Halas, Duke Christopher's son and second in line for the dukedom after the Captain-General's wife, took command of the Ducal Guard in 3064. Unusually for such a high-ranking officer, he is not a MechWarrior but instead advanced via the tank corps. He is nonetheless an experienced and accomplished soldier, having built up a solid reputation during the Guard's sojourn on Tamarind. Halas has a strong rapport with the troops under his command and is equally at home discussing the day's events with an infantryman or with his senior staff. As part of the arrangement with Duke Halas, the Ducal Guard returned to Oriente in 3065, where they presently serve as the duke's honor guard. The regiment fields a small quantity of Clan technology, but no Clan 'Mechs. Instead, numerous 'Mechs make use of advanced Clan equipment, mostly acquired from the Combine in trade for Marik-produced equipment.

1st Brigade

Operation Bulldog shattered the First Brigade—they fell afoul of the Smoke Jaguars on Marshdale—and they spent the next three years rebuilding. As part of the SLDF force, they were given salvage rights and so are the only Fusiliers unit to field Clan technology in significant numbers. The bulk of this technology is OmniMechs, but the unit also fields a pair of *Sulla* OmniFighters. The First also makes extensive use of *Longinus* and *Achileus* battle armor, fielding a company of each.

2nd Brigade

A succession of raids into the Abbey District—presumed to be from the Circinus Federation—has caused considerable uproar among the members of the Second Brigade. Force Commander Anderton's Second Battalion has scattered across half a dozen worlds in the region in an effort to curtail the pirate actions, to date with little success. Colonel Angstead's requests to take punitive action against the Federation have so far been denied pending conclusive evidence of Circinian involvement.

3rd Brigade

The FedCom Civil War neutralized any substantive opposition facing the Third Brigade, but the LCCC did not release the unit to stage its trademark orbital assaults on the weakened Lyran worlds, much to the regiment's dismay. Colonel Asuelo has been vocal in his subsequent criticism, suggesting that the Captain-General placed his own political ambitions to govern the Star League ahead of the best interests of the FWL. The colonel was called before a board of inquiry to answer for his remarks, but escaped censure.

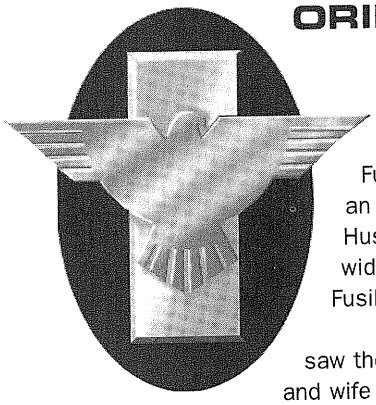
4th Brigade

The past decade has seen the Fourth Brigade slowly emerge from the scandals that dogged it during the 3020s and 3030s, gaining a Reliable rating and a consequent improvement in its supply situation. Nonetheless, the Fourth remains the poor relation of the Fusiliers, with barely thirty percent of its vehicles using advanced technology. Little as this is, it represents a vast improvement over the 3059 audit, when the proportion was closer to five percent. SAFE has reduced its oversight of the unit but has not ceased monitoring the Fourth for subversive activities.

5th Brigade

Bolton's Rangers, as the Fifth Brigade is called by its members, is currently under consideration for incorporation into the new SLDF. A remnant of the original SLDF—they were the 28th Hussar Regulars—the unit has a tradition dating back beyond the Exodus but lacks the prestige of other former SLDF units like the Eridani Light Horse or the Black Watch. The matter is scheduled for discussion at the military sessions of the forthcoming Star League Council, though both the Captain-General and Duke Halas have already given their tacit approval for the move.

ORIENTE HUSSARS



For much of their history, the Oriente Hussars have been the poor relations of their more prestigious cousins, the Fusiliers of Oriente. The Military Reorganization Act put paid to any official bias and the recent realignment of the Oriente military under direct FWLM control has done much to strip away the last vestiges of the long-running feud between the Hussars and the Fusiliers, placing both units on an identical footing in the supply chain while maintaining enough of an edge to prompt the troops to do their utmost in an effort to out-perform their rivals. While many Hussars remain suspicious of the political motives for their reassignment, the material changes are widely appreciated, allowing the Hussars' equipment to quickly match all but the best Fusilier regiments.

General Bruce Gierke remains operational head of the Hussars, but their reassignment in 3064 saw the Hussars placed under the notional authority of Sherryl Halas, daughter of the Duke of Oriente and wife of the Captain-General. As with the Fusiliers, this means little material change for the Hussars, though many in the regiments (particularly the First) feel a degree of satisfaction that they, unlike the Fusiliers, remain under the authority of the Halas family.

1st Oriente Hussars

Under the leadership of Colonel Roger Harsila, the First Hussars have broadened their horizons, becoming adept at a wide range of offensive and defensive operations. They continue to struggle against irregular forces but have proved successful in battalion- and even company-sized deployments. These arrangements place considerable emphasis on junior-officer initiative, though overcoming reliance on doctrine and pre-planned responses has proved a major challenge. The colonel is pleased with his unit's progress, but knows that while the First has done well in exercises, it will take a real battle to prove his success.

2nd Oriente Hussars

The Crazy Second, dubbed so for its unorthodox tactics, earned notoriety in 3060-61 as one of the units employed by First Lord Sun Tzu Liao as "peacekeepers" in the St. Ives Compact. Though Colonel Rivernider cares little for the subjugation and annexation of the rogue Capellan province in which his forces were involved, he has denounced the SLDF as a sham and criticized the Captain-General for allowing FWL troops to be manipulated toward Capellan ends, particularly in light of the fatalities in his unit and the subsequent cooling of relations between the FWL and the Confederation after Isis Marik's ejection from the Confederation and the Chancellor's subsequent entanglements with Naomi Centrella.

3rd Oriente Hussars

Though best known for their parade-ground skills, the soldiers of the Third are masters of pre-planned operations. Under the new leadership of Theresa Mathews, who replaced Colonel Dumoss in 3063, they have also become adept at irregular operations, particularly commando-style precision strikes. A veteran of SAFE's Eagle Corps, Colonel Mathews' preference for such operations is well known but her troops' skill at them has surprised many in the FWLM. Surprisingly, Mathews has survived six assassination attempts during the past decade. The perpetrator (or perpetrators) and reasons remain unknown. *[The murderer of Satoshi Fujishima will pay for her crimes, as will the master who set her to slow our progress.—C]*

4th Oriente Hussars

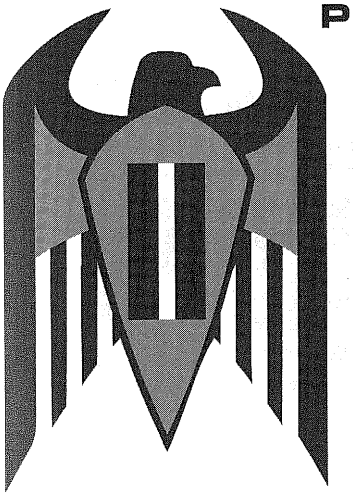
The reassignment of the Hussars to direct FWLM control did not sit well with the Fourth, whose longstanding disdain for federal authorities (and the Mariks in particular) is well known. The FWLM has sought to control the unit via its supplies, but the Fourth Hussars have nonetheless managed to upgrade large portions of their equipment. How they achieved this is unclear, but rumors suggest that certain supplies intended as humanitarian aid for the Chaos March have been misappropriated and traded on the black market. A SAFE investigation is currently under way.

5th Oriente Hussars

Like the Second Brigade of the Fusiliers, the Fifth Hussars face a rising tide of pirate raids, presumed to emanate from the Circinus Federation. Over the past decade the Fifth has staged a number of punitive raids into the Federation, but so far there is little visible reduction in pirate activity. The government of Sierra, where the unit is based, places the blame for their current predicament squarely on the Fifth, whose personnel are becoming increasingly marginalized by the locals despite spending more than 45 years based on the border world.

6th Oriente Hussars

The newest Hussar regiment, not ten years old, has yet to see real war. Instead, the Sixth has been hunting pirates and smugglers along the Canopian border. Nicknamed the Aardvarks for their ability to hunt down and uncover such troublesome pests, the aerospace-heavy unit has exceeded the LCCC's expectations and earned numerous commendations.



PROTECTORATE GUARD

The liberation of the Border Protectorate from the Federated Commonwealth has done much to heal the rift between the Protectorate Guard and the FWLM. For almost thirty years, the Guard units were exiled from their homelands, their ties to family and friends severely curtailed by the need to endure rigorous border security checks. The units' morale suffered greatly, particularly with the Captain-General's refusal to sanction any efforts to liberate their homeworlds, instead forcing them to wait patiently for Operation Guerrero in 3057. In the decade since, the Guard has worked diligently to rebuild ties to Protectorate worlds, focusing its recruitment efforts on those planets despite the provisions of the Military Reorganization Act (and with some support from the FWLM). Consequently, native recruits currently make up around forty percent of the total Protectorate Guard and the Guard now fields a third regiment—the Haematite Guard, which entered service in 3065.

However, the Guard's good fortunes have reignited the long-running feud between the Steel Guard's hereditary commanders, the Stroud family, and General Bryce-Marik, who commands the overall Protectorate Guard formation. The Strouds argue that an outsider is not the best person to oversee the Border Protectorate military during this period of reintegration, ignoring General Bryce-Marik's abilities and his sensitivity to the situation. The FWLM has denied two petitions to replace Bryce-Marik, and while the general's authority in the Guard is undiminished, this rift causes problems with the Haematite Guard, whose members are split between pro-Stroud and pro-Bryce-Marik factions. *[Thanks to our longstanding ties, the Strouds have proved willing to listen to our proposals and may be ideal cats' paws for our plans. The Iron Guard remains outside our influence, but after the recent fracas, the Steels and Haematites are well placed for our needs.—C]*

Iron Guard

The oldest element of the Protectorate military, the Iron Guard is staunchly loyal to the Captain-General, wholeheartedly accepting the provisions of the Military Reorganization Act and the subsequent changes in the unit. The unit's losses in Operation Guerrero were quickly made good and the decade of peace that followed has allowed the Irons to bring almost all their 'Mechs and armor up to modern standards, though they have little battle armor or upgraded aerospace fighters. The war of words between the Strouds and General Bryce-Marik has had little impact on the regiment, but the unit's hatred of House Steiner—and repeated calls to exploit the chaos of the FedCom Civil War—has caused some concern in the FWLM, prompting a redeployment to the Liao border and the return of the battered Steel Guard to Zosma.

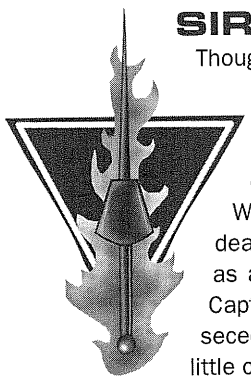
Steel Guard

The former mercenary Steel Guard has yet to fully recover from damage suffered at the hands of the Harloc Raiders on Ascunsion, where the Capellans' holding action pinned the Protectorate unit in place and badly bloodied them when they attempted to support the forces on Zion. The resolution of the situation on Zion and the Steel Guard's subsequent withdrawal to Zosma spared them any further attacks by Liao forces. Though Colonel Stroud has made no comment, rumor in the unit suggests that the Steel Guard's slow rebuilding stems from an FWLM decision to severely restrict the unit's supplies as a punishment for the Stroud family's disloyalty. Our records show no such interference; we can only attribute the tardiness of rebuilding to Colonel Stroud's own actions or to meddling by other members of the Stroud family. *[The covert ties between our Order and the Steels have grown considerably over the last decade. The initial alliance that saw several of our pilots fly with the regiment's air wing has expanded to include vehicle and 'Mech crews. Though this cadre role has diminished, the link between the Steel Guard and the Blake Militia remains strong.—C]*

Haematite Guard

The newest element of the Protectorate Guard, deployed scarcely three years ago, the Haematite Guard comprises many of the youngest and least experienced troops in the Protectorate military. The regiment is well equipped with a mixture of new designs and older ones enhanced with field upgrade kits, often those cast off by its sister regiments. The Haematites have yet to forge a distinct identity and are best known for the frequent disagreements that erupt between the inexperienced troops. Unlike the Iron and Steel regiments, who are solidly for Bryce-Marik or Stroud respectively, the Haematites remain uncommitted to either faction and are thus the target of numerous persuasion efforts. The deployment of the Iron Guard to Menkalinen and the return of the Steels to Zosma appears to place the advantage solidly with the Stroud family.

SIRIAN LANCERS: THE FURY



Though numbering only four worlds, the Sirian Concordance has had a disproportionately large impact on the recent history of the Free Worlds League. The loss of Sirian worlds to the Lyran Commonwealth and the subsequent exile of the Sirian Lancers somewhat mirrors the situation in the Border Protectorate, but while Operation Guerrerro liberated Protectorate worlds, it stopped short of recovering all of the Concordance, condemning the residents of Sirius and Procyon to months of hellish isolation and the rule of a madman. While the Lancers eventually liberated their homeworlds—under threat of mutiny—the delay cost the League dearly. Solid military and political reasons existed for halting Guerrero, but the Sirian Lancers saw the decision as a betrayal, particularly in light of the horrors subsequently revealed. The Concordance, once an ally of the Captain-General, has become an implacable foe of the Marik family. Indeed, the Concordance might well try to secede from the League if there were any realistic way to do so. As things stand, however, the Sirian worlds have little choice but to remain part of the Free Worlds League. The Lyran economy is in tatters, the Capellans are long-standing enemies, and the Blake Protectorate has too many reminders of the insane former adept Alexander Gyrn for comfort. *[In some things people have a very short memory.—C]*

With Helen Thrall serving as Primus of the Concordance, Colonel Ginny Ebaugh serves as commander of the Lancers in addition to leading the first regiment. Under her leadership, the Lancers have all but severed their ties to the FWLM, acquiring their materiel from hitherto unidentified sources. Thrall and the Primus have endeavored to make life difficult for FWL bureaucrats and FWLM troops stationed in the Concordance but have not made good on threats to expel federal representatives and cut ties with the League. *[The presence of the Fourth Legionnaires and the 37th Marik Militia as "garrison" troops—occupiers is too ugly a term for Thomas to use—on Sirius likely plays a significant role in the Concordance's decision not to secede, albeit with only the 37th standing in true opposition to our goals and surprisingly weak ...—C]*

1st Lancers

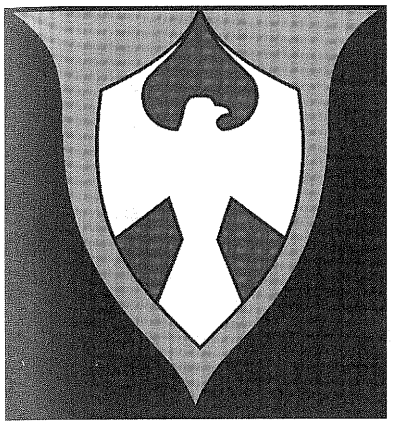
The First led the charge to liberate the Sirian Holds from Alexander Gyrn and were the first to discover the horrors of the occupation, which they laid squarely at the feet of the Captain-General. Were it possible, the LCCC would assign the First a loyalty rating lower than Questionable. (Such ratings are reserved for units of belligerent powers, some of whom the LCCC believes are *less* likely to attack the FWLM than are the Lancers.) The First maintains distinct cantons and depots from the other FWLM forces on Sirius, making monitoring of their actions difficult. While no fatalities have resulted, several members of the 37th Militia have been injured in clashes with Lancer security personnel in New Tiantan on Sirius V and Lost Hope on Sirius VI-A, and local commanders have issued strict security directives to minimize any future incidents.

2nd Lancers

The heart of the Lancers, the Second was the focus of the near-mutiny in 3057 and remains the most nationalistic of the Sirian regiments. In stark contravention of FWLM regulations, the Second has divested itself of every non-Sirian assigned to the regiment and its support elements. This purge, begun in 3062, has weakened the unit considerably, but the Second has replaced many of the losses with recruits, albeit inexperienced, from Concordance worlds. The Second's main shortfall lies in aerospace forces, with scarcely two squadrons of aerospace fighters supporting the ground troops. Colonel Csencsics' efforts to recruit more pilots and MechWarriors has been hampered by the lack of appropriate training facilities on any of the Concordance worlds, though the number of recruits gained by the Lancers in the last eighteen months seems to exceed what is possible with the ad-hoc training program the Sirians have managed to establish.

3rd Lancers

The Third Lancers have become a repository for "undesirables" (mainly non-Sirians) from the other Lancer units. Though more moderate than the other two regiments, the Third is far from friendly to the FWLM and remains at odds with the Captain-General. Colonel Sukhabhai lacks the pro-League sympathies of her non-Sirian predecessor and is unashamedly prejudiced against non-Sirians—a bias that has not helped her regiment's morale or stability. Intelligence estimates suggest that although the Third fields more than 130 'Mechs, coordination between sub-units is so poor that the regiment is no more effective than a unit half its size.



SILVER HAWK IRREGULARS

The federation-within-a-federation that is the Silver Hawks has always been on the outside of League politics, their efforts to keep their troops on the ten worlds of the Federation drawing considerable ire from the FWLM and other provincial forces. The Military Reorganization Act and the subsequent recapture of Silver Hawk worlds held by the Federated Commonwealth did much to smooth relations between the Hawks and the FWLM, but it has taken most of the past decade to ease tensions with other League worlds and to integrate the two Silver Hawk regiments fully into the FWLM, weeding out the dangerous cocktail of poor personnel and poor equipment that was the signature of the Silver Hawks.

General Martha Zuritas, who recently celebrated two decades in command of the Silver Hawk Irregulars, has seen her charges undergo a miraculous transformation in that time, most notably in the standardization of equipment, procedures and training. Though far from the most proficient units in the FWLM, the Silver Hawks are no longer the dregs of the military, their near-miraculous improvement drawing praise from the Captain-General and members of the LCCC. To the surprise of many observers, Zuritas refused to sanction the formation of a third Silver Hawk regiment, despite the mass of individuals applying to join the Hawks. She stated that do so would distract from the efforts to complete upgrades of the existing units. She has not, however, ruled out such a move in the future. *[Our operatives have investigated the Silver Hawks, but for all their quixotic image and talk of their outsider status they are surprisingly loyal to the Captain-General. They may launch the occasional verbal barb in Atreus' direction, but many are willing to do what is needed for the Free Worlds League. This loyalty may be a weakness that we can turn to our advantage when the truth about Thomas is revealed.—C]*

Falcons

The Falcons have always excelled at small-unit tactics, but have come together as a regiment only in the past fifteen years, allowing them to function on the modern battlefield of multi-regimental engagements. This coordination relies on a well-trained officer corps, intimately familiar with their peers' abilities, while preserving the unit's greatest strength—the initiative and self-reliance of its sub-units. Whether the Falcons can retain their abilities as troops join and leave the unit remains to be seen.

The Falcons' success in Operation Guerrero a decade ago, specifically the liberation of Callison, is an exploit that many of the regiment's troops still dine out on. The region's civil population regards them, rather than the FWLM as a whole, as the driving force behind that campaign. Applications regularly flood the regiment's recruitment office, but Colonel Dix—on General Zuritas' orders—has been selective about those chosen to serve with the Falcons. Both commanders prefer to maintain the unit's new-found cohesiveness rather than dilute it with a slew of half-trained recruits.

Gryphons

Once the lowest of the low in the FWLM, the Gryphons' fortunes have steadily improved since the Fourth Succession War, with first Martha Zuritas and more recently Tony McIver and Petra Fisher overseeing their development. The unit's progress wavered a little with Colonel Fisher's appointment—she lacked experience at command rank—but the colonel's administrative skills and foreknowledge of her troops gave her the insight needed to control the often unruly Silver Hawks.

The Gryphons' lack of recent combat experience is a drawback, though the unit petitioned unsuccessfully (officially, at least) to be redeployed to Zion and face their old foes, Harloc's Raiders, against whom they have maintained a grudge for the past two decades. Rumors abound, however, that many of the anti-Capellan Zion terrorists have received support from "vacationing" Gryphon Special Forces infantry, including members of the Gryphons' armored infantry companies. That a unit hitherto so low in the FWLM pecking order fields two companies of battle armor is a testament to its improvement—and to the scrounging abilities of the Gryphons' executive officer, Lydia Kerai. Force Commander Kerai is also at the center of the Silver Hawks' gossip machine; several reports link her romantically to a senior executive at Kali Yama Weapon Industries.



STEWART DRAGOONS

The ties that bind the Stewart Dragoons to the FWLM have grown stronger for much of this century, the marriage of Ana Stewart to Janos Marik finally providing blood ties between these staunchest of allies. Recent years have seen a sudden reversal of fortunes linked to the death of Earl Hector's niece, Kristen Marik, and the agitation of her daughter. Duchess Alys Rousset-Marik stirred up controversy with the Great Debate and has influenced both the venerable Hector Stewart and his heir, Leonard—also commander of the Dragoons—to distance themselves from the Captain-General. While not in outright rebellion, relations have cooled noticeably between the worlds of Stewart and Atreus since the "abandonment" (as the Stewarts call it) of Kristen and her unit. This incident has been misrepresented in the region's media as part of an effort to limit the Stewart bloodline's impact on the League's power structure, ignoring the role of other Marik-Stewarts such as Paul Marik and his daughter Corrine (a colonel in the Second Free Worlds Legionnaires). The people of Stewart have made little secret of their desire to see one of their bloodline ascend to the Captain-Generalcy, though the birth of two heirs to the Marik has reduced that chance considerably. *[These Stewart-Marik cousins—one aligned with Thomas and the other staunchly against—offers us immense possibilities when the true Marik lineages become apparent. Discounting Isis, tainted by her affairs with Sun-Tzu Liao and Victor Steiner-Davion, and Therese and her children, Alys is the legal heir to the Captain-Generalcy. Her crusade, while not appropriate at this moment, may well serve our cause in the long run.—C]*

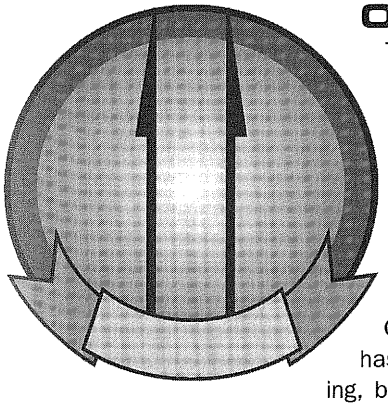
Leonard's assumption of command over the Stewart Dragoons took place on his sixtieth birthday in 3061, reasserting the rule of the Stewart family (though not the Earl, as is traditional) over the province's military. Little has changed in the unit with Leonard standing in for many of his aged father's duties as earl. Hector Stewart will celebrate his 90th birthday in December 3067 while his executive officer, Colonel Leandro Amurri, oversees the Dragoons.

Home Guard

Though legally a provincial unit of the FWLM, the last half-decade has seen more and more of the funding for the Stewart Home Guard borne by Corean Enterprises, whose facilities they protect. Corean, seeking a highly visible advertising platform for its products and acting in self-interest to protect its Stewart facilities, "sponsors" the regiment, providing its soldiers with vast quantities of equipment and 'Mechs all maintained in pristine condition. This arrangement suits all parties involved—the FWLM doesn't have to fund a regiment, Corean gets free advertising (and protection) and the Stewart family retains control of their key troops. The regiment's 'Mech battalions and auxiliary units continue the three-month rotation period they have followed for the past decade: one month in the capital, one undergoing refit and training, and a third month on guard duty at Corean. *[Through the good graces of her brother, who formally served with the Fourth Legion, Colonel Nash is sympathetic to our cause and has identified a number of members in the regiment who will support us at the appointed hour.—C]*

Juggernaut

Kelly Stewart took command of Juggernaut in 3061 when her father moved to command the entire Dragoons formation. Like her grandfather (but not her gruff father), she is a charismatic leader, more passionate and driven than her older brother and an inspiration to those under her command. Some believe, however, that her rapid ascent to regimental command—she became a colonel at 24, one of the youngest in the League's history and even quicker than the most optimistic predictions—is a result of nepotism. While her status as the daughter of the man who is Duke of Stewart in all but name surely opened some doors, those who have worked with Colonel Stewart—including the planetary government of Payvan, the Periphery-rim world where Juggernaut has been based for half a century—all testify to her skill and that of her command. The regiment continues to live up to its name, specializing in high-speed, heavy-firepower shock tactics that discourage pirates (Canopian and otherwise) from preying on the worlds under this unit's protection. Those planets form a broad swathe from the Oriente Hussars' base on Eleusis to that of the Orloff Grenadiers on Lesnovo.



ORLOFF GRENADIERS

Ties between the Duchy of Orloff and the Grand Duchy of Oriente remain close, but while Oriente has aligned itself with Atreus, the Orloff government on Vanra has shown less inclination to support the Captain-General's recent initiatives. While other provinces have placed their forces under FWLM authority to preserve their political independence or to improve their own position, Orloff is principally concerned that placing the Grenadiers under the sole command of the FWLM will severely downgrade their performance and erode their traditions. Efforts by the FWLM to impose its will on the Grenadiers have stalled in recent years over these issues; General Rod Davis, under pressure from the FWLM and the Vanra government, stepped down earlier this year. Colonel Douglas Hoppe has been brevetted to general-in-charge of the Grenadiers, and the Earl of Orloff would like Hoppe to remain in the post. The FWLM, however, has yet to confirm the appointment. Numerous behind-the-scenes discussions center on the posting, but it is not yet clear if the Orloff regiments will have to sacrifice more of their heritage in exchange for the commander they desire. With recruitment and command appointments already governed by Atreus and with other traditions suppressed—officially, at least—many in the Grenadiers feel enough is enough and that they should make a stand against the erosion of their cultural heritage that the Home Defense Act and the provisions of Camlann vs. Free Worlds were designed to prevent. Duke Christopher Halas has proposed a compromise on the contentious issue of recruitment to the Grenadiers; while the FWLM will not allow the regiments to recruit solely from Orloff, they will consider—though they have not yet approved—a "culturally distinctive" recruitment area comprising Orloff, Oriente, Ohren and Zion provinces.

1st Orloff Grenadiers

Though best known for their parade-ground skills and rigid adherence to discipline and protocol, the First Grenadiers are one of the most prepared and best equipped provincial military units. The regiment's last significant action was the liberation of Oliver in Operation Guerrero, but over the past decade elements of the unit have undertaken a range of small-unit actions in the duchy, notably a series of anti-terrorist operations directed at saboteurs believed to be affiliated with the Capellan Confederation. Long-time battlegrounds for the troops of Marik and Liao, the worlds of Orloff are preparing for the resumption of a war they hoped had ended. With "Dapper" Hoppe seconded to oversee all Grenadiers regiments, Brevet-Colonel Aumi Shapiro has operational command of the First, though Hoppe remains the unit's official CO.

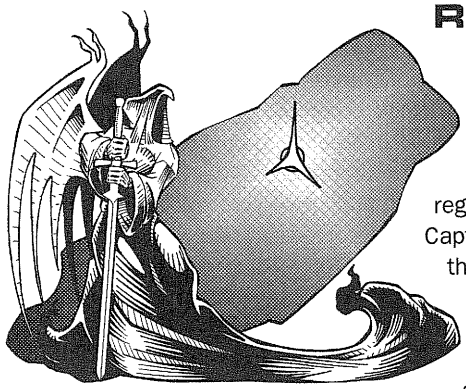
6th Orloff Grenadiers

Like other units deployed near the Circinus Federation, the Lucky Sixth has found its area of responsibility targeted by steadily increasing pirate raids. The Sixth is ill-suited to dealing with such a threat—its expertise lies in mobile warfare—but the speed of its 'Mechs allows the regiment to quickly redeploy to meet any enemy. However, a shortage of spare parts—particularly those compatible with Clan systems—and a high incidence of failure among stockpiled parts (attributed to sabotage) have limited the Grenadiers' ability to hunt down and neutralize the raiders. As a result, the unit has drawn considerable criticism from the people of Cerillos, who believe the troops could be doing more to protect them from attack. The locals' favored course of action is a raid into (and possibly occupation of) the Circinus Federation. Colonel Loge is unwilling to commit her troops to such a course despite tacit approval by the LCCC.

8th Orloff Grenadiers

Though an essential part of the Rim Commonality's defenses against the Periphery, the Eighth is not popular with the people they guard, who accuse them of being heavy-handed and arrogant. The unit does not apologize for its past methods, called "a necessary evil" by the aggressive Colonel Relph. Hannah D'Arcy's presence in the unit has checked the worst battlefield excesses as her belief in neo-chivalric ideals slowly spreads to other troops in the unit. *[While the Eighth has "behaved" in recent years, the popular attribution of this to Thomas' neo-chivalry is misleading. Blatant self-interest is the main factor, as Colonel Relph—under pressure from the LCCC—recently imposed a series of substantial fines for misconduct.—C]* In 3065, a series of Lesnovo businesses that had suffered repeatedly from the Grenadiers' over-exuberance threatened to bar members of the unit from their premises. Colonel Relph responded by offering to withdraw her unit to Tematagi. The thought of losing their main defenses (and a major source of business) prompted the Lesnovans to back down from their threatened boycott, though tensions remain high between the regiment and the locals.

REGULAN HUSSARS



With the political and military power of Andurien destroyed in the civil wars of the 3030s, the mantle of primary opposition to the Mariks has fallen to the Cameron-Jones family of Regulus. Their forces—the Regulan Hussars—have become the focus of this dispute, part of a push-and-pull conflict that has raged for decades. Though internal divisions dating back to Anton's Revolt still mar relations between the Hussar regiments, they are unified in their opposition to the Military Reorganization Act and the Captain-General's political reforms. Like the Orloff Grenadiers, they seek to retain traditions that date back centuries and also to maintain the political cohesiveness of their home province, which they feel is gravely threatened by the Addendum to the Incorporation as well as more recent proposals. With Prince Kirc Cameron-Jones' backing they have resisted all efforts to impose FWLM regulations, but have not gone so far as to mutiny against FWL authority—the Prince has worked diligently to ensure his troops have plausible deniability when circumventing Atreus' orders. It seems unlikely, however, that Cameron-Jones can continue this juggling act indefinitely. No doubt a deal will have to be reached regarding the troops, most likely incorporating political concessions and guarantees to Regulan authorities. *[For all their dislike of the Atrean authorities, the Regulans are not likely to be swayed into helping our cause, as was amply demonstrated by the "rogue" operation against our Order on Gibson. That isn't to say we can't turn their ambitions and resources to our advantage, particularly their "secret" WMD stockpiles on Regulus—stockpiles to which ROM, after ten years of diligent work, has unrestricted access. —C]*

1st Regulan Hussars

Without doubt one of the best units in the FWLM—despite the LCCC's attempts to gain compliance with its orders by strangling supplies to the Hussars—the First is one of only four FWL units to have seen action against the Clans under the SLDF banner, serving as the pathfinder unit for the quick but bloody liberation of Hyner during Operation Bulldog. That conflict netted the First considerable stockpiles of Clan equipment, though the unit subsequently traded much of its salvage to manufacturers, the FWLM and other "interested parties" in exchange for the materiel the regiment needs to operate at peak efficiency. This recovery of technology combines with the unit's skills and experience to forge a unit that Regulus' enemies—foreign and domestic—have good reason to fear.

2nd Regulan Hussars

The Second Hussars' rogue operation on Gibson resulted in the unit's dismemberment and the exile of the much-reduced force to the Periphery border. The harsh conditions of Goth Khakar have tempered the unit's attitude and done much to reduce support for the anti-Atreus faction, preventing a de facto civil war from erupting between Marik and Cameron-Jones supporters. Under Colonel Hausen's command, the Second has rebuilt to regimental strength but its equipment is generally that cast off by other units, resulting in the lowest percentage of upgraded machines in any FWLM 'Mech unit. Despite this, the unit has seen frequent service along the border, including anti-pirate operations and several missions escorting League diplomats to the Niops Association.

4th Regulan Hussars

In one of the concessions made to Prince Cameron-Jones, the Fourth Hussars, called the Kukri, were allowed to return to their ancestral home on Muscida where they have established a training facility at the town of Sikha. Located high in the Pokhara Mountains, the facility is only accessible by air, 'Mech or on foot. While nowhere near as sophisticated as that on Aitutaki, the Sikha facility has proved excellent at instilling the physical and mental toughness needed to succeed in the Hussars, as well as instilling a sense of camaraderie among its graduates.

5th Regulan Hussars

The Fifth's long-term isolation from Regulus has weakened its ties to the principality, and its Orloff- (rather than Aitutaki-) trained commanding officer has further distanced the regiment from the Cameron-Jones family. However, recent events have undermined what little loyalty the Fifth had to the Captain-General. Many in the Fifth wished to repeat their actions in the Skye Crisis of the 3030s and raid deep into Lyran territory, and were incensed when the FWLM refused them permission. The League military went so far as to remove the Fifth's transports to prevent an "accidental" miscommunication, a decision that bolstered support for the pro-Regulus faction in the unit and considerably undermined Colonel Orfelt's authority.

9th Regulan Hussars

Of all the Regulan Hussar units, the Ninth is the most closely aligned with the Captain-General, as almost all of its troops hail from and were trained outside the Principality of Regulus. The "lowest common denominator" processes that have homogenized the Ninth are what the other Regulan Hussar units fear most—a dilution of their traditions and efficiency in the name of political expediency.

FREE WORLDS LEAGUE MILITARY

(Deployment as of 30 September 3067

Commander: Captain-General Thomas Marik
Aide: General Selim Halas
'Mech Strength: Approximately 66 regiments

FREE WORLDS LEGIONNAIRES

Commander: General Calderon "Silent Cal" Benge
Aide: General Adolf Tauber

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Free Worlds Legionnaires	V/R	Andurien	110%	10/70/30(A)
(CO: General Tracey Fenton)				
1st Legionnaires Aerospace Wing	V/R	Andurien	100%	5/85/10
(CO: Commodore Wilerby Rosslyn)				
1st Legionnaires Armor (Rgt)	R/R	Andurien	95%	0/80/0
(CO: Force Commander Alison Dainty)				
1st Legionnaires Airmobile Brigade (2 Rgts)	R/R	Conquista	110%	—
(CO: Colonel Mitchell Bradley)				
2nd Free Worlds Legionnaires	V/F	Sadurni	110%	10/75/20(A)
(CO: General Alice Denichuk)				
2nd Legionnaires Aerospace Wing	V/R	Sadurni	105%	0/75/15
(CO: Commodore Oliver Lacey)				
2nd Legionnaires Armor (2 Btns)	R/R	Sadurni	100%	0/80/0
(CO: Force Commander William Childs)				
2nd/Alpha Infantry Regiment	V/F	Sadurni	100%	—
(CO: Lt. Colonel Kenn Parr)				
2nd/Beta Infantry Regiment	R/R	Sadurni	95%	—
(CO: Lt. Colonel Alois Kataya)				
3rd Free Worlds Legionnaires	V/R	Kyrkbacken	100%	5/80/15(B)
(CO: General Pierre Mondou)				
3rd Legionnaires Aerospace (Exp. Wing)	V/R	Kyrkbacken	90%	5/75/10
(CO: Commodore Morton Morris)				
3rd Legionnaires Armor (2 Btns)	R/R	Kyrkbacken	95%	0/80/5
(CO: Force Commander Michiko Hagiwara)				
3rd Legionnaires Infantry (Reinforced Rgt)	V/R	Kyrkbacken	100%	—
(CO: Lt. Colonel Col McGruer)				
4th Free Worlds Legionnaires	V/R	Sirius	105%	5/85/15(B)
(CO: General Adiss Sullivan)				
11th Aerospace Wing	R/R	Sirius	95%	0/90/15
(CO: Commodore Ian Young)				
4th Legionnaires Armor (Regiment)	R/R	Sirius	90%	0/100/5
(CO: Force Commander Chris Twelvetrees)				
4th/Alpha Infantry Regiment	V/R	Sirius	75%	—
(CO: Colonel Paul Silby)				
4th/Beta Infantry Regiment	G/R	Sirius	80%	—
(CO: Lt. Colonel Victor Haghoubians)				
5th Free Worlds Legionnaires	R/F	Lopez	100%	5/75/15(A)
(CO: General Salvatore "Misha" Orloff)				
5th Legionnaires Aerospace Wing	R/F	Lopez	100%	0/80/5
(CO: Commodore Norman Tams)				
5th Legionnaires Armor (Regiment)	R/R	Lopez	105%	0/75/5
(CO: Force Commander Philip Lovett)				
5th/Alpha Regiment	R/F	Lopez	110%	—
(CO: Lt. Colonel Elaine Hudson)				
5th/Beta Regiment	G/F	Lopez	100%	—
(CO: Lieutenant Colonel Antonio DeLucca)				
6th Free Worlds Legionnaires	R/Q	Oliver	55%	0/55/20(A)
(CO: General Sola Pepper)				
6th Legionnaires Aerospace Wing	V/R	Oliver	80%	0/60/10
(CO: Commodore Jill O'Brien)				
6th Legionnaires Armor (Reinforced Rgt)	R/R	Oliver	85%	0/55/15
(CO: Force Commander Alid Sood)				
6th/Alpha Infantry Regiment	G/R	Oliver	90%	—
(CO: Lt. Colonel Joe Farrier)				
6th/Beta Infantry Regiment	G/R	Oliver	75%	—
(CO: Lt. Colonel Gabrielle Pain)				
7th Free Worlds Legionnaires	R/R	Irian	100%	10/75/25(B)
(CO: General Lucy Mountash)				
7th Legionnaires Aerospace Wing	V/F	Irian	75%	5/80/35
(CO: Commodore Manfred Teauchborg)				
7th Legionnaires Armor (Btn)	R/R	Irian	100%	0/90/15
(CO: Force Commander Melvyn Lacey)				
7th/Alpha Infantry Regiment	R/R	Irian	110%	—
(CO: Lt. Colonel Gareth Lineaker)				
7th/Beta Infantry Regiment (Btn)	G/R	Irian	115%	—
(CO: Lt. Colonel Peter Aldhus)				
8th Free Worlds Legionnaires	R/R	Atreus	100%	0/85/10(B)
(CO: General Beatrice Sibleyras)				
8th Legionnaires Aerospace Wing	R/R	Atreus	105%	0/80/15
(CO: Commodore Lee Cilento)				
8th Legionnaires Armor (Battalion)	R/R	Atreus	100%	0/75/15
(CO: Force Commander Diane Snell)				
8th/Alpha Infantry Regiment	R/R	Atreus	100%	—
(CO: Lt. Colonel Porter McNab)				
8th/ Beta Infantry Regiment (Btn)	G/R	Atreus	110%	—
(CO: Lt. Colonel Evan Hradcany)				
9th Free Worlds Legionnaires	G/R	Andurien	80%	0/90/5(B)
(CO: General Sen Dearing)				
9th Legionnaires Aerospace Wing	G/R	Andurien	90%	0/100/5
(CO: Commodore Reese York)				

FREE WORLDS GUARDS

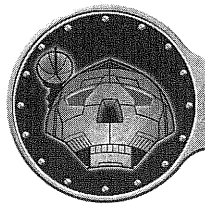
Commander: General Tamara Findlay
Aide: Colonel Robyn Shiver

1st Free Worlds Guards	E/F	Callison	110%	5/85/25(B)
(CO: Colonel Dana Briggs)				
1st Guards Aerospace Wing (Rein. Wing)	E/F	Callison	100%	0/90/25
(CO: Commodore Elizabeth Ryan)				
11th Berenson Heavy Tank (2 Btns)	R/R	Callison	105%	0/65/10
(CO: Force Commander Hiroe Murakami)				
29th Berenson Infantry (Division)	R/R	Callison	100%	—
(CO: Colonel Wendy Gibbs)				
2nd Free Worlds Guards	V/F	Bella I	130%	0/70/20(B)
(CO: Colonel Photon Brett-Marik)				
2nd Guards Aerospace (Reinforced Wing)	V/F	Bella I	100%	0/80/35
(CO: Commodore Pierre Beland)				
11th Bella Armor Regiment	R/R	Bella I	110%	0/60/15
(CO: Force Commander Henri McQuay)				
3rd Bella Garrison Regiment	G/R	Bella I	100%	—
(CO: Lt. Colonel Rachel Virren)				
3rd Free Worlds Guards	V/R	Zion	75%	0/55/15(C)
(CO: Colonel Ricardo Catere-Jones)				
3rd Guards Aerospace Wing	R/F	Zion	80%	0/65/10
(CO: Commodore Lorna Lawrence)				
23rd Atreus Heavy Armor (Regiment)	R/R	Zion	95%	0/60/0
(CO: Force Commander Jared Klima)				
92nd Oriente Infantry Regiment	R/F	Zion	85%	—
(CO: Lt. Colonel Willhelm Wussler)				
5th Free Worlds Guards	R/F	Marik	85%	0/60/10(B)
(CO: Colonel James Suzuki)				
5th Guards Aerospace Wing	R/F	Marik	75%	0/65/5
(CO: Commodore Eliane Irma)				

ATREAN HUSSARS AND DRAGOONS

Commander: General Julian Langsdorf
Aide: Colonel Harvey Eaton

Atrean Hussars	R/R	Talitha	100%	0/70/20(C)
(CO: Colonel Said Berridge)				
Atrean Hussars Air Wing (2 Squadrons)	R/R	Talitha	95%	0/90/5
(CO: Commodore Ts'ung Shen)				
52nd Armored Regiment	R/R	Talitha	100%	0/75/0
(CO: Force Commander Honet Lee)				
23rd Marik Regulars (Brigade)	G/R	Talitha	100%	—
(CO: Lt. Colonel Helen Walker)				
1st Atrean Dragoons	R/F	Nestor	110%	5/80/15(B)
(CO: Colonel John Orezehoskie)				
1st Atrean Dragoons Air Wing	V/F	Nestor	100%	0/80/15
(CO: Commodore Vivienne Ogonodov)				
Pfeister's Furies (Rgt)	V/R	Nestor	100%	0/60/0
(CO: Colonel Kathryn Pfesiter)				
92nd League Security Battalion	V/F	Nestor	100%	—
(CO: Lt. Colonel Kurt Ondrusky)				
11th Atrean Dragoons	R/F	Rochelle	105%	0/75/25(B)
(CO: Colonel Evelyn Panfili)				
802nd Independent Aerospace Wing	V/F	Rochelle	100%	0/70/10
(CO: Commodore Sunny Devalis)				
3rd Calloway Armored Brigade (Rgt)	R/R	Rochelle	95%	0/75/5
(CO: Force Commander Didier Major)				
94th Oriente Garrison Division	G/R	Rochelle	100%	—
(CO: Lt. Colonel Shu Zugang)				
12th Atrean Dragoons	R/Q	Marcus	100%	0/90/10(C)
(CO: Colonel Kelian Brackey)				
12th Dragoon Air Wing	R/F	Marcus	100%	0/80/20
(CO: Commodore Paal Lui)				
2nd Marcus Heavy Armor (Regiment)	G/R	Marcus	100%	0/85/15
(CO: Force Commander Urie Va'e Iko)				
392nd FWL Infantry Brigade (2 Rgt)	R/R	Marcus	80%	—
(CO: Lt. Colonel Eric Wertheim)				



FREE WORLDS LEAGUE MILITARY

KNIGHTS OF THE INNER SPHERE

Commander: Captain-General Thomas Marik
Aide: General Sir Paul Masters

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Knights	E/F	Atreus	100%	15/80/35(A)
(CO: Colonel Clarisse Boyer)				
Order of the Silver Cross (Wing)	E/F	Atreus	100%	20/70/40
(CO: Commodore Carlton Fields)				
2nd Knights	E/F	Epsilon	110%	10/85/30(A)
(CO: Colonel Andrei de Souzza)				
23rd Independent Aerospace Wing	R/R	Epsilon	105%	0/90/35
(CO: Lieutenant Commander Martina Jeye)				

MARIK MILITIA

Commander: General Samuel Garibaldi
Aide: Colonel Lloyd Reissin

1st Marik Militia	V/F	Fletcher	100%	5/85/5(A)
(CO: Colonel Siva Rashpurtay)				
San Anshelm Air Wing	V/F	Fletcher	90%	0/90/15
(CO: Commodore Euan Flowers)				
53rd Fletcher Armor Brigade (2 Rgts)	R/R	Fletcher	100%	0/95/0
(CO: Lt. Colonel Alix Bains)				
381st Garrison Division	G/R	Fletcher	100%	—
(CO: General Austin Fox)				
2nd Marik Militia	G/R	Hassad	95%	0/65/35(C)
(CO: Colonel Alva Gierke)				
2nd Marik Aerospace Wing	R/R	Hassad	100%	0/60/15
(CO: Commodore Guillane Goghlan)				
9th Orloff Armored Brigade (Rgt)	G/R	Hassad	95%	0/70/5
(CO: Force Commander Oleg Green)				
161st Atrean Rifles (Rgt)	G/R	Hassad	95%	—
(CO: Lt. Colonel Marcosi Cohen)				
4th Marik Militia	G/R	New Delos	100%	0/55/5(D)
(CO: Commodore Becky Sorhagtani)				
4th Militia Aerospace (2 Squadrons)	R/Q	New Delos	100%	0/75/10
(CO: Captain Anwar Jordan)				
9th Park Light Armor (Regiment)	G/Q	New Delos	100%	0/60/0
(CO: Force Commander Simon Ferrier)				
121st League Airmobile Brigade (2 Rgts)	G/Q	New Delos	105%	—
(CO: Lt. Colonel Chris Daniels)				
5th Marik Militia	R/R	Les Halles	95%	0/80/10(C)
(CO: Colonel Lavern Hendon)				
5th Militia Aerospace (Reinforced Wing)	R/R	Les Halles	90%	0/75/5
(CO: Lt. Commander Michael Longmore)				
29th Oriente Assault Regiment	R/R	Les Halles	100%	0/70/0
(CO: Force Commander Guus Hiddink)				
3rd Les Halles Mobile Reserve (Rgt)	G/R	Les Halles	100%	—
(CO: Lt. Colonel Nancy Isaacs)				
6th Marik Militia	V/F	Megrez	80%	0/90/15(B)
(CO: Colonel David Kyster)				
6th Militia Aerospace (2 Wings)	V/F	Megrez	60%	0/95/15
(CO: Commodore Dario Avila)				
23rd Marik Recon Regiment	G/R	Megrez	100%	0/65/0
(CO: Force Commander Li Shau)				
19th Megrez Home Guard (Rgt)	G/R	Megrez	95%	—
(CO: Lt. Colonel Greg Sollis)				
9th Marik Militia	R/R	Carbonis	85%	0/70/10(C)
(CO: Colonel Theodore Kauk)				
9th Militia Aerospace (2 Squadrons)	R/R	Carbonis	90%	0/70/20
(CO: Commodore Maya Speigel)				
12th Orloff Militia (Rgt)	V/R	Carbonis	80%	0/60/10
(CO: Force Commander Tara Larssen)				
29th Carbonis Militia (Rgt)	G/R	Carbonis	85%	—
(CO: Lt. Colonel Alison Höcker)				
10th Marik Militia	V/R	Bernardo	105%	0/80/15(B)
(CO: Colonel Cindy Meyer)				
10th Militia Aerospace Wing	R/R	Bernardo	100%	0/80/10
(CO: Commodore Lei Feng)				
3rd Ibstock Armor Regiment	G/R	Bernardo	100%	0/55/5
(CO: Force Commander David Kamino)				
7th Marik Irregulars (Rgt)	R/R	Bernardo	105%	—
(CO: Lieutenant Colonel Annie Valadez)				
13th Marik Militia	R/Q	Irian	95%	0/70/10(D)
(CO: Colonel Lloyd Reissing)				
13th Militia Aerospace Wing	R/Q	Irian	110%	0/85/5
(CO: Commodore Ashleigh Standton)				
17th Irian Armor (Rgt)	R/R	Irian	100%	0/65/5
(CO: Force Commander Leon Schaech)				
43rd Irian Mechanized Infantry (Rgt)	G/R	Irian	95%	—
(CO: Colonel Mykelti Winston)				
44th Irian Mechanized Infantry (Rgt)	G/R	Irian	100%	—
(CO: Colonel London McCall)				
15th Marik Militia	R/R	Berenson	135%	0/75/15(B)
(CO: Colonel Alex Farragher)				
15th Militia Aerospace Wing	R/R	Berenson	120%	0/70/10
(CO: Commodore Jan Czerny)				
3rd Berenson Armored Defenders (Rgt)	R/R	Berenson	100%	0/80/10
(CO: Force Commander Anna Warner)				
29th Regulan Mechanized Infantry (Rgt)	R/Q	Berenson	95%	—
(CO: Lt. Colonel Glen Mantagena)				
18th Marik Militia	G/R	Connaught	70%	0/45/0(F)
(CO: Colonel Julie Kiel)				
18th Militia Aerospace Wing (2 Squadrons)	G/Q	Connaught	90%	0/45/0
(CO: Lt. Commander Kristen David)				
6th Connaught Light Recon (Btn)	G/R	Connaught	100%	0/25/0
(CO: Force Commander Daniel Morney)				
23rd Atrean Jump Infantry (Rgt)	R/R	Connaught	95%	—
(CO: Lt. Colonel Arrigo Sacchi)				
20th Marik Militia	R/R	Concord	100%	5/70/10(C)
(CO: Colonel Jerome Stewart)				
20th Militia Aerospace Wing (2 Squadrons)	R/R	Concord	85%	0/70/10
(CO: Lt. Commander Patrick Hogan)				
12th Concord Light Cavalry (Squadron)	R/R	Concord	100%	0/60/0
(CO: Force Commander Scott Empson)				
23rd Andurien Heavy Infantry (Rgt)	R/R	Concord	100%	—
(CO: Lieutenant Colonel Hettie Fleder)				
23rd Marik Militia	G/Q	Keystone	105%	0/60/10(C)
(CO: Colonel Hazel Ward)				
23rd Militia Aerospace Wing	R/R	Keystone	100%	0/55/5
(CO: Commodore Lily Austen)				
6th Abbey Armored Regiment	G/R	Keystone	95%	0/50/0
(CO: Force Commander Christian Aiello)				
14th Regulan Militia (Rgt)	G/Q	Lancaster	100%	—
(CO: Lt. Colonel Dermot O'Flaghety)				
25th Marik Militia	G/R	Dieudonne	95%	0/30/10(D)
(CO: Colonel Anita Webel)				
25th Militia Aerospace Wing	R/R	Dieudonne	100%	0/30/10
(CO: Commodore Anton Rodriguez)				
9th Stewart Light Armor (Rgt)	G/R	Dieudonne	75%	0/20/0
(CO: Force Commander Lee Fisher)				
28th Stewart Regulars (Rgt)	G/R	Dieudonne	100%	—
(CO: Lt. Colonel Ellen Moorhouse)				
30th Marik Militia	V/F	Wing	95%	0/65/15(C)
(CO: Colonel Mira Alexander-Jorge)				
30th Militia Aerospace Wing (Rein. Wing)	R/R	Wing	100%	0/55/5
(CO: Commodore Sean Anepaugh)				
3rd Wing Armor Regiment	G/R	Wing	110%	0/55/5
(CO: Force Commander Jean-Phillipe Serrault)				
16th Wing Mechanized Infantry (Rgt)	G/R	Wing	100%	—
(CO: Lt. Colonel Gregori Baulk)				
31st Marik Militia	G/R	Uhuru	100%	0/25/5(C)
(CO: Colonel David Sloane)				
31st Militia Aerospace Wing	R/R	Uhuru	95%	0/30/0
(CO: Commodore Madeleine Wolf)				
7th Uhuru Regulars (Rgt)	G/R	Uhuru	100%	0/25/0
(CO: Force Commander Lucas De Witt)				
93rd Atrean Regulars (Rgt)	R/R	Uhuru	100%	—
(CO: Lt. Colonel Martin Kyle)				
34th Marik Militia	G/R	Amity	100%	0/45/15(C)
(CO: Colonel William Adams)				
67th Independent Air Wing	R/R	Amity	105%	0/60/0
(CO: Commodore Cleophas Galliard)				
37th Marik Militia	G/R	Sirius	95%	0/30/10(C)
(CO: Colonel Cole Zhukov)				
95th Independent Air Wing	G/R	Sirius	100%	0/55/5
(CO: Commodore Lorian Stiya)				

FUSILIERS OF ORIENTE

Commander: General Fannie Halas
Aide: Colonel Royal Buchanan

Ducal Guard	E/F	Oriente	100%	5/80/25(A)
(CO: Colonel Edgar Halas)				
Ducal Guard Air Wing (Rgt)	V/F	Oriente	90%	0/75/15
(CO: Admiral Alistair Nichol)				
3rd Tamarind Heavy Armor (Rgt)	V/R	Oriente	80%	0/80/10
(CO: Force Commander Edgar Halas)				
1st Brigade	E/F	Griffith	110%	15/75/20(B)
(CO: Colonel Roy Chapman-Potemkin)				
1st Fusiliers Aerospace Wing	V/F	Griffith	100%	10/80/15
(CO: Commodore Jason Moss)				
14th Griffith Recon Regiment	R/R	Griffith	100%	0/75/15
(CO: Force Commander John Dale)				
39th Oriente Rifles (Rgt)	R/F	Griffith	105%	—
(CO: Lt. Colonel Graham Black)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
2nd Brigade	V/R	Maxwell	95%	0/55/25(B)
(CO: Colonel Donald Angstead)				
2nd Fusiliers Aerospace Wing	E/R	Maxwell	95%	0/60/20
(CO: Commodore Nyen Chen)				
9th Maxwell Alpini (Rgt)	V/R	Dalcour	100%	0/55/10
(CO: Lt. Colonel Elise Walker)				
3rd Maxwell Airmobile Regiment	R/R	Merton	95%	—
(CO: Lt. Colonel Thomas Lakes)				
3rd Brigade	V/R	Promised Land	100%	0/60/10(C)
(CO: Colonel Lionel Asuelo)				
Panev's Magyars (Wing)	R/R	Promised Land	110%	0/75/15
(CO: Commodore Luboslav Panev)				
190th Regulan Heavy Armor (Rgt)	R/Q	Promised Land	90%	0/60/0
(CO: Force Commander Anna-Lise Trenchard)				
9th Promised Land Militia (Rgt)	G/Q	Promised Land	100%	—
(CO: Lt. Colonel Sam Keuper)				
Technicron Marine Guard (Btn)	V/R	Tamarind	95%	—
(CO: Lt. Colonel Tanguy Branellec)				
4th Brigade	R/R	Oriente	90%	0/30/10(D)
(CO: Colonel Charleen Day)				
4th Brigade Aerospace Wing	R/R	Oriente	100%	0/20/0
(CO: Commodore Tania King)				
43rd Oriente Heavy Tank (2 Btns)	G/F	Oriente	95%	0/40/0
(CO: Force Commander Monserrat Killet)				
92nd Oriente Mechanized Infantry (Rgt)	G/R	Oriente	110%	—
(CO: Lt. Colonel Stan Kitchener)				
5th Brigade	R/R	Thermopolis	100%	0/65/15(B)
(CO: Colonel Jerry Wagner)				
37th Independent Aerospace Wing	R/R	Thermopolis	100%	0/70/10
(CO: Commodore Anghel Iordonescu)				
346th Heavy Tank Regiment	R/R	Thermopolis	90%	0/60/10
(CO: Force Commander Shigeru Waseda)				
19th League SDU (Rgt)	R/R	Thermopolis	90%	—
(CO: General Louis Marks)				
2nd Mechanized Infantry (Rgt)	R/R	Thermopolis	100%	—
(CO: Lt. Colonel Lianne White)				

ORIENTE HUSSARS

Commander: General Bruce Gierke
Aide: Colonel Vandy Jobliss

1st Hussars	V/F	Trellisane	135%	0/65/15(C)
(CO: Colonel Roger Harsilia)				
1st Hussars Aerospace Wing	V/R	Trellisane	130%	0/70/10
(CO: Lt. Commander Sami Heinrich)				
9th Guardians of Trellisane (Rgt)	R/R	Trellisane	100%	0/60/0
(CO: Force Commander Abner Salazar)				
17th Protectors of Trellisane (Rgt)	R/R	Trellisane	100%	—
(CO: Lt. Colonel William Nunn)				
2nd Hussars	R/R	Oriente	100%	0/65/15(B)
(CO: Colonel Arthur Rivernider)				
2nd Oriente Aerospace Wing	R/R	Oriente	95%	0/65/25
(CO: Commodore Stuart Archer)				
The Ponti (Btn)	V/Q	Oriente	90%	—
(CO: Major Harry Eldridge)				
3rd Hussars	V/R	Van Diemen IV	95%	0/70/10(C)
(CO: Colonel Theresa Mathews)				
Pack's Pack (Wing)	R/Q	Van Diemen IV	100%	0/65/5
(CO: Commodore John Pack)				
Hussars Armored Regiment (2 Btns)	R/R	Van Diemen IV	100%	0/55/5
(CO: Force Commander Abdul Rauf)				
2nd Van Diemen Green Jackets (Rgt)	G/F	Van Diemen IV	90%	—
(CO: Lt. Colonel Nicole Pourdes)				
4th Hussars	R/Q	Wasat	100%	0/40/20(C)
(CO: Colonel Fleur Lewis)				
4th Hussars Aerospace (2 Squadrons)	R/R	Wasat	100%	0/40/0
(CO: Lt. Commander Yuin Ling)				
47th Atrean Heavy Armor (Rgt)	R/R	Wasat	110%	0/55/5
(CO: Force Commander Choi Gakman)				
4th Wasat Guard (Rgt)	G/R	Wasat	90%	—
(CO: Lt. Colonel Jenna Zeiss)				
5th Hussars	G/R	Sierra	100%	0/65/15(C)
(CO: Colonel Keith Kruchoski)				
2nd Hussars Aerospace (Squadron)	R/R	Sierra	85%	0/60/10
(CO: Lt. Commander Zachariah Varghese)				
11th Sierra Cavalry (Brigade)	G/R	Sierra	110%	0/50/0
(CO: Lt. Colonel Xavier Dinelli)				
6th Hussars	G/R	Eleusis	105%	0/80/15(B)
(CO: Colonel Astoria Jaka)				
6th Hussars Aerospace (Squadron)	R/R	Eleusis	90%	0/75/10
(CO: Lt. Commander Alfredo Kraus)				

PROTECTORATE GUARD

Commander: General Loren Bryce-Marik
Aide: Colonel Delroy Roche

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Iron Guard	R/F	Menkalinen	95%	0/55/5(C)
(CO: Colonel Virgil Ridgeway)				
Iron Wings	R/F	Menkalinen	100%	0/50/0
(CO: Commodore Saul Devlin)				
1st Zosma Recon Regiment	G/R	Menkalinen	100%	0/60/0
(CO: Force Commander Pearce Spruill)				
93rd Zosma Militia (Regiment)	G/R	Menkalinen	105%	—
(CO: Lt. Colonel Eduard Graf)				
Steel Guard	R/Q	Zosma	75%	0/40/10(D)
(CO: Colonel Marilyn Stroud)				
Steel Wind	R/R	Zosma	55%	0/30/0
(CO: Commodore Francine Dzemiamowicz)				
97th Atrean Recon Battalion	R/R	Zosma	65%	0/40/0
(CO: Force Commander Nelson Morgan)				
67th Independent Infantry Brigade (2 Rgts)	R/R	Zosma	80%	—
(CO: Colonel Rui Costa)				
Haematite Guard	G/Q	Alula Australis	85%	0/60/5(A)
(CO: Colonel Alphonse Corbiau)				

SIRIAN LANCERS

Commander: Colonel Ginny Ebaugh
Aide: Colonel Martin Honish

1st Lancers	G/Q	Sirius	100%	0/45/5(D)
(CO: Colonel Ginny Ebaugh)				
The Flame of Sirius (Wing)	R/Q	Sirius	110%	0/50/0
(CO: Commodore Esther Sirof)				
192nd Marik Regulars (Division)	R/R	Sirius	95%	—
(CO: Colonel Renard Lake)				
2nd Lancers	R/Q	Procyon	75%	0/50/5(C)
(CO: Colonel David Csencsics)				
2nd Sirian Aerospace Wing	R/R	Procyon	80%	0/60/10
(CO: Commodore Garth Syrioti)				
1st Sirius Volunteers (Btn)	G/Q	Procyon	120%	0/45/5
(CO: Force Commander Claudia Rainbak)				
1st Sirian Irregulars (Btn)	R/Q	Procyon	100%	—
(CO: Lt. Colonel Norman Sussman)				
3rd Lancers	G/Q	Procyon	115%	0/20/0(F)
(CO: Colonel Inga Sukhabhai)				
3rd Sirian Aerospace Wing	R/Q	Procyon	100%	0/25/0
(CO: Commodore Karl Drewe)				
4th Sirius Volunteer Armor (Rgt)	G/Q	Procyon	95%	0/20/0
(CO: Force Commander Donald Ingles)				
9th Sirian Pioneers (Battalion)	R/Q	Procyon	100%	—
(CO: Lt. Colonel Anne Elgar)				

SILVER HAWK IRREGULARS

Commander: General Martha "Slice n' Dice" Zuritas
Aide: Colonel Glendon Lorch

Falcons	R/R	Dubhe	100%	0/55/5(C)
(CO: Colonel Johanna Dix)				
Falcon Aerospace Wing	R/R	Dubhe	85%	0/60/10
(CO: Commodore Vyacheslav Grodszinsky)				
Falcon Recon 4 (2 Btns)	R/R	Dubhe	80%	0/55/5
(CO: Force Commander Derry Larkin)				
3rd Callison (Rgt)	G/R	Dubhe	95%	—
(CO: Lieutenant Colonel Willow Johns)				
Gryphons		R/R	Kalidasa	45%
0/65/5(B)				
(CO: Colonel Petra Fisher)				
Gryphon Aerospace Support (Wing)	R/R	Kalidasa	60%	0/60/0
(CO: Lt. Commander Gurra Lin)				
Kalidasa Guard (Rgt)	V/R	Kalidasa	75%	0/20/0
(CO: Force Commander John Cheng)				
292nd League Regulars (Rgt)	R/R	Alkes	90%	—
(CO: Lt. Colonel Frances O'Meara)				

STEWART DRAGOONS

Commander: General Leonard Stewart
Aide: Colonel Steven Harrison

Home Guard	V/R	Stewart	110%	0/75/15(B)
(CO: Colonel Virginia Nash)				
The Stewart Shield (2 Wings)	V/R	Stewart	95%	0/70/10
(CO: Admiral Paul Hadji-Ristic)				
The 7th Stewart Defenders (Btn)	R/R	Stewart	100%	0/65/5
(CO: Force Commander Jason Pickering)				

Corean Protectors (Rgt) (CO: Lt. Colonel Kenneth Shaw)	G/Q	Stewart	95%	—
	Exp/Loy	**Homeworld**	**Strength**	**Tech C/SL/O(R)**
Juggernaut (CO: Colonel Kelly Stewart)	R/R	Payvand	95%	0/70/20(C)
Yamada's Sharks (Reinforced Wing) (CO: Commodore Reiji Yamada)	V/R	Payvand	100%	0/80/10
Payvand Hoplites (Rgt) (CO: Force Commander Mitch Rodziewicz)	V/R	Payvand	90%	0/45/15
26th Regulan Mechanized Infantry (Rgt) (CO: Lt. Colonel Otto Welsh)	G/Q	Payvand	95%	—

ORLOFF GRENADIERS

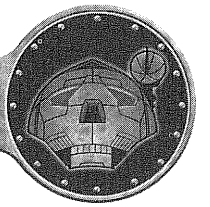
Commander: Brevet-General Douglas "Dapper" Hoppe
Aide: Colonel Larry Fallis

1st Grenadiers (CO: Brevet-Colonel Aumi Shapiro)	R/R	Vanra	100%	0/60/25(A)
1st Orloff Aerospace Wing (CO: Commodore Philip Zissimou)	R/R	Vanra	90%	0/55/25
2nd Vanra Armored Militia (Rgt) (CO: Force Commander Jadwiga Szragh)	R/R	Vanra	95%	0/60/10
14th Orloff Irregulars (Rgt) (CO: Lt. Colonel Phoebe Hughes)	R/R	Hassad	100%	—
6th Grenadiers (CO: Colonel Patricia Loge)	R/F	Cerillos	105%	5/50/15(B)
6th Orloff Aerospace Wing (CO: Commodore Stefan De Haan)	R/F	Cerillos	110%	5/45/10
53rd Regular Light Armor (Rgt) (CO: Force Commander Bimalakshu Chaudrey)	R/R	Cerillos	100%	0/45/5
9th Guerreros a Caballo (Rgt) (CO: Lt. Colonel Homer Constantinou)	R/R	Cerillos	100%	—
8th Grenadiers (CO: Colonel Sandra Relph)	R/R	Lesnovo	100%	0/65/5(C)
8th Orloff Aerospace (2 Wings) (CO: Commodore Maggie Jordan)	V/R	Lesnovo	95%	0/70/10
29th Light Recon (Rgt) (CO: Force Commander Tudor Jones)	R/R	Lesnovo	95%	0/65/5
The Bashi-Bazook (Regiment) (CO: Colonel Dexter Lindsay)	R/Q	Lesnovo	95%	—

REGULAN HUSSARS

Commander: General Tomaso Kinchuhara
Aide: Colonel Chester Taylor

	Exp/Loy	**Homeworld**	**Strength**	**Tech C/SL/O(R)**
1st Hussars (CO: Colonel Mark Brandhauber)	E/Q	Regulus	95%	5/60/5(C)
1st Hussars Aerospace (Reinforced Wing) (CO: Commodore Martin Vekaria)	E/Q	Regulus	90%	15/40/5
3rd Keeling Armor Regiment (CO: Force Commander Savheil Nasser)	V/Q	Regulus	110%	0/50/0
9th Atreus Light Infantry (Rgt) (CO: Lt. Colonel Audrey Richards)	R/R	Regulus	90%	—
2nd Hussars (CO: Colonel Oskar Hausen)	R/Q	Goth Khakar	100%	0/55/0(D)
2nd Hussars Aerospace (Squadron) (CO: Lt. Commander Emmanuelle Marks)	R/Q	Goth Khakar	105%	0/35/0
4th Hussars (CO: Colonel Falco Palmero)	V/Q	Avior	100%	0/10/5(C)
4th Hussars Aerospace (2 Squadrons) (CO: Commodore Stanislav Leben)	R/Q	Avior	95%	0/20/0
4th Hussars Infantry (2 Rgts) (CO: Lt. Colonel Suzuki Yoshida)	R/Q	Tiber	105%	—
5th Hussars (CO: Colonel Thomas Orfelt)	V/Q	Chertan	100%	0/50/5(C)
5th Regulan Hussars Aerospace Wing (CO: Lieutenant Commander Rachel Prior)	R/R	Chertan	105%	0/45/5
11th Chertan Heavy Armor (Rgt) (CO: Force Commander Noel Joliceur)	R/R	Alhena	100%	0/60/0
14th Zion Mobile Infantry (Rgt) (CO: Lieutenant Colonel Theda Lim)	R/Q	Chertan	110%	—
9th Hussars (CO: Colonel Melvin Stone)	G/Q	Mcaffe	90%	0/70/0(F)
9th Hussars Aerospace Wing (CO: Commodore Chaim Hunter)	R/R	Mcaffe	95%	0/55/0
27th McAffe Rifles (Rgt) (CO: Lt. Colonel Olaf Graichen)	R/R	Mcaffe	105%	—



LYRAN ALLIANCE

Archon Peter,

As I'm sure you are aware, the conflict that deposed your sister and elevated you to her place at the head of the Lyran State wrought horrendous damage on our military forces. The true extent of that devastation is only now becoming apparent as the butcher's bill of the war is tallied and as this report describes. The recent war gravely reduced our nation's ability to defend itself; only the bravery and ingenuity of individuals like Adam Steiner and Archer Christifori—as well as the restraint of our neighbors—have allowed our realm to remain intact. Indeed, given the present state of our forces I urge you to be very circumspect in your dealings, both with the Estates General—many of whom will press for a more aggressive stance vis-à-vis the Clans—and with our neighbors, who might be tempted to exploit the situation were they apprised of our weakness. With that in mind, I have focused many of our resources toward repairing the forces stationed on Tharkad to shield the real situation from the dignitaries who will be visiting for the Star League conference in November. With all due respect, I feel compelled to express my personal grave doubts about letting the meeting go ahead on Tharkad—despite our best efforts, the damage here is still all too apparent—or even about any Lyran participation in the present round of talks.

I know from Morgan Kell the situation you are in and the pressures on you from the Estates General and the provincial nobles, as well as from rival claimants such as Nondi's children. Therefore, I understand your decision—despite my own reservations—to appoint Adam Steiner as General of the Armies. He is a hero of the realm, and in this time of national crisis the public needs to see such a champion at your side. Just be aware that some in the military will feel slighted by your appointment of the youngest General of the Armies in the history of the Lyran nation. Others may also seek to place Adam one step higher, regardless of his own desires.

Despite my heritage, I hope you will understand that I have no desire to claim the throne, nor am I trying to dictate to you in any way. I am simply a military man who has seen too much chaos and death in recent years and would rather spend my twilight decades in relative peace, rebuilding the armed forces of my homeland. I want nothing more than to support my Archon in a difficult time for the Lyran people, hoping that our endeavors will lead to much improved fortunes for our people.

Yours truly,

Caesar Steiner,
29 August 3067

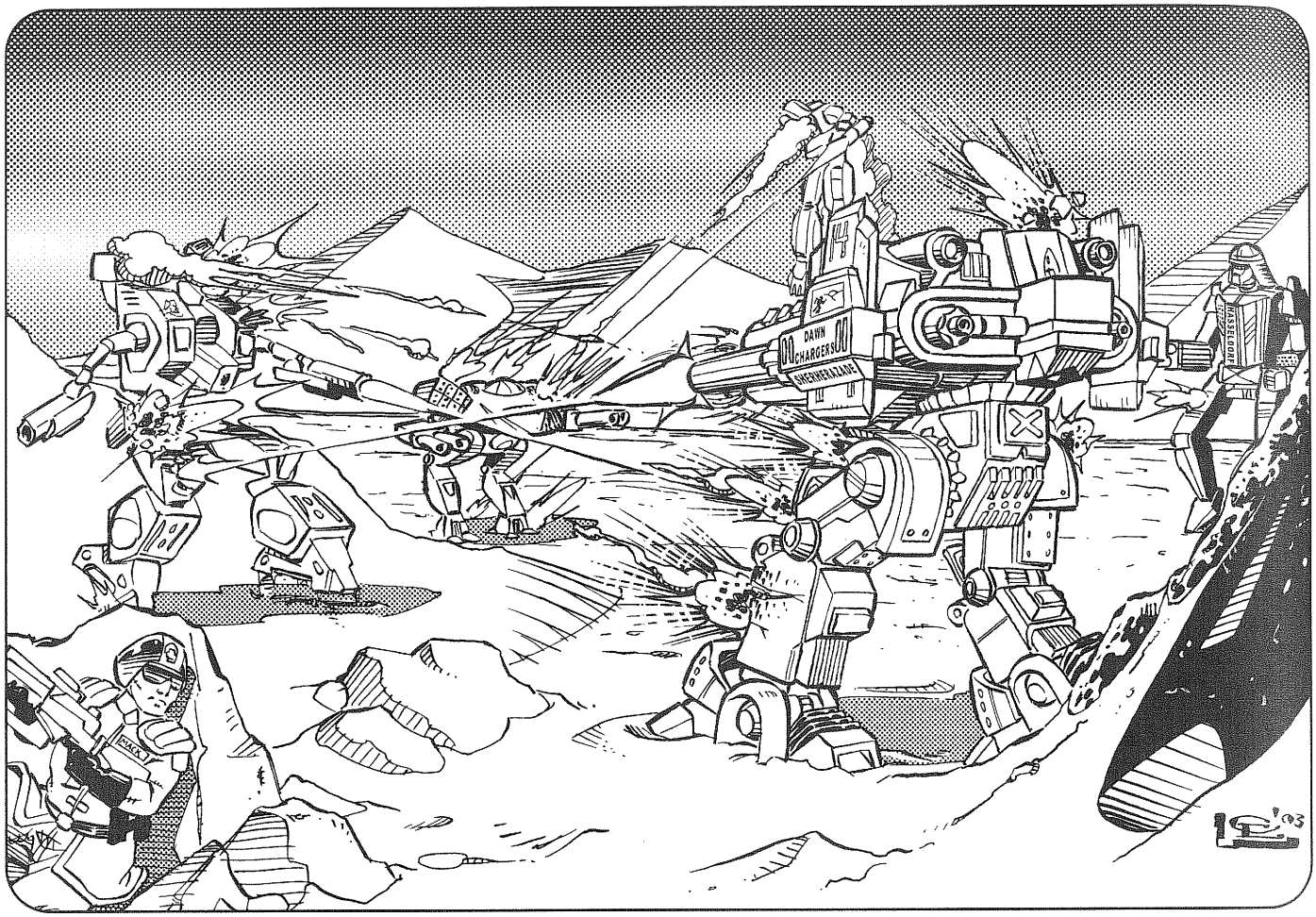
OVERVIEW

The last five years have been hard for the Lyran Alliance, the civil war between your siblings wreaking more damage on the military than at almost any point in its history. Only the First Succession War approaches the degree of bloodletting that has taken place, and that was a bitter conflict with our neighbors rather than a fratricidal war within the former Federated Commonwealth.

AMBITIONS

The alliance between the Lyran state and the Federated Suns was never accepted by all in the conjoined nations; the Federated Commonwealth prospered and rose to the challenge of the Clan invasion largely through the sheer force of will exhibited by that nation's founders and rulers, Archon Melissa Steiner and Prince Hanse Davion. Though martial losses to the invaders in the Clan conflict came as much from the Davion as the Steiner portions of the realm, the worlds lost—and families sundered—were principally Lyran, and relations between citizens of the two major FedCom regions quickly became strained in the wake of the Clan invasion. Within eighteen months of the battle of Tukayyid, people were referring to the Federated Commonwealth as the "Divorce Courts" as fractures in the relationship became ever more apparent. Only your mother's diplomatic skills curtailed the Skye revolt of the mid-3050s and prevented a wider conflict. Her death at the hands of an assassin removed that stabilizing influence from the Alliance and set us on the path that culminated in the recent tragedies. Your sister's complicity in Melissa's murder has not been demonstrated conclusively, but Victor's evidence is damning and I, for one, am convinced. You know yourself her ambition and her ability to manipulate people. The murder of Archon Melissa made Katherine regent for half of the FedCom, a post she used ruthlessly to sunder the nation by seceding the Lyran half of the realm in the face of the Marik-Liao invasion of 3057. Had the Commonwealth remained whole, its response to the invasion and the outcome of that campaign could easily have been very different. Katherine's deliberate stoking of Lyran nationalism solidified her grip on power, but also polarized the situation, setting the stage for the war that eventually erupted in 3062.

Your great-aunt Nondi Steiner, General of the Armies, was the other factor that made war, if not inevitable, then certainly more likely. Never particularly fond of the Davions, and with a history of jealousy regarding your grandmother's ascension to the Archonship, she relished being at the center of power with a young Archon to educate and shape. Directing Lyran hostility against the Davions provided Nondi with a solid focus for her own anger, though Katherine's de facto coup d'etat against the New Avalon regency while Victor was off fighting the Clans placed the General and the Archon in difficult positions.



Katherine's ambition put her at the head of two distinct realms, one of which was the target of considerable invective from the other, but her shift of emphasis toward governing the Federated Suns dismayed many of her supporters in the Lyran state while she never had the full support of the Federated Suns citizenry. Had Katherine been satisfied with ruling the Alliance, she would likely have prevailed. By deposing Yvonne (and through her, Victor) she undermined her own power base, as many Lyrans began to appreciate that Katherine's "Lyran" credentials were nothing more than a front. Even at this point, civil war was avoidable, but the window of opportunity to do so was fast closing. Nondi Steiner, acting as regent on Tharkad, did little to keep peaceful options open.

The fighting on Solaris was symptomatic of the tensions in the Alliance and Federated Suns and in many regards marked the first shots of the civil war. While the murder of Arthur Steiner-Davion forced Victor to act, the events on Solaris—and their rebroadcast throughout the Alliance and the Federated Suns—primed the people and demonstrated violence as a means of resolving the underlying disputes. At that point, war finally did become inevitable.

PEBBLES AND AVALANCHES

The Alliance was less factionalized than the Federated Suns, with Lyran units more likely to declare support for Katherine than to pledge neutrality or support Victor, but this did not prevent conflicts within and between Lyran regiments (though Lyran vs. Federated Suns conflicts were more common). Worlds such as Giausar, Fort Loudon and Dalkeith were wracked by fighting for much of the civil war, while many others saw brief outbreaks of violence. Your brother Victor battled his way across the Alliance, seizing a succession of objectives to advance his cause against your sister, sometimes winning the support of those he encountered and other times having to fight bitter engagements. The details of this progress and the conflicts elsewhere in the Alliance are too complex to describe in this overview; I encourage you to consult Ranier Wolfgram's history of the conflict. A few elements of the civil war are, however, worth restating.

Control of manufacturing centers was a focal element of both sides' strategy early in the war, with Victor seizing Coventry and Alarion. Tharkad and Hesperus remained the principal supply sources for Katherine's forces. Hesperus was also

a key objective for the Skye Separatists under the de jure leadership of John Dundee (though it is clear that Robert Kelswa-Steiner and Hermione Aten always retained true command of that situation). Skye's contesting of Hesperus, though unsuccessful, denied Katherine's troops the use of the planet and its factories, forcing them to rely on Tharkad and lesser manufacturies. Their failure to secure Hesperus also doomed the Free Skye cause and was instrumental in Kelswa-Steiner's decision to support the "pan-Lyran coalition" to remove Katherine's regent, Nondi Steiner, from power. Duke Robert likely felt that his support—albeit very little and very late—would go a long way toward rebuilding bridges with his Archon while allowing him to solidify his own political power.

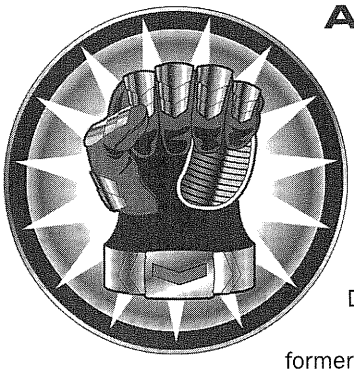
The Alliance's political centers also became the focus of attacks by the combatants, though for much of the conflict these remained secondary to military and logistical objectives. Indeed, Free Skye made the first concerted efforts to seize government centers—Victor's principal objective was the ejection of his sister from New Avalon rather than seizing the reins of power in the Alliance, though your own involvement in taking control of Tharkad was necessary to bring the war in the Alliance to a conclusion.

Perhaps the most significant Alliance campaign of the civil war did not directly concern the conflict between supporters of Victor and Katherine. The Jade Falcon "incursion" into Alliance space was without doubt the greatest threat to the Alliance's continued existence, even more so than the situation in Skye, with the sundered Alliance military ill-prepared to throw back the Falcon offensive. That the Lyran combatants could put aside their differences and work together for the good of the Alliance bodes well for the future of the Lyran state, demonstrating that for all their political differences the people of our nation will put aside their own ambitions for the good of the state when the situation demands it. Indeed, after the conclusion of the Blair Atholl Treaty, the fighting within the Alliance died down noticeably, concentrating instead on a handful of major objectives. The Clan incursion also showcased one of the Alliance's hitherto hidden strengths: General Adam Steiner, who together with Archer Christifori and Khan Phelan Kell, masterminded the operation to curb the Falcon attacks and launch the counter-offensive into the Falcon Occupation Zone.

The civil war tore the Alliance asunder, but the months since the Battle of Tharkad have seen considerable political activity throughout our realm. Your own efforts have received considerable public attention, most notably the Arc-Royal protocols that formalized the relationship between the Lyran government and Clan Wolf (in-Exile), recognizing their independent status within the larger framework of Alliance jurisdiction. Several dukes and other notables have also sought to expand their influence in the wake of the war. As you are well aware, the Duke and Duchess of Skye have begun to test the bounds of their power, undertaking a number of charitable endeavors in their province and solidifying their popularity among the inhabitants, while simultaneously interfering with the LAAF's efforts to rebuilt its command structures in the region. Duke Robert has cited the "internal independence" precedents of the Arc-Royal protocols to justify his actions, though the Estates General are unlikely to concur. His obstinacy will doubtless hamper our efforts in this region in the coming months, though our neighbors are sufficiently occupied with other matters that they probably will not exploit this weakness.

SHIPS OF THE ALLIANCE

The Alliance navy has never been large—the proximity of the Clans led the LAAF to prioritize construction of 'Mechs and vehicles rather than WarShips—and the civil war cost the small fleet dear. At present only eight vessels remain in service, three of which have yet to be completed. The operational vessels are the *Fox*-class LAS *Katherine Steiner*, LAS *Robert Marsden*, LAS *Melissa Steiner* and LAS *Robert Kelswa,* and the LAS *Yggdrasil* (*Mjolnir*-class). The *Fox*-class LAS *Ian Mcquiston* and LAS *Katrina Steiner*, along with the *Mjolnir*-class LAS *Fylgia*, are due for completion in 3068. The *Yggdrasil* and the *Robert Kelswa* were briefly taken by the Wolf Clan (in-Exile) as isorla but returned to the LAAF by Khan Kell after the Arc-Royal protocols; because of damage sustained in the Battle of Tharkad, the *Robert Kelswa* will not reenter service until at least 3070. However, the *Yggdrasil*, in route to Alarion did not arrive and backtracking through their proposed route has not turned up any evidence of its where abouts. Finally, the LAS *Arthur Steiner-Davion* (formerly the LAS *Angela Franks*) disappeared in the early weeks of the civil war but is listed as missing in action rather than lost.



ALLIANCE GUARD

In the years since the Alliance's secession from the Federated Commonwealth, the role of the Alliance Guard—formerly the Federated Commonwealth Corps—has become increasingly defined by these units' loyalty to the Archon. Though not all of the Guards had pledged themselves to Katherine by the start of the FedCom Civil War, all fought for her at some stage in the conflict. The civil war stripped away what little loyalty remained toward the defunct FedCom, focusing the Guard units' devotion toward Tharkad and the Archon. Even the wavering Fourth Guard found itself drawn into the conflict on the Loyalist side, though its involvement was cursory when compared to the valiant sacrifice of the Third or the "crusade" of the Fifth against the Fourth Davion Guards.

Hauptmann-General Isadora Agravaine remains in command of the Guard despite her ties to the former Archon, one of the highest ranking pro-Katherine officers to be left in place. Archon Peter's inquiry into the war showed no malfeasance on the general's part and her continued tenure is seen by many as an olive branch to pro-Katherine officers in the LAAF. Agravaine has reacted cautiously thus far to her de facto pardon, working diligently to rebuild her command (despite the atrocious supply situation) while minimizing her dealings with Peter Steiner-Davion. Unlike many other LAAF officers, she has not sought a rapprochement with the new Archon, but has also shown no inclination to side with his opponents. Agravaine's loyalty was to Katherine; the former Archon's removal from the Commonwealth leaves her in the political wilderness.

Third Alliance Guard RCT

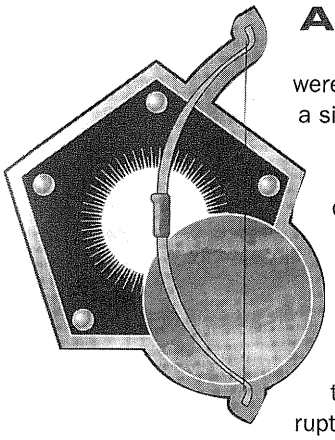
The Third, formerly the Eleventh FedCom RCT, played a substantial role in the defense against the Jade Falcon incursion during the FedCom Civil War, facing the Falcons on Blue Hole and Melissia. The convoluted battle on Blue Hole, in which the Third faced pro-Victor troops as well as the Falcons, cost the RCT dearly. Barely a third of the Combat Command made it to Melissia, where they found themselves targeted by another Falcon assault. Little beyond the Third's command staff escaped the Falcon meatgrinder, but despite this near-destruction, General Agravaine petitioned for the unit to be kept on the LAAF rolls. Currently, the Third fields roughly a battalion of 'Mechs, many of which are jury-rigged from battlefield salvage. The rest of the RCT is little more than an administrative fiction, the "two regiments" of armor comprising less than two companies of vehicles. General Andor's attempts to further rebuild his command have been hampered by the poor supply situation, with more emphasis on repairing combat-effective units than making good losses in destroyed units like the Third.

Fourth Alliance Guard RCT

The Fourth occupies an interesting position in the Alliance Guard—not wholly committed to Katherine's cause but opposed to Victor because of his ties to ComStar. The Fourth's involvement in the civil war on Lipton and Thorin reflect this ambivalence and ultimately brought the RCT into the war on Katherine's side in fact, if not by inclination. The unit suffered comparatively light casualties in the conflict and remains a linchpin in the defense of Alliance worlds near Terra. General Gregg's actions against ComStar forces during the conflict resulted in an investigation by the LAAF, but his actions were excused as "in the interests of the Alliance during times of conflict". ComStar's Precentor Gavin Dow was less forgiving until the Alliance began compensation negotiations.

Fifth Alliance Guard RCT

The struggle between the Fifth Alliance Guard and the Fourth Davion Guard has become a legend of the civil war, starting on Fort Loudon in the flashpoint phase of the conflict and culminating on Dalkeith almost four years later. Davion-born James Ito's single-minded pursuit of his assignment—the neutralization or destruction of the Fourth Davion Guards—became one of the focal struggles in the Alliance, especially his use of "legal authority in defense of planetary security" to provoke the Fourth Davion into illegal action. The campaign that followed pitted quality (in the form of the Davion Guard) against determination and numbers (in the Fifth Alliance and its auxiliaries) and demonstrated the effectiveness of the latter. The Fifth's eighteen-month campaign against Davion saboteurs on Fort Loudon taught them much about irregular warfare, though their subsequent renewal of open conflict against the Fourth Davion (on Dalkeith, where the unit remains) made little use of these skills until the mop-up phase in late 3066 when the survivors of the Davion Guard sought to repeat their previous "success" on Fort Loudon. During the latter stages of the campaign on Dalkeith, the Fifth incorporated elements of the Thirteenth Donegal Guards, but at war's end these troops became the core of a resurrected Thirteenth Guards unit.



ALLIANCE JAEGERS

With the formation of the Alliance Jaegers in 3057, Archon Katherine created a unit whose soldiers were personally and fanatically loyal to her. It is no surprise, therefore, that the Jaeger regiments played a significant role in the FedCom Civil War—most notably the Alarion Jaegers, who fought in the Alliance and the Federated Suns, and the Coventry Jaegers, whose tenacious defense of their position after annihilating the Coventry CPM and then turning on the mercenary Kristen's Krushers led to their utter destruction at the hands of Prince Victor's forces. Post-conflict reviews of the campaign on Coventry condemn Jason Walker's command and there are currently no plans to rebuild the Coventry Jaegers.

The Jaeger commander, Hauptmann-General Christian Campbell, opposes this decision but has found his influence in the LAAF greatly reduced since the war and instead must now fight for his career and position. Though not a close confidant of the former Archon, Campbell did exploit his ties to the Royal Court to further his hedonistic lifestyle and has found numerous charges of corruption and negligence leveled at him in the aftermath of the Battle of Tharkad. Unlike other officers, who can at least claim duty as a motivating factor, Campbell's self-centered lifestyle has brought condemnation from supporters of Victor and Katherine alike. Only a need for stability while the LAAF rebuilds has prevented Archon Peter from removing General Campbell, though the General of the Armies advocates his replacement as soon as possible.

First Alarion Jaegers

Under the command of Julie Hoffman, the Alarion Jaegers became part of the now-legendary Eleventh Arcturan Battlegroup, fighting in the most significant battles in the Alliance Theater as well as on Tikonov in the Federated Suns. Their most notable battles took place on York, where their arrival tipped the fighting in the Loyalists' favor, and on Tharkad, where they faced the Kell Hounds for several months in a successful mobile campaign before Hoffman's death shattered the unit. The few survivors of the Jaegers have reformed around Colonel Helen Johannes and are set to be the core of a reborn Alarion Jaegers, the Archon himself having authorized the unit's rebuilding after hearing tales of its exploits. Colonel Johannes and her troops have pledged their loyalty to the new Archon, though some members of the High Command question the credibility of that decision after the unit's exploits in opposition to Prince Victor and Archon Peter.

First Bolan Jaegers

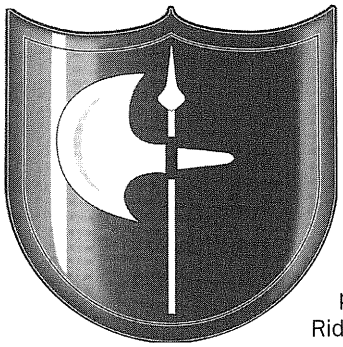
The Bolan Jaegers' actions in the FedCom Civil War were considerably less glamorous than those of their Alarion siblings, more in line with actions expected of a second-line unit. On Bolan they faced the Second and Sixth Crucis Lancers in separate engagements, driving off the attackers in the first case and being spared annihilation in the second by the Lancer's "timetable" as part of Operation Scatter. Rebuilt in the aftermath of these attacks using Bolan Province's strategic stockpiles, the Jaegers were called upon to safeguard Cavanaugh II, seat of Margrave Richard Steiner, where they were grossly overmatched and shattered. A small core of the Jaegers survived and returned to Bolan, where they are endeavoring to rebuild under the command of Hauptmann Herbert Lang.

First Donegal Jaegers

The Donegal Jaegers nearly escaped the civil war intact; they saw action only against the 25th Arcturan Guard, who sought to pin the unit in place and prevent its involvement in the Battle of Tharkad. The mercurial Colonel Amy Smith sought to preserve her command and quickly came to an understanding with Leutnant-General Geiger of the Arcturan Guards, sparing both units the bloody devastation wrought on other LAAF units.

First Skye Jaegers

For every rule there is an exception, and the First Skye amply fills that role in the Jaegers. Outwardly loyal to the Archon, the Skye Jaegers' recruitment from Skye Province ensured the unit's involvement with the Free Skye Movement, though the Jaegers concealed their alignment with John Dundee's Free Skye military until Katherine sent the Eleventh Lyran Regulars to investigate. Colonel Pitcher's unit drove off the Jaegers only to be battered by the Eleventh Arcturan Guard and its auxiliaries, forced to abandon the capital and fight a mobile campaign in the MacIntosh Valley until the Loyalist forces were recalled to the defense of Tharkad. The First Skye Jaegers remain unrepentant in their support of the Free Skye movement. Duke Kelswa-Steiner has praised their valor in support of that cause, pledging to rebuild the unit as soon as is practical.



ARCTURAN GUARD

The history of the Lyran people is inextricably linked to the world of Arcturus, the Lyran realm's original capital, and it is no surprise that the Arcturan Guard played an important—perhaps even the most important—role in the civil war. The Brigade split almost evenly between pro-Katherine and pro-Victor units, each driven by belief in the Lyran state and its people. All bear the scars of the recent civil conflict, some in pride and honors, others in despair at the carnage they wrought.

The most notable Arcturan casualty of the civil war was Hauptmann-General Clifton Schroeder, killed under mysterious circumstances during the Battle of Tharkad. Some claim the general committed suicide, while others suggest he was murdered by so-called Lyran patriots to prevent his revealing some dark secret associated with the Archon. Whatever the reason, Annette Ridgewell succeeded him to command the brigade. A capable administrator and consummate diplomat, she was acceptable to Katherine's former supporters and those of Prince Victor and Archon Peter.

Eleventh Arcturan Guard RCT

The exploits of the Eleventh Arcturan Guard came to typify the best in Lyran military tradition: drive, determination and initiative. That a regular unit came to be the best known—and most successful, save for its final battle—Lyran unit of the civil war is nothing short of miraculous, particularly given the Eleventh's betrayal by Maria Esteban. The Eleventh's upgrading to elite status recognizes its accomplishments, though perhaps the highest praise came from the Eleventh's quarry in the battles on York, Thorin and Tikonov. During those battles, Prince Victor called the Eleventh "my dark and deadly shadow, ever present and determined."

Fifteenth Arcturan Guard

The Fifteenth's initial involvement in the civil war was less than auspicious, beset by auxiliary troops (the Thorin FTM) and forced into a humiliating surrender. That the unit went on to serve with distinction in Operation Audacity demonstrates the Fifteenth's determination, in particular that of its commander, who worked tirelessly with General Adam Steiner to stem the Falcon invasion. This ad-hoc command, incorporating elements of the Gacrux FTM and Neerabup MTM, came to be known as the "Hodge Podges." At the end of Audacity some suggested that the unit be recognized as the Fifteenth Arcturan RCT, but this move foundered and the troops returned to their parent formations.

Seventeenth Arcturan Guard RCT

The Seventeenth's initial involvement in the civil war amounted to little more than riot control during the troubles on Solaris, a taxing but not overly threatening assignment. In early 3066, the unit received orders to assist Loyalist forces on Tikonov. They never got there, instead becoming embroiled in a bitter conflict on Small World where they faced the Fifth Syrtis Fusiliers, Smithson's Chinese Bandits and a horde of mercenary forces. The Seventeenth, together with the Achernar SMM, were overrun and forced to surrender. The mercenary forces, though they treated the captured troops well, were rapacious and sought to confiscate the Guard's equipment. Only the intervention of Major General Koenig ensured the integrity of the Seventeenth and the Achernar SMM, though Wilson's Hussars and the other mercenaries did bolster their strength at the Seventeenth's expense.

Nineteenth Arcturan Guard

Staunchly loyal to Katherine Steiner-Davion, the Nineteenth was honored to help defend New Avalon, particularly after their disastrous defense of Salem. Initially the Guard did well, but the Loyalist resistance could not stem the Allied advance. The Nineteenth was shattered, scarcely a battalion surviving to surrender to Prince Victor.

Twentieth Arcturan Guards RCT

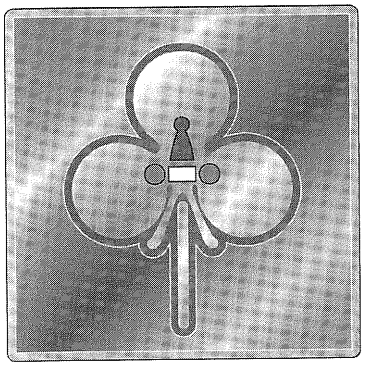
A major player in the war against the Jade Falcons, the Twentieth nonetheless remained sufficiently intact to serve as Peter Steiner-Davion's escort when he arrived on Tharkad and played a significant role in the Tharkad campaign. Now nicknamed "Peter's Pride," the Twentieth returned to its pre-war cantonments on Morges a scant month after the end of the civil war.

Twenty-third Arcturan Guards RCT

Fighting on Tikonov and Thorin, the Twenty-third effectively died in the last battle of the civil war, shattered during efforts to liberate New Avalon's Brunswick continent. The remains of the RCT were withdrawn to the Allied rear areas and there recovered a modicum of their former strength, ready to aid Victor's cause in any way they could. Fortunately for the unit's troops, the campaign went well for the Prince and the Guards were not called to lay their lives on the line once more.

Twenty-fifth Arcturan Guards RCT

The only Arcturan unit not involved in a major action during the civil war, the Twenty-fifth's main contribution to the war effort was the containment of the Donegal Jaegers, a task achieved more by politics and diplomacy than force, as well as the "liberation" of Garvinny prison and its most famous occupant, Duke Robert Kelswa-Steiner.



DONEGAL GUARD

There is little doubt that the Donegal Guard is the heart of the LAAF, with strong ties to the Steiner family and almost unswervingly loyal to the Archon. This history of loyalty led the entire brigade to side with Katherine during the civil war—five of its regiments and RCTs were destroyed in the conflict. Unwilling to accept Peter Steiner-Davion as Archon, General Kathleen Hearny, an old comrade of General Nondi Steiner's, stepped down as the Guard's overall commander at war's end. She has since been replaced by General Caesar Steiner. With Caesar also serving as Margrave of Cavanaugh and CO of the Second Guards, management of the Donegals remains in the hands of Hauptmann-General Sarah Steiner, a distant cousin of the Archon and the General of the Armies.

Second Donegal Guard RCT

After smashing the mercenary unit Kristen's Krushers on Arcadia before being forced to withdraw by the Sixth Marik Militia, the Second Donegal relocated to Giausar, where they played a significant role in the battle to control that world before losing their commander to an allied raid. Fortunately for the Second, their old commander—General Caesar Steiner—arrived to negotiate an end to the conflict.

Third Donegal Guard RCT

Having hunted down and neutralized Argyle's Lancers on Crimmond, the Third Donegal withdrew to Cumbres, where they sought to make good their losses and (unsuccessfully) to prevent any move from the Arc-Royal Defense Cordon against Tharkad.

Fourth Donegal Guard RCT

The Red Horde fought on Sirdar and Taygeta before being committed to the meatgrinder of New Syrtis in an effort to end that battle in the Loyalists' favor. The Fourth was brutalized and surrendered to Duke Hasek.

Fifth Donegal Guard RCT

The Fifth Donegal did themselves few favors in the civil war by taking brutal actions on Kentares and engaging ComStar troops on Benet III before smashing the 41st Avalon Hussars and fighting a guerrilla war. The unit's redeployment to New Avalon came almost as a relief, but the respite was short-lived—the unit was shattered during the landings on Brunswick.

Sixth Donegal Guard RCT

After suffering a non-lethal gas attack by the Eighth Deneb Light Cavalry on Kikuyu, the Sixth Donegal didn't think the war could get any worse for them. Unfortunately, they counted without the Jade Falcons, who kicked the Guards off Kikyu and then brutalized them on Blue Hole and Melissia.

Seventh Donegal Guard

Giausar was the main battleground for the Seventh. After the failed campaign of Monte Diablo and the negotiated end to hostilities on the world, they withdrew to their home base of Launam, where they have struggled against a failing supply system to make good their losses.

Eighth Donegal Guard RCT

Badly damaged in the fighting on Kathil, the Eighth remained combat effective by absorbing remnants of the Eighth FedCom RCT, though even this did not save them from eventual defeat and internment during the fourth wave of the civil war.

Eleventh Donegal Guard

After clashing with the 388th Com Guard division in the flashpoint phase of the civil war, the Eleventh was required to fight alongside the unit it had ejected from Graceland in an effort to stem the Jade Falcon incursion. The Eleventh failed and was overrun, saved from obliteration by Archer Christifori.

Thirteenth Donegal Guard

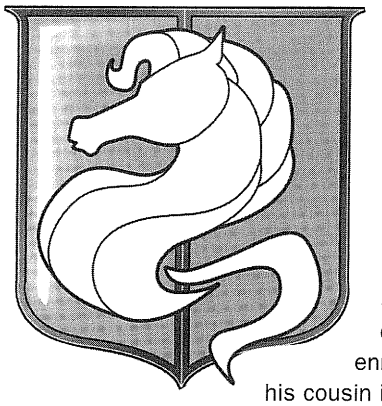
The campaign for control of Dalkeith shattered the Thirteenth Donegal beyond recognition and the survivors were absorbed into the Fifth Alliance Guard for the duration of the conflict.

Fourteenth Donegal Guard RCT

Under the leadership of Adam Steiner, the Fourteenth Guard very nearly ended the civil war before it began, catching Prince Victor unawares on Newtown Square before themselves being contained and forced to surrender. Prince Victor's decision to leave his cousin's unit intact paid dividends when the Jade Falcons attacked the Alliance—Adam Steiner was the principal architect of Operation Audacity, the counterattack against the Clan OZ, and the Treaty of Blair Atholl that ended the Alliance-Falcon war.

Seventeenth Donegal Guard RCT

The cunning with which the Seventeenth escaped the intended trap on Rasalgethi and then turned the tables on its would-be tormentors would have been a great victory for the RCT had it not been redeployed to Fort Loudon and the world subsequently seized by Clan Jade Falcon.



LYRAN GUARD

The Lyran Guard has existed almost as long as the Lyran state, bound into its very fabric, the best warriors and leaders pledging their support to their nation. Challenged numerous times, Lyran Guard loyalties were tested once again during the FedCom Civil War. This time, though, the scale of the tensions between supporters of both sides—and the betrayals that ensued in some regiments—sent shockwaves through the LAAF.

The son of Nondi Steiner, General Ivan Steiner walked a delicate path in the recent conflict, supporting his mother's regency on Tharkad while taking little action that could be construed as a direct challenge to his cousins. Whether his actions sprang from some hidden agenda—as a Steiner unsullied by Davion heritage, he has the strongest claim to the Archonship after the children of Melissa Steiner and Hanse Davion—or simply represented his unwillingness to become enmeshed in the fratricidal conflict is unclear. For the time being, Archon Peter has chosen to leave his cousin in command of the Lyran Guard, but it remains unclear whether this is measure of trust or simply a case of keeping your enemies closer.

Third Lyran Guard RCT

Forced to intervene to prevent outright war between the Eleventh Donegal and ComStar's 388th Division, the Third Guard found itself securing the Theater command complex for much of the civil war before being called upon to liberate its former base (albeit dooming Pandora to Clan control). The unit then took the war back to the Falcons in Operation Audacity.

Fifth Lyran Guard RCT

Their mission to neutralize the First NAIS Cadre led the soldiers of the Fifth Lyran Guard to Addicks, where their arrival upset the delicate balance of power and triggered a major confrontation that left Loyalist forces badly bloodied. The RCT's involvement on Marlette was more successful, helping the Loyalist Marlette FTM to escape an Allied trap.

Sixth Lyran Guard RCT

The Sixth was smashed early in the civil war, from without by the Fourth Davion and Seventeenth Donegal Guards, and from within by a miniature civil war triggered by General Alpert's draconian actions. The general was arrested and his deputy surrendered the shattered RCT.

Tenth Lyran Guard RCT

Personally loyal to Prince Victor, the Revenants played a significant role in the battles for Tikonov and New Avalon. Though badly damaged in the conflict, the Tenth has refused an offer to stand down and rebuild, instead pledging themselves to serve the new leader of the Federated Suns, Princess Yvonne.

Fourteenth Lyran Guard RCT

Though legally still part of the Guard, the Fourteenth has been disowned by its sister regiments for its troopers' actions in the civil war. Not only did they turn their weapons on fellow Lyran Guards, but they forswore their oath to the Archon in favor of joining the Free Skye assault on Hesperus. Only the patronage of Duke Kelswa-Steiner, whose sophistry excused the RCT's actions as "denying Katherine vital materiel," has prevented the unit's disbandment and the trial of its officers on treason charges.

Fifteenth Lyran Guard RCT

Veterans of the Fourteenth Battle of Hesperus, Gina Ciampa's command found themselves embroiled in the protracted Fifteenth Battle, playing a vital role in securing the Defiance complex against outside forces and also becoming the target of Free Skye orbital bombardment.

24th Lyran Guard RCT

The Loyalist 24th performed well in the Battle for Tharkad but rather than doom his men to a pointless death on the orders of Regent Nondi Steiner, General Peter Riskind surrendered his command and then resigned his commission.

26th Lyran Guard RCT

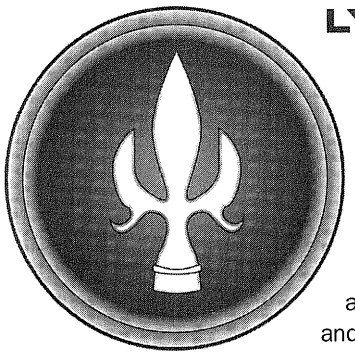
In the early stages of the war the 26th refused to support Victor or Katherine. The unit was eventually persuaded to back the Loyalist cause, smashing the Fourth Deneb Light Cavalry and ensuring a Loyalist victory on Dalkeith.

32nd Lyran Guard RCT

The Red Arrows' reputation—or lack thereof—is worse than that of the shunned Fourteenth. Like their sister unit, they turned against fellow Guards and the Alliance. In addition, the unit's command structure was shattered by mercenary troops, resulting in the 32nd's de facto destruction at the hands of Second Donegal Guard.

36th Lyran Guard RCT

Though initially unwilling to declare for either Victor or Katherine, the 36th remained loyal to the Alliance and played a decisive role in the battle for Hesperus, dooming any hopes of a Free Skye victory and almost eliminating the legendary Maria Esteban.



LYRAN REGULARS

While the Lyran Guard is the heart of the LAAF military, the elite to which all Lyrans aspire, the Lyran Regulars—less prestigious and under-supported—are the backbone of the Steiner military. Once little more than auxiliary troops, the modern Regulars play a central role in the LAAF and all except one unit fought in the civil war. The Fifth Regulars paid the ultimate price, crushed by Free Skye forces under Maria Esteban on Freedom, their equipment seized by the secessionists.

Pro-Katherine Hauptmann-General Stellwar collapsed and died shortly after the Battle of Tharkad, sparing him the indignity of a trial for his actions during the war. He was replaced by his aide, Virginie Heuttel. The new CO of the Regulars has ties to several prominent families on Donegal and is more politically astute—and ambitious—than her predecessor.

Third Lyran Regulars

The only Regulars unit to fight solely in the Federated Suns, the Third was effectively wiped out, with only around a company each of 'Mechs and armor remaining serviceable. The Bee Squishers have been recalled to the Alliance but are presently stranded on Woodbine by the shattered transport infrastructure in the Federated Suns and are not expected to be repatriated before late 3068.

Fourth Lyran Regulars

The Fourth formed part of the Eleventh Arcturan Battle Group when it hit Thorin in pursuit of Prince Victor and was left in place as a garrison when the more experienced elements of the force moved on to Skye and Tharkad. The unit has strong ties to Skye—the commander of the auxiliaries is Devon Lestrade, nephew of Aldo Lestrade who was once a major focus of the Free Skye movement. However, Devon Lestrade proved to be a staunch Lyran and refused to betray his nation, even though his stance isolated him from his family.

Seventh Lyran Regulars

The pro-Katherine Fighting Seventh got badly bloodied in the battles for control of Bolan and Cavanaugh II, a conflict that also shattered the unit's staunch support for the Steiner family. The unit's first CO died defending Cavanaugh against outsiders and was acknowledged a hero, but when his daughter and successor advocated surrender to the invaders, she was executed on the orders of Margrave Richard Steiner. This act prompted a mutiny against the Margrave's authority, bringing to a swift conclusion his doomed defense of the Theater command center. Several of the Seventh's officers were court-martialed after the conflict for leading the insurrection, but the bulk of the regiment was exonerated of any wrongdoing.

Eighth Lyran Regulars

The Mad Hatters remained aloof from the civil war, their expertise best suited to small-unit actions. That their commanding officer is a staunch opponent of Nondi Steiner neutralized any attempt to draw the regiment into the fighting on the side of the Loyalists. The Eighth is the only Regulars unit at full strength, thanks in part to its association with StarCorps on nearby Son Hoa.

Ninth Lyran Regulars

Based on Main Street at the outbreak of war, the Magicians found themselves in the thick of the action, staging an abortive (and costly) assault on Inarcs before being called to the defense of Melissia and then involved in Operation Audacity. The campaign also cost the Ninth two COs—Jeanette Scarlett on Inarcs and Lee Faulks on Black Earth—leaving then-Hauptmann Annabeth Patrick to command the regiment's later operations.

Tenth Lyran Regulars

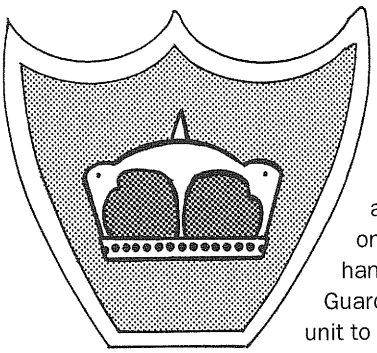
The decision of the Tenth to support Prince Victor triggered the bloody campaign on Cavanaugh II. Though ultimately victorious, the unit has been shunned by the other Regulars for its actions. That the Tenth did not initiate hostilities—which broke out when Margrave Steiner relocated the Loyalist Seventh Regulars and Bolan Jaegers to the world despite his promises of neutrality—has been largely overlooked. Instead, the Stinging Barflies are damned as the only Regulars unit to "turn coat" and fight against the Archon.

Eleventh Lyran Regulars

Tasked as an auxiliary to Linda McDonald's Arcturan Guard, the Eleventh Regulars staged a bloody but important raid against Skye in the summer of 3065. Though badly damaged by the defending Free Skye forces, the Hammers' raid provided vital information on the allegiance and disposition of the Skye Jaegers, allowing the Eleventh Arcturan and its consorts to stage a more successful operation several months later.

Fifteenth Lyran Regulars

The Fifteenth Regulars escaped involvement in the civil war proper but found themselves committed to the counteroffensive against Clan Jade Falcon. The unit kicked the First Falcon Swoop Cluster off Adelaide in March of 3065, in one of several operations carried out to eliminate the Jade Falcon salient in the wake of the Blair Atholl Accord.



ROYAL GUARD

To describe the Royal Guard as the "blue bloods" of the Alliance fails to acknowledge their military and political significance within the Lyran nation. The Royals are the most prestigious assignment in the LAAF and thus contain a substantial number of social appointees. However, all such appointees must undergo comprehensive screening to ensure that those entering the units are top-notch soldiers. Combined with cutting-edge equipment, this made the Royal Guard a potent military opponent. Unfortunately, this also placed these units in the thick of the fighting on Tharkad and Dalkeith and led to the effective annihilation of the Royal Guards brigade at the hands of Alliance forces. Archon Peter refused to allow the destroyed units to be struck from the Guards' rolls and instead authorized a crash rebuilding program that has allowed each Royal Guard unit to remain in the field. Each fields scarcely a company of 'Mechs, with proportional numbers of support troops, scarcely enough to be called a combined-arms regiment, let alone an RCT. Furthermore, many current members of the Guards are concerned that the crash rebuilding program will compromise the Guards' reputation for quality and success.

As always, command of the Royal Guard lies with the Archon but Peter Steiner-Davion remains unusually closely involved with the brigade's daily operations. Unlike his sister, Archon Peter is a MechWarrior and military leader, which may explain his interest in the Guards. Others have suggested that his involvement is a form of atonement for his role in the shattering of the First and Second on Tharkad. Some of those remaining with the Guard resent their "destroyer" becoming their master, an attitude that could lead to the previously unthinkable: a Royal Guard brigade not fanatically loyal to the Archon. If not handled correctly, such units could even become the Archon's bitter foes.

First Royal Guard RCT

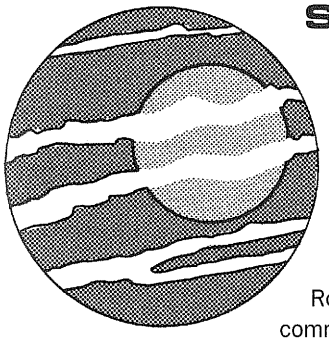
The Pride of Donegal served as the principal defenders of Tharkad, working closely with the Com Guard 66th Division to prevent the advance of the Allied forces. Led by Nondi Steiner they attempted to crush the Kell Hounds and when that failed, withdrew to the Triad and then to Tharkad City. With most of the unit unwilling to surrender to the man they called a usurper, the unit fought a bitter street-to-street campaign in the city, combining with survivors of the Second Royals and holding out for three days against Peter's forces. Only the efforts of then-Duke Peter and his clear dedication to the Lyran people won him sufficient support among the Guards to maintain a token force. Peter's assumption of command of the Donegal Royals provoked a minor spate of disharmony and no resignations, a far cry from the fate that befell the Second Royals.

Second Royal Guard RCT

The Second Royals—the Pride of Skye—joined their comrades in the First in defending the Lyran capital from Allied forces, bloodying Phelan Kell's troops in the Methow Valley before being savaged in the Stahlwurzel Forest. They formed the principal defenders for Tharkad City, but like the First were eventually forced into a bitter street-to-street battle that shattered the formation (though more of the Second than the First survived the conflict). Unlike the First, which eventually went over to Duke Peter's cause, the troops of the Second were less willing to listen. Many resigned following Peter's appointment as Archon or were transferred on the advice of the LIC to maintain political orthodoxy in the Second. Some doubt has been cast over the wisdom of leaving General Regis in command of the Second, but Archon Peter has insisted. The LIC keeps the general under close watch.

Third Royal Guard RCT

It is ironic that the Third Royal Guard RCT, a unit once regarded as overzealous and aggressive and that triggered several crises in the past decade, should so nearly meet its end in a meaningless fight just as the civil war was drawing to a close, shattered by the last of the Fourth Davion Guard on Dalkeith. To the surprise of many, Leutnant-General Parks survived the carnage on Newhaven and was able to reconstitute her force into some semblance of a combined-arms regiment by early 3067. Unfortunately, the Third's isolation on Dalkeith has cut it off from much of the supplies flooding in to rebuild the Guards. Instead, the unit relies on locally produced material. This situation has prompted resentment of the new Archon that may fester and eventually force a reclassification of the unit's loyalty.



SKYE RANGERS

Once synonymous with courage and resolution, the Skye Rangers are today seen as a divisive influence in the Alliance, inextricably bound to the Free Skye movement and at odds with other LAAF forces. The en-masse defection of the Skye Rangers to the independence movement was entirely predictable but when it occurred the shock was no less palpable. The combination of rapid backpedaling by Duke Kelswa-Steiner, the assistance offered by Skye to Archon Peter's "Pan-Lyran Coalition" and the overall poor state of the LAAF has so far spared the Rangers the court-martials—or even treason trials—that might have followed a previous secession attempt on this scale.

However, given the reorganizations that followed the civil war—the establishment of Duke Robert Kelswa-Steiner as CO of the expanded Rangers, the appointment of Maria Esteban as de facto commander of the brigade and the incorporation of the Tamar Cavaliers into the Rangers' command structure—show the true focus of the Skye military. The Lyran government is simply too weak to oppose the duke's moves; the result is a Skye military which, while not independent of Tharkad, has considerably more freedom than other elements of the LAAF. The Archon has made it clear that while he will not pursue Duke Robert's involvement in the revolt, no such courtesy extends to Maria Esteban or to John Dundee, who remains the duke's principal military advisor. These individuals, the Archon will pursue with the full weight of the law if either one leaves the protection of Skye Province.

Fourth Skye Rangers RCT

The Albion RCT played an interesting role in the FedCom Civil War, traveling from Summit in Donegal Province to join its sister units in Skye and assault Hesperus II, then abandoning that assault just as Maria Esteban arrived. The unit returned to Skye to hinder (but not intervene in) the battle between the Eleventh Arcturan and the Skye Jaegers, and subsequently traveled to Tharkad to represent Skye in Duke Peter's Pan-Lyran Coalition. The Fourth is watched carefully by various factions in the Alliance, including its own sibling units, though Duke Robert's order for the Fourth Rangers to support Peter is arguably the foundation on which the uneasy peace between Tharkad and Skye rests.

Seventeenth Skye Rangers

To all intents, the Boys of Summer died on Hesperus, shattered late in the campaign by the redeployed 36th Lyran Guard. Roughly a company of survivors was extracted along with the other withdrawing Free Skye forces, and they have since successfully argued for the Seventeenth to remain on the rolls of the Skye Rangers. There is little prospect, however, of the Seventeenth being anything more than a paper unit for the foreseeable future, with Skye dedicating its badly depleted resources to restoring combat-effective units like the Fourth Rangers or the Skye Guard.

22nd Skye Rangers

The point unit for the Free Skye assault on Hesperus, the 22nd made a stealthy approach to the industrial world and was central to the initial assault on the Hesperus complex. However, the unit came under devastating attack by the Loyalist Fifteenth Lyran Guard, leading to the evacuation of the few Rangers survivors. Like the Seventeenth, the 22nd is grossly under-strength, fielding roughly a reinforced company of 'Mechs. It has been retained on the roster of Free Skye on the orders of Duke Robert in recognition for the unit's services in the campaign.

Skye Guard

When Maria Esteban quit the Arcturan Guards she took with her a core of loyal warriors who were combined with a host of recruits on Skye to form the newest unit in the Rangers and the LAAF. The Guard's deployment on Freedom secured victory for Free Skye and might have done the same on Hesperus had the unit arrived earlier or the Fourth Rangers stayed longer. The "what-if" debate over Hesperus remains a major source of contention between the Guard and the Rangers.

Tamar Cavaliers

Founded by Duke Robert as the Kelswa House Guard and placed under LAAF control in 3058, it was an open secret that the Cavaliers owed their loyalty to the duke rather than the Archon. Not surprisingly, the civil war saw the Cavaliers incorporated into the Skye Rangers brigade, in effect bringing them under Skye's direct authority. However, the unit's loyalty to the former Tamar Pact ensured that the Cavaliers remained on the border with the Falcons, ready to counter any threat to what remained of their homeland. To the chagrin of CO Colonel Liddle, they played no part in Operation Audacity.

TRAINING UNITS

With the LAAF gutted by the civil war, the Alliance's training cadres have taken on enormous significance in the rebuilding of the Lyran armed forces. All eight intact Lyran academies—the Thorin Flight Academy remains in operation, the civil war having prevented its amalgamation with Alarion, while Pandora was lost to the Falcons during the war—have been encouraged to expedite the graduation of cadets, particularly in key specialties such as engineering and BattleMechs. The Alliance's fifty boot camps (soon to be increased to fifty-five) have likewise been called upon to speed their throughput of troops, the courses shortened to seven weeks rather than the usual ten, their graduates assigned to miliz and militia units, freeing up the more experienced troops from those units to serve in front-line RCTs. The Archon has also authorized the Department of Military Education (DME) to treat the wishes of each individual undertaking his or her National Service as secondary to the needs of the LAAF. Under the current regime, conscientious objectors are as likely to find themselves serving as infantry or tank crew as they are corpsmen or technicians.

The training battalions attached to three of the Commonwealth's academies—Buena, Coventry and New Capetown, the Pandora cadre having been lost along with the academy in the Jade Falcon incursion—have likewise stepped up the tempo of their operations to meet the LAAF's manpower shortage. The Archon has also authorized each of the remaining academies to raise training units. While some cadres—the Nagelring and Sanglamore—will begin operations in the next six months, the other academies are unlikely to field such units for the next year and a half. General Toni Reynolds, commander of the DME, is looking into a wide range of options to expedite the formation of these units, including a staple of the Lyran state: corporate sponsorship.

Buena War College Training Battalion

The Buena Training Battalion exemplifies the practical nature of the college's curriculum, and its graduates are among the most pragmatic in the Alliance. On General Reynolds' orders, the duration of service with the Buena College Battalion has been shortened from six to three months, doubling the number of troops that rotate through the unit. Kommandant Florence Landers, the unit's CO, is unhappy with this move but has sufficient trust in the academy's curriculum to authorize the change. The first trainees to undergo the accelerated program will graduate in December.

Coventry Training Cadre

Shattered twice in recent years—by the Jade Falcon campaign in 3058 and in the initial battles of the civil war—the Coventry Cadre, like the academy to which it is attached, has risen once more like the proverbial phoenix, sponsored by Duke Harrison Bradford and Coventry Metalworks. The first graduates of the rebuilt academy enter LAAF service in September, with a second class currently assigned to the cadre and scheduled to graduate in February.

Nagelring Training Brigade

Though still assembling, the Nagelring Training Brigade reflects the political and social biases of the Lyran capital. The new battalion-sized combined-arms unit has been well equipped as a result of private donations but conforms solidly to the old Lyran mode of combat rather than the lessons learned from the Davions—none of its 'Mechs weigh less than 40 tons and the average weight is 65 tons. The brigade officially begins operation in January but the latest batch of graduates has utilized the new equipment to hone their skills.

Royal New Capetown Training Battalions

During the civil war, Prince Victor sought to sway the RNC to his cause but fell afoul of the attitudes ingrained in the academy and its graduates. Racism on New Capetown has been replaced by a hatred of the Clans, and Victor's Clan-born bodyguard was an affront to local sensibilities. This prejudice has not, however, compromised the abilities of the RNC's graduates or those who serve in the training battalions. Indeed, such troops have performed well on the Clan border, a number volunteering for front-line service even before graduation.

Sanglamore Training Battalion

Funded by Duke Robert Kelswa-Steiner and Duchess Hermione Aten-Kelswa-Steiner, the Sanglamore battalion—like the academy—is solidly in the Free Skye camp. The equipment used to form the unit comprises hand-me-downs from the Skye Rangers but the duke has authorized Hauptmann-General Tulka Garner, the academy commander, to spare no expense on the training endeavors, knowing that the troops produced by Sanglamore will most likely feed into his Skye Ranger brigade.

REGIONAL MILITIAS

The militias established as part of the upgrading of the Lyran military following the alliance with House Davion were initially frowned upon by Lyrans, who favored planet-based miliz units. These abbreviated RCTS came into their own during the Clan Invasion and the civil war, however, demonstrating that while they lacked the offensive punch of front-line units, they could hold their own in combat.

ALARION PROVINCE MILITIA

Alarion APM

The Alarion APM found itself attached to the Eleventh Arcturan Guard early in the civil war and got involved in the pivotal battles on York, Tikonov and Thorin, By the end of those campaigns, the unit was too weak to contribute to the battle group. Instead, it served for a short while as part of the Loyalist garrison on Thorin and then returned home at war's end.

Carlisle APM

Like its sister unit from Alarion, the Carlisle APM was drawn into the Eleventh Arcturan Battlegroup and fought in several key engagements of the civil war. The unit sustained somewhat less damage than the Alarion APM but was nonetheless deemed unsuitable to join the assault on Skye (or the defense of Tharkad) and served as part of the Thorin garrison.

TIMBUKTU THEATER MILITIA

Alekseyvka TTM

The last half-decade has seen little change in the circumstances of the Alekseyvka militia, though Colonel Arentsen regards herself as lucky not to have been swallowed up and spat out by the meatgrinder that was the Eleventh Arcturan Guard Battlegroup, based on the Theater capital.

Florida TTM

The Florida TTM declared for Katherine at the start of the civil war but was not called upon to fight for her cause, a blessing in disguise given the unit's poor state.

Teyvareb TTM

According to the LAAF rumor mill, the Teyvareb Militia was shattered in an "apocalyptic confrontation" with the Eighth Lyran Regulars on Son Hoa and Teyvareb. Colonel Ethan Kuhn's response upon hearing this rumor was to send a well-known Mark Twain quote to Tharkad.

COVENTRY PROVINCE MILITIA

Coventry CPM

One of the earliest victims of the FedCom Civil War, the Coventry militia was annihilated during the flashpoint phase by a combined force of the Coventry Jaegers and Kristen's Krushers. However, the Duke of Coventry personally oversaw the reconstitution of the militia as part of the Allied garrison for the industrial world. The rebuilt CPM entered service in late 3065, commanded by Colonel Judith Niemeyer, whom Duke Bradford had persuaded to return to active duty following her retirement shortly before the outbreak of civil war.

MELISSIA THEATER MILITIA

Chahar MTM

When faced with overwhelming force, the Chahar Militia had little choice but to withdraw from their homeworld, abandoning it—though not without a fight—to the Jade Falcons. Only four combat commands were able to withdraw, and the rebuilding unit is attempting to rebuff efforts to redesignate it the Zhongshan MTM.

Neerabup MTM

Like the Gacrux FTM, elements of the Neerabup militia were incorporated into the "Hodge Podges." The unit also fought a battle of its own on Inarcs, bloodying the Seventh Crucis Lancers and eventually forcing them to surrender. The militia's victory earned them great prestige among their colleagues in the LAAF and many of the unit's top soldiers have been offered postings in front-line units.

Qanatir MTM

One of the mysteries of the civil war is the identity of raiders who struck at several worlds in the Melissia Theater and who trounced the Qanatir Militia when eventually run to ground by the Lyran unit. The identity of these raiders remains unknown, but many in the bloodied militia are convinced that the raiders are of Clan origin, most likely the Goliath Scorpions.

BOLAN PROVINCE MILITIA

Furillo BPM

Furillo and its militia almost escaped the civil war intact, but as part of their efforts to escape Loyalist pursuit after the Battle of York, Victor's forces struck at a wide variety of targets. Tasked to strike Furillo was ComStar's 244th Division who, aided by a number of Victor's foreign supporters, dislodged the militia and rebuffed their attempts to regain control of the world's vital industries. The recent death of Isis Steiner has left the unit in something of a political limbo, professing allegiance to her son Caesar Steiner but without a local patron to expedite repair requests.

CAVANAUGH THEATER MILITIA

Dar-es-Salaam CTM

Badly damaged in the allied assault on Dar-es-Salaam in

July 3064, the militia is still recovering from the loss of its commander in the valiant attempt to trap Prince Victor. Colonel Hubble's replacement, former aerospace pilot Nicol Hujdur, lacks the religious tolerance of his predecessor.

Dixie CTM

Used to bolster the defense of Bolan, the Dixie CTM faced the Second and then the Sixth Crucis Lancers, the latter shattering the militia during Operation Scatter. Unfortunately, the militia was given little chance to repair; many of the local troops that might have made good their losses instead went to bolster the Bolan Jaegers before that unit's departure for Cavanaugh II.

Penobscot CTM

Having clashed with the 42nd Avalon Hussars repeatedly on Timbiqui, the two units found themselves locked in a race to Cavanaugh II, the militia to support Margrave Richard Steiner and the Hussars to oppose him. Near-catastrophe during the landing, when the CO's DropShip was forced to make an emergency touchdown, placed the militia in a difficult position; the Margarave's attempts to micromanage the confrontation turned it into a disaster. The militia fragmented and was picked off piecemeal over the next year by the Hussars.

SKYE PROVINCE MILITIA

Nekkar SPM

Despite declaring their support for the Free Skye movement, the Nekkar SPM took no direct action to aid the revolt (though many of the militia's stockpiles were raided by "forces unknown"), and so the militia escaped censure by the Archon. The LIC has since placed a close watch on this unit lest it take a more active role in supporting Duke Robert's goals.

FREEDOM THEATER MILITIA

Accrington FTM

Siding with Free Skye despite a pro-Archon commander, the Accrington Militia was ordered to secure the Theater command complex on Freedom. The FTM sustained severe casualties in the conflict but eventually prevailed, with the aide of the Alexandria Militia and the Skye Guards, before returning and quickly rebuilding to almost pre-war strength by exploiting its stockpiles and drawing personal from the local miliz.

Alexandria FTM

Less fortunate than its sister regiment, the Alexandria Militia was left as a garrison on Freedom, where its access to supplies has been severely limited. The unit has recovered only a fraction of its losses despite being unmolested for the last year of the conflict.

Denebola FTM

Because it played little part in the civil war, the Denebola FTM has since been cannibalized by other units in the Freedom Theater, its troops and equipment used to make good the losses in front-line units. Colonel Gould resents the use of her command as a "storehouse" and has filed a protest with Tharkad and Skye.

Lyons FTM

A former posting of Archon Peter, the Lyons Militia largely escaped involvement in the civil war, though several combat commands were dispatched to Galatea in an effort to bring order to that troubled world. None were particularly successful, though the units soon made good their losses.

Gacrux FTM

The Gacrux FTM was only peripherally involved in the civil war, its principal contribution to the conflict being the detachment of several battalions to Felix Blucher's Fifteenth Arcturan Guard, the so-called "Hodge Podges," who performed well against the Jade Falcons.

Thorin FTM

Better known as Archer's Avengers, the Thorin FTM is the only regional militia regarded as a front-line unit by the LAAF, its performance against the Fifteenth Arcturan, Snords' Irregulars and the Jade Falcons earning the unit a solid reputation in the short time of its existence as an independent formation.

DONEGAL PROVINCE MILITIA

No militia units have been raised in Donegal Province, but Archon Peter has announced his intention to do so within the next decade, reflecting the region's increased vulnerability to Clan attack.

ARC-ROYAL THEATER MILITIA

Kelenfold ARTM

Recently renamed to reflect the new formation of the Arc-Royal Theater after the loss of the former command center on Pandora, little remained of this militia after its encounter with the Falcons on Rasalgethi. The survivors have returned to their home base and are endeavoring to rebuild their shattered command.

Koniz ARTM

Fighting a valiant three-month campaign against the Jade Falcons' Rho Galaxy, the Koniz Militia was eventually forced to withdraw to Graceland, where the unit is rebuilding and preparing to counter any future Clan aggression. Like the Chahar Militia, the Koniz troops have also been fighting efforts to change their unit's name, seeing any alteration as an admission that their homeworld is lost to the Falcons.

LYRAN ALLIANCE ARMED FORCES

(Deployment as of 1 August 3067)

Commander: Archon Peter Steiner-Davion
Aide: General of the Armies Adam Steiner
BattleMech Strength: Approximately 73 Regiments

FREEDOM THEATER

Margrave: General Sarah Joss
Aide: Kommandant-General Lucius Iggulden

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Accrington FTM	G/R	Accrington	95%	0/40/0(F)
(CO: Colonel Marc Hulley)				
5th Alliance Guards RCT	V/R	Dalkeith	55%	5/65/5(C)
(CO: Leutnant-General James Ito)				
5th Alliance Aerospace (Wing)	V/R	Dalkeith	70%	0/55/0
(CO: Kaptain Michaela Gibbons)				
5th Alliance Armor Brigade	R/R	Dalkeith	45%	0/560/0
(CO: Colonel Ronald Bracco)				
5th Alliance Infantry Brigade (4 Rgts)	R/R	Dalkeith	30%	—
(CO: Colonel Karami Mohammed)				
13th Donegal Guards	R/R	Dalkeith	15%	0/55/0(D)
(CO: Leutnant-General Jon Bird)				
13th Donegal Guards Air (Wing)	V/R	Dalkeith	20%	0/40/0
(CO: Kaptain Andreas vo Breunig)				
29th Donegal Combat Auxiliary (Rgt)	R/R	Dalkeith	10%	0/60/0
(CO: Colonel Archibald Jessie)				
971st Lyran Heavy Infantry (Rgt)	R/R	Dalkeith	15%	—
(CO: Colonel Normandie Christie)				
3rd Royal Guards RCT	V/F	Dalkeith	10%	20/75/30(A)
(CO: Leutnant-General Kathy Parks)				
3rd Royal Aerospace (3 Wings)	V/F	Dalkeith	15%	10/70/10
(CO: Kaptain Noëlle Millward)				
3rd Royal Armor Brigade	V/F	Dalkeith	10%	0/80/0
(CO: Colonel Abdul Kalam)				
3rd Royal Infantry Brigade (4 Rgts)	V/F	Dalkeith	5%	—
(CO: Colonel Fuchsia Ball)				
Denebola FTM	R/F	Denebola	55%	0/20/0(F)
(CO: Hauptmann Lisa Gould)				
Alexandria FTM	G/R	Freedom	40%	0/35/0(F)
(CO: Colonel Karl Timmerman)				
32nd Lyran Guards RCT	R/R	Gacrux	25%	0/45/0(D)
(CO: Leutnant-General Ethan Lyle)				
32nd Lyran Armor Brigade	R/R	Gacrux	35%	0/60/0
(CO: Colonel Eguido Ferreira)				
32nd Lyran Infantry Brigade	R/R	Gacrux	30%	—
(CO: Colonel Sara Jovino)				
Gacrux FTM	G/Q	Gacrux	25%	0/20/0(F)
(CO: Colonel Affonso Hamsun)				
19th Arcturan Guards	R/Q	Lyons	30%	0/65/10(A)
(CO: Leutnant-General Gloria Bishop)				
19th Arcturan Aerospace (Wing)	R/Q	Lyons	45%	0/30/0
(CO: Kommandant Ruth Codrai)				
Lyons FTM	G/Q	Lyons	100%	0/15/0(F)
(CO: Colonel Kinglsey Gardner)				
14th Lyran Guards RCT	V/R	New Kyoto	40%	0/35/0(D)
(CO: Leutnant-General K. Porter)				
14th Lyran Armor Brigade	V/R	New Kyoto	50%	0/30/0
(CO: Colonel Luther Steiner-Brewer)				
14th Lyran Infantry Brigade	V/R	New Kyoto	35%	—
(CO: Colonel Faustine Giron)				
4th Alliance Guards RCT	V/R	Thorin	85%	0/35/5(D)
(CO: Leutnant-General Carl Bert Gregg)				
4th Alliance Aerospace	R/R	Thorin	75%	5/25/0
(CO: Kaptain Jan Lunquist)				
4th Alliance Armor Brigade	R/Q	Thorin	80%	0/25/0
(CO: Colonel Derek Hyatt)				
4th Alliance Infantry Brigade	R/Q	Thorin	75%	—
(CO: Colonel Thelma Speroni)				
15th Arcturan Guards	V/R	Thorin	55%	0/35/5(C)
(CO: Colonel Felix Blucher)				
4th Lyran Regulars	R/R	Thorin	80%	5/25/5(D)
(CO: Colonel Chas Mohring)				
23rd Menkent Cavalry (Rgt)	R/R	Thorin	95%	0/30/0
(CO: Leutnant-Colonel Devon Lestrade)				

SKYE PROVINCE

Commander: Hauptmann-General Rainer Poulin
Aide: Hauptmann-General Daniel Bishop

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
2nd Donegal Guards RCT	E/R	Hesperus II	75%	15/60/20(B)
(CO: General Caesar Steiner)				
2nd Donegal Aerospace	V/R	Hesperus II	70%	5/70/10
(CO: Kaptain Grayson Pakes)				
2nd Donegal Armor Brigade	V/R	Hesperus II	55%	0/65/5
(CO: Colonel Lionel McGruder)				
2nd Donegal Infantry Brigade	R/R	Hesperus II	65%	—
(CO: Colonel Nick Lucas)				
15th Lyran Guards RCT	E/F	Hesperus II	35%	0/70/0(C)
(CO: Leutnant-General Gina Ciampa)				
15th Lyran Armor Brigade	E/F	Hesperus II	30%	0/45/0
(CO: Colonel Talbot Fayan)				
15th Lyran Infantry Brigade	E/F	Hesperus II	25%	—
(CO: Colonel Eva Kalunta)				
36th Lyran Guards RCT	V/R	Hesperus II	55%	0/65/10(C)
(CO: Leutnant-General Peter Zambos)				
36th Lyran Armor Brigade	R/R	Hesperus II	45%	0/35/0
(CO: Colonel Claire Hevet)				
36th Lyran Infantry Brigade	R/R	Hesperus II	40%	—
(CO: Colonel Norman Reffo)				
Nekkar SPM	G/Q	Nekkar	95%	0/20/0(F)
(CO: Colonel Isabella Held)				
1st Skye Jaegers	R/Q	Skye	40%	0/25/0(C)
(CO: Colonel Steve Pitcher)				
1st Skye Jaegers Air Wing	R/Q	Skye	35%	0/30/0
(CO: Kommandant Joseph Zemetica)				
4th Skye Rangers RCT	E/Q	Skye	55%	10/65/15(B)
(CO: Hauptmann-General William Harrison von Frisch)				
4th Skye Aerospace	E/Q	Skye	60%	5/70/5
(CO: Kaptain Alman Jackson)				
4th Skye Armor Brigade	E/Q	Skye	55%	0/50/0
(CO: Colonel Hanson Lourdes)				
4th Skye Infantry Brigade	E/Q	Skye	35%	—
(CO: Colonel Dwayne Corelli)				
17th Skye Rangers	R/Q	Skye	10%	0/35/0(F)
(CO: Colonel Ballade Randonee)				
22nd Skye Rangers	V/Q	Skye	15%	5/65/10(D)
(CO: Colonel Francisco de Argall)				
22nd Skye Aerospace Wing	V/Q	Skye	30%	0/30/0
(CO: Kaptain Paulo Velisarios)				
Skye Guards	E/Q	Skye	70%	10/60/15(C)
(CO: General Maria Esteban)				
Skye Guards Aerospace Wing	V/Q	Skye	30%	0/30/0
(CO: Kaptain Karla Velisarios)				

PANDORA THEATER

Margrave: General Thanom Hammerskjold
Aide: Kommandant-General Persephone Chubb

3rd Lyran Guards RCT	V/F	Crimmond	75%	5/65/10(B)
(CO: Leutnant-General Paul Zardetto)				
3rd Lyran Guard Aerospace	V/F	Crimmond	65%	0/55/0
(CO: Kaptain Michael Eisenstein)				
3rd Lyran Armor Brigade	V/F	Crimmond	50%	0/45/0
(CO: Colonel Greg McKenna)				
3rd Lyran Infantry Brigade	V/R	Crimmond	50%	—
(CO: Colonel Lisle Hayden)				
Pandora College Traning Battalion	G/R	Crimmond	30%	0/35/0(C)
(CO: Kommandant Cyrus Hubbard)				
17th Donegal Guards RCT	R/Q	Fort Loudon	65%	10/55/10(C)
(CO: Leutnant-General Quitman Brown)				
17th Donegal Aerospace	R/R	Fort Loudon	80%	5/65/5
(CO: Kaptain Brenden Coffey)				
17th Donegal Armor Brigade	V/Q	Fort Loudon	65%	0/55/0
(CO: Colonel Oberon Bradbury)				
17th Donegal Infantry Brigade (4 Rgts)	R/Q	Fort Loudon	50%	—
(CO: Colonel John Gray)				
11th Donegal Guards	V/Q	Graceland	20%	0/35/10(B)
(CO: Colonel Kay Hanley)				
11th Donegal Guards Air (Wing)	V/Q	Graceland	25%	0/45/15
(CO: Kaptain Seren Johansson)				
95th Donegal Light Tank (Rgt)	R/Q	Graceland	10%	0/20/0
(CO: Colonel Wallace Hopper)				
217th Donegal Commando (Rgt)	R/Q	Graceland	10%	—
(CO: Colonel Katrina Loess)				
23rd Arcturan Guards RCT	E/R	Graus	20%	15/55/10(B)
(CO: Leutnant-General Candace Silbar)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
23rd Arcturan Aerospace Brigade (CO: Kaptain Karl Marcus Goessel)	V/R	Graus	35%	5/55/10
23rd Arcturan Armor Brigade (2 Rgts) (CO: Colonel Colin Nissenbaum)	V/R	Graus	10%	0/60/0
23rd Arcturan Infantry Brigade (4 Rgts) (CO: Colonel Saille Anteau)	V/R	Graus	5%	—
Kelenfold PTM (CO: Colonel Endre Douglass)	G/R	Kelenfold	10%	0/20/0(C)
Koniz PTM (CO: Colonel Konrad Davis)	R/R	Koniz	100%	0/20/0(F)
20th Arcturan Guards RCT (CO: Leutnant-General Alden Gray)	R/R	Morges	55%	5/60/10(B)
20th Aerospace Brigade (CO: Kaptain Rebecca Wampole)	R/R	Morges	45%	0/75/10
20th Arcturan Armor Brigade (2 Rgts) (CO: Colonel Nurudeen Amzel)	V/R	Morges	55%	0/55/0
20th Arcturan Infantry Brigade (CO: Colonel Payne D'Aquisto)	R/R	Morges	25%	—
6th Lyran Guards RCT (CO: Leutnant-General Theodore Hess)	E/R	Tomans	20%	15/55/25(A)
6th Lyran Guard Aerospace (CO: Kaptain Marcus Ehrle)	V/R	Tomans	40%	10/60/10
6th Lyran Armor Brigade (CO: Colonel Mark Harrison)	E/R	Tomans	35%	5/55/0
6th Lyran Infantry Brigade (6 Rgts) (CO: Leutnant-General Brewster Gladwin)	E/R	Tomans	10%	—
Tamar Cavaliers (CO: Colonel Anthony Garrick Liddle)	R/F	Tomans	100%	5/45/0(B)
343rd Tamar Heavy Armor (Rgt) (CO: Leutnant-Colonel Jim Reeves)	R/Q	Tomans	95%	0/50/0

DONEGAL PROVINCE

Commander: Hauptmann-General Rebecca Simons
Aide: Leutnant-General Claudia Saunders

3rd Donegal Guards RCT (CO: Leutnant-General Wendell Power)	E/R	Cumbres	85%	10/70/25(B)
3rd Donegal Aerospace (CO: Kaptain Eleanor Burkhardt)	E/R	Cumbres	95%	5/55/0
3rd Donegal Armor Brigade (CO: Colonel Megumi Arimoto)	V/R	Cumbres	85%	0/75/0
3rd Donegal Infantry Brigade (CO: Colonel Abdul Kalamathy)	E/R	Cumbres	90%	—
1st Donegal Jaegers (CO: Colonel Amy Smith)	R/F	Donegal	110%	5/45/5(B)
1st Donegal Jaegers Air Wing (CO: Kommamdant Peta Inge)	R/F	Donegal	80%	0/45/10
11th Arcturan Guards RCT (CO: Leutnant-General Linda McDonald)	E/R	Tharkad	20%	0/25/0(D)
11th Arcturan Aerospace (3 Wings) (CO: Kaptain Sukit Manjir)	E/R	Tharkad	25%	0/35/5
11th Arcturan Armor Brigade (CO: Colonel Smillaaraq Jaspersen)	V/R	Tharkad	25%	0/20/0
11th Arcturan Infantry Brigade (CO: Colonel Wesley Corn)	R/R	Tharkad	20%	—
24th Lyran Guards RCT (CO: Leutnant-General Sabine Steiner)	R/F	Tharkad	40%	0/55/10(B)
24th Lyran Guard Aerospace (CO: Kaptain Russell Samura)	R/F	Tharkad	65%	0/50/0
24th Lyran Armor Brigade (CO: Colonel Justin Barry)	V/F	Tharkad	45%	0/40/0
24th Lyran Infantry Brigade (CO: Colonel Jade O'Connor)	R/F	Tharkad	15%	—
1st Royal Guards RCT (CO: Archon Peter Steiner-Davion)	V/F	Tharkad	15%	20/75/25(A)
1st Royal Aerospace (CO: Kaptain Paolo Duranti)	V/F	Tharkad	20%	15/60/25
1st Royal Armor Brigade (CO: Colonel Uwe Dahrendorf)	R/F	Tharkad	15%	10/50/10
1st Royal Infantry Brigade (CO: Colonel Austin Graves)	R/F	Tharkad	25%	—
2nd Royal Guards RCT (CO: Leutnant-General Richard Regis II)	V/F	Tharkad	10%	15/65/20(A)
2nd Royal Aerospace (CO: Kaptain Saffron Olivery)	V/F	Tharkad	20%	10/70/25
2nd Royal Armor Brigade (CO: Colonel Leo Mitchell-Heggs)	V/F	Tharkad	20%	20/60/20
2nd Royal Infantry Brigade (CO: Colonel Anfa Shou)	V/F	Tharkad	5%	—
Thorin FTM (Archer's Avengers) (CO: General Archer Christifori)	V/F	Tharkad	40%	15/65/15(F)

MELISSIA THEATER

Margrave: General of the Armies Adam Steiner
Aide: Kommandant-General Seamus Kinnell

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Chahar MTM (CO: Colonel Alica Mason)	R/R	Chahar	50%	0/25/0(D)
9th Lyran Regulars (CO: Leutnant-General Annabeth Patrick)	R/R	Chapultepec	55%	0/45/0(D)
9th Regs Aerospace Group (CO: Hauptmann-Komm. Floyd Wood)	R/F	Chapultepec	60%	0/30/0
3rd Alliance Guards RCT (CO: Leutnant-General Martin Andor)	V/R	Melissia	40%	5/50/10(C)
3rd Alliance Aerospace (Wing) (CO: Kaptain Nasir Malik Hammed)	V/R	Melissia	50%	5/45/5
3rd Alliance Armor Brigade (2 Rgts) (CO: Colonel Roberto Huntingdon)	V/R	Melissia	10%	0/20/0
3rd Alliance Infantry Brigade (4 Rgts) (CO: Colonel Bill Scathlock)	R/R	Melissia	15%	—
25th Arcturan Guards RCT (CO: Leutnant-General Randolph Geiger)	R/R	Mkuranga	100%	10/65/10(B)
25th Aerospace Brigade (CO: Kaptain Theo Gilyard)	R/R	Mkuranga	100%	5/60/5
25th Arcturan Armor Brigade (4 Rgts) (CO: Colonel Kristoff Bonn)	V/F	Mkuranga	95%	0/55/0
25th Arcturan Infantry Brigade (CO: Colonel Eddie Hayden)	V/R	Mkuranga	110%	—
6th Donegal Guards RCT (CO: Leutnant-General Paul Urbanick)	V/R	Melissia	10%	5/60/30(C)
6th Donegal Aerospace (CO: Kaptain Paul Cattermole)	R/R	Melissia	30%	0/75/0
6th Donegal Armor Brigade (CO: Colonel Zdanka Osner)	V/R	Melissia	5%	0/60/0
6th Donegal Infantry Brigade (CO: Colonel Dee Waugh)	R/R	Melissia	10%	—
14th Donegal Guards RCT (CO: Margrave Adam Steiner)	V/R	Melissia	40%	30/55/35(B)
14th Donegal Aerospace (CO: Kaptain Stacey Vincenza)	V/R	Melissia	35%	25/45/25
14th Donegal Armor Brigade (CO: Colonel Sasha Von Heland)	V/R	Melissia	45%	10/55/0
14th Donegal Infantry Brigade (CO: Colonel Israel Cohen)	R/R	Melissia	25%	—
Neerabup MTM (CO: Colonel Mary Polk)	G/R	Neerabup	15%	0/25/0(F)
Qanatir MTM (CO: Colonel Woody Lounsbury)	G/R	Qanatir	100%	0/20/0(F)
15th Lyran Regulars (CO: Colonel Lisa Orsini)	R/R	Zhongshan	75%	5/25/0(D)
15th Lyran Regulars Combat Aux. (Btn) (CO: Hauptmann Viktor Erdmann)	G/Q	Zhongshan	80%	0/15/0

COVENTRY PROVINCE

Commander: Hauptmann-General Mark Kostic
Aide: Leutnant-General Kimberley Mueller

Coventry CPM (CO: Colonel Judith Niemeyer)	G/R	Coventry	35%	0/55/0(B)
Royal New Capetown Training Battalion (CO: Kommandant Alfred Vaughn)	G/R	New Capetown	100%	0/20/0(C)

TIMBUKTU THEATER

Margrave: General Mils Steiner-Davis
Aide: General Olaf Dinesen

Alekseyvka TTM (CO: Colonel Lydia Arentsen)	G/R	Alekseyevka	100%	0/20/0(F)
Florida TTM (CO: Colonel Henry Watkins)	G/R	Florida	100%	0/20/0(F)
8th Lyran Regulars (CO: Leutnant-General Cynthia Nelson)	R/R	New India	100%	0/40/0(D)
14th New India Fighter Wing (CO: Kommandant Luka Schoner)	V/Q	New India	95%	0/35/0
9th New India Heavy Armor (Rein. Rgt) (CO: Col. Gutierrez Ramon de Jesus Smith)	R/R	New India	100%	0/25/0
Teyvareb TTM (CO: Colonel Ethan Kuhn)	R/R	Teyvareb	90%	0/20/0(F)

LYRAN ALLIANCE ARMED FORCES

ALARION PROVINCE

Commander: Hauptmann-General Peter Zenger
Aide: Leutnant-General Fay Nichols

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Alarion Jaegers	R/F	Alarion	15%	0/30/5(B)
(CO: Colonel Helen Johannes)				
1st Alarion Jaegers Air Wing	R/F	Alarion	60%	0/65/5
(CO: Kommandant Kireyoshi Amuro)				
Alarion APM	G/R	Alarion	40%	0/20/0(D)
(CO: Colonel Brad Engle)				
Buena War College Training Battalion	G/R	Buena	100%	0/20/0(B)
(CO: Komm. Florence Ellinwood Landers)				
Carlisle APM	G/R	Carlisle	65%	0/15/0(F)
(CO: Colonel Otto McIntyre)				

CAVANAUGH II THEATER

Margrave: General Caesar Steiner
Aide: Kommandant-General John Vlachos

7th Lyran Regulars	G/R	Cavanaugh II	40%	0/20/0(F)
(CO: Colonel James Mao)				
10th Lyran Regulars	R/R	Cavanaugh II	60%	0/35/0(D)
(CO: Colonel Darrel Ingles)				
840th Alliance Panzers (Rgt)	R/F	Cavanaugh II	75%	0/50/0
(CO: Leutnant-Colonel Fritz Horvath)				
1st Cavanaugh Irregulars (Rgt)	G/R	Cavanaugh II	55%	0/20/0
(CO: Leutnant-Colonel Elizabeth Lutz-Kellon)				
Dar-es-Salaam CTM	G/R	Dar-es-Salaam	50%	0/30/0(F)
(CO: Colonel Nicol Hujdur)				
Dixie CTM	G/R	Dixie	20%	0/25/0(F)
(CO: Colonel Alexander Johns)				
7th Donegal Guards	R/R	Launam	55%	5/55/5(C)
(CO: Leutnant-General Daniel Voss-Steiner)				
7th Donegal Aerospace	R/R	Launam	45%	10/65/10
(CO: Kaptain Colonel Fraser Simberg)				
7th Donegal Armor Brigade	V/R	Launam	60%	0/55/0
(CO: Colonel Lloyd Sommers)				
7th Donegal Infantry Brigade	R/R	Launam	35%	—
(CO: Colonel Erick Dunham)				
11th Lyran Regulars	G/R	Launam	60%	0/15/0(F)
(CO: Colonel Jeremy Donner)				
11 Lyran Regulars Combat Aux. (Btn)	R/R	Launam	55%	0/10/0
(CO: Kommandant Tiffany Steiner-Zibler)				
Penobscot CTM	G/R	Penobscot	10%	0/20/0(F)
(CO: Colonel Gary Metzger)				

BOLAN PROVINCE

Commander: Hauptmann-General Mitchell Henders
Aide: Leutnant-General Jean Andews

1st Bolan Jaegers	R/F	Bolan	35%	0/45/10(B)
(CO: Hauptmann Herbert Lang)				
1st Bolan Jaegers Air Wing	R/F	Bolan	15%	0/30/0
(CO: Kommandant Milan Gverro)				
Furillo BPM	G/Q	Furillo	60%	0/20/0(F)
(CO: Colonel Thomas Hogarth)				

UNITS IN FEDERATED SUNS/CHAOS MARCH

8th Donegal Guards RCT	E/R	Kathil (FS)	15%	0/75/10(B)
(CO: Hauptmann-General Tadeusz Pasnik)				
8th Donegal Aerospace	E/R	Kathil (FS)	10%	0/80/0
(CO: Leutnant-Kommodore Pierre Condorelli)				
8th Donegal Armor Brigade	V/R	Kathil (FS)	5%	0/45/0
(CO: Leutnant -General Pascal Bell)				
8th Donegal Infantry Brigade	V/R	Kathil (FS)	5%	—
(CO: Leutnant -General Ramesh Chandra)				
5th Lyran Guards RCT	R/R	Marlettte (FS)	25%	0/45/0(F)
(CO: Hauptmann General Louise Kopper)				
5th Lyran Guard Aerospace	R/R	Marlettte (FS)	15%	0/50/0
(CO: Kaptain Choderlos De Laclos				
5th Lyran Armor Brigade	R/Q	Marlettte (FS)	10%	0/50/0
(CO: Colonel Raine Younis)				
5th Lyran Infantry Brigade	R/R	Marlettte (FS)	10%	—
(CO: Colonel Jas Unger)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
5th Donegal Guards RCT	V/R	New Avalon (FS)	5%	15/50/15(F)
(CO: Hauptmann-General Ursa Potroy)				
5th Donegal Aerospace	V/R	New Avalon (FS)	15%	10/45/5
(CO: Leutnant-Kommodore Manfred Deneuvre)				
5th Donegal Armor Brigade (2 Rgts)	V/R	New Avalon (FS)	10%	0/60/0
(CO: Leutnant-General Susan Thwaites)				
5th Donegal Infantry Brigade (4 Rgts)	V/R	New Avalon (FS)	5%	—
(CO: Leutnant-General Scott Hunter)				
10th Lyran Guards RCT	V/F	New Avalon (FS)	35%	20/80/25(A)
(CO: Marshal James McFarland)				
10th Lyran Guards Aerospace Brigade	V/F	New Avalon (FS)	40%	15/60/15
(CO: Leutnant-Kommodore Lisa Mae Richards)				
10th Lyran Armor Brigade (4 Rgts)	V/F	New Avalon (FS)	25%	5/70/0
(CO: Leutnant-General Thaddeus Frankenheimer)				
10th Lyran Infantry Brigade (6 Rgts)	V/F	New Avalon (FS)	20%	—
(CO: Leutnant-General Hisa Stavros)				
4th Donegal Guards RCT	V/R	New Syrtis (FS)	10%	0/55/10(C)
(CO: Hauptmann-General Victor Amelio)				
4th Aerospace	E/F	New Syrtis (FS)	25%	0/60/0
(CO: Leutnant-Kommodore Lynton Tucker)				
4th Donegal Armor Brigade	R/R	New Syrtis (FS)	15%	0/45/0
(CO: Leutnant-General Geo Thasan)				
4th Donegal Infantry Brigade	V/R	New Syrtis (FS)	5%	—
(CO: Leutnant-General Koshori Laguna)				
17th Arcturan Guards RCT	R/R	Small World (CM)	20%	10/80/20(A)
(CO: Leutnant-General Davis Lillie)				
17th Arcturan Aerospace (2 Wings)	V/R	Small World (CM)	45%	0/45/10
(CO: Kaptain Rico Fargo)				
17th Arcturan Armor Brigade	R/R	Small World (CM)	15%	0/50/0
(CO: Colonel Jaye Isenberg)				
17th Arcturan Infantry Brigade	R/R	Small World (CM)	30%	—
(CO: Colonel Victoria Bryce)				
3rd Lyran Regulars	R/R	Woodbine (FS)	10%	0/20/0(D)
(CO: Leutenant-General Dana Maclaren)				
297th Tamar Cavalry (Rgt)	R/Q	Woodbine (FS)	15%	0/15/0
(CO: Kommandant Lucius Radovan)				

MERCENARIES

"Were it not for these men and women, these hired guns, we would not be where we are today. We would not even have a nation... There are those who say that the mercenary honors only the paymaster, but we know the truth. There is honor among these fine men and women, honor that transcends mere money or belongings. Dare I say that they are the best of us all, for who else among us can follow their hearts and their consciences better?

—First Prince Hanse Davion, 7 June 3030, in an address honoring Wolf's Dragoons on New Avalon

Mercenaries have played an important role in nearly every conflict since well before humankind took to space, and the wars of the past decade are certainly no exception. Some have even said that were it not for mercenaries, the nations of the Inner Sphere would not have survived the years following the Clan invasion. While many military leaders and civilian experts might argue that theory, most would also agree that neither the Lyran Alliance nor the Federated Suns would have remained so nearly intact following their Civil War, because the neighboring nations—and in the case of the Lyran Alliance, the Clans—would undoubtedly have taken the opportunity to swallow entire regions of those war-torn realms.

THE MODERN MERCENARY

Of course, mercenaries have done far more than protect the nations of the former Federated Commonwealth from predation by their neighbors. What follows is a brief overview of the most important contributions by mercenary units during the past decade, beginning with operations immediately following the reformation of the Star League.

TAKING THE WAR TO THE CLANS

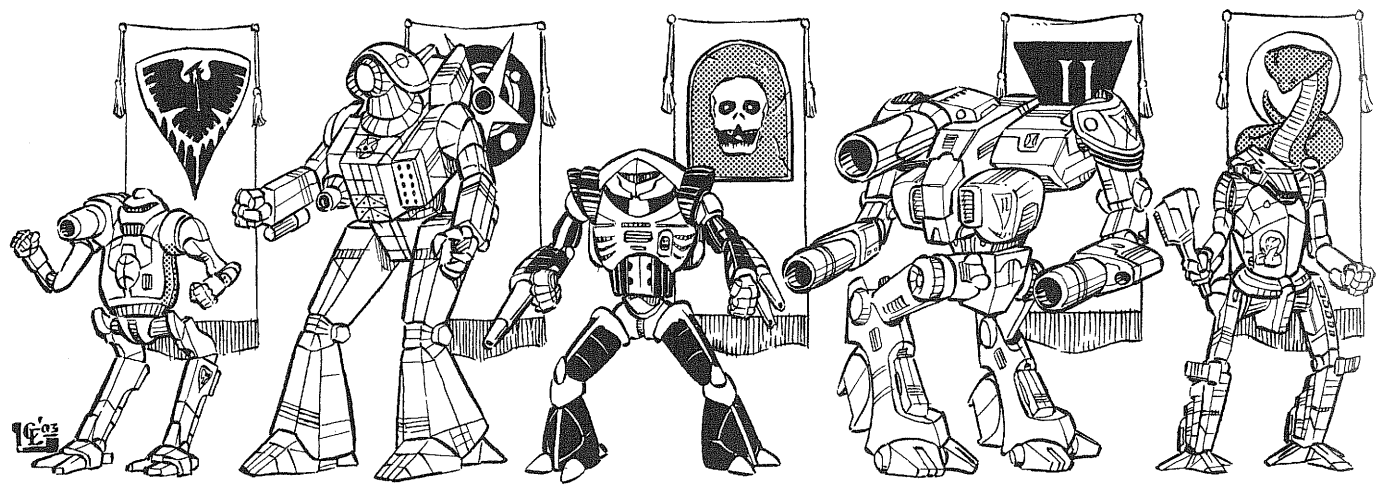
When the time came to organize task forces for Operations Bulldog and Serpent, SLDF commanders turned to some of the most respected mercenary units in the Inner Sphere, including the Eridani Light Horse (which later gave up the mercenary way to join the Star League), the Kell Hounds and the Northwind Highlanders, as well as the oft-forgotten but never discounted Crater Cobras. Together with elements from the militaries of each Inner Sphere nation, the mercenary units descended on Clan Smoke Jaguar in that Clan's Inner Sphere occupation zone as well as on its homeworld in Kerensky's Cluster.

Entire volumes have been written about these famous military campaigns, but only rarely do mercenaries get the honor and respect commensurate with their contribution to these endeavors. No one can speak at length about Operation Serpent without bringing up the sacrifices of the Eridani Light Horse, but how often does anyone remember the contributions of the Northwind Highlanders to that operation, or that of the Crater Cobras to Operation Bulldog?

All told, mercenary units made up roughly a third of Task Force Serpent (including the Eridani Light Horse) and not quite ten percent of the total forces assigned to Operation Bulldog (though in that latter operation nearly the entire Draconis Combine Mustered Soldiery took part in at least some of the campaigns). This mercenary contribution is not unusual—nor, unfortunately, is the lack of coverage given to their operations.

Containing the Falcon

When the Jade Falcons once more came across the border of the Lyran Alliance, mercenaries in the Alliance's employ were again called upon to defend the realm against the Clan aggressors. With the Alliance embroiled in a vicious civil war, that request was easier made than granted. In fact, almost every



mercenary unit in Alliance space was already involved in the FedCom Civil War in one way or another. Yet when Victor Steiner-Davion called upon his Allied forces to throw back the Falcons—a call echoed by such recognized leaders as Grand Duke Morgan Kell and even General Adam Steiner, whom Victor had earlier faced on the field of battle—mercenary units on both sides flocked to the border to deal with the Falcon incursion.

By the time the invasion was met and stopped, mercenaries comprised a quarter of the total forces that fought the Falcons. Led by the Kell Hounds, these mercenaries fought hard and bled much, even more than some of the regiments assigned to the Falcon campaign by Archon Katherine and General Nondi Steiner. They took part in offensive as well as defensive actions. Those caught up in the first phases of the fight were unwittingly drawn in, forced to defend themselves and their garrison postings against an overwhelming assault. Units that survived the initial Clan onslaught rebounded with a fury that few could match, and though many of these soldiers of fortune paid the ultimate price, they accounted well for themselves.

THE CIVIL WAR

Mercenary units took part in almost every major campaign during the FedCom Civil War. Though most were drawn unwillingly into that internecine conflict, here too they fought bravely and well. Within the Lyran Alliance, the majority pledged neutrality or found themselves in the Allied camp, more often than not because the heavy-handed measures of many Lyran generals and politicians forced the mercenaries to choose sides. Many managed to shield themselves from the worst of the fighting, at least for a while. Dramatic actions like those on Coventry, where Kristen's Krushers were hunted down first by the Coventry Jaegers and then by forces sent by General of the Armies Nondi Steiner, or the Gray Death Legion's spirited defense of Hesperus II against the Free Skye Movement, became widespread news throughout the Inner Sphere. Mercenary units also played a pivotal role in the final assault on Tharkad, where the Blue Star Irregulars and the Kell Hounds were integral to the task force commanded by Peter Steiner-Davion.

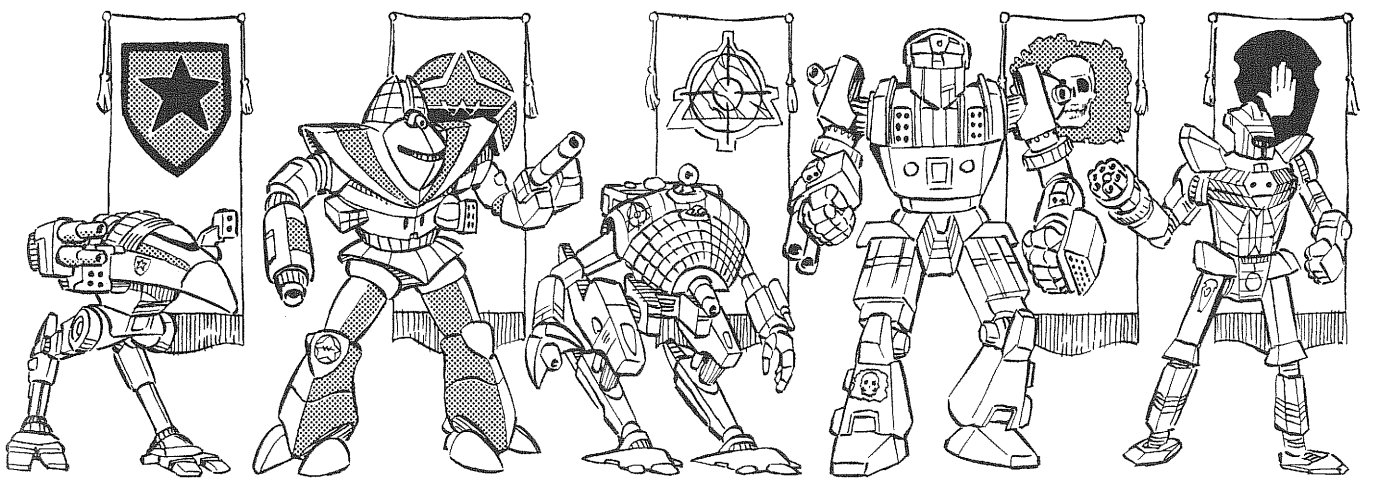
Likewise, mercenaries played a tremendous role within the Federated Suns. The Fighting Urukhai spearheaded one of Duke James Sandoval's drives into the Draconis Combine, working alongside the Twelfth Deneb Light Cavalry to take the important Combine world of Al Na'ir before being recalled by Victor Steiner-Davion (the unit also later helped defend Addicks against a DCMS reprisal). Units like the Screaming Eagles kept aloof from the savagery of the war, helping to maintain order behind the lines and keep the Federated Suns free from what foreign incursions they could.

The Capellan March

Nowhere was mercenary influence felt more during the Civil War than in the Capellan March. The Federated Suns has long been the biggest employer of mercenary units, and within the past half century the majority of these units had been assigned to the Capellan March, especially following détente with the Draconis Combine during the Clan War.

Operating under orders from Duke George Hasek, nearly all the mercenaries assigned to the Capellan March remained on-station to guard against possible Capellan incursions, holding the line while the Civil War played itself out. When called upon, the mercenaries took to the field, occasionally with AFFS support, and generally won the day. The Twelfth Vegan Rangers fought hard in the Algol campaign, the Lexington Combat Group distinguished itself on Brockway, and on Panpour Hansen's Roughriders fought for Katherine Steiner-Davion under orders from the Archon. The Vanguard Legion fought a brutal campaign on New Syrtis, one of the hardest fights of the Civil War.

Mercenary units also acted to defend the Federated Suns and her allies against hostile outside forces. Tired of watching



the Capellan Confederation gobble up world after world in the Chaos March, Duke George Hasek used the mercenaries at his disposal to deliver a loud-and-clear message to Chancellor Liao: he might be embroiled in a war, but he still had reach and strength to be reckoned with. Later, when the Taurian Concordat came calling in response to a misperceived threat, Duke Hasek likewise sent a number of mercenary commands, including the Illician Lancers, the Lexington Combat Group and even Hansen's Roughriders, to cut off the Taurian advance and crush it before it could make significant gains. Those same units now stand sentinel along the Taurian-Suns border, ready to act once again if necessary.

CHAOS REIGNS

High-profile assignments such as those with the Star League aside, the rank-and-file mercenary unit is generally hired for defensive and assault assignments that a government cannot fill with the forces at its disposal. The largest and most prestigious units get the plum assignments with the Successor States, leaving smaller mercenary units to compete for assignments with employers of lesser stature.

The Chaos March is a region where all three elements—major governments, minor powers and mercenaries—come together to form the most chaotic region of space in the Inner Sphere, rivaling many of the most lawless worlds of the Periphery. Since its formation in 3057, the Chaos March has attracted mercenary units of all sizes and types. At first, petty warlords and groups of citizens battled each other for predominance over cities and continents, while the Great Houses occasionally added some of their own mercenaries to the mix. Eventually, the Capellan Confederation began to gobble up world after world, using mercenary commands to impose their will and force planetary leaders to "request" entry into the Confederation.

Then came the Word of Blake, who began to suborn whatever organized governments they could in the interests of expanding their power base. With no one acting on behalf of the citizens of the Chaos March, Jaime Wolf and his Wolf's Dragoons took it upon themselves to be those advocates (at least that is the official reason). Colonel Wolf assembled an allied mercenary force unlike any seen before to stop the aggressive takeover of the Chaos March. With the Northwind Highlanders and the Dismal Disinherited behind him, and after gaining Chancellor Liao's promise to curtail his activities in the Chaos March—which included the garrisoning of one Dragoon regiment on Tikonov under Liao employ—Wolf erected a wall of force to contain the Blakists. Already, a number of pitched battles between Wolf's allied mercenaries and the Word of Blake (along with the Blakists' hired guns) have broken out on several worlds.

BLAKE'S WORDS

Blakist machinations in the Chaos March, while serious, are likely just the tip of the proverbial iceberg. For years, the Word of Blake has been hiring mercenary units of all sizes throughout the Inner Sphere and the Periphery. A certain number have accepted contracts with them, though great many mercenary units swore never to work for the Word of Blake after what the Blakists did to the 21st Centauri Lancers in their quest to capture Terra from ComStar.

Some Blake-affiliated merc units undoubtedly took part in the defense of the Circinus Federation, an action that many reliable sources believe was bankrolled by the Word of Blake, and many likely remain in the Chaos March. Scores more units, some as small as a 'Mech lance, are out there somewhere in the Inner Sphere and Periphery, doing their bit to further the Word of Blake's plans. Exactly what those plans might be remains unknown.

THE FINAL SALUTE

No matter how kind the past turbulent decade has been to the mercenary soldier, the times for most people have been much darker than usual. Within just ten years we have seen the demise of far too many significant mercenary units—Barber's Marauders II, the Fighting Urukhai, the Gray Death Legion, Little Richard's Panzer Brigade (though there are persitent rumors to the contrary) and the Waco Rangers, to name the most prominent. All of these units fought long and hard, yet despite their long histories, they could not hold out against the punishment thrown at them. The few men and women who survived the demise of their units and have not yet found new homes will likely do so soon. For those who made the ultimate sacrifice, we can only give them this last salute and bid them well in their final assignment.

MERCENARY EMPLOYMENT ROSTER

(Deployment as of 1 October 3067)

This list includes all major mercenary units currently registered or recognized by the Mercenary Review and Bonding Commission and with fees paid in full and/or those known to be operating under direct contract with a recognized nation. It should be noted, however, that there are well over a thousand known mercenary commands at large throughout the Inner Sphere and Periphery at any given time. This listing, therefore, should not be considered exhaustive, and is limited to those whose primary combat force is battalion-sized or larger.

CAPELLAN CONFEDERATION

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Hell's Black Aces (Aero Regiment)	E/R	Ningpo	100%	10/35/15(A)
(CO: Colonel Hohiru "Great Wyrm" Tanaga)				
Lockhardt's Ironsides	R/R	Styk	85%	0/65/10(C)
(CO: Colonel Robert Lockhardt)				
Olson's Rangers	R/Q	Victoria	25%	0/55/0(D)
(CO: Major Timothy Rain)				
Rivaldi's Hussars (Battalion)	G/Q	Bora	100%	0/55/5(D)
(CO: Colonel George Sapir)				
Wolf's Dragoons				
Gamma Regiment	V/R	Tikonov	140%	100/0/65(A)
(CO: Colonel Irwin Tyrell)				

CHAOS MARCH

Always Faithful	R/R	Hsien	75%	0/40/0(B)
(CO: Colonel James Burrill Riel)				
Canned Heat (Battalion)	G/R	Saiph	80%	0/45/0(D)
(CO: Major Bob Smith)				
The Fist of Mokal (Battalion)	V/R	Terra Firma	105%	0/65/5(B)
(CO: Major Rocco Valdez)				
The Furies (Armored Regiment)	V/R	Capolla	110%	0/45/0(B)
(CO: Colonel Ria Sung-hei Fury)				
Grim Determination	R/Q	Sheratan	85%	0/40/0(C)
(CO: Colonel Oliver Haarhar)				
Ishara Grenadiers (2 Battalions)	R/R	Elgin	65%	0/55/10(C)
(CO: Colonel Chuong Vong)				
Langendorf Lancers	R/R	Epsilon Indi	100%	0/75/10(A)
(CO: Colonel Gregory Millsey)				
Lindon's Battalion (Battalion)	V/R	Liberty	140%	10/80/15(A)
(CO: Colonel Sarah Lindon)				
Lone Star Regiment	R/R	Epsilon Eridani	110%	0/60/0(B)
(CO: Colonel Meschach Granger)				
Martian Cuirassiers (Battalion)	V/Q	Fletcher	90%	10/85/10(A)
(CO: Colonel Zane Cole)				
Redfield Renegades	V/R	Epsilon Eridani	125%	0/75/5(C)
(CO: Colonel Edward Redfield)				
Stalwart Support (Infantry Regiment)	V/R	New Canton	130%	—
(CO: Colonel Harry Sanders)				
Stealthy Tigers	R/R	Hall	70%	0/50/0(C)
(CO: Colonel Yuri Rauschenbusch)				
Tooth of Ymir	V/R	Epsilon Indi	65%	0/70/10(A)
(CO: Colonel Susan Brownell Shadwell)				

CIRCINUS FEDERATION

Bullard's Armored Cavalry (Battalion)	G/Q	Zorn's Keep	105%	0/15/0(F)
(CO: Colonel Frank Bullard)				

COMSTAR

The Black Outlaws (Battalion)	V/R	Tukayyid	135%	5/90/10(A)
(CO: Major Freeman Johns)				
21st Centauri Lancers	E/F	Tukayyid	120%	10/100/15(A)
(CO: Colonel Evelena Haskell)				

DRACONIS COMBINE

Crater-Cobras	V/Q	Wapakoneta	90%	10/70/5(B)
(CO: Colonel Shelly Trudeau)				
Dragon's Breath	R/R	Kiesen	95%	5/60/5(B)
(CO: Colonel Peter Tate)				
Narhal's Raiders	R/R	Fellanin II	120%	5/55/10(C)
(CO: Colonel Pedro Antonio Giraudoux)				
Northwind Highlanders				
1st Kearny Highlanders	E/F	Formalhaut	115%	10/85/15(A)
(CO: Colonel Edward Senn)				
MacLeod's Regiment	E/R	Kiamba	115%	15/90/15(A)
(CO: Colonel William MacLeod)				
Wolf's Dragoons				
Alpha Regiment	E/R	Najha	140%	100/0/75(A)
(CO: Colonel Kelly Yukinov)				
Delta Regiment	E/R	Kiesen	140%	100/0/54(A)
(CO: Colonel Shelly Brubaker)				

FEDERATED SUNS

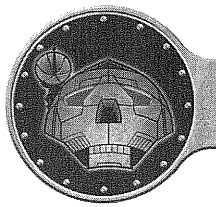
The Arcadians	V/F	Acamar	115%	15/90/10(A)
(CO: Colonel Bradley Andrews)				
1st Cunningham's Commandos	V/R	Zurich	100%	10/90/10(A)
(CO: Colonel James Longstreet)				
2nd Cunningham's Commandos	V/R	Novaya Zemlya	125%	10/95/10(A)
(CO: Colonel Helmut Krein)				
Federated Freemen	V/R	Gallitzin	90%	5/80/10(B)
(CO: Colonel Xavier Pelt)				
Hansen's Roughriders	E/Q	Midale	55%	5/95/20(A)
(CO: Colonel Wolfgang Hansen)				
Harlock's Warriors	G/R	Errai	90%	0/75/0(B)
(CO: Colonel Larette Thomas)				
Illician Lancers				
59th Strike Regiment	R/R	Hadnall	100%	5/90/15(A)
(CO: General Brenda Bradley)				
4th Rangers	V/F	Ashley	85%	10/95/15(A)
(CO: Colonel Alicia Ramaley)				
9th Rangers	V/R	Verlo	90%	0/100/10(A)
(CO: Colonel Kenneth Koppel)				
21st Rangers	R/F	Deifenbaker	85%	10/95/10(A)
(CO: Colonel Roy Barnard)				
Khorsakov's Cossacks	V/R	Chesterton	90%	0/75/0(B)
(CO: Colonel Mikhail Khorsakov)				
Lexington Battle Group				
32nd Recon	E/F	Midale	90%	10/95/15(A)
(CO: Major General Malcolm Feinman)				
Frederic's Gazelles	V/R	Bromhead	65%	0/100/5(A)
(CO: Colonel Frederic Zaffson)				
Marie's Golden Hammers	E/F	Carmichael	90%	0/90/10(A)
(CO: Colonel Marie Stevens)				
New Avalon Cavaliers	E/F	New Avalon	140%	20/100/20(A)
(CO: Dr. John Parker)				
Screaming Eagles	V/R	Kilbourne	120%	0/100/15(A)
(CO: Colonel Tam Lafayette)				
Vanguard Legion	E/Q	Lothair	42%	0/90/10(B)
(CO: Colonel Chad Dean)				
12th Vegan Rangers				
Alpha Regiment	E/R	Angol	80%	5/95/10(A)
(CO: General Tom Stancel)				
Beta Regiment	V/F	Demeter	75%	0/100/5(A)
(CO: Colonel Miller al-Nahib)				
Gamma Regiment	R/Q	Wappingers	35%	0/100/20(A)
(CO: Colonel Christie Desantis)				
Wilson's Hussars (Battalion)	G/R	Nopah	110%	0/20/5(F)
(CO: Major Donna Wilson)				

FREE WORLDS LEAGUE

The Bad Dream	V/R	Kendall	105%	0/85/15(B)
(CO: Colonel Henry Bortman)				
The Blackhearts	R/R	Wasat	110%	0/90/20(B)
(CO: Colonel Marcus Johnson)				
Kristen's Krushers	E/F	Augustine	35%	0/100/50(A)
(CO: Duchess Alys Marik)				
Legion of the Rising Sun	V/R	Hardefeld	85%	5/75/5(B)
(CO: Colonel Jürgen Petersen)				
Romanov's Crusaders	R/F	Connaught	130%	0/75/5(B)
(CO: Colonel Sir Krispin Romanov)				
Swann's Cavaliers	V/R	Galisteo	95%	0/80/5(B)
(CO: Colonel Edmund Repplier)				

LYRAN ALLIANCE

Blackstone Highlanders (Battalion)	R/R	Inarcs	80%	5/80/20(B)
(CO: Colonel Scott Blackstone)				
Blue Star Irregulars				
1894th Light Horse	E/F	Black Earth	75%	15/100/25(A)
(CO: Colonel Patricia Christensen)				



MERCENARY EMPLOYMENT ROSTER

	Exp/Loy	Homeworld	Strength	C/SL/O(R)
21st Rim Worlds	E/R	Black Earth	30%	20/100/20(A)
(CO: Colonel Rega Jikelium)				
Brion's Legion				
1st Regiment	V/R	Crimond	60%	20/95/10(A)
(CO: Colonel Octavius Brion)				
2nd Regiment	R/R	Tomans	90%	0/95/10(A)
(CO: Colonel Robert Markham)				
The Dioscuri (2 Battalions)	V/Q	Morges	60%	25/100/20(A)
(CO: Colonels Timothy & Brenda Nels)				
The Grave Walkers (Battalion)	V/Q	Arc-Royal	20%	25/100/10(C)
(CO: Lt. Col. Goran Tvedt)				
Group W	V/R	Rigil Kentarus	90%	15/95/15(B)
(CO: Colonel Andrew Bethke)				
1st Kell Hounds	E/F	Graceland	110%	20/100/20(A)
(CO: Lt. Col. Akira Brahe)				
2nd Kell Hounds	E/F	Arc-Royal	125%	15/100/20(A)
(CO: Lt. Col. Scott Bradley)				
Kirkpatrick's Invaders	V/R	Kaumberg	115%	5/80/10(B)
(CO: Colonel Damon Kirkpatrick)				
Knights of St. Cameron	V/R	Borghese	100%	0/85/10(A)
(CO: Colonel Mortimer Dewey)				
Mobile Fire	G/Q	New Earth	85%	0/85/20(A)
(CO: Colonel Fred Laurencin)				
Rubinsky's Light Horse	V/R	Blackjack	90%	0/45/0(C)
(CO: Colonel Marko Rubinsky)				
Snord's Irregulars (2 Battalions)	E/F	Blair Atholl	85%	40/100/20(A)
(CO: Colonel Rhonda Snord)				
Storm's Metal Thunder	V/R	Blue Hole	45%	15/90/10(B)
(CO: Colonel Griff Storm)				

MAGISTRACY OF CANOPUS

Avanti's Angels (Battalion)	V/R	Joppa	90%	10/65/10(C)
(CO: Colonel Marcus GioAvanti)				
Caesar's Cohorts (Battalion)	R/R	Lockton	105%	0/40/0(D)
(CO: Major Worrell Orosco)				
Canopian Highlanders	R/F	Gallis	100%	0/45/0(D)
(CO: Colonel Judith Wood)				
Green Mountain Boys (Battalion)	V/R	New Abilene	125%	0/50/0(C)
(CO: Major Ethan Allen)				
Gregg's Long Striders	G/Q	Weistheimer	85%	0/50/0(C)
(CO: Colonel Davis Carr)				
Harcourt's Destructors (2 Battalions)	R/R	Addasar	110%	0/40/0(D)
(CO: Colonel Kamala Rahman)				
Lethal Injection (2 Battalions)	R/Q	Zanzibar	115%	0/45/0(D)
(CO: Colonel Ryan O'Neil)				
Markson Marauders	V/R	Thraxa	105%	0/65/5(B)
(CO: Colonel Patrick Markson)				

MARIAN HEGEMONY

The Dragonslayers	V/R	Valerius	90%	0/45/0(C)
(CO: Colonel Sturm Hellecksen)				
Head Hunters (Battalion)	G/Q	Lummatii	100%	0/20/0(F)
(CO: Major Sharon Karasek)				
Winfield's Regiment	R/R	Blantleff	100%	5/75/15(B)
(CO: Colonel Jeremiah Winfield)				

STAR LEAGUE

Killer Bees (Battalion)	R/R	Tukayyid	100&	0/80/0(C)
(CO: Major Ernst Murdock)				
Northwind Highlanders				
Northwind Hussars	E/R	Ueda	80%	10/85/10(A)
(CO: Colonel Loren Jaffray)				

TAURIAN CONCORDAT

Bannockburn's Bandits (2 Battalions)	V/R	MacLeod's Land	75%	0/45/0(C)
(CO: Colonel David Bannockburn)				
The Clean Kill (Battalion)	R/R	Althea's Choice	100%	0/30/0(F)
(CO: Major Phormes Bullard)				
Gordon's Armored Cavalry	V/Q	Amber Grove	70%	0/35/0(D)
(CO: Colonel Nicholas Gordon)				
Longwood's Bluecoats (2 Battalions)	V/Q	Jansen's Hold	90%	0/50/0(C)
(CO: Colonel Moses Longwood)				
Prey's Divisionals (Battalion)	R/R	New Vallis	90%	0/45/0(D)
(CO: Major J. Benderoth)				
The Thumpers (Battalion)	G/R	Mithron	100%	0/60/0(D)
(CO: Major Buck Tripp)				

WORD OF BLAKE

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Blanc's Coyotes	R/Q	New Home	80%	0/60/10(C)
(CO: Colonel Martin Blanc)				
Bronson's Horde	R/R	Epsilon Eridani	125%	0/65/5(B)
(CO: Colonel Dwayne Bronson)				
Burr's Black Cobras (Battalion)	R/Q	Bryant	110%	0/40/0(D)
(CO: Colonel Richard Burr)				
Carson's Renegades (Battalion)	G/Q	Caph	85%	0/30/0(D)
(CO: Colonel Rupert Carson)				
Clifton's Rangers (Battalion)	G/R	Keid	100%	0/35/0(F)
(CO: Major Jack Burton)				
Hannibal's Hermits	R/R	Keid	115%	0/70/5(B)
(CO: Colonel Hannibal Aufkophen)				
Hsien Hotheads	V/R	Hsien	95%	5/65/0(B)
(CO: Colonel Breann Twohy)				
Simonson's Cutthroats	R/Q	Caph	95%	0/55/0(C)
(CO: Colonel Victor Simonson)				

INDEPENDENT/UNCONTRACTED

(*Uncontracted)

Barrett's Fusiliers	V/R	Zion*	100%	0/50/15(C)
(CO: Colonel Nikita Barrett)				
Broadsword Legion (Battalion)	G/R	Outreach	100%	5/8/15(B)
(CO: Colonel Kari Marita)				
Crimson Crusaders (Battalion)	R/R	Outreach	110%	0/60/0(C)
(CO: Major Brent Matis)				
Dismal Disinherited				
1st Dismal Disinherited	V/F	New Canton	115%	5/75/15(B)
(CO: General Terrence Krieger)				
2nd Dismal Disinherited	R/R	Tall Trees	105%	0/80/5(B)
(CO: Colonel Hopin Morrison)				
3rd Dismal Disinherited	V/R	Hall	110%	0/75/10(B)
(CO: Colonel John Marik-Johns)				
51st Dark Panzer Jaegers	V/R	Outreach*	90%	0/15/0(C)
(CO: Colonel Troy Allen)				
The Green Machine (Battalion)	G/Q	Westerhand*	85%	0/20/0(F)
(CO: Colonel Maxwell Green)				
Hampton's Hessens (3 regiments)	V/R	Galatea*	100%	0/50/0(C)
(CO: General Kurt Festerling)				
Kraken Unleashed (Battalion)	G/R	Remshield*	125%	0/45/0(C)
(CO: Major Phill McBain)				
Northwind Highlanders				
2nd Kearny Highlanders	E/R	Northwind	100%	10/90/15(A)
(CO: Colonel James D. Cochraine)				
Stirling's Fusiliers	E/R	Ingress	95%	25/90/15(A)
(CO: Colonel Andrea Stirling)				
Ramille's Raiders (2 Battalions)	E/R	Cygnus*	110%	0/30/0(F)
(CO: Colonel Newton Ramille)				
Reed's Brew (Battalion)	V/Q	Galatea*	60%	0/35/5(D)
(CO: Major Lucas "Hurly" Reed)				
The Regulators	R/Q	Kansu*	75%	0/75/0(C)
(CO: Colonel Dragan Lukovich)				
Sathen's Snipers (2 Battalions)	V/R	Galatea*	78%	5/10/0(C)
(CO: Colonel Scott "Druid" Crandall)				
Smithson's Chinese Bandits	V/Q	Outreach	15%	0/100/0(C)
(CO: Colonel Ada Gubser)				
Vandelay's Valkyries (2 Battalions)	G/Q	Cerillos*	85%	0/40/0(C)
(CO: Colonel Charles Houver)				
Wannamaker's Widowmakers (Battalion)	R/Q	Galatea*	90%	0/60/5(C)
(CO: Major Cheryl Wannamaker)				
Wolf's Dragoons				
Beta Regiment	E/R	Outreach*	140%	100/100/10(A)
(CO: Colonel Anton Rand)				
Epsilon Regiment	E/R	Outreach*	140%	100/0/32(A)
(CO: Colonel Dane McGuire)				
Wolf Spider Battalion	E/F	Outreach*	130%	100/0/100(A)
(CO: Major John Clavell)				
Zeta Battalion	E/F	Outreach*	175%	100/0/90(A)
(CO: Colonel J. Elliot Jamison)				

PRIVATELY CONTRACTED

	Exp/Loy	Contractor	Homeworld	Strength	Tech C/SL/O(R)
One-Eyed Jacks	V/R	Caesar Steiner	Giausar	100%	5/10/5(C)
(CO: Colonel Darrel "Ramrod" Duke)					
Camacho's Caballeros (2 Btns)	E/R	Tanadi Computers	Hachiman	105%	0/70/10(B)
(CO: Colonel Carlos Camacho)					
DropShip Irregulars (2 Btns)	V/R	Dr. R. Raisley	Bethel	95%	2/68/5(C)
(CO: Colonel Medron Pryde)					

THE PERIPHERY

Throughout the history of humankind's journey to the stars, or at least ever since the existence of the Inner Sphere and the Periphery, the leaders of the Inner Sphere have looked down on the Periphery nations as backward, uncivilized and beneath notice. As shown by recent events, however, that way of thinking has only caused those same leaders to underestimate the resolve of Periphery denizens—often with tragic results.

History has proved the Periphery's importance, never more so than in these past few years. Some nations have paid the price for underestimating this "backward" region, though I fear many more will pay an even more terrible price unless they soon direct their attention outward.

Senior General Hadji Doru
Magistracy Armed Forces

THE PRICE OF ALLIANCE

Perhaps the most significant Periphery event of the past century, even since the Reunification War so many hundreds of years ago, is the historic triple-alliance between the Capellan Confederation, the Magistracy of Canopus and the Taurian Concordat. Capellan Chancellor Sun-Tzu Liao took the first steps toward this political and military alliance shortly after the end of the Marik-Liao invasion of the former Sarna March. The chancellor's political overtures toward Canopus were certainly designed to benefit his Confederation more than the Magistracy, though his promises of favored trade status and technological exchanges proved tempting enough for Magestrix Emma Centrella to sign the initial agreements. In exchange, the MAF would supply Chancellor Liao with the additional troops he needed to carry out his plans in the Chaos March.

The Taurian Concordat, already party to a similar trade agreement with the Magistracy, was enraged by this Capellan arrangement, which seemed to fly in the face of the 3056 Treaty of Taurus. Protector Jeffrey Calderon rebuffed the Chancellor's diplomatic overtures, though he grudgingly accepted Capellan aid via the Magistracy to expand those two nations' joint New Colony Region. Protector Calderon saw what the Capellan leader was attempting to do, and though a similar aid and technology agreement would certainly have been a boon to the Taurian economy and enhanced the average citizen's quality of life, he did not want his people to become ensnared in Sun-Tzu Liao's plans for Inner Sphere conquest.

Then the tragedy on Detroit changed the rules of the game. Sherman Maltin, President of the New Colony Region, took Calderon and Magestrix Centrella hostage on Christmas Eve of 3060 in a bid to gain independence. Unfortunately, his bold move ended in death. A strike led by the Magestrix's daughter Naomi freed Emma Centrella, but cost the lives of Maltin and Protector Calderon.

In the wake of Calderon's death, and spurred by rumored Davion involvement in the Detroit tragedy, Lord Grover Shraplen—a political hard-liner infamous for paranoia toward the Federated Suns—took the Concordat's reins and almost immediately entered into the same negotiations with House Liao that Protector Calderon had refused for two years. The result was the signing of the Trinity Alliance between the Concordat, the Magistracy and the Capellan Confederation. As with Chancellor Liao's Magistracy agreement, this alliance seemed to serve the interests of the Capellan Confederation more than those of the other two nations, both of which would soon enough pay the price—though one far more than the other.

REGAINING LOST GROUND

As soon as the Confederation and the Magistracy brokered their agreement with each other, Chancellor Liao requested a number of MAF BattleMech units and placed them on the Confederation's frontier with the Chaos March. Over the next several years, he used those units, as well as mercenary troops, to slowly encroach on the Chaos March. By the time the Trinity Alliance was formalized, the Chancellor had used Magistracy troops to take roughly a third of what he termed the "lost Capellan worlds" in the Chaos March, and was well on the way to strong-arming even more worlds into acceding to Capellan rule when a new opportunity opened up.

FAMILY AGGRESSION

The death of Jeffrey Calderon brought a new leader to the Taurian people, and with him a return to what some believe were the worst qualities of the Concordat. With the Trinity Alliance a reality, Chancellor Liao took troops from the Concordat and sent them, alongside those from the Magistracy, to the St. Ives Compact.

Abusing his position as First Lord of the renewed Star League, Chancellor Liao almost certainly provoked an incident that allowed him to place Star League peacekeepers in the Compact, later replacing them with his own troops. Many of the latter were Magistracy and Concordat units loaned to the Confederation as part of the mutual defense agreement. Rather than use his own CCAF troops to fight his war of aggression, he relied heavily on the lesser-equipped and lesser-trained forces of his Periphery allies, allowing them to absorb losses that he did not want his Capellan soldiers to take.

The St. Ives campaign ultimately succeeded, and the Chancellor eventually kept his promise to make good the equipment losses with upgraded technologies. That, of course, was little comfort to the families of those who died in "defending" the Capellan Confederation from the "aggression" of the St. Ives Compact.

TAURIAN BLUES

The ultimate price for the Trinity Alliance was not immediately apparent, and would not be for many years. People in the Magistracy of Canopus and the Taurian Concordat protested the involvement of their troops in the Capellan war, while many soldiers simply gave up their commissions or refused to fight. Planetary leaders refused to allow some military transfers and movements, and a few even held up tax payments to their governments, citing reasons as ludicrous as difficulties in collecting the monies because of the lack of necessary security forces. Likewise, many businesses enraged by the flow of monies into the Confederation took steps to staunch that flow while pursuing campaigns to create even louder public outcry against the Trinity Alliance.

Though ultimately minor, these protests showed all the cracks in Chancellor Liao's carefully crafted alliance. And while not fatal, these cracks would soon open wide, especially for the Taurian Concordat.

Forming the Reaches

Christmas of 3060 saw the first attempt by the people of the New Colony Region (NCR) to gain independence. Unfortunately, under the leadership of President Sherman Maltin and supported by many Colonial Marshals, they did so in the worst possible way. Once a stable man and gifted leader, Maltin had become a raving lunatic by the time he attempted his coup on Detroit, an action for which he paid the ultimate price.

The people of the NCR, however, were still dead-set on gaining their independence from the signatories to the Treaty of Taurus. The reasons are many, with only a few directly attributable to the Capellan Confederation and the Trinity Alliance. The principal grievance, as so often throughout human history, stemmed from taxes. Most of the taxes levied in the NCR went to its two parent nations, with a miniscule amount being spent in the New Colony Region.

The leaders of the NCR lobbied their parent nations for years, hoping to solve their problems peacefully. Magestrix Centrella entered into good-faith negotiations, though Protector Shraplen refused to even listen to their grievances. By the end of 3065, the NCR leaders gave up on the Magistracy and the Concordat and embarked down a different road. NCR President Carver Trondel dispatched ambassadors to each of the major nations in the Inner Sphere, as well as ComStar, the Star League and the NCR's two parent nations, each told to assert the NCR's independence. ComStar and the Free Rasalhague Republic immediately recognized the newly formed Fronc Reaches as a sovereign nation, with the Draconis Combine and the Free Worlds League following shortly thereafter.

President Trondel ejected all Taurian and Canopian government and military personnel from the Reaches, which led to a number of incidents between Concordat troops and the Colonial Marshals. The Magistracy reinforced its garrison on Detroit, claiming that important world and sparking a continuing dispute between the Magistracy and the Concordat. Ultimately, the NCR got its independence without resorting to violence.

Calderon Protectorate

The NCR's independence bid raised a hellstorm within the Taurian Concordat, made worse by the Magistracy's easy buckling on the issue (but only after the Magestrix had secured the world of Detroit for herself). Many Concordat citizens called for Protector Shraplen's immediate resignation. When that was obviously not forthcoming, a small group led by Marshal Baron Cham Kithrong—a prominent Concordat military officer who had publicly supported elevating Erik Martens-Calderon, the bastard son of Jeffrey Calderon, to the position of Protector—made their own move.

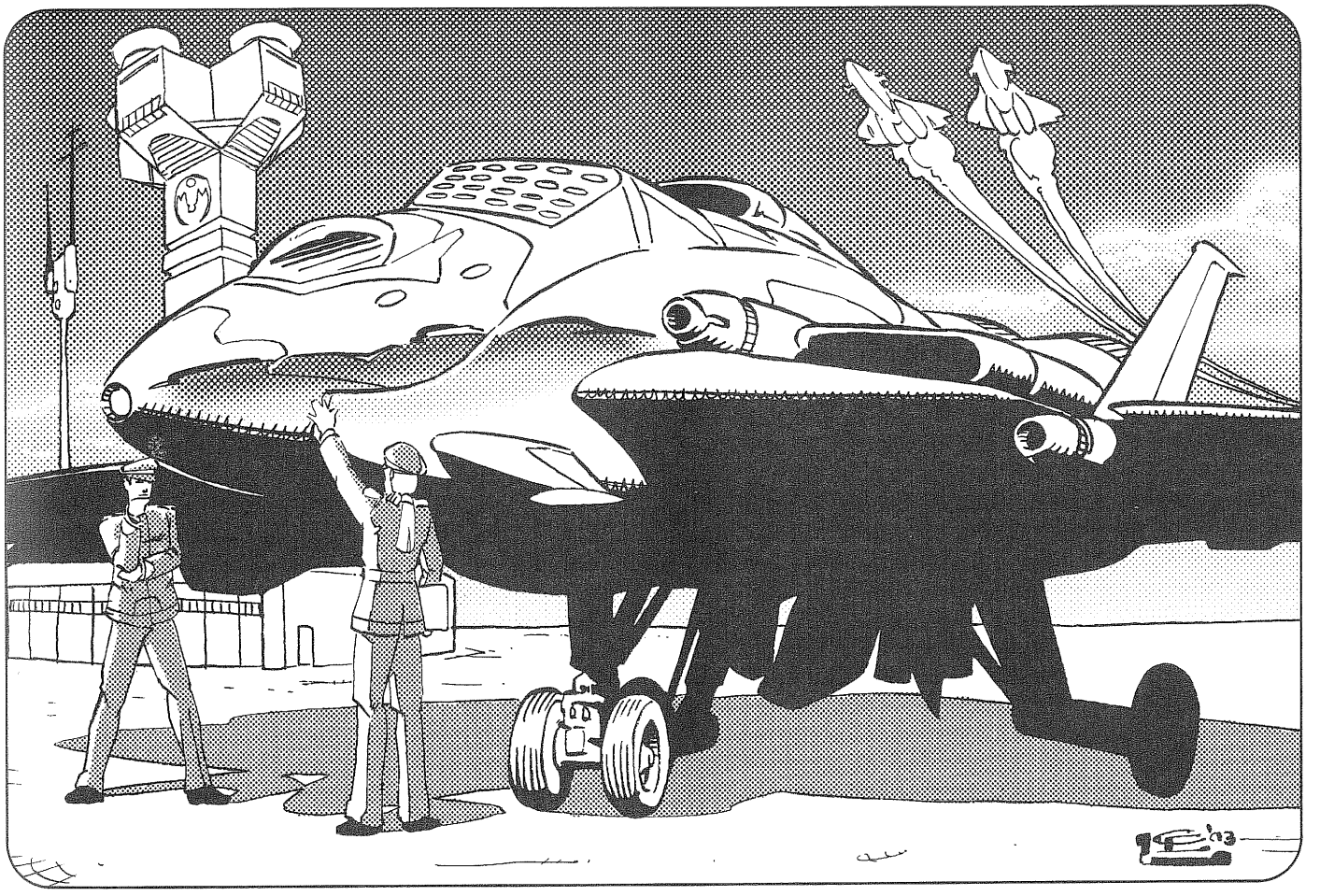
Marshal Kithrong knew he did not have the necessary political support to oust Shraplen, so he turned to his military command. Deploying his VI Corps to cut off any potential Concordat counterattack, he declared independence for the Calderon Protectorate in September of 3066. Shraplen, of course, counterattacked, but could not push through Kithrong or his supporters. Also, Marshal Kithrong still had many associates and friends within the TDF who ran interference for him, giving the Calderon Protectorate enough time to gain official political recognition. Those same officers blocked every one of Shraplen's attempts to mount a full-scale invasion of the Protectorate, a move that almost certainly would have thrown the entire Concordat into civil war.

The Pleiades Campaign

Protector Shraplen had reason to be paranoid. In April of 3066, a JumpShip belonging to the Fighting Urukhai entered the Taurus system. Some reports say they were looking to broker a contract with the Taurians; official statements from the Protector call them either a Davion invasion force or the scouts for such a force, even though the FedCom Civil War was still raging at the time. In any event, Protector Shraplen ordered the unit destroyed.

That JumpShip carried only a small number of the Urukhai, however. The rest arrived in August and attacked Taurus itself in retribution, inflicting significant damage on the world's capital city and especially the Taurian Guard. In the process, the Urukhai were destroyed.

Believing that the Davions would soon follow up that assault with a full-scale invasion of the Taurian Concordat, Shraplen ordered the border with the Federated Suns strengthened. Shortly after that, Marshal Kithrong and the people of the Calderon Protectorate made their move. Short of committing punishable acts of sedition and treason, the only way Shraplen's advisors could divert his attention from Kithrong was to focus him on the phantom danger of the Davions. Unfortunately, their plan backfired and only fueled Shraplen's paranoia further. When the expected Davion invasion force did not come, Shraplen lost patience and ordered his own strike



deep into the Federated Suns. At first, his regiments made remarkable progress, having attacked a region of space where the AFFS had few resources. By the time the first Taurian soldiers entered the Pleiades Cluster, however, Duke George Hasek had directed a massive force of AFFS regular troops and mercenary units to cut off the Taurians and repel them.

The results were devastating. Though the Protector still claims victory to his people, those claims couldn't be further from the truth. Every Taurian unit outside the Pleiades Cluster has been sent packing, most with heavy losses, while the few remaining Taurian troops in the Cluster are being systematically hunted down and destroyed by some of the best MechWarriors in the Federated Suns.

THIRTY PIECES

Despite all the troubles the Trinity Alliance has caused the leaders of the Magistracy and the Concordat, the alliance has yielded tangible benefits. Chancellor Liao has opened his markets to his allies' merchants, and everything from consumer goods to raw ore to genetically engineered mermaids in Canopian pleasure circuses have flooded into the Confederation, pumping cold, hard cash back into the Periphery economies. Delegations from all three realsm have exhanged knowledge about advanced medical technology, manufacturing techniques and educational strategies.

Militarily speaking, both have also benefited greatly from the alliance. Through factories on Detroit heavily bankrolled by the Capellan Chancellor, the Concordat and the Magistracy have gained access to military technologies that otherwise would be decades away. Furthermore, no matter what the people and politicians thought of Periphery involvement in the war against the St. Ives Compact, all agree that the skill and professionalism within the two nations' militaries has grown.

And then there is the Star League. Through their association with the Capellan Confederation, the Concordat and the Magistracy have gained stature they would not have had otherwise. Because of this, corporations and other concerns in both nations have managed to broker lucrative deals once thought unattainable.

The price of this alliance has certainly been high, too high for many. But today, some five years after the alliance was formalized, the number of detractors is far smaller. Of course, the

vehemence of those who still protest the alliance has likewise grown substantially, especially in the Taurian Concordat, where the secession of the Calderon Protectorate worlds as well as their continued economic slump is laid at the doorstep of the Trinity Alliance.

CAESAR'S LEGIONS

While the Trinity Alliance was perhaps the most significant Periphery event of this century, it was not the only one of import in even the past decade. Since the rise of Caesar Julius O'Reilly in the Marian Hegemony, that nation, which not long ago was considered a mere bandit kingdom, has quickly become a major player.

The first of O'Reilly's deft political moves came in early 3063 when he led the invasion of the Illyrian Palatinate, conquering that tiny Periphery realm through a mix of military prowess and political acumen. He then returned to Alphard, the Hegemony capital, where he killed his father and claimed the title of Caesar for himself. Unlike many political overthrows, O'Reilly accomplished his with popular and military support—among other things, his father was ruthless, hedonistic and dishonest.

At first, the young Caesar had few internal problems to deal with, save ridding his government of his father's henchmen. In fact, Julius O'Reilly did more in his first year as Caesar to clean up his nation's reputation than his father did to sully it throughout his life. Caesar Julius worked closely with the former leaders of the Illyrian Palatinate as well as those of the former Lothian League, which his father had conquered less than a decade earlier, to build the trust and support of his nation's people, giving them more say in how they were governed than ever before.

Internal problems still existed, however, as well as the political realities of overthrowing a leader who had forged a close relationship with the Word of Blake—and who had reneged on almost every one of the deals his father made with that powerful splinter faction. The Caesar soon had to deal with rising discontent among the Hegemony's middle and upper classes, discontent he found it difficult to repress through the methods his father typically employed.

FEDERATION GAMBIT

Instead of using force against his own people to rid himself of his problems, Caesar Julius O'Reilly, in true "Roman" fashion, turned to his legions to gain him another military victory that would set him as the true conquering hero of the Marian Hegemony. The tiny Niops Association was tapped as a potential target, but the Caesar judged that the gains there would be too small for the price. The neighboring Circinus Federation made a much better choice, not least because of the contempt in which most Marians held the Federation and its leader.

Hiring several mercenary units to aid in the campaign, the Caesar led his troops into the Circinus Federation, but quickly found himself bogged down, his drive blunted by 'Mech units that seemingly appeared out of nowhere. The Caesar still had the upper hand, militarily at least, and continued his campaign despite the surprise. He personally led the attack on Circinus, only to be further surprised by the quality of the troops defending the world, as well as the quality of the equipment they fielded.

Even then, O'Reilly continued his attacks. Not until Federation troops engaged in rearguard maneuvers, including a bold assault on the Marian capital of Alphard, did the Caesar rethink his campaign. He also faced political threatens from the Free Worlds League and the Magistracy of Canopus, both of which were understandably concerned about the ongoing wars on their borders. The Caesar cut his losses and ended the war early, leaving Circinus itself, though he retained control of the two worlds taken in the first stage of the campaign.

Whence They Came

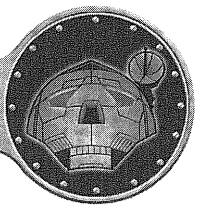
The biggest question of the entire Circinus operation is precisely where the Federation reinforcements came from. President McIntyre fielded at least twice the military force he had at his disposal, and none of these additional units belonged to any known mercenary command, though intercepted records indicate that McIntryre attempted unsuccessfully to hire several notable mercenary bands. Certainly some of these new Circinus units were mercenaries, undoubtedly small company- and even lance-sized units not listed with the Mercenary Review and Bonding Commission on Outreach (or any other legitimate hiring organization). But that does not explain the sheer size of the forces fielded by the Federation or the quality of equipment they used.

The mystery remains until the Word of Blake is factored into the picture. That organization was all but thrown out of the Hegemony by Caesar Julius O'Reilly, and certainly would have looked for a way to exact revenge on the young ruler. Many of the BattleMech designs fielded by the Circinans, all mounting upgraded equipment of some sort, have since shown up in Inner Sphere militaries. Each one of these 'Mech designs can be traced back to a single corporation reputed to deal with the Word of Blake, further strengthening the Blakist angle.

For their part, the Word of Blake has neither confirmed nor denied any involvement in the Circinus operation, though lesser officials have denied the presence of Blakist troops there. President McIntyre's recent death stymied the hopes of many to tie the Blakists definitively to this action, through rumors from the Federation indicate that Blakist officers are now calling the shots on Circinus.

YESTERDAY AND TODAY

Events in the Periphery remain as unpredictable as ever, though compared to occurrences in the Inner Sphere over the past few years, one could say things have grown quiet. The Periphery is still humankind's "wild frontier," with the unexpected happening every day. The following is just a sampling of



some of the less predictable recent events.

RAVEN IN THE OUTWORLDS

The leaders of the Outworlds Alliance tried to keep this a secret, but they have clearly been contacted by elements from Clan Snow Raven. From what little anyone has managed to discern, military forces from the two powers met in deep space spinward of the Draconis Combine, where the Ravens have apparently been operating for some time. The extent of the contact is not known, though rumors abound of a formalized military or technological alliance of sorts between the two.

CLAN EXPANSION

The Snow Ravens are not the only Clan apparently looking to expand their holdings into the Deep Periphery. Not since the arrival of the Ghost Bears and the Nova Cats in the Inner Sphere has there been so much deep-space activity coreward of the Clan occupation zones. The Diamond Sharks and Hell's Horses, both Clans that have already been to the Inner Sphere, are appearing in greater numbers, while Clans like the Star Adders, never encountered n the Inner Sphere before, are becoming more and more common.

Strangely, most of this traffic bypasses the various Deep Periphery civilizations whose existence has been reported for so long. In fact, much of it is also ignoring a majority of the Inner Sphere traffic that is becoming more and more common in that region of deep space. Mysterious attacks and several dozen missing ships have been reported within that region of space in just the past five years, though whether all of these incidents can be attributed to increased Clan presence is unknown.

EXODUS ANEW

Relocation, as much as war, has been one of the most significant trends of the past decade. It is a long-recognized fact that when the nations of the Inner Sphere go to war, the populations of the Periphery nations swell and the number of newly charted inhabited worlds increases. That trend began soon after the First Succession War ravaged the Successor States but tapered off to almost nothing by the time of the Fourth Succession War. From that point on until approximately 3050, the so-called "exodus rate" was negligible.

Even the appearance of the Clans only bumped the rate up somewhat—a change attributable to the fact that the only way to get out of the path of the Clans was to travel rimward, through the heart of the Inner Sphere. Even the wars fought in the wake of the Clan invasion did little to change the exodus rate among Inner Sphere citizens, a people who likely recognized their achievement in punishing the Clans and thus could avoid giving in to their greatest worries.

In fact, the looming threat of civil war in the Federated Commonwealth was the trigger that sent the exodus rate skyrocketing to levels not seen for centuries. Countless millions of people packed up everything they had, left their homes behind and made their way to the "safety" of the Periphery. Those numbers included a significant percentage of former military personnel who could no longer deal with the actions of their superiors. Every Periphery nation registered significant positive population growth from approximately 3062 on, while interstellar aid organizations saw a sharp increase in the number of newly established colonies.

PIRATES

Of course, the Periphery is still the region of space best known for the bandits, brigands, pirates and outlaws who call it home. Outside the reach of most lawmakers and law enforcers, they can operate with near-impunity across huge stretches of space.

Just as governments and interstellar aid agencies have registered the growth of the Periphery citizenry, so too have they registered an increase in the number and intensity of outlaw attacks. While the steady stream of people fleeing the Inner Sphere is certainly one cause, it is not the only one. Entire military units have gone rogue before, choosing piracy over a more conventional life. The same has happened here, especially given the intensity of the FedCom Civil War, as well as the other wars that have plagued the Inner Sphere over the past decade.

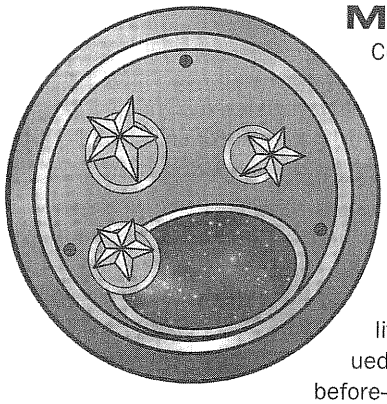
The people of the Periphery are not the only victims of these outlaws. Every one of the Successor States has had to deal with a surge in pirate activity. The Federated Suns, for instance, has always had a pirate problem in areas like the Point Barrow PDZ. The Lyran nation is also suffering greatly from pirate predations, perhaps more so than any other Inner Sphere realm. One or more large, unknown bands have been operating openly for years now, striking worlds well within Lyran space, though their choice of targets has confused many analysts and experts. So notable and fearsome have these pirates become that the Lyran people have charged them with every unexplained event of the past century.

UNCERTAIN FUTURE

A number of resolutions stand before the people of the Periphery that could very well change the face of Humanity, or at least the makeup of the Periphery. The Taurian Concordat looks poised to be admitted to the Star League as a full voting member, despite the growing psychosis of its leader and its own internal problems, while the Magistracy of Canopus will likely be admitted next. The Marian Hegemony and the Circinus Federation are still technically in a state of war. The understanding between the Outworlds Alliance and Clan Snow Raven threatens to build a new mutual defense pact between some of the outlying Periphery powers and perhaps even the Great Houses Davion and Kurita, a move that no doubt would send Concordat Protector Shraplen, among others, into insanity.

Through it all, the Periphery will doubtless hold true to its most fundamental quality: the most likely thing to happen will be the unexpected.

MAGISTRACY OF CANOPUS



Confidential: Eyes Only
From: Precentor ROM Alexander Kernoff
To: Precentor Martial Cameron St. Jamais

Salutations Brother,

The past three years have fulfilled the Master's vision. The Magistracy of Canopus has continued its ascendance, gaining power and prestige that so far eclipse any other time in this realm's history. Though we have managed to put small stumbling blocks in their way, our resources and attention have been necessarily diverted elsewhere, and so we have done too little as yet to subvert this growing power. The Magistracy Intelligence Ministry has also continued to hone its skills and has made our smallest efforts difficult in the extreme. I have observed before—and after careful study and examination over several years, I am completely convinced—that an outside source is funneling information and expertise to the MIM. That source's identity remains hidden; no immediate culprits step forward, as the obvious reasons for doing so simply do not exist. Nevertheless, I cannot believe the Magistracy's intelligence apparatus could possibly have grown in the leaps and bounds that it has without outside help. If we are to ever move against the MIM in force, we must find this Achilles heel.

Regardless, against all odds, the alliance between this pleasure-seeking nation and the almost xenophobic Capellan Confederation continues to flourish. Though the Magistracy pulled most of its troops out of the Confederation for a year following the elevation of the Taurian Concordat over the Magistracy in the last Star League Council, this action appeared perfunctory at best; Magestrix Emma Centrella was well aware that the Chancellor would use this carrot to keep the Concordat in the Alliance. After all, unlike the Magistracy, the Concordat is being bled dry. Unrest against Concordat Protector Grover Shraplen has already led to the separation of the Calderon Protectorate, but the common man of the Concordat appears unable to see the Magistracy's compliance in the Taurian state's slow demise. Every year the Magistracy expands with resources sucked from the shrinking corpse of the Concordat. Given the ongoing courtship between Naomi Centrella and Sun-Tzu Liao, unless we make a dedicated effort to shatter the alliance, I can envision a time when the two realms become almost inseparable, creating a nation no longer in need of our services. This must be stopped.

MAGISTRACY MILITARY

Below is an overview of the Magistracy's military assets (including a small breif on the CIW) , compiled to provide the necessary insight for our adepts when the time is ripe.

Canopian Institute of War

Canopians consider their Institute of War to be the finest academy in the Periphery. While 20 billion c-bills does buy an impressive assembly of instructors, curriculum and facilities, most of the CIW's success can be attributed to *Tai-sho* Masakado Omori, retired headmaster of Sun Zhang. When the government of Emma Centralla gave him the opportunity to shape the entire MAF for generations, he could not refuse; whether his efforts will truly allow the CIW to eclipse the École Militaire or the Columbia Academy, only time will tell.

Unaffiliated MAF Units

The two unaffiliated units currently in the MAF were born largely because of the actions of their parent worlds, Thraxa and Addasar. Only after those worlds had raised large military organizations to protect themselves from pirates did the MAF take notice. The leaders of Thraxa and Addasar brokered deals that left a battalion on each of their homeworlds, while allowing the MAF to deploy the rest of each regiment as the high command saw fit.

In what looks like an effort by the MAF high command to slowly strip away the Magistracy Cavaliers' identity as Thraxa's regiment, and likewise the First Canopian Brigade's identity as Addasar's own, the MAF has cycled each of the battalions off Thraxa and Addasar over the past several years, never leaving the same battalion on its homeworld for more than four months. How well this tactic will work remains to be seen; so far, both regiments appear to thrive under the constant action.

If we must foment unrest in the Magistracy to suit our needs, these two worlds could be ripe for such actions.

Magistracy Royal Guards

The Magistracy Royal Guards continue to serve as the premier units of the MAF. Though Raventhir's Iron Hand has not seen significant combat in years, it has some of the finest equipment in the MAF and its soldiers train regularly to maintain the unit's elite status. The First Canopian Cuirassiers, on the other hand, has had to deal with small raids from pirates staging out of the area between the Concordat, the Fronc Reaches and the Capellan Confederation. As the Cuirassiers are the only Canopian unit to field captured Clan technology (taken from the battlefields of Operation Bulldog), they have had little trouble dealing with such brigands.

The Second Cuirassiers have also seen some small action,

and are currently stationed in the Confederation on the world of Buenos Aires. There they serve as a potential linchpin against a possible Andurien invasion, should that unlikely event occur again.

Chasseurs á Cheval

The First Canopian Light Horse is currently serving for an extended period of time, further from the Magistracy than any unit in that nation's history. The irony of the posting—less than a jump from the original Terran Hegemony boundary, a Hegemony and later the heart of a Star League that the First fought so long and hard to defeat—is not lost on the unit. Nevertheless, their commanding officer has managed to rally his troops and they remain willing to sacrifice themselves—as they have had to do on numerous occasions with heavy raiding out of the Chaos March—for the good of the Magistracy, even if that means serving half a thousand light years from home.

Considering that the Second Light Horse was at the vanguard of the invasion of the Capellan Confederation in 3031, it is no wonder that strains have emerged between the Second and the First over the First's dedication to defending the Capellan state. General Evans has attempted to soothe ruffled feathers, but nothing is likely to change the Second's attitude.

The Third continues to languish without much support from the MAF or the Magestrix. Only the supreme efforts of Colonels Janetka and Kukuc have managed to raise the loyalty rating of the Third Armor and Infantry Guards.

Canopian Fusiliers

Never ones to sit on the sidelines if they can find a way around it, the Fusiliers have begun small, covert operations against the Free Worlds League, usually masquerading as pirates or smugglers. Why the Magestrix allows this to continue remains unknown; perhaps having risen to the pinnacle of the Periphery, she has become daring enough to look toward the Free Worlds League. This could be useful if the need arises.

The First Canopian Fusiliers are spoiling for a fight with the newly formed Sixth Oriente Hussars, stationed on Eleusis just across the border from the Fusiliers' own posting of Bethonolog. Though they have not received specific orders to do so, portions of the First have begun masquerading as smugglers and pirates, probing the Sixth to test for a response. In the absence of direct orders to cease, they are likely to continue these feinting operations.

The Second has taken a cue from the First and has begun its own undercover probes into the League. However, unlike the First—which so far has acted almost with impunity because of the Sixth Hussars' timidity—the Second soon ran afoul of the Stewart Juggernaut and lost two full companies within several months. To date, despite suspicions, the League has failed to pin these assaults on the Magistracy of Canopus.

The Third, after a year's rest and recuperation in 3065, was once again assigned to the Confederation. We do not yet know why the Magestrix is permitting a single unit to establish such deep roots with the Confederation instead of constantly cycling through MAF units. In addition, her daughter Naomi, in her continuing capacity as ambassador and military attaché between the Confederation and the Magistracy, currently heads the Third on Denbar. In another move that has raised eyebrows even among moderates in the Magistracy, soldiers of the Third have been allowed to bring along their family members. Fully half of the regiment has taken advantage of this generous gift from the Magestrix, bringing along their dependents.

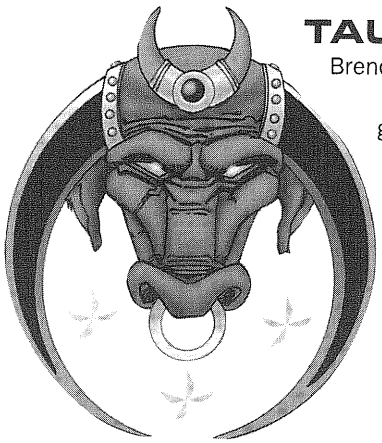
Magistracy Highlanders

Both regiments of the Magistracy Highlanders have taken up permanent station on Detroit since the formation of the Fronc Reaches. Though the First was ostensibly posted to Detroit in 3063 to safeguard the Detroit Consolidated MechWorks from pirate attacks, de facto control of the world—and by extension the plant—remains in Canopian hands. The Magistracy Highlanders have fought off several pirate raids and their control of the world remains rock solid, with little interference from the Concordat, whose leaders are much more concerned with their assaults into Davion space.

Raventhir Cuirassiers

Though initially the pet project of the Magestrix, the Raventhir Cuirassiers have languished in the boondocks of the Magistracy. Stuck on the border and denied access to upgraded technology, the Raventhir regiment's morale remains low. Regardless, both regiments have had their hands full with a drastic increase in pirate activity over the past several years. Parts of the First Raventhir were moved to Joppa to reinforce Lockhardt's Ironsides, the Capellan regiment currently on loan to the Magistracy. Most of these attacks have come from the Shen-sè Tian, though the Calderon Commandos have taken a fair chunk out of the Cuirassiers as well.

More interesting, is the Second Raventhirs, who are truly at the back end of nowhere. They have sustained significant casualties in the past nine months during incessant raids stretching from Vixen to Crawford's Delight. Though the unit brought down several pirate 'Mechs, each time the pilot was found dead by his own hand, with no identification to provide insight into the 'Mech's or the pilot's origin. MIM agents recently informed the Magestrix that they believe the pirates to be Word of Blake forces. Obviously, this is not the case. That we also do not know the identity of these marauders is troubling, but other matters require more urgent attention at this time. Furthermore, regardless of its origins, the nonstop raiding is keeping the Magistracy occupied and wounded, which serves our goals.



TAURIAN CONCORDAT

Brenda:

I would say I hoped you were enjoying your retirement on New Vandenburg, but with so many good men and women caught in the teeth of the Federated Suns beast, and from your questions concerning military readiness and morale, I know that's impossible. Attached is our latest readiness update. Draw your own conclusions. And to hell with procedure. You're still "authorized personnel" as far as we're concerned.

These are trying times for us all. You are missed.

Lee Smith, Colonel, Taurian Guard
[intercept J-11/21Jun67/route0103]

THE BITTERSWEET YEARS (3064-3065)

The high cost of assisting House Liao in its Xin Sheng conflict, and then with its aims inside the Chaos March, bought the Taurian Concordat its great reward in 3064 when, at the Star League Conference, Sun-Tzu Liao elevated the Concordat to probationary Star League membership. A touch of irony, perhaps, considering how hard the Concordat fought against the original Star League during the Reunification Wars. But times change, and this was certainly the will of Protector Shraplen.

Costs escalated, however, when the affronted Magistracy of Canopus pulled troops and most support from the Confederation the next year. This left the Concordat holding up greater than its fair share of Chaos March fighting, resulting in terrible strain on the military and on the Concordat people with new taxes, stronger recruitment drives and the push to dedicate more resources to the military-industrial complex.

Something Old, Something New

So many years of constant fighting also began to reveal holes in the Concordat's efforts to upgrade the military. Though gifted with Liao-built 'Mechs and with the high-tech *Anubis* walking off production lines on Detroit, it was a case of too much, too fast. Lagging several years behind the Magistracy in dealing with upgraded technology, the Concordat logistics corps and field technicians found it a heavy burden trying to keep the machines in top operating order. Temporary relief came when Chancellor Liao consented in 3065 to share new plans for upgrading older designs. The reworked designs kept the Concordat's head above water. Barely.

They readied the military just in time for the flood.

A TRAGEDY IN THREE PARTS (3066-3067)

3066 will long be remembered in the Concordat.

First came the secession of the New Colony Region, which formed the Fronc Reaches with support from an allegedly war-weary Magistracy of Canopus. Magestrix Emma Centrella found enough military strength to grab full control of Detroit and its 'Mechworks, however. The Concordat had little say in either matter, as internal difficulties and external threats grabbed headlines and the public's attention.

Following an ill-fated attempt by Protector Shraplen to bring Baron Cham Kithrong to heel, brief battles were fought on Mirfak and Belle Isle. Baron Kithrong finally pulled back his wayward Sixth Corps and violently cut himself off from the rest of the Concordat. Creating what he dubbed the Calderon Protectorate, Kithrong swore to see Erik Martens-Calderon on the Taurian throne or to die trying.

That action sent more ripples through the Concordat, freeing two worlds from the nation's grasp while two more colony worlds were eventually abandoned when it eventually became clear that neither the Concordat or the new Calderon Protectorate could sustain them.

While this drama played out along the far borders, a new threat appeared: a pair of Davion DropShips making a high-speed run at Taurus. Somehow, elements of the Fighting Urukhai had made it through the Nebula and Hyades Cluster without guide ships. The Urukhai later claimed the ships carried negotiating teams sent to bargain for a contract in the Concordat, though mercenary negotiators rarely arrive in *Overlords*. The vessels were destroyed, and almost forgotten with the looming prospect of our own civil war.

The Pleiades Crusade

In August, as the FedCom Civil War entered its final stages, the bulk of DeMaestri's Sluggers (Fighting Urukhai, Second Regiment) assaulted Taurus and wreaked horrendous damage against local military production facilities before being brought down by the combined might of the Taurian Guards. Interrogation of the few soldiers the military captured revealed that Duke George Hasek-Davion had purchased a secret route through the Nebula years before from a Taurian navigator turned pirate, and that route was becoming common knowledge among Capellan March military commands. The few survivors were tried and imprisoned, and then the Concordat struck back.

Hyalite and then Lothair fell without much struggle, as did Midale and Brockway, which had both been weakened during the Steiner-Davion fighting. Meant to be punitive raids, these successes prompted secondary strikes at Bromhead and Lindsay. The Pleiades Hussars crushed all resistance on Lindsay in less than a fortnight. Then, taking the bit in their teeth and proceeding without orders, the Hussars and the Pleiades Lancers struck out for their ancient homeworlds in the Pleiades Cluster.

March Lord George Hasek, already moving forces in response to Concordat attacks, hit the Pleiades Cluster with mercenary regiments. If the mercenaries had driven back the Taurians that might have been the end of it. Fighting for their long-surrendered homeworlds, however, the Pleiades commands stuck it. This forced a second, much stronger response from the Davion lord, with no quarter asked or given. By March of 3067 the Federated Suns had retaken and pacified every world except the Cluster worlds, leaving the Concordat with slippery footholds on these remaining planets.

But as public opinion swung behind the Pleiades assault, so did the Taurian military. The production output of four industrial centers poured into manufacturing replacements for units destroyed in the assault. This effort placed new strains on the Concordat military, however, threatening to collapse it altogether. Without the redesigned BattleMech program, in fact, the military likely would already have failed. Shraplen is determined to keep a foothold inside the Cluster, and believes that resistance only has to last until the upcoming Star League conference. There, Taurian grievances can finally be addressed and, with House Liao's backing, the Protector will push for nothing less than the proper return of the Pleiades Cluster to Taurian rule.

TAURIAN ARMED FORCES

The following is an overview of the Taurian Concordat Armed Forces, including current deployments.

Taurian Guard

Though still suffering under a downgraded loyalty rating, the Taurian Guard managed to decimate the Fighting Urukhai and then led the initial assault into the Federated Suns. Two battalions of the Commandos were later pushed off Midale, returning to Taurus. A battalion of the Guard remains posted outside the Nebula to blunt any Davion counterthrust. They have recently added to their ranks all surviving members of the Hyades Light Infantry, keeping them together as much as possible in the eventual hope of resurrecting that storied unit.

I Corps

I Corps continues to stand post along the border, stretching from Argos down to Laconis. Given this unit's outspoken criticism of Protector Shraplen and close ties to retired General Brenda Calderon, the military has downgraded the I Corps loyalty rating to Questionable. The mercenary Gordon's Armored Cavalry has been reassigned to V Corps and sent to harass the Calderon Protectorate.

Hellespont was recently the target of severe bandit raids by a new pirate group calling itself the Calderon Commando. With I Corps spread so thin and no help forthcoming, and the heavy burden that resource-rich Hellespont is being asked to pay to keep the war machine going, the world recently severed all ties with the Concordat. I Corps is now trying to reestablish some form of contact, but so far Hellespont is ignoring them.

II Corps

With the Hyades Light Infantry routed out of the Pleiades Cluster and all but destroyed on Brockway, II Corps has been temporarily disbanded and its colors struck. Remnants of the Light Infantry have been taken in by the Taurian Guard. Longwood's Bluecoats have been shifted to IV Corps.

III Corps

Protector Shraplen has held onto the fanatic loyalty of III Corps with the best means at his disposal—giving them exactly what they want. The Pleiades Hussars continue to operate in the Pleiades Cluster, hoping to hang in there until the Star League conference. Even with constant Taurian efforts to keep the unit resupplied and manned at decent strength, it continues to hover at fifty percent operational readiness.

The First Taurian Lancers and the newly commissioned First MacLeod's Regiment are being rotated in among the Taurian Guard to safeguard the Hyades Cluster, earning them prestige if no real military experience. Meanwhile, the mercenary Bannockburn's Bandits patrol the border.

IV Corps

Beaten, bloodied and all but broken during the long offensive campaigns for House Liao, IV Corps managed a partial refit on Victoria and came limping back to the Concordat in time to support the second drive into Federated Suns space. The Second Taurian dropped in at Bromhead, and the Pleiades Lancers slipped in over Lindsay just in time to get caught up in the Hussars' thirst for what some of them call "the Return."

The Pleiades Lancers has since lost all cohesion, its survivors pulled into the Hussars of III Corps. The Second Taurian has been pulled back to safeguard the border, sharing that duty with the reassigned Longwood's Bluecoats.

V Corps

The Third Taurian Lancers are struggling to safeguard several important worlds after suffering losses on Hyalite. This has left the mercenary units Vandelay's Valkyries and Summer's Storm to protect the entire anti-spinward border and watch for activities by the Calderon Protectorate and bandits out of Pirate's Haven. Gordon's Armored Cavalry, long considered one of the Concordat's best troubleshooting units, continues to probe at the Protectorate, watching for any weakness.



MARIAN HEGEMONY

Once nothing more than a pirate realm and a joke in interstellar political circles, under the leadership of Caesar Julius O'Reilly, the Marian Hegemony has gained recognition and a modicum of respectability. This realm remains a refuge for many known criminals, but these individuals gained a criminal reputation in the Inner Sphere. Under the guidance of Caesar O'Reilly, people like Imperator David Gladding have purged the Marian military and political leadership of genuine undesirables—those who flourished under the new Caesar's father. Though the Hegemony's latest campaign did not net the gains that the Caesar had hoped for, the nation has certainly proven its worth as a Periphery power on a par with the Magistracy of Canopus, the Outworlds Alliance or the Taurian Concordat.

What follows is a brief précis of the state of the Hegemony, mostly based on information compiled from captured or intercepted Hegemony military transmissions. Information not provided by member-state intelligence services was taken from publicly available records, newsfeeds and interstellar corporate communiqués.

—Major Raymond Grippen
SLDF Intelligence Office

HISTORICAL BRIEF

Having come far from its humble beginnings during the Succession Wars, the Marian Hegemony came into its own during this century under the leadership of Marius O'Reilly and then his son Sean. Marius brought the first shadows of respectability and professionalism to his nation, and though his son later took control of the small state simply to fulfill more of his hedonistic desires, he proved the Hegemony was a force to be reckoned with. Under his leadership, the Hegemony conquered the tiny Lothian League, demosntrating to all that this pirate kingdom was truly something more.

The Hegemony could not continue to support Caesar Sean O'Reilly's excesses, however, which prompted his son Julius to take decisive action. In true Roman form, young Julius O'Reilly led an invasion of the Illyrian Palatinate, conquering that Periphery realm in a short campaign unauthorized by his father. Julius returned to the Hegemony capital of Alphard a national hero; banking on his own popularity and the mainstream support of the Marian military, he forcibly deposed his father.

The new Caesar initiated reforms the likes of which the Marian people had never dreamed of. Though the position of Caesar carried ultimate power within the nation, Julius O'Reilly gave his subjects more say in how they were governed. He gave them a voice and even took representatives from the Illyrian Palatinate and Lothian League as trusted advisors. While he tightened his nation's control over the worlds recently conquered, he gave the people of those worlds some freedoms they hadn't had before the Marians invaded. Meanwhile, as the Caesar continued to build domestic goodwill and unity, he prepared his legions for their next goal: conquest of the Circinus Federation.

In early 3064, O'Reilly authorized a massive colonization of the planet Valerius, sending colonists from throughout the Hegemony to this so-called "bright jewel." The world was habitable, though until late 3063 it apparently offered little in the way of significant valuable resources. Then highly publicized reports from several different survey missions prompted the Senate to call for rapid colonization, a request with which the Caesar was all too happy to comply.

Of course, Valerius also happened to be a short jump from the Circinus Federation's border. While dozens of colony ships made the trek to and from the new world, military transports secretly built a logistics depot there, preparing for the invasion of the Federation. Surprisingly, though Federation President McIntyre knew an invasion of his nation was inevitable, none found out about the secret base on Valerius until it was too late.

January 3066 saw two Marian legions drop onto the Circinian worlds of Blantleff and Maximillian. Though Caesar Julius had intended to devote four full legions to the initial wave, he was forced to use additional resources to put down small insurrections and apparent pirate raids throughout his nation. Nevertheless, the first invasion wave was brilliantly executed, taking both worlds in mere weeks. It didn't hurt that the Circinians saw the Marian invaders as liberators as much as conquerors.

Caesar Julius led the second wave of the invasion himself, targeting the world of Circinus. The Federation's defenders put up a far stronger defense of their capital than any had predicted and stymied the Caesar. At the same time, McIntyre launched rearguard attacks on Maximillian with forces disguised as elements of IV Legio, and later dispatched them to Blantleff. Though these nearly suicidal assaults did little damage to the Marian military machine, they did tie up units that the Caesar could have called upon to assist in the Circinus operation.

President McIntyre's most inspired move, however, was an assault on Alphard in May. When Caesar Julius learned of the attack—one that should have been impossible, given the known

strength of the Circinian Black Warriors and the McIntyre House Guard—he pulled off Circinus. At that point his legions had encountered at least eight reinforced 'Mech battalions—four more than the Federation was known to possess—and though his forces had accounted well for themselves, he did not care to see what additional support President McIntyre had assembled. He consolidated his hold on Blantleff and Maximillian and then rushed back to Alphard with his I Legio.

Though a state of war still technically exists between the Marian Hegemony and the Circinus Federation—President McIntyre ordered the Caesar's diplomatic envoys returned to Alphard decapitated—the fighting has been over for more than a year. Caesar O'Reilly has redeployed his troops across the Hegemony and has claimed some modicum of victory with the conquest of two Federation worlds—both of which, along with the colony world of Valerius, were assigned to the Hegemony's internal Illyrian district.

THE MARIAN LEGIONS

Bloodied after the brief war with the Circinus Federation, the Caesar's legions are understandably uneasy at the sudden build-up of forces in that neighboring realm. Though some of the raids and other internal difficulties were later attributed to Canopian and Free Worlds League interference, the expansion of the Federation military was not understood until analysts discovered the Word of Blake connection to the new 'Mechs fielded by Federation forces. The legions remain on guarded alert, watching for the next Circinian move, while building up to a full five 'Mech cohorts per legion.

I Legio Martina Victrix

Having followed their Caesar in his campaign against the Circinus Federation, the personnel of I Legio gained a great deal of experience on the battlefield, as well as a fair amount of salvage. Though the unit ultimately withdrew from Circinus, reports indicate the legion sacked the capital city as well as President McIntyre's military headquarters, leaving the world far more loaded down than when they arrived.

II Legio Cataphracti

Considered the Caesar's personal unit, the II Legio followed their leader from his campaign in the Illyrian Palatinate to his seizure of control on Alphard and, most recently, his invasion of the Circinus Federation. Assigned to the Circinus campaign, the unit proved its prowess, but was ultimately unable to dispatch the heavy foreign reinforcements. Like I Legio, the unit left the Federation only after scavenging a great deal of technology from the battlefields, as well as a *Mule*-class DropShip laden with new 'Mechs and weapons intended for the Black Warriors.

III Legio Limitanei

Caesar Julius granted III Legio the honor of launching the first assault of the Circinus campaign, landing on Maximillian and almost immediately bowling over its defenders. The unit was held in place by a near-constant stream of Federation mercenaries and later suffered relatively heavy damage from a unit masquerading as IV Legio. Currently rebuilding, the unit maintains the frontier against potential Federation aggression.

IV Legio Comitatensis

Assigned to the defense of the Marian Hegemony for the duration of the Federation campaign, IV Legio spent most of its time in the Illyrian district, putting down what were then considered pirate and bandit units. During those years, IV Legio grew skilled at pirate hunting and counterinsurgency tactics.

V Legio Ripariensis

V Legio garrisoned the Lothario District while its brother legions assaulted the Circinus Federation. Like IV Legio, this legion was forced to deal with insurgents and raids by unknown forces—activities later attributed to the Word of Blake in its support of the Circinus Federation.

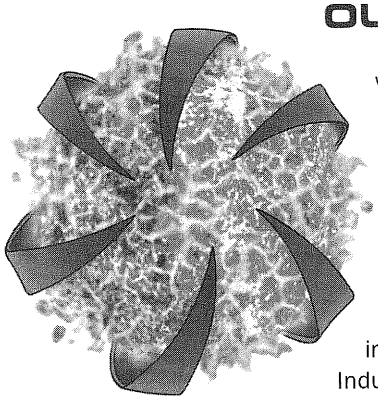
VI Legio Ripariensis

VI Legio was given the honor of participating in the first wave of the Circinus campaign, and like III Legio easily took the world it was assigned. Federation forces disguised as IV Legio attacked the unit on Blantleff in May of 3066, though by that time the masquerade had been uncovered. Still somewhat under strength at the time, VI Legio counterattacked with a passion that surprised friend and foe alike. The Federation force disintegrated within two weeks. VI Legio rebuilt with equipment captured from this enemy force and remains on guard should the Federation choose to repay the Hegemony for the invasion.

Cohors Morituri

The Cohort of the Dead remained in Hegemony space while Caesar Julius led the invasion of the Federation. As it turned out, this assignment was fortuitous. While the majority of the Marian BattleMech cohorts were clustered along the Hegemony's coreward reaches during the Federation campaign, a battalion of Circinian Black Warriors made their way to Alphard and carried out a high-risk assault on the Marian capital. Their gambit convinced the Caesar to suspend the campaign, though the cost was high. Reports suggest that no Black Warriors made it off Alphard. The MechWarriors of Cohors Morituri tore into them, breaking the Circinian unit in just three engagements. The few Federation MechWarriors who survived to be captured provided incontrovertible evidence of the Word of Blake's involvement before succumbing to their injuries.

OUTWORLDS ALLIANCE



The Outworlds Alliance has always been a lightly industrialized union of scattered worlds with a large Omniss population, adherents of a way of life uneasy with technology. It is therefore ironic that these people owe so much of their recent prosperity to the manufacture and export of arms.

THE LONG ROAD

The "Long Road" program transformed the Alliance into a hive of industrial activity. Lushann Industries now produces modern laser weapons, even trading with Robinson for BattleMechs. Praxton Fusion Products has introduced XL engines used by United Outworlds Corporation to produce an updated *Seydlitz* and the *Corax* OmniFighter. Mountain Wolf BattleMechs uses the same equipment in its new *Night Hawk* production line. In addition to these improvements, President Avellar made political overtures to the Taurian Concordat and the Magistracy of Canopus, promising the services of Alliance flight instructors in exchange for updated BattleMechs designs and rocket launcher technology.

Despite concerns over increased emphasis on industrial development, opposition to Avellar is divided and ineffectual. The influx of foreign currency from the export of weapons has strengthened the economy and boosted Avellar's popularity.

Hostilities between the Draconis Combine and the Federated Commonwealth placed the Alliance in a tricky situation. The Combine disapproved of Commonwealth access to raw materials. Similarly, aerospace fighter exports to the Combine displeased Katherine Steiner-Davion. Mitchell Avellar negotiated this political tightrope by bowing to Combine demands for increased production of the upgraded *Seydlitz* while granting tax concessions to Commonwealth mining concerns.

ALLIANCE MILITARY

Militarily, several initiatives addressed endemic morale problems in the Alliance Ground Defense Arm. Some, like the new Cerberus Cluster (ground forces equivalent to the Gallucci Cross) built self-confidence and pride among the troops, while new equipment and better training are intended to boost performance.

Alliance Air Wings

To date the First Air Wing is the only unit to receive the *Corax* OmniFighter, which replaces the older *Seydlitz*es. Chairman Stephen Woods, Wing Commander, pilots an *Issus* Clan second-line fighter. Though there are other explanations for the Alliance's access to Clan designs, the most likely is clearly Clan Snow Raven; two strange bedfellows to say the least.

The Second Air Wing has received weapons upgrades, but no *Corax* OmniFighters. The Alliance lacks trained technicians to maintain OmniFighters, limiting their deployment, however.

In early 3067 a battalion of 'Mechs grounded near the United Outworlds Corporation fighter production plant on Ramora. The 'Mechs of the Third Air Wing demonstrated its bombing skills by decimating these raiders.

The Fourth Air Wing received many of the First's old *Seydlitz*es. Most of these appear to have been used to build the Second Regiment into a reinforced formation with thirty fighters deployed in three squadrons of ten fighters each. Chairman Brian Parker has voiced suspicions about the source of the recent raiding against Alliance worlds.

The Fifth Alliance Air Wing, an expert bandit-hunting unit, has received the honor of working with the newly commissioned *Titan*-class *Long Road* in their latest sweeps beyond the Alliance borders. The Fifth has discovered very few pirate bases in these operations and Chairman Pemrik echoes the suspicions voiced by Brian Parker as to the origin of recent raids.

Avellar Guards

Endurance and a long reach are vital for a defensive unit like the Guards. The unit's commander has been pulling strings to get weapon upgrade kits. Extended-range lasers and double heat sinks are being fitted to the unit's heavy and assault 'Mechs as fast as the Guards can get them.

Alliance Borderers

Though the Borderers lack BattleMechs, many swifter vehicles now mount rocket launchers with which to deliver a short but devastating barrage to the enemy. The Borderers also deploy a Clan Oro heavy tank in the Command Battalion.

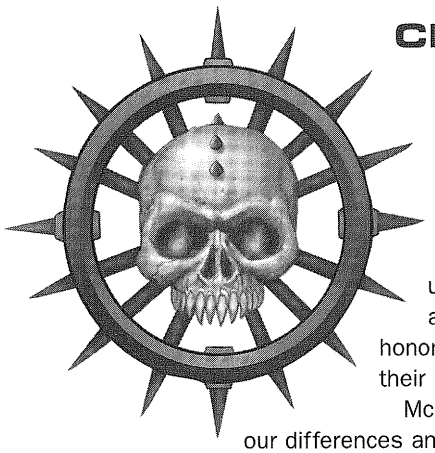
Alliance Grenadiers

New equipment and intensive training have done wonders for the Grenadiers infantry. Morale has improved, but the unit remains somewhat green.

Long Road Legions

Poor morale almost broke the First Legion's Second Battalion on Risin in 3066. After raiders drove off the unit, Chairman Roper rallied his armored battalion and pushed the attackers back. The action was recorded by the Alliance media and greatly improved the unit's public image.

The Second is experimenting with unconventional formations called Recovery Teams. These mixed units are charged with recovering salvage, even in the heat of battle. Their success makes the Second Regiment the best-equipped Alliance ground unit—it even fields several *Clint IIC* BattleMechs.



CIRCINUS FEDERATION

Change of Orders (07/21/3067)
Recipient: Captain Michael Cirion
Originating Officer: Colonel Fritz Donner

With this letter, I transfer the Black Warriors to your command. I include the Star League Loyalist's Seal as proof to any who challenge you.

For our redesigned BattleMechs, the devil Blakists made several demands, including the use of our warriors in an unspecified future operation. As you long suspected, I was not always a Periphery bandit. I originally trained as a hated Horseman. The events that led to my dishonorable discharge were the first in a long life of rape and pillage. But when the Blakists revealed their plans, their inhumanity chilled even my bones. The Warriors cannot be used this way.

McIntyre is dead. The Blakists now control the Guards and are coming for me next. We've had our differences and I am asking a lot, but no one else can see the Warriors through the dangers ahead.

You and the Warriors are ordered to avoid all contact with the Blakists and leave the Federation immediately. You are to contact my old command and deliver the Blakists' enclosed plans. The Horsemen will know what to do.

I know it will be hard to fight alongside Spheroids that twice abandoned your ancestors, but it is time for the Warriors to forgive the past. I know I am desperate to seek heroism in bandits, but the cataclysm before us demands it.

THE CAESAR'S WAR

While the Inner Sphere concentrated on the FedCom Civil War, an extraordinary campaign played out in the Periphery, when the tiny Circinus Federation stood up against the mighty Marian Hegemony.

Of course, Marian aggression was not unexpected. For years, Marian Legions marched steadily toward the Federation, conquering the Lothian League in 3054 and the Illyrian Palatinate in 3063. Alarmed by the Hegemony's growth, Federation President H.R. "Little Bob" McIntyre sent diplomats to greet the Hegemony's new Caesar, Julius O'Reilly, in 3063. They returned to Circinus in body bags.

Facing a superior attacker, President McIntyre sought help—from the Magistracy of Canopus, the Rim Commonality (a member state of the Free Worlds League), and the Word of Blake. Though they feared Federation raids, they dreaded Hegemony expansionism more. They could not openly aid a bandit kingdom like the Federation, however, but the Magistracy and the Rim Commonality covertly hired small, little-known mercenary companies to augment the Federation's forces.

With these assets, the Federation instigated rebellions on Illyria and Lothario, keeping the Second and Fifth Legions busy and out of the invasion. When the invasion's first wave hit the Circinian worlds of Blantleff and Maximillian in January of 3066, mercenary partisans also confronted the Third and Sixth Legions. Most were cannon fodder before the Marian legions, but nevertheless made repeated hit-and-run strikes.

The Federation unleashed the next phase of its defensive campaign in February. In exchange for various concessions, the Word of Blake agreed to reinforce the Black Warriors and the McIntyre House Guards with redesigned 'Mechs. Disguised as reinforcements from the Fourth Marian Legion, the Warriors struck at the Third Legion's rear areas on Maximillian. One month later, the Guards and their new heavy weapons descended on the Sixth Legion on Blantleff. Though the Hegemony managed to retain both worlds, these assaults effectively tied the Hegemony down and halted its momentum.

The Guards returned to Circinus while the Warriors went into hiding. Sensing the Marians' growing frustration, McIntyre anticipated the Hegemony's direct assault on Circinus. Despite massive defenses around the Federation capital, Caesar Julius and his First and Fourth Legions made steady progress, forcing McIntyre to play his trump card. On May 11, the Black Warriors jumped into a pirate point around the Marian capital of Alphard. After a brief engagement with the Cohors Morituri, the Warriors drove for the local HPG station, sending evidence of their presence on Alphard to the Marian attackers on Circinus.

Caesar Julius halted his assault and, within days, the Legions left Circinus.

MCINTYRE HOUSE GUARDS

With redesigned BattleMechs from their Blakist allies and salvage from the Marian invasion, the Guards have added a full battalion of heavy and assault 'Mechs to their roster. The Federation's first military factory, established on Baltazar III with Blakist help, will continue growing the Guards into the future. However, with President McIntyre's recent death from an apparent heart attack, the Guards, like most of the Federation government, are now puppets of the Word of Blake.

BLACK WARRIORS

Like the Guards, the Black Warriors added a battalion of light and medium 'Mechs at the conclusion of the Marian invasion. Upon McIntyre's death, the Black Warriors disappeared once again. Some Circinians believe they are mounting a covert operation on behalf of their new Blakist masters. Others claim the Warriors have struck out on their own, seeking a new home from which to conduct their bandit raids.

LESSER PERIPHERY STATES

Though they pose little threat to the major nations of the Inner Sphere and the Periphery, the so-called Lesser Periphery States are nevertheless important players in the game of interstellar politics. The events of the past several years have had little impact on their way of life or their continuing activities. The following is a brief synopsis of these tiny nations and their current state of affairs.

ASTROKASZY

Still a rough-and-tumble world where anything goes, the wars waged over the past half decade have brought something of a peace to this world where anything can be—and is—bought. Some intelligence agencies have tracked a number of arms shipments through Astrokaszy with an eventual destination in the Marian Hegemony, though just as many deals have had destinations in nations like the Magistracy of Canopus and even the Capellan Confederation.

CALDERON PROTECTORATE

Though the Taurian Concordat's leadership suffered a number of shake-ups in this century, the entire nation had never experienced the sheer madness that accompanied the formation of the Calderon Protectorate. Led by Marshal Baron Cham Kithrong and his VI Corps, the people of six of the Concordat's outlying worlds banded together and announced their secession from the Taurian Concordat as a whole until Erik Martens-Calderon, bastard son of the late Jeffrey Calderon, is named Protector. This secession set off what could have degenerated into a Taurian civil war, with the VI Corps plus other supporters of Marshal Kithrong fighting off the Taurian V Corps.

FIEFDOM OF RANDIS

If any nation has benefited from the FedCom Civil War, it is the Fiefdom of Randis and the Brotherhood that governs it. Countless thousands of soldiers and MechWarriors left the Federated Suns before, during and after the civil war. A number saw what the Brotherhood could offer and made their way to the Fiefdom. The Brotherhood currently fields two reinforced battalions, with as many Knights-MechWarrior and Knights-Candidate sitting Dispossessed, awaiting the chance to win 'Mechs for themselves. Reports indicate ongoing friction within the Brotherhood concerning its leader, a former Clansman.

FRANKLIN FIEFS

The various fiefs on the world of Novo Franklin continue their petty battles with each other, apparently ignorant of happenings in the nearby Outworlds Alliance. A number of Alliance ships have apparently been attempting to forge a closer relationship with this resource-rich world.

FRONC REACHES

The people of the New Colony Region finally achieved their long-sought freedom in early 3066. Hiring what mercenary support they could, they fortified their borders and sent emissaries throughout the Inner Sphere. The Free Rasalhague Republic and ComStar both immediately recognized this new nation, the Fronc Reaches. Their actions forced the Magistracy to do the same. A number of mercenary units remain with the Colonial Marshals still maintaining their vigil.

HEROTITUS

Once almost synonymous with hedonism, a new wave of morality burst across this world in the past few years. Led by Dr. Meshach Bronson, an ordained priest in the New Avalon Catholic Church who later left the priesthood over a doctrinal dispute during the Argyle Diet some thirty years ago, the so-called Church of the Living Christ has made remarkable headway in taming the reputation of Herotitus and its people. Within the past year Dr. Bronson's followers have "taken back" three of the world's major cities, enacting laws that ban some of the seedier activities for which Herotitus had become renowned.

MICA MAJORITY

Tourism and mineral trade remain this tiny nation's primary sources of income. Though the FedCom Civil War depressed the tourism industry a bit, the recent exploitation of a nearby system has boosted trade by 500 percent in just three years.

NEW ST. ANDREWS

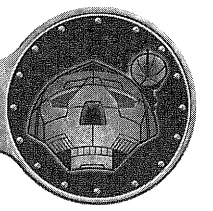
Another small world with little to offer, New St. Andrews has fallen off the screens of most significant powers—including major pirate groups—since the Hegemony-Federation war.

NIOPS ASSOCIATION

The leaders of the Niops Association contacted regional leaders in the Free Worlds League once it became obvious to them that the Marian Hegemony was on the warpath again. The Association's ruling council stopped short of inviting outside military forces into their system, though it did authorize sale of several centuries' worth of scientific observation and research to private corporations throughout the Inner Sphere, netting enough money to finance the purchase of two battalions of 'Mechs and several more battalions of conventional vehicles.

RIM COLLECTION

Though courted by President McIntyre to assist in the defense of his Circinus Federation, President William Roberts refused to lend aid. During the past three years, the tiny Collection militia has tracked almost two dozen unknown groups transiting through its space, though none have yet attacked any Collection worlds, instead apparently concentrating on hit-and-run attacks into the Lyran Alliance.



PIRATES

Martial St. Jamais: I'm afraid Lady Death has been less amenable this time to our desires. Our courier returned with empty hands and lashes across his back. She declared her debt paid, and if we want anything more, we had "better come loaded with enough swag to make (her) notice." I have tapped all of our other sources to compile the attached updates. What should we do about Trevaline? —Kernoff

[Alexander: Make a squad of Purifier battle armor available to Lady Death, with my compliments. Make certain she understands that we can be generous to our allies. She can then infer that we will be as ruthless with our enemies. —CSJ]

LADY DEATH

The operational readiness of Paula Trevaline's marauders can best be summed up in her own words. The only answer she offered in a recent request: "I am stronger than I was and not as strong as I will be tomorrow."

Pirate's Haven suits Trevaline's band, known as Death's Consorts. The formation of the nearby Calderon Protectorate and the slow death of Belle Isle and Tyrrhenia feeds them with more willing bodies and opportune targets than they likely know what to do with.

BAND OF THE DAMNED

In 3064 the Word of Blake suffered a severe setback in Periphery operations when Clan Snow Raven skirmishers discovered its hideaway world of Rezak's Hole. Vance Rezak and Operations Agent Smith lost a lance of Dark Angels, an armor battalion, one company of BattleMechs that everyone knew about and two companies the Word of Blake had managed to keep secret.

Rezak and Smith were, at the time, on Rezak's estates on Port Krin. Following these losses, Rezak moved swiftly to establish a new power base. Word of Blake's network of spies and traitors and Rezak's own reputation came in handy when the bulk of Vinson's Vigilantes came over to him without a shot fired. They are now fortifying against any move by the Clans to take Port Krin, and are readying themselves to support any future efforts that Word of Blake may deem necessary.

NEW BELT PIRATES

Word of Blake lost the time spent cultivating a relationship with Morgan Fletcher last year when Susie "One-Eye" Ryan took control of the New Belt Pirates and ousted the once-stable pirate king. She apparently made this move after Clan Wolf sent a dedicated Galaxy on a months-long pirate hunting mission that resulted in the loss of more than a battalion of New Belt Pirate forces; Susie seems to have blamed Morgan for daring too much and bringing the Wolves' ire down on the pirate band. She and her remaining forces have gone to ground, but there is no doubt she'll be back with revenge on her tongue.

SHEN-SÈ TIAN

The "Dark Days" band has met with one bad turn after another, whittling down their once-strong regiment to a single, strengthened battalion. Only the best (or worst, depending on your view) are left. The unit is easily of veteran quality, and small enough now to make a financial go of piracy. They raid frequently into the Fronc Reaches, Magistracy of Canopus, and Taurian Concordat. After the drubbing handed to them on Muridox by the Fifth Confederation Reserve Cavalry, they will likely give Confederation worlds a wide berth for a time.

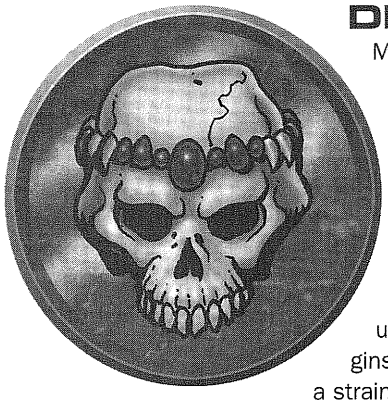
CALDERON'S COMMANDO

As near as the Word of Blake can tell, this new pirate band formed from soldiers who were abandoned in the secession of the Calderon Protectorate. They have since migrated across Taurian space to set up base somewhere inside the Fronc Reaches, where they raid into the Concordat and (occasionally) the Magistracy. Their choice of name looks to be nothing more than a means of promoting confusion.

ORDER OF THE FAITHFUL

Returning to Astrokaszy was a calculated risk by the Word of Blake. Fortunately, interference by Sun-Tzu Liao and the Magistracy pointed out the Word of Blake's error. It has taken much longer to infiltrate the desert bands and bend them to the Master's will, but their numbers are impressive and their allegiance is strong once won.

The "Camelot gambit" has paid off with increased dividends. After finding the planted stockpiles, Word of Blake's various "seers," prospectors and warlords gained immense sway over the locals. Agent Hadai Tol and Warlord Srin Obbaka Rashier jointly lead the new pirate order, two regiments strong and still growing. They have staged successful raids so far into the Marian Hegemony, the Magistracy and even the Free Worlds League.



DEEP PERIPHERY

Master,

Your suspicions regarding the Deep Periphery states have, as ever, proved correct. Our operatives have worked diligently with the Hansa and the factions of New Castile toward your plans for the Third Transfer. The League has proven a willing vendor, able to complete the systems we ordered within the allotted time frame, though their leaders remain oblivious to our goals save those we have allowed them to uncover. Their asteroid mining technologies in particular—combined with testing at Mundo Nublar (travel across such distances of uncharted space is draining, but the results have been worth the expense)—stand to play a key role in Erinyes. That project, though unlikely to be completed before the Star League Conference, will surely live up to its name. The only disappointment is our investigation into the so-called Umayyads. Their origins, though perhaps not what we had hoped for, can still be when the time is right, particularly as a strained peace now exists in that cluster of worlds thanks to our order's intervention.

In Blake's name,
Cameron St. Jamais, Precentor Martial

HANSEATIC LEAGUE

The Hansa have taken the failure of their endeavors in Nueva Castile with typical pragmatism. With their involvement in the conflict still hidden, they have sought to exploit the growing fury in the Castilian and Umayyad forces; openly negotiating equipment sales with both sides. Militarism is also growing; their convoy protection force has expanded considerably in the past eighteen months, with new fighters, carriers and attack vessels. This expansion is one I see no reason to discourage. If they want to butt heads with the Diamond Sharks, why should we stop them? After all, the merchant Clan has extremely long supply lines, lines it is in our interest to disrupt.

As part of their preparations, the Council of Merchants has installed Albert Snow as head of the HSF. This appointment does not sit well with many of the Captain-Generals, but as the replacement of Jonas Were demonstrates, the new warlord tolerates no dissent.

Snow's old unit, RDF 1, sits at the heart of HSF plans, its troops undergoing a vigorous regime of training and exercises as well as being re-equipped with the best gear the League has to offer. RDF 2 has likewise been exercising hard, Blum's paranoia now given the justification of an assault into his area of responsibility. The preparations in RDF 3 are less frenzied but no less thorough. By appointing Captain-General Hickock as his deputy, Snow went against the council's wishes, though few are prepared to argue against the former mercenary's combat record. RDF 4 has been little affected by events in the League, continuing its anti-pirate operations. RDF 5, however, has undergone a series of changes after its commanding officer was removed following a disagreement with the council. Captain-General Eloise Grady is little more than a political figurehead, with the true management of the unit in the hands of a former Smoke Jaguar, Major Aimee. RDF 6 has undergone perhaps the most vigorous training regime of all, incorporating a number of mercenary troops that have considerably bolstered the unit's effectiveness. The Convoy Protection force of today bears little resemblance to that of the last report on the HSF. Once a widely scattered group of convoy escorts, it is presently taking shape as a collection of small but effective raiding forces.

NUEVA CASTILE

The revelation that outsiders have been meddling in their affairs for centuries has done the previously impossible—brought relative peace to the worlds of Nueva Castile. Though neither the Castilian Principalities nor the Umayyad Caliphate trust each other, they have found common ground in their manipulation by outsiders. Both sides have also sought our Order's advice on how best to gain revenge on the imperialists who kept them enslaved in war for two centuries. Of course, both King Joseph Noye and Caliph Lise Burrill believe—thanks to the intercession of Precentor-Ambassador Gillick—that the power responsible for their de facto subjugation is the Lyran Alliance.

The First Umayyad Corps has swelled with recruits seeking revenge for the long deception of the Castilian people, and Atabeg Faulkner is struggling to integrate the massive influx of recruits into his force. The Second Corps, which has also swollen somewhat in recent months, is the most vocal in its opposition to the present cease-fire with the Principalities, regarding it as a ruse to allow the enemy to regroup. Third Corps cares little for reprisals against those who have manipulated the Castilian people, though Atabeg Palmer does appreciate the peace that has settled over Granada, however temporary.

The First Castilian Brigada is currently locked in a major dispute with the Fourth Brigada over the pick of new equipment and recruits, hampering efforts by both units to reorganize. Despite the cease-fire, the Second Brigada continues to raid (and be raided by) Umayyad troops, though this has taken the form of honor duels rather than open warfare. The Third Brigada remains riven by internal disputes and a host of political problems, leading King Noye to contemplate disbanding the unit and dispersing its troops among the other three brigada.

PERIPHERY TO&E

MAGISTRACY ARMED FORCES

(Deployment as of 1 August 3067)

Commander: Magestrix Emma Centrella
Aide: Senior General Hadji Doru
BattleMech Strength: Approximately 16 regiments

[Units in *italics* are currently stationed in the Capellan Confederation.]

UNAFFILIATED MAF UNITS

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Magistracy Cavaliers	R/R	Thraxa/Gamblion	100%	0/0/0(C)
(CO: Colonel Dillon Wentworth)				
Cavalier Armor Guard (Rgt)	R/R	Thraxa/Gamblion	100%	0/0/0
(CO: Major Manuel Mor)				
Cavalier "Mountain Men" Guard	R/R	Thraxa	100%	—
(CO: Major Abdul Majid)				
First Canopian Brigade	G/Q	Addasar/Luxen	105%	0/0/0(C)
(CO: Felicia Joppa)				

MAGISTRACY ROYAL GUARDS

CO: General Vernyce Alkobar
Aide: Colonel Claire Duckworth

Raventhir's Iron Hand	V/F	Canopus IV	110%	0/80/5(A)
(CO: Colonel Jason Raventhir)				
Raventhir's Air Guard (Squadron)	V/F	Canopus IV	100%	0/100/0
(CO: Commander Jak Vargas)				
Raventhir's Armor Guard (Rgt)	R/R	Canopus IV	100%	0/40/0
(CO: Force Major Hoshua Nielson II)				
Reventhir's Infantry Guard (2 Btns)	E/F	Canopus IV	120%	—
(CO: Colonel David Collins)				
1st Canopian Cuirassiers	V/F	Canopus IV/ Fanardir	95%	5/42/5(A)
(CO: Colonel Lane Meisel)				
1st Air Guard (Air Lance)	V/R	Fanardir	100%	0/100/0
(CO: Commander Tel Armania)				
1st Armor Guard (2 Btns)	R/R	Fanardir	95	0/30/0
(CO: Colonel Carla Marx)				
1st Infantry Guard (Btn)	V/F	Canopus IV/ Fanardir	105%	—
(CO: Major Juliet Tompson)				
2nd Canopian Cuirassiers	*E/R*	*Buenos Aires*	*87%*	*0/60/5(B)*
(CO: Colonel Coby Goss)				
2nd Cuirassiers Air Guard (2 Squadrons)	*E/F*	*Buenos Aires*	*80%*	*0/80/0*
(CO: Comcapt Dean Hawk)				
2nd Cuirassiers Armor Guard (2 Btns)	*V/R*	*Buenos Aires*	*90%*	*0/40/0*
(CO: Major Sarah Tillman)				
2nd Cuirassiers Infantry Guard (Btn)	*V/R*	*Buenos Aires*	*80%*	—
(CO: Major Geoff DeGarmo)				

CHASSEURS Á CHEVAL

CO: General Cynthia Evans
Aide: Colonel Finn Garion Hardy

1st Canopian Light Horse	*E/F*	*Pleione*	*80%*	*0/60/10(A)*
(CO: Colonel Kit deSummersVille)				
1st Light Horse Air Guard (2 Air Lances)	*V/R*	*Pleione*	*100%*	*0/80/5*
(CO: Commander Mary Carlyle)				
1st Light Horse Armor Guard (Rgt)	*V/F*	*Pleione*	*90%*	*0/50/0*
(CO: Colonel Megan Majia)				
1st Light Horse Infantry Guard (Btn)	*R/Q*	*Pleione*	*80%*	—
(CO: Major Leticia Robinson)				
2nd Canopian Light Horse	V/F	Borgan's Rift	98%	0/48/3(B)
(CO: Colonel Ardie Germaine)				
2nd Light Horse Air Guard (Air Lance)	E/F	Borgan's Rift	100%	0/50/0
(CO: Commander Roger Dent)				
2nd Light Horse Armor Guard	V/F	Borgan's Rift	99%	0/55/0
(CO: Force Major Lester Inman)				
2nd Light Horse Infantry Guard	R/F	Borgan's Rift	90%	—
(CO: Major Joe Milanovich)				
3rd Canopian Light Horse	R/Q	Adherlwin	100%	0/0/0(C)
(CO: Colonel Betty Kadara)				
3rd Light Horse Armor Guard (2 Btns)	G/R	Adherlwin	100%	0/0/0
(CO: Colonel Cynthia Janetka)				
3rd Light Horse Infantry Guard (Btn)	V/R	Adherwin	98%	—
(CO: Major Stefan Kukuc)				

CANOPIAN FUSILIERS

CO: General Sandra Aupriz
Aide: Colonel Hunter Layton

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
1st Canopian Fusiliers	E/R	Lindermarle/ Bethonolog	95%	0/20/0(C)
(CO: Darlene McKinnon)				
1st Fusiliers Armor Guard (2 Btns)	V/R	Lindermarle/ Bethonolog	80%	0/5/0
(CO: Major Mathew Prince)				
1st Fusiliers Infantry Guard (Btn)	R/F	Lindermarle/ Bethonolog	92%	—
(CO: Major Feng Lin)				
2nd Canopian Fusiliers	V/F	Bass/Marantha	80%	0/22/0(B)
(CO: Colonel Lee Lawhorn)				
2nd Fusiliers Armor Guard (Btn)	E/R	Bass/Marantha	90%	0/10/0
(CO: Major Mark Lieberson)				
2nd Fusiliers Infantry Guard (Btn)	V/F	Bass/Marantha	98%	—
(CO: Major Sarah Read)				
3rd Canopian Fusiliers	*E/F*	*Denbar*	*100%*	*0/100/30(A)*
(CO: Colonel William Sangrey)				
3rd Fusiliers Armor Guard (2 Btns)	*E/F*	*Denbar*	*95%*	*0/60/0*
(CO: Major Connie Gemmin)				
3rd Fusiliers Infantry Guard	*E/R*	*Denbar*	*98%*	—
(CO: Major Jos Drozky)				

MAGISTRACY HIGHLANDERS

CO: General Oscar Long
Aide: Colonel Amy Lambert

1st Magistracy Highlanders	V/F	Detroit	105%	0/30/5(B)
(CO: Colonel Ronald Price)				
1st Highlander Infantry Guard (Btn)	V/R	Detroit	95%	—
(CO: Major Jessie Starks)				
2nd Magistracy Highlanders	V/R	Detroit	102%	0/20/0(B)
(CO: Dorothy Skaw)				
2nd Highlander Infantry Guard (Btn)	V/R	Detroit	%100	—
(CO: Major James Inman)				

RAVENTHIR CUIRASSIERS

CO: General Mavis Cooper
Aide: Colonel Hanna Lewis

1st Raventhir Cuirassiers	R/Q	Joppa/ Dainmar Majoris	90%	0/0/0(C)
(CO: Mavis Cooper)				
1st Raventhir Armor Guard (Btn)	R/Q	Joppa/ Dainmar Majoris	85%	0/0/0
(CO: Major Mike Berger)				
1st Raventhir Infantry Guard (Rgt)	R/R	Joppa/ Dainmar Majoris	80%	—
(CO: Colonel Devon Eines)				
2nd Raventhir Cuirassiers	R/R	Ballad II/ Crawford's Delight	90%	0/8/0(C)
(CO: Colonel Geir Hedman)				
2nd Raventhir Armor Guard (Btn)	R/R	Ballad II/ Crawford's Delight	80%	0/5/0
(CO: Major Paul Cuvala)				
2nd Raventhir Infantry Guard (Btn)	R/Q	Ballad II/ Crawford's Delight	95%	—
(CO: Colonel Craig Hill)				

TAURIAN DEFENSE FORCE

(Deployment as of 1 October 3067)

Commander: Protector Grover Shraplen
Aide: Senior Marshal Boris Tharn
BattleMech Strength: Approximately 9 regiments

[Units in *italics* are currently stationed in the Capellan Confederation.]

TAURIAN GUARD

Commander: Marshal Robere Caul
Aide: Comptroller Alice Hastings

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Taurian Guard	V/R	Hyades Cluster/ New Vallis	98%	0/15/2(A)
(CO: Colonel Lee "T-Bolt" Smith)				
4th Taurian Air Division (Wing)	E/R	New Vallis	98%	0/24/0
(CO: Senior Air Master Byron Tike)				
3rd Taurian Armor Guard (Battalion)	R/R	Hyades Cluster	90%	0/5/0
(CO: Subaltern Paul Sinclair)				
121st Cluster Infantry (6 Battalions)	R/R	Taurus	85%	—
(CO: Colonel Steve Milner)				
Concordat Commandos	E/R	Hyades Cluster	95%	0/28/10(A)
(CO: Colonel Monty Scott)				
15th Armored Cavalry (Battalion)	V/F	Hyades Cluster	100%	0/12/0
(CO: Subaltern Laura Ganes)				
3rd Battlesuit Recon (2 Squads)	V/R	Hyades Cluster	110%	—
(CO: Force Sergeant Cameron Vale)				

I CORPS
Commander: Marshal Kai Shoguwa
Aide: Comptroller Adam Meisner

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Concordat Jaegers	V/Q	Argos/Regis Roost/ New Vandenberg	100%	1/56/10(B)
(CO: Colonel Carol Trennouth)				
2nd Velites Air Division (Wing)	R/Q	Regis Roost	98%	0/30/2
(CO: Sr. Air Master Phan Mah Lut)				
Red Chasseurs	V/Q	Laconis/Landmark/ Bromhead	93%	0/8/0(B)
(CO: Comptroller Clarence "Chip" Cheplak)				
21st Corps Air Division	R/Q	Landmark	100%	0/2/0
(CO: Sr. Air Master Samantha Fields)				
27th Armored Recon (2 Companies)	G/Q	Bromhead	84%	0/5/0
(CO: Subaltern Mick Andrew)				
Red Gate Infantry (Company)	R/Q	Landmark	100%	—
(CO: Cornet Adam Mustaffalous)				

III CORPS
Commander: Senior Marshal Boris Tharn
Aide: Colonel Victor Sharpe

Pleiades Hussars	V/F	Pleiades Cluster	77%	2/21/18(A)
(CO: Comptroller Maxwell Albritten)				
Pleiades Seventh Air Division (Wing)	V/F	Pleiades Cluster	72%	0/33/0
(CO: Sr. Air Master Dianne Gaul)				
Four-Seventeen (Battalion)	R/Q	Pleiades Cluster	66%	0/25/0
(CO: Subaltern Rom Lann)				
12th Pleiades Infantry (2 Battalions)	R/F	Pleiades Cluster	55%	—
(CO: Colonel Steve Milner)				
1st Taurian Lancers	*G/F*	*Aldebaran/Ningpo*	*85%*	*0/21/8(A)*
(CO: Colonel Austin Campbell)				
1st Taurian Armored Lancers	*R/F*	*Aldebaran/Ningpo*	*67%*	*0/44/0*
(CO: Colonel Xavier "X" St. Cloud)				
75th Light Guard (2 Battalions)	*G/R*	*Aldebaran/Ningpo*	*79%*	—
(CO: Force Sergeant Cameron Vale)				
1st MacLeod's Regiment	G/F	Hyades Cluster/ MacLeod's Land	75%	0/18/2(A)
(CO: Colonel Monty Scott)				
71st Armored Cavalry (Battalion)	G/F	MacLeod's Land	85%	0/21/0
(CO: Subaltern Janus Links)				
5th Battlesuit Recon (Squad)	G/F	Hyades Cluster	100%	—
(CO: Force Sergeant Connor Sinclair)				

IV CORPS
Commander: Marshal Talon Black
Aide: Colonel Simon Seize

2nd Taurian Lancers	R/R	Amber Grove/ Mithron	96%	0/22/0(B)
(CO: Colonel William "Stable Manager" Mouat)				
33rd Air Defense (Squadron)	G/R	Mithron	98%	0/10/0
(CO: Air Master Emory Johnstone)				
2nd Taurian Armored Lancers	G/F	Amber Grove/ Mithron	100%	0/5/0
(CO: Colonel Theodore Wilson)				

V CORPS
Commander: Marshal Amanda Revin
Aide: Brigadier Jason Batavia

3rd Taurian Lancers	G/R	Hyalite/Perdition/ Celentaro	68%	0/2/0(B)
(CO: Colonel Kalvin Hobbes)				
3rd Taurian Armored Lancers (2 Companies)	G/Q	Perdition	91%	0/0/0
(CO: Subaltern Jessiah Hawkins)				
3rd Taurian Foot Lancers	G/R	Hyalite/Perdition Celentaro	77%	—
(CO: Colonel Roman Waters)				

MARIAN HEGEMONY ARMED FORCES
(Deployment as of 1 September 3067)

Commander: Caesar Julius O'Reilly
Aide: Imperator David Gladding
BattleMech Strength: 6 legions, 1 cohort (approximately 8 regiments)

ALPHARD DISTRICT
District Commander: General Lucius Travers
Aide: Prefect Andrea Nugent

I Legio	V/F	Alphard	100%	0/45/5(A)
(CO: Imperator David Gladding)				
Prima Cohors	E/F	Alphard	90%	0/60/10
(CO: Legatus Joanna Behrensen)				
Secunda Cohors	V/R	Stafford	90%	0/40/0
(CO: Legatus Robert Kron)				
Tertia Cohors	E/F	Pompey	100%	0/30/0
(CO: Legatus Haakan Westlund)				
Quarta Cohors	R/R	Pompey	70%	0/25/0
(CO: Legatus Bartolomeo Gracchi)				
Quinta Cohors	R/R	Stafford	75%	0/35/0
(CO: Legatus William Noland)				
Prima Auxilia Legio	V/F	Alphard	115%	0/15/0
(CO: Prefect Dorian Pihl)				
Ala Alba Wing	E/F	Alphard	100%	0/5/0
(CO: Legatus Trent Boothby)				
III Legio	R/R	Ballalaba	100%	0/20/0(C)
(CO: Prefect Talawar Marius)				
Prima Cohors	V/R	Ballalaba	90%	0/30/0
(CO: Legatus James McWilliams)				
Secunda Cohors	R/R	Baccalieu	80%	0/35/0
(CO: Legatus Jamie Constantineau)				
Tertia Cohors	R/R	Islington	85%	0/15/0
(CO: Legatus L. Patrick Quintus)				
Quarta Cohors	G/Q	Suetonius	75%	0/10/0
(CO: Legatus Severine Xavier)				
III Auxilia Legio	R/Q	Ballalaba	100%	0/0/0
(CO: Prefect Edward Nugent)				
Cohors Morituri	R/Q	Marius' Tears	115%	0/15/0
(CO: Legatus Winston Sorfleet)				
Morituri Auxilia Cohors	V/F	Marius' Tears	125%	0/5/0
(CO: Legatus Trace Cranston)				

LOTHARIO DISTRICT
District Commander: General Robert Hill
Aide: Prefect Norman Zielinski

V Legio	R/R	Lothario	100%	0/35/0(A)
(CO: Prefect Josef Vasicek)				
Prima Cohors	R/F	Lothario	100%	0/40/0
(CO: Legatus Gaius Dillford)				
Secunda Cohors	V/F	Leximon	95%	0/30/0
(CO: Legatus Angelo Vantaa)				
Tertia Cohors	R/R	Valerius	90%	0/30/0
(CO: Legatus Francisco Kelley)				
Quarta Cohors	G/R	Lordinax	85%	0/35/0
(CO: Legatus Mela Tintrel)				
V Prima Auxilia Legio	R/R	Lordinax	90%	0/5/0
(CO: Prefect Mariana Pinchus)				
V Secunda Auxilia Legio	G/R	Lothario	85%	0/0/0
(CO: Prefect Chaco Villalobos)				
V Caelum Wing	G/F	Lothario	100%	0/5/0
(CO: Legatus Oberman Wilson)				
II Legio	V/F	Logan Prime	100%	0/35/0(A)
(CO: Prefect Theodore Penn)				
Prima Cohors	E/F	Logan Prime	95%	0/40/0
(CO: Legatus Crosby Ton)				
Secunda Cohors	V/R	Paulinus	90%	0/45/0
(CO: Legatus Eren Tloth)				
Tertia Cohors	E/R	Lindassa	100%	0/20/0
(CO: Legatus Michael Hutchissen)				
Quarta Cohors	R/F	Lindassa	70%	0/10/0
(CO: Legatus Meinhard Tubbe)				
Quinta Cohors	R/R	Paulinus	65%	0/15/0
(CO: Legatus Geddy West)				
II Auxilia Loricatus Legio	V/F	Logan Prime	95%	0/5/0
(CO: Prefect David Hudson)				
II Auxilia Mobilarius Legio	V/F	Lindassa	100%	0/5/0
(CO: Prefect Wilma Bohn)				
II Caelum Wing	V/R	Logan Prime	100%	0/0/0
(CO: Legatus Troy Eichmenn)				

ILLYRIA DISTRICT
District Commander: General Victor Humphreys
Aide: Prefect Chastity Bell

IV Legio	R/R	Illyria	100%	0/15/0©
(CO: Prefect Chakra Sunkehl)				
Prima Cohors	V/R	Trondheimal	95%	0/10/0
(CO: Legatus Onufry Sopczak)				
Secunda Cohors	R/Q	Illyria	100%	0/5/0
(CO: Legatus Terryl Mulberry)				
Tertia Cohors	V/R	Reykavis	100%	0/15/0
(CO: Legatus Gorman Tuman)				
IV Auxilia Legio	R/R	Illyria	100%	0/5(0)
(CO: Prefect Harry Ontkean)				
VI Legio	V/R	Maximillian	100%	0/15/0/C
(CO: Prefect Albert DeVereaux)				
Prima Cohors	V/Q	Maximillian	100%	0/35/0
(CO: Legatus Rudolf Kess)				

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Secunda Cohors	R/R	Blantleff	100%	0/10/0
(CO: Legatus Joakim Boalt)				
Tertia Cohors	V/R	Blantleff	85%	0/35/0
(CO: Legatus Anchor Wu)				
VI Auxilia Legio	R/R	Maximillian	100%	0/0/0
(CO: Prefect Lucius Corelli)				
VI Caelum Wing	V/F	Maximillian	100%	0/5/0
(CO: Legatus Davis Polem)				

ALLIANCE MILITARY CORPS
(Deployment as of 1st September 3067)

Commander: President Mitchell Avellar
Aide: Senior Chairman Maurice Avellar

1st Alliance Air Wing	E/F	Alpheratz	99%	01/46/20
(CO: Chairman Stephen Wood)				
Command Regiment	E/F	Alpheratz	100%	01/60/30
(CO: Chairman Stephen Wood)				
Second Regiment	E/F	Rudolpho	98%	0/40/18
(CO: Chairman Stephanie Del Rio)				
Third Regiment	E/F	Jordan Wais	99%	0/40/12
(CO: Chairman Jim Brazel)				
2nd Alliance Air Wing	E/F	Dneiper	98%	0/33/0
(CO: Chairman Devon Newman)				
Command Regiment	E/F	Dneiper	99%	00/36/0
(CO: Chairman Devon Newman)				
Second Regiment	E/R	Dneiper	99%	0/31/0
(CO: Chairman Diana Wilkens)				
Third Regiment	E/F	Risin	96%	0/32/0
(CO: Chairman David Doheny)				
3rd Alliance Air Wing	E/F	Ramora	100%	0/30/0
(CO: Chairman Deborah Razer)				
Command Regiment	E/F	Ramora	100%	0/39/0
(CO: Chairman Deborah Razer)				
Second Regiment	E/R	Ramora	100%	0/21/0
(CO: Chairman Thomas Ackerman)				
Third Regiment	E/F	Tellman IV	100%	0/30/0
(CO: Chairman Joseph Ociepka)				
4th Alliance Air Wing	E/F	Lushann	98%	0/31/0
(CO: Chairman Edgar Donnelly)				
Command Regiment	E/R	Lushann	98%	0/40/0
(CO: Chairman Edgar Donnelly)				
Second Regiment	E/F	Calish II	97%	0/27/0
(CO: Chairman Brian Parker)				
Third Regiment	E/F	Sevon	99%	0/33/0
(CO: Chairman Karin Sigaty)				
5th Alliance Air Wing	E/F	Feris	99%	0/28/0
(CO: Chairman Jeff Pemrick)				
Command Regiment	E/F	Ferris	100%	0/31/0
(CO: Chairman Jeff Pemrick)				
Second Regiment	E/F	Ferris	100%	0/27/0
(CO: Chairman Anthony StoneZ				
Third Regiment	E/F	Ferris	97%	0/26/0
(CO: Chairman Nabil Chiu)				
Avellar Guard	R/R	Alpheratz	100%	0/21/0
(CO: Chairman Douglas Carmichael)				
Command Battalion	V/F	Alpheratz	100%	0/21/0
(CO: Chairman Douglas Carmichael)				
Second Battalion (Infantry)	R/R	Alpheratz	100%	—
(CO: Chairman Michael Nielson)				
Third Battalion (Infantry)	G/R	Alpheratz	100%	—
(CO: Chairman Robert Timborski)				
Alliance Borderers	R/R	Ramora	92%	01/15/0
(CO: Chairman Fitzroy Candly)				
Command Battalion (Armor)	V/R	Ramora	95%	01/20/0
(CO: Chairman Fitzroy Candly)				
Second Battalion (Armor)	R/R	Ramora	90%	0/10/0
(CO: Chairman Ross Hibler)				
Third Battalion (Infantry)	G/R	Ramora	87%	—
(CO: Chairman Russell Potter)				
Alliance Grenadiers	R/R	Ferris	97%	0/11/0
(CO: Chairman Janet Rice)				
Command Battalion	V/R	Ferris	99%	0/11/0
(CO: Chairman Janet Rice)				
Second Battalion (Infantry)	R/R	Ferris	100%	—
(CO: Chairman Wayne Girance)				
Third Battalion (Infantry)	G/R	Ferris	98%	—
(CO: Chairman Irene Simonson)				
1st Long Road Legion	G/R	Dneiper	95%	0/18/0
(CO: Chairman Seymore Hares)				
Command Battalion	R/R	Dneiper	96%	0/19/0
(CO: Chairman Seymore Hares)				
Second Battalion (Armor)	G/R	Prinis Prime	96%	00/17/00
(CO: Chairman Michael Nielson)				
Third Battalion (Infantry)	G/R	Risin	93%	—
(CO: Chairman Robert Timborski)				
2nd Long Road Legion	R/R	Lushann	95%	01/22/0
(CO: Chairman Amanda Huggins)				
Command Battalion	R/R	Lushann	97%	01/30/0
(CO: Chairman Amanda Huggins)				
Second Battalion (Armor)	G/R	Sevon	96%	0/14/0
(CO: Chairman Damon Nagle)				
Third Battalion (Infantry)	R/R	Lushann	92%	—
(CO: Chairman Tracy Pessino)				

CIRCINUS FEDERATION
(Deployment as of 1 September 3067)

Commander: Precentor Calvin "Zeke" McIntyre
Aide: Colonel Jenna Lawrence
BattleMech Strength: Approximately 2 Regiments

Black Warriors Regiment	E/Q	Unknown	100%	0/45/0(B)
(CO: Colonel Michael Cirion)				
Black Angels (Wing)	E/Q	Unknown	100%	0/28/0
(CO: Major Ann "Red Death" Harley)				
Black Horses (2 Battalions)	E/Q	Unknown	100%	0/15/0
(CO: Colonel Major Kelly "Kilroy" Bergstrom)				
Black Dogs (Reinforced Battalion)	E/Q	Unknown	100%	—
(CO: Major Jebediah Gorst)				
McIntyre House Guard Regiment	V/F	Circinus	100%	0/40/0(B)
(CO: Colonel Jenna Lawrence)				
McIntyre Wings (Wing)	V/F	Circinus	100%	0/30/0
(CO: Major Adam Calabrese)				
McIntyre Armored Cavalry (Battalion)	R/F	Circinus	100%	0/10/0
(CO: Major Dwayne Alvarez)				
McIntyre Militia (Reinforced Battalion)	R/F	Circinus	100%	—
(CO: Jonathan Kropa)				

LESSER PERIPHERY STATES
(Deployment as of 1 September 3067)

CALDERON PROTECTORATE
Commander: Marshal (Baron) Cham Kithong
Aide: Comptroller Rand Allison
BattleMech Strength: 2 regiments

1st Taurian Pride	V/Q	Erod's Escape/ Marknick/ Gaul	88%	0/4/0(B)
(CO: Colonel Peter LaCasse)				
1st Pride Defense Division (Wing)	R/Q	Erod's Escape	72%	0/6/0
(CO: Senior Air Master Kelly Swift)				
New Colony Guard (Battalion)	G/Q	Marknick	95%	—
(CO: Subaltern Derrik Masters)				
2nd Taurian Pride	G/Q	Dilk/Oscar/ Lastpost	93%	0/8/0(B)
(CO: Colonel David Summerheim)				
2nd Pride Defense Division (Wing)	V/Q	Dilk/Oscar	94%	0/11/0
(CO: Air Master Samual Eretz)				
7th Gaul Armored Regiment (Battalion)	R/Q	Dilk/Oscar	86%	0/9/0
(CO: Subaltern Julie Phelps)				
Calderon's Commandos (Battalion)	R/Q	Dilk/Oscar Lastpost	99%	—
(CO: Force Sergeant Terrence Red-Bear)				

FIEFDOM OF RANDIS
Commander: Grand Knight Lucas Beckett
Aide: Brother Galahad Frews
BattleMech Strength: 2 reinforced battalions

Brotherhood of Randis, 1st Battalion	V/F	Randis	135%	5/85/10(C)
(CO: Grand Knight Lucas Beckett)				
Brotherhood of Randis, 2nd Battalion	V/F	Randis	140%	5/80/5(C)
(CO: Brother Andrew Zibler-Scott)				

FRANKLIN FIEFS
BattleMech Strength: Fewer than 2 battalions

Fiefdom Military Forces	G/R	Novo Franklin	100%	0/10/0(C)

FRONC REACHES
BattleMech Strength: 2 battalions

Colonial Marshals	V/F	Fronc	85%	0/35/0(C)
(CO: Force Marshal Dirk McEvans)				

MICA MAJORITY
Commander: Colonel Gary Larsen
Aide: Major Laren Larson
BattleMech Strength: 1 company

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
Larsen's Loners	V/R	Mica II, V & VII	165%	0/35/0(C)
(CO: Colonel Gary Larsen)				

NEW ST. ANDREWS
Commander: Major Michael Nelson
Aide: Captain Ralph Haddemiah
BattleMech Strength: 1 battalion

Nelson's Longbows	R/F	New St. Andrews	95%	0/30/0(C)
(CO: Major Michael Nelson)				

NIOPS ASSOCIATION
Commander: Brigadier L. Jamison Fallon
Aide: Colonel Eugene Thorpe
BattleMech Strength: 2 regiments

Niops Association Militia	G/R	Niops V, VI & VII	85%	0/95/0(C)
(CO: Brigadier L. Jamison Fallon)				

RIM COLLECTION
Commander: Colonel Jerry Able
Aide: Major Lawrence Updike
BattleMech Strength: 1 battalion

Able's Aces	V/R	Gillfillan's Gold	115%	0/15/0(C)
(CO: Colonel Jerry Able)				

PIRATES
(Deployment as of 28 August 3067)

Death's Consorts (2 Btns)	V/F	Pirate's Haven	100%	0/33/0
(CO: Paula "Lady Death" Trevaline)				
Band of the Damned (1 Rgt)	V/R	Port Krin	100%	0/50/0
(CO: Vance Rezak)				
New Belt Pirates (2 Btn)	V/F	Star's End	60%	10/20/0
(CO: Susie "One-Eye" Ryan)				
Shen-Sé Tian (1 Btn)	V/R	Fronc Reaches	90%	0/30/0
(CO: Troi Eskins)				
Calderon's Commandos (2 Btns)	V/Q	Fronc Reaches	93%	0/8/0
(CO: Colonel Val Dean)				
Order of the Faithful				
(CO: Srin Obbaka Rashier)				
The Sword of Faith Hussars (1 Rgt)	R/F	Astrokaszy	80%	0/50/5
(CO: Colonel Germaine Wilder)				
The Defenders of Faith Grenadiers (1 Rgt)	R/F	Astrokaszy	98%	0/60/10
(CO: Colonel Carlton Schultz)				

DEEP PERIPHERY
(Deployment as of 28 May 3067)

HANSEATIC LEAGUE
Commander: Captain-General Albert Snow
BattleMech Strength: Approximately 6 regiments

	Exp/Loy	Homeworld	Strength	Tech C/SL/O(R)
RDF 1	V/F	Bremen	95%	0/20/5(C)
(CO: Captain-General James Hock)				
RDF 2	R/R	Antwerp	100%	0/15/0(C)
(CO: Captain-General Ri Blum)				
RDF 3	R/R	Gateway	85%	0/10/0(C)
(CO: Captain-General Cynthia Hickock)				
RDF 4	V/R	Riga	100%	0/15/0(C)
(CO: Captain-General Lars Muldoon)				
RDF 5	G/R	Tomalov	110%	0/5/0(C)
(CO: Captain-General Eloise Grady)				
RDF 6	V/R	Bergen	100%	0/10/0(C)
(CO: Captain-General Manfred Gilbert)				
Convoy Protection Force	V/F	None	100%	—
(CO: Captain-General Hortense Meldrew)				

NUEVA CASTILE: UMAYYAD CALIPHATE
Commander: Caliph Lise Burrill
BattleMech Strength: 4 battalions

First Corps	V/F	Granada	115%	0/10/0(C)
(CO: Atabeg Andrew Faulkner)				
Second Corps	V/F	Cordoba	80%	0/5/0(C)
(CO: Atabeg Thanh Brach)				
Third Corps	R/R	Granada	95%	0/5/0(C)
(CO: Atabeg Vanessa Highland)				

NUEVA CASTILE: CASTILIAN PRINCIPALITIES
Commander: King Joseph Noye
BattleMech Strength: Approximately 2 regiments

First Brigada	R/F	Asturias	105%	0/15/0(C)
(CO: Principe Edgar Buck)				
Second Brigada	V/R	Cordoba	75%	0/5/0(C)
(CO: Principe Angelo Bergman)				
Third Brigada	R/R	Castile	80%	0/10/0(C)
(CO: Principe Bruno Deering)				
Fourth Brigada	G/R	Valencia	90%	0/5/0(C)
(CO: Principe Masahiro Khondji)				

RULES

This section provides rules and tables that players can use to quickly generate forces for pick-up games, for almost every faction in the BattleTech universe. These tables update to 3067 the ones given for the various factions as originally presented in the Field Manual series. References to BattleTech Master Rules, Revised are abbreviated as BMR; references to Classic BattleTech RPG (formerly MechWarrior, Third Edition) are abbreviated as CBT:RPG; and references to AeroTech 2 are abbreviated as AT2.

UNIT ASSIGNMENT TABLES

The 'Mech, vehicle and aerospace assignment tables in this section can be used alone or as an expansion to the Creating Scenarios rules starting on page 103 of BMR (the aerospace tables are updates and expansions for those tables found in AT2, beginning on p. 63). Likewise, they may supplement the Assignment Tables starting on page 90 in CBT: RPG.

ASSIGNING 'MECHS

After determining the weight classes of the units in each force (see p. 108, BMR), and the faction to be played, consult the appropriate Random Assignment Tables in the following section to determine the specific unit designs to be used.

For the Clans, first look at the TO&E of the chosen faction. On that list, after the Tech Level, the number 1 or 2 appears in parentheses. This number represents the status of a given unit. A Status of 1 indicates a front-line unit, while 2 indicates a second-line unit.

For all non-Clan factions that have more than a single column on their random assignment tables, the players must set the equipment ratings to be used in the scenario. First, look at the TO&E of the chosen faction. On that list, after the Tech Level, the letter A, B, C, D or F appears in parentheses. This letter indicates the Equipment Rating of that unit and corresponds to an appropriate column on the unit's faction table. The Equipment Rating represents a unit's access to advanced 'Mechs and other equipment. The rating also represents the unit's relationship with its own military command and so determines how easily it can obtain equipment and supplies.

Alternatively, the players may simply set an equipment rating for their forces (Equipment Rating C is considered average) or may each roll 1D6 to determine their force's equipment rating. For non-Clan factions, a result of 1 provides an A rating, a result of 2 or 3 a B rating and a result of 4 to 6 a C rating. For Clan factions, a result of 1 or 2 represents a front-line unit and a result of 3 to 6 represents a second-line unit.

Using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

Assigning Units in Classic BattleTech RPG

Players can also use the random assignment tables in this section to assign the starting 'Mech, vehicle or aerospace fighter for a new CBT: RPG character. In this case, use these tables instead of the standard tables on pp. 90-94, CBT: RPG. Base the character's equipment rating (or status) on the character's current unit (or the unit with which he last served).

If the character has not served in a unit, assume he has a C rating (Status 2). For non-Clan characters, increase the rating by one level for every two of the following that the character possesses: Land Grant, Title, an appropriate Contact, Well-Connected, Social Standing of 7 or higher, or a Tour of Duty (only one Tour of Duty Path counts toward this total). Decrease the rating by one level for every two of the following: Bad Reputation, Poverty, Owns Vehicle or Ne'er-Do-Well (Life Path). The rating cannot increase above A or drop below C.

ASSIGNING PILOTS

Once the players have determined their units, they should assign pilots to each. The players may use the Random Experience Level Table and the Random Skills Table (Expanded), p. 114, BMR.

If playing elements from a specific unit, consult the appropriate unit's TO&E; each unit (and sub-unit) has a rating of Elite, Veteran, Regular or Green. If playing an Elite unit, the controlling player should add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skills roll. If playing a Veteran unit, add +2 to the Experience roll and +1 to the Skill roll. If playing a Regular unit, apply no modifiers. For a Green unit, apply a –2 modifier to the Experience roll and –1 to the Skill roll.

RANDOM UNIT ASSIGNMENT TABLE: CAPELLAN CONFEDERATION

Light Units (20 to 35 tons)

	Equipment Rating						
2D6	**A**	**B**	**C**	**D**	**F**	**Vehicles**	**Aerospace Fighters (20 to 45 tons)**
2	ABS-3T Anubis [30]	ABS-3L Anubis [30]	STG-6L Stinger [20]	RVN-3L Raven [35]	MCY-98 Mercury [20]	Cavalry [25]^{V}	Sabre [25]
3	STG-6L Stinger [20]	JA-KL-1532 Jackal [30]	RVN-3L Raven [35]	JVN-10N Javelin [30]	JR7-F Jenner [35]	Galleon [30]^{T}	F-11-RR Cheetah [25]
4	STG-6L Stinger [20	UM-R70 UrbanMech [35]	RVN-3L Raven [35]	ABS-3R Anubis [30]	JVN-10N Javelin [30]	Skulker [20]^{W}	SPR-H5 Sparrowhawk[30]
5	JA-KL-1532 Jackal [30]	RVN-3L Raven [35]	STG-5R Stinger [20]	MCY-98 Mercury [20]	STG-3R Stinger [20]	Saracen [35]^{H}	F-11-R Cheetah [25]
6	RVN-3L Raven [35]	RVN-3L Raven [35]	ABS-3R Anubis [30]	STG-5R Stinger [20]	UM-R60 UrbanMech [35]	Scorpion [25]^{T}	TR-7 Thrush [25]
7	RVN-3L Raven [35]	ABS-3R Anubis [30]	MCY-98 Mercury [20]	WSP-1L Wasp [20]	UM-R60 UrbanMech [35]	Pegasus [35]^{H}	TR-7 Thrush [25]
8	OW-1 Owens [35]	UM-R63 UrbanMech [35]	C-SK1 Cossack [20]	UM-R60L UrbanMech [35]	WSP-1L Wasp [20]	Pegasus [35]^{H}	TR-7 Thrush [25]
9	D9-G9 Duan Gung [25]	OW-1 Owens [35]	UM-R63 UrbanMech [35]	UM-R60L UrbanMech [35]	WSP-1L Wasp [20]	Harrasser [25]^{H}	F-10 Cheetah [25]
10	MCY-98 Mercury [20]	D9-G9 Duan Gung [25]	LCT-5V Locust [35]	UM-R63 UrbanMech [35]	COM-5D Commando [25]	Minion [20]^{H}	SPR-H5 Sparrowhawk[30]
11	WSP-3L Wasp [20]	STG-6L Stinger [20]	D9-G9 Duan Gung [25]	LCT-5V Locust [35]	UM-R60L UrbanMech [35]	Striker [35]^{W}	Centurion [30]
12	WSP-3L Wasp [20]	WSP-3L Wasp [20]	OW-1 Owens [35]	C-SK1 Cossack [20]	STG-5R Stinger [20]	Hawk Moth [25]^{V}	F-11-RR Cheetah [25]

Medium Units (40 to 55 tons)

	Equipment Rating						
2D6	**A**	**B**	**C**	**D**	**F**	**Vehicles**	**Aerospace Fighters (50 to 70 tons)**
2	APL-1M Apollo [55]	PXH-4L Phoenix Hawk [45]	MS1-O Men Shen [55]	CLNT-2-3U Clint [40]	HBK-4P Hunchback [50]	Drillson [50]^{H}	Lightning [50]
3	SHD-7M Shadow Hawk [55]	TR1 Wraith [55]	SNK-1V Snake [45]	CLNT-2-3U Clint [40]	BJ-3 Blackjack [45]	Lt SRM Carrier [40]^{W}	CSR-V12 Corsair [50]
4	SYU-2B Sha Yu [40]	HUR-R4L Huron Warrior [50]	CLNT-2-3U Clint [40]	PXH-1 Phoenix Hawk	CLNT-1-3T Clint [40]	Maxim [50]^{H}	CMT-3T Troika [65]
5	BJ2-O Blackjack [50]	CLNT-2-3U Clint [40]	VND-3L Vindicator [45]	CDA-2A Cicada [40]	CDA-2A Cicada [40]	Hetzer [40]^{W}	F-92 Stingray [60]
6	HUR-R4L Huron Warrior [50]	CDA-3M Cicada [40]	CDA-3C Cicada [40]	CDA-2A Cicada [40]	CDA-2A Cicada [40]	Vedette [50]^{T}	TR-11 Transit [50]
7	MS1-O Men Shen [55]	VND-3L Vindicator [45]	VND-1R Vindicator [45]	VND-1R Vindicator [45]	VND-1R Vindicator [45]	Vedette [50]^{T}	TR-10 Transit [50]
8	VND-4L Vindicator [45]	BJ-2 Blackjack [45]	HCT-5S Hatchetman [45]	VND-1AA Vindicator [45]	BJ-1 Blackjack [45]	Hetzer [40]^{W}	TR-11 Transit [50]
9	SNK-1V Snake [45]	MS1-O Men Shen [55]	BJ-3 Blackjack [45]	BJ-1 Blackjack [45]	PXH-1 Phoenix Hawk	Regulator [45]^{H}	F-94 Stingray [60]
10	VND-4L Vindicator [45]	SNK-1V Snake [45]	MHL-2L Marshall [55]	BJ-3 Blackjack [45]	VND-3L Vindicator [45]	Regulator [45]^{H}	DFC-O Defiance [55]
11	PXH-4L Phoenix Hawk [45]	VND-4L Vindicator [45]	BJ-2 Blackjack [45]	MHL-X1 Marshall [55]	HBK-4G Hunchback [50]	Condor [50]^{H}	DFC-O Defiance [55]
12	PXH-4L Phoenix Hawk [45]	BJ2-O Blackjack [50]	HUR-R4L Huron Warrior [50]	MHL-2L Marshall [55]	VND-1AA Vindicator [45]	Gladius [40]^{H}	HCT-213 Hellcat [60]

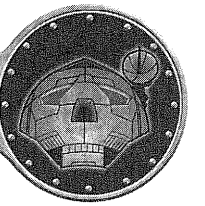
Heavy Units (60 to 75 tons)

	Equipment Rating						
2D6	**A**	**B**	**C**	**D**	**F**	**Vehicles**	**Aerospace Fighters (75 to 100 tons)**
2	HEL-C Helios [60]	WHM-8L Warhammer [70]	HEL-4A Helios [60]	MAD-3L Marauder [75]	CPLT-C3 Catapult [65]	Zhukov [75]^{T}	Thunderbird [100]
3	WHM-8L Warhammer [70]	HEL-3D Helios [60]	CDR-7L Crusader [65]	GHR-5H Grasshopper [70]	ON1-VA Orion [75]	Zhukov [75]^{T}	F-700 Riever [100]
4	LHU-3B Lao Hu [75]	TDR-9L Thunderbolt [65]	CTF-2X Cataphract [65]	OSR-2C Ostroc [60]	GHR-5H Grasshopper [70]	LRM Carrier [60]^{T}	Eagle [75]
5	JN-G8A Jinggau [65]	CPLT-C5 Catapult [65]	CPLT-C3 Catapult [65]	CPLT-C3 Catapult [65]	CPLT-C1 Catapult [65]	Manticore [60]^{T}	TR-13A Transgressor [75]
6	CPLT-C5 Catapult [65]	LHU-2B Lao Hu [75]	CPLT-C4 Catapult [65]	CES-3R Caesar [70]	OSR-2C Ostroc [60]	Bulldog [60]^{T}	TR-13 Transgressor [75]
7	CTF-3L Cataphract [65]	TSG-9 Ti Ts'ang [60]	CTF-3D Cataphract [65]	CTF-2X Cataphract [65]	CTF-1X Cataphract [65]	SRM Carrier [60]^{T}	TR-13 Transgressor [75]
8	THR-1L Thunder [70]	CTF-3D Cataphract [65]	ON1-K Orion [75]	CTF-2X Cataphract [65]	CPLT-C1 Catapult [65]	Po [60]^{T}	TR-14 Transgressor [75]
9	TSG-9H Ti Ts'ang [60]	OSR-4L Ostroc [60]	WHM-6L Warhammer [70]	TDR-5S Thunderbolt [65]	CTF-2X Cataphract [65]	Po [60]^{T}	F-100 Riever [100]
10	ARC-7L Archer [70]	THR-1L Thunder [70]	GHR-5J Grasshopper [70]	ON1-VA Orion [75]	TDR-5S Thunderbolt [65]	Morningstar [60]^{T}	TR-14 Transgressor [75]
11	TSG-9J Ti Ts'ang [60]	ARC-7L Archer [70]	TSG-9 Ti Ts'ang [60]	WHM-6L Warhammer [70]	CES-3R Caesar [70]	Brutus [75]^{T}	F100A Riever [100]
12	MAD-5L Marauder [75]	CTS-6Y Cestus [65]	OSR-4L Ostroc [60]	ON1-K Orion [75]	WHM-6L Warhammer [70]	Brutus [75]^{T}	F100A Riever [100]

Assault (80 to 100 tons) Units

	Equipment Rating						
2D6	**A**	**B**	**C**	**D**	**F**	**Vehicles**	**DropShips**
2	MR-V2 Cerberus [95]	LGB-12C Longbow [85]	STC-2D Striker [80]	AS7-D Atlas [100]	STC-2C Striker [80]	Hvy LRM Carrier [80]^{T}	Overlord-A3^{S}
3	LGB-12C Longbow [85]	VTR-9K Victor [80]	STK-5M Stalker [85]	CP-10-Q Cyclops [90]	STC-2C Striker [80]	Schiltron [80]^{W}	Avenger^{A}
4	LGB-12C Longbow [85]	STC-2D Striker [80]	LGB-7V Longbow [85]	CGR-1A1 Charger [80]	LGV-7Q Longbow [85]	Demolisher [80]^{T}	Leopard CV^{A}
5	STK-5M Stalker [85]	STC-2D Striker [80]	AS7-K Atlas [100]	STC-2C Striker [80]	LGV-7Q Longbow [85]	Ontos [95]^{T}	Overlord^{S}
6	STC-2D Striker [80]	CP-11-A Cyclops [90]	STC-2C Striker [80]	CP-10-Z Cyclops [90]	CP-10-Q Cyclops [90]	Schrek [80]^{T}	Triumph^{A}
7	EMP-6A Emperor [90]	LGB-7V Longbow [85]	STC-2C Striker [80]	LGV-7Q Longbow [85]	CGR-1A1 Charger [80]	Ontos [95]^{T}	Union^{S}
8	PLG-3Z Pillager [100]	LGB-7V Longbow [85]	LGV-7Q Longbow [85]	LGV-7Q Longbow [85]	CGR-1A5 Charger [80]	Partisan [80]^{T}	Leopard^{A}
9	Y-H9G Yu Huang [90]	EMP-6A Emperor [90]	STK-3F Stalker [85]	CGR-1L Charger [80]	CP-10-Z Cyclops [90]	Partisan [80]^{T}	Lung Wang^{A}
10	Y-H10G Yu Huang [90]	STK-5M Stalker [85]	CGR-1L Charger [80]	CGR-1L Charger [80]	STK-4P Stalker [85]	Hvy LRM Carrier [80]^{T}	Excalibur^{S}
11	CP-11-A Cyclops [90]	PLG-3Z Pillager [100]	CP-11-A Cyclops [90]	STK-3F Stalker [85]	CGR-1L Charger [80]	Demolisher [80]^{T}	Kuan Ti^{A}
12	PLG-4Z Pillager [100]	Y-H9G Yu Huang [90]	EMP-6A Emperor [90]	BNC-3E Banshee [95]	CGR-1L Charger [80]	Schiltron [80]^{W}	Kuan Ti^{A}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM 'MECH ASSIGNMENT TABLE: CRUSADER CLAN FRONT LINE

Light 'Mechs (20 to 35 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Incubus [30]	Fire Falcon Prime [25]	Fire Moth H [20]	Hankyu B [30]	Hellion Prime [30]	Hellion B [30]	Fire Moth H [20]
3	Mist Lynx H [25]	Kit Fox Prime [30]	Hankyu C [30]	Fire Moth D [20]	Cougar Prime [35]	Kit Fox D [30]	Kit Fox Prime [35]
4	Incubus [30]	Fire Falcon A [25]	Mist Lynx B [25]	Kit Fox E [30]	Adder A [35]	Kit Fox H [30]	Adder C [35]
5	Kit Fox Prime [30]	Myst Lynx Prime [25]	Hellion A [30]	Hellion A [30]	Adder Prime [35]	Adder C [35]	Adder B [35]
6	Adder B [35]	Fire Falcon B [25]	Hankyu Prime [25]	Hankyu A [30]	Kit Fox D [30]	Fire Moth D [20]	Mist Lynx Prime [25]
7	Kit Fox A [30]	Fire Falcon C [25]	Kit Fox Prime [30]	Hellion Prime [30]	Kit Fox Prime [30]	Adder A [35]	Adder Prime [35]
8	Mist Lynx B [25]	Fire Falcon D [25]	Kit Fox B [30]	Adder C [35]	Fire Moth Prime [20]	Adder H [35]	Kit Fox H [30]
9	Adder H [35]	Adder A [35]	Adder H [35]	Fire Falcon A [25]	Fire Moth A [20]	Fire Moth Prime [20]	Adder A [35]
10	Hankyu A [30]	Fire Falcon E [25]	Fire Falcon A [25]	Hellion B [30]	Fire Falcon A [25]	Hankyu Prime [30]	Mist Lynx A [25]
11	Horned Owl [35]	Kit Fox A [30]	Hellion Prime [30]	Hellion C [30]	Mist Lynx D [25]	Kit Fox E [30]	Kit Fox A [30]
12	Locust IIC [25]	Fire Falcon H [25]	Adder Prime [35]	Adder Prime [35]	Fire Falcon Prime [25]	Hankyu C [30]	Hankyu D [30]

Medium 'Mechs (40 to 55 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Stooping Hawk D [55]	Stormcrow A [55]	Phantom Prime [40]	Phantom H [40]	Ice Ferret Prime [45]	Pouncer H [40]	Ice Ferret D [45]
3	Conjurer [50]	Crimson Langur A [50]	Ice Ferret H [45]	Phantom D [40]	Viper B [40]	Huntsman H [50]	Pouncer Prime [40]
4	Battle Cobra A [40]	Shadow Cat Prime [45]	Ice Ferret Prime [45]	Viper Prime [40]	Viper C [40]	Nova H [50]	Phantom Prime [40]
5	Stooping Hawk Prime [55]	Crimson Langur B [50]	Viper Prime [40]	Black Lanner E [55]	Nova D [50]	Viper H [40]	Ice Ferret A [45]
6	Nova Prime [50]	Huntsman Prime [50]	Viper B [40]	Viper A [40]	Nova Prime [50]	Grendel A [45]	Stormcrow Prime [55]
7	Crimson Langur A [40]	Nova Prime [50]	Nova Prime [50]	Stormcrow B [55]	Stormcrow Prime [55]	Nova Prime [50]	Ice Ferret B [45]
8	Crimson Langur Prime [50]	Crimson Langur C [50]	Stormcrow A [55]	Black Lanner B [55]	Black Lanner Prime [55]	Stormcrow B [55]	Nova Prime [50]
9	Stormcrow A [55]	Huntsman A [50]	Nova S [50]	Ice Ferret D [45]	Stormcrow A [55]	Stormcrow Prime [55]	Pouncer D [40]
10	Battle Cobra B [40]	Stormcrow Prime [55]	Stormcrow B [55]	Stormcrow Prime [55	Black Lanner C [55]	Stormcrow H [55]	Phantom C [40]
11	Stooping Hawk C [55]	Huntsman B [50]	Stormcrow H [55]	Stormcrow A [55]	Grendel Prime [45]	Viper E [40]	Viper A [40]
12	Stalking Spider [50]	*Crimson Langur Prime [50]	Viper C [40]	Ice Ferret Prime [45]	Phantom Prime [40]	Viper Prime [40]	Shadow Cat Prime [45]

Heavy 'Mechs (60 to 75 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Hellfire 2 [60]	Mad Dog B [60]	Linebacker Prime [65]	Linebacker A [65]	Linebacker Prime [65]	Cauldron-Born B [65]	Timber Wolf D [75]
3	Thresher [60]	Summoner C [70]	Summoner A [70]	Mad Dog D [60]	Mad Dog C [60]	Mad Dog H [60]	Linebacker A [65]
4	Mad Dog B [60]	Summoner B [70]	Hellbringer A [65]	Nova Cat Prime [70]	Mad Dog Prime [60]	Mad Dog Prime [60]	Summoner D [70]
5	Timber Wolf D [75]	Cauldron-Born C [65]	Summoner H [70]	Summoner C [70]	Hellbringer B [65]	Mad Dog D [60]	Timber Wolf B [75]
6	Summoner A [70]	Mad Dog Prime [60]	Mad Dog B [60]	Timber Wolf D [75]	Summoner Prime [70]	Timber Wolf D [75]	Linebacker B [65]
7	Crossbow Prime [65]	Cauldron-Born B [65]	Mad Dog A [60]	Linebacker Prime [65]	Summoner D [70]	Cauldron-Born A [65]	Timber Wolf Prime [75]
8	Crossbow Prime [65]	Summoner Prime [70]	Mad Dog Prime [60]	Summoner A [70]	Hellbringer Prime [65]	Night Gyr Prime [75]	Timber Wolf A [75]
9	Grizzly [70]	Cauldron-Born Prime [65]	Timber Wolf D [75]	Linebacker E [65]	Night Gyr Prime [75]	Nova Cat D [70]	Linebacker Prime [65]
10	Crossbow B [65]	Cauldron-Born A [65]	Timber Wolf Prime [75]	Cauldron Born A [65]	Timber Wolf A [75]	Cauldron-Born H [65]	Linebacker C [65]
11	Rifleman IIC [65]	Summoner A [70]	Timber Wolf H [75]	Nova Cat B [70]	Summoner B [70]	Timber Wolf Prime [75]	Timber Wolf C [75]
12	Grizzly [70]	Nova Cat Prime [70]	Cauldron Born Prime [65]	Mad Dog C [60]	Night Gyr A [75]	Cauldron-Born C [65]	Mad Dog Prime [60]

Assault 'Mechs (80 to 100 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Blood Asp A [90]	Turkina B [100]	Dire Wolf H [100]	Warhawk H [85]	Gargoyle Prime [80]	Blood Asp C [90]	Warhawk Prime [85]
3	Warhawk Prime [85]	Turkina A [100]	Kingfisher Prime [90]	Gargoyle D [80]	Executioner A [95]	Executioner A [95]	Dire Wolf H [100]
4	Blood Kite [85]	Warhawk H [85]	Warhawk B [85]	Executioner A [95]	Executioner Prime [95]	Warhawk C [85]	Gargoyle H [80]
5	Kingfisher D [90]	Warhawk C [85]	Executioner Prime [95]	Gargoyle C [80]	Turkina B [95]	Blood Asp Prime [90]	Dire Wolf Prime [100]
6	Blood Kite [85]	Gargoyle A [80]	Executioner A [95]	Warhawk A [85]	Turkina Prime [95]	Blood Asp A [90]	Gargoyle A [80]
7	Kingfisher D [90]	Warhawk A [85]	Gargoyle C [80]	Gargoyle A [80]	Warhawk Prime [85]	Kingfisher H [90]	Dire Wolf A [100]
8	Blood Kite [85]	Warhawk Prime [85]	Gargoyle Prime [80]	Warhawk Prime [85]	Warhawk B [85]	Gargoyle D [80]	Warhawk C [85]
9	Warhawk C [85]	Gargoyle Prime [80]	Warhawk Prime [85]	Gargoyle B [80]	Dire Wolf Prime [100]	Warhawk H [85]	Dire Wolf C [100]
10	Blood Kite [85]	Turkina Prime [100]	Naga Prime [80]	Executioner Prime [95]	Dire Wolf A [100]	Dire Wolf H [100]	Kingfisher D [90]
11	Kingfisher C [90]	Gargoyle A [80]	Dire Wolf S [100]	Gargoyle Prime [80]	Naga Prime [80]	Blood Asp E [90]	Warhawk B [85]
12	Dire Wolf [100]	Turkina C [100]	Warhawk H [100]	Executioner H [95]	Mad Cat II [90]	Savage Coyote C [85]	Dire Wolf S [100]

*This is a four-legged (quad) BattleMech.

RANDOM 'MECH ASSIGNMENT TABLE: CRUSADER CLAN SECOND LINE

Light 'Mechs (20 to 35 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Howler [20]	MCY-97 Mercury [20]	Howler [20]	Commando IIC [25]	Mist Lynx Prime [25]	Locust IIC 4 [25]	Jenner IIC [35]
3	MON-66 Mongoose [25]	MON-66 Mongoose [25]	Commando IIC [25]	Howler [20]	THE-N Thorn [20]	Locust IIC [25]	MON-66 Mongoose [25]
4	Jenner IIC [35]	Locust IIC [25]	UrbanMech IIC [30]	Locust IIC 2 [25]	Howler [20]	Locust IIC 3 [25]	THE-N Thorn [20]
5	Locust IIC [25]	Incubus [30]	Piranha [20]	Locust IIC [25]	Kit Fox Prime [30]	Jenner IIC [35]	Incubus [30]
6	Horned Owl [30]	Mandrill [30]	MCY-97 Mercury [20]	Horned Owl [35]	Locust II C [25]	Horned Owl [35]	Locust IIC 4 [25]
7	Locust IIC [25]	Howler [20]	Locust IIC [25]	Incubus 2 [30]	Locust II C [25]	Jenner IIC 2 [35]	Icestorm [25]
8	Incubus [30]	Jenner IIC [35]	Jenner IIC [35]	Snow Fox [20]	Jenner II C [35]	Incubus [30]	Jenner IIC [35]
9	MCY-97 Mercury [20]	Mandrill [30]	Incubus [30]	Icestorm [25]	Spirit [35]	Horned Owl 2 [35]	Locust IIC 4 [25]
10	Incubus [30]	Incubus [30]	UrbanMech IIC [30]	Incubus [30]	MON-66 Mongoose [25]	Howler [20]	Icestorm [25]
11	Horned Owl [30]	Howler [20]	Horned Owl [35]	Jenner IIC [35]	Incubus [30]	Pack Hunter [30]	Locust IIC 5 [25]
12	Piranha [20]	Piranha [20]	HER-1S Hermes [30]	Firefly C [30]	Horned Owl [35]	Firefly C [30]	Adder D [35]

Medium 'Mechs (40 to 55 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Griffin IIC 3 [40]	Conjurer [50]	Hunchback IIC [50]	Hunchback IIC [50]	STN-3L Sentinel [40]	Hoplite C [55]	Hunchback IIC [50]
3	CRB-27 Crab [50]	Conjurer [50]	Great Wyrm [45]	Shadow Hawk IIC [45]	Nova Prime [50]	Shadow Hawk IIC 3 [45]	Conjurer [50]
4	Vapor Eagle [55]	WVE-5N Wyvern [45]	Corvis [40]	Wyvern IIC [45]	STN-3 Sentinel [40]	Great Wyrm [45]	Griffin IIC [40]
5	Griffin IIC [40]	STN-3L Sentinel [40]	Shadow Hawk IIC [45]	Shadow Hawk IIC 2 [45]	Shadow Hawk II C [45]	Griffin IIC 4 [40]	CRB-27 Crab [50]
6	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]	Corvis [40]	Griffin IIC 2 [40]	Conjurer [50]	Hunchback IIC [50]	Lobo [40]
7	Conjurer [50]	Griffin IIC [40]	Griffin IIC [40]	Vapor Eagle [55]	Conjurer [50]	Shadow Hawk IIC 2 [45]	Lobo [40]
8	Conjurer [50]	Griffin IIC [40]	KTO-19 Kintaro [55]	Griffin IIC 4 [40]	Griffin II C [40]	Conjurer [50]	Shadow Hawk IIC [45]
9	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]	Wyvern IIC [45]	Clint IIC [40]	Viper Prime [40]	Wyvern IIC [45]	Griffin IIC 2 [40]
10	Griffin IIC 4 [40]	Hunchback IIC [50]	Conjuror [50]	Conjurer [50]	Hunchback II C [50]	Vapor Eagle [55]	Shadow Hawk IIC [45]
11	CRB-27 Crab [50]	Vapor Eagle [55]	Vapor Eagle [55]	Vapor Eagle [55]	Pinion [45]	Griffin IIC 3 [40]	Griffin IIC 2 [40]
12	Hunchback IIC [50]	Vapor Eagle [55]	STN-3L Sentinel [40]	Great Wyrm [45]	KTO-19 Kintaro [55]	Clint IIC [40]	Pouncer D [40]

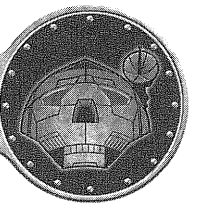
Heavy 'Mechs (60 to 75 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Glass Spider [60]	Black Python [75]	CHP-1N Champion [60]	Grizzly [70]	Timber Wolf Prime [75]	Rifleman IIC 3 [65]	EXT-4D Exterminator [65]
3	Thresher [60]	BMD-12D Bombardier [65]	GLT-3N Guillotine [70]	Glass Spider 2 [60]	Mad Dog Prime [60]	Predator [60]	FLS-8K Flashman [75]
4	Rifleman IIC [65]	FLS-8K Flashman [75]	Thresher [60]	Guillotine IIC [70]	Summoner C [70]	Grizzly [70]	Glass Spider [60]
5	BL-6-KNT Black Knight [75]	Thresher [60]	Glass Spider [60]	Thresher [60]	EXT-4D Exterminator [65]	Hellfire [60]	Orion IIC [75]
6	Thresher [60]	Rifleman IIC [65]	Rifleman IIC [65]	Black Python [75]	Glass Spider [60]	Rifleman IIC [65]	Rifleman IIC [65]
7	Grizzly [70]	Predator [60]	Guillotine IIC [70]	Black Python [75]	Glass Spider [60]	Glass Spider [60]	Orion IIC [75]
8	Rifleman IIC [65]	LNC25-01 Lancelot [60]	Ha Otoko [65]	Thresher [60]	Rifleman II C [65]	Burrock [75]	Glass Spider 2 [60]
9	Grizzly [70]	Rifleman IIC [65]	Bowman [70]	Grizzly [70]	Rifleman II C [65]	Hellfire 2 [60]	BL-6-KNT Black Knight [75]
10	Rifleman IIC 3 [65]	Predator [60]	Grizzly [70]	Thresher [60]	FLS-8K Flashman [75]	Glass Spider 2 [60]	Rifleman IIC [65]
11	Glass Spider [60]	EXT-4D Exterminator [65]	Black Python [75]	Glass Spider [60]	Hellbringer A [60]	Black Python [75]	Glass Spider 2 [60]
12	BL-6-KNT Black Knight [75]	Summoner Prime [70]	Glass Spider 2 [60]	Predator [60]	Summoner Prime [70]	Guillotine IIC [70]	Linebacker Prime

Assault 'Mechs (80 to 100 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	HGN-732 Highlander [90]	Stone Rhino [100]	Supernova [90]	Mad Cat Mk II [90]	Stone Rhino [100]	Annihilator C [100]	Supernova [90]
3	Marauder IIC [85]	Phoenix Hawk IIC [80]	Stone Rhino [100]	Shogun C [85]	Warhawk Prime [85]	Bane 3 [100]	Phoenix Hawk IIC [80]
4	Phoenix Hawk IIC 3 [80]	THG-11E Thug [80]	Highlander IIC [90]	Phoenix Hawk IIC 3 [80]	THG-11E Thug [80]	Marauder IIC 3 [85]	Naga Prime [80]
5	Blood Kite [85]	Phoenix Hawk IIC 2 [80]	Thunder Stallion 2 [85]	Highlander IIC [90]	Phoenix Hawk II C [80]	Blood Kite [85]	CRK-5003-1 Crockett [85]
6	Blood Kite [85]	Bane [100]	Bane 3 [100]	Warhammer IIC [80]	Phoenix Hawk II C [80]	Marauder IIC 2 [85]	Naga A [80]
7	Blood Kite [85]	Phoenix Hawk IIC 3 [80]	Warhammer IIC [80]	Phoenix Hawk IIC [80]	Warhammer II C [80]	Warhammer IIC 2 [80]	Warhammer IIC [80]
8	Blood Kite [85]	THG-11E Thug [80]	Thunder Stallion [85]	Marauder IIC [85]	Warhammer II C [80]	Highlander IIC [90]	Supernova [90]
9	CRCRK-5003-1 Crockett [85]	Phoenix Hawk IIC 4 [80]	CRCRK-5003-1 Crockett	Kodiak [100]	Bane [100]	Warhammer IIC 3 [80]	THG-11E Thug [80]
10	Warhammer IIC [80]	HGN-732 Highlander [90]	Marauder IIC [85]	Warhammer IIC 2 [80]	Bane [100]	Phoenix Hawk IIC 3 [80]	Marauder IIC [85]
11	Warhammer IIC 3 [80]	KGC-000 King Crab [100]	Kodiak [100]	Marauder IIC 3 [85]	HGN-732 Highlander [90]	Shogun C [85]	KGC-000 King Crab [100]
12	Supernova [90]	Blood Kite [85]	Phoenix Hawk IIC [80]	Stone Rhino [100]	Marauder II C [85]	Imp C [100]	Supernova [90]

*This is a four-legged (quad) BattleMech.



RANDOM VEHICLE ASSIGNMENT TABLE: CRUSADER CLAN

Light Vehicles (20 to 35 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Donar [21]^{V}	Svantovit (Streak) [35]^{H}	Anhur [30]^{V}	Anhur [30]^{V}	Donar [21]^{V}	Svantovit [35]^{H}	Svantovit (Streak) [35]^{H}
3	Odin [20]^{W}	Shamash [11]^{H}	Hephaestus [30]^{H}	Svantovit [35]^{H}	Odin [20]^{W}	Anhur [30]^{V}	Shamash [11]^{H}
4	Badger (Clan) [30]^{H}	Svantovit (Streak) [35]^{H}	Asshur [20]^{H}	Svantovit [35]^{H}	Donar [21]^{V}	Zorya [35]^{T}	Svantovit (Streak) [35]^{H}
5	Mithras [25]^{T}	Donar [21]^{V}	Donar [21]^{V}	Badger (Clan) [30]^{H}	Mithras [25]^{T}	Odin [20]^{W}	Donar [21]^{V}
6	Svantovit (Streak) [35]^{H}	Svantovit IFV [35]^{H}	Mithras [25]^{T}	Odin [20]^{W}	Indra [35]^{W}	Asshur [20]^{H}	Svantovit [35]^{H}
7	Shamash [11]^{H}	Odin [20]^{W}	Svantovit [35]^{H}	Asshur [20]^{H}	Donar [21]^{V}	Indra [35]^{W}	Odin [20]^{W}
8	Shamash [11]^{H}	Zorya [35]^{T}	Zorya [35]^{T}	Donar (Recon) [21]^{V}	Odin [20]^{W}	Shamash [11]^{H}	Zorya [35]^{T}
9	Zorya [35]^{T}	Svantovit IFV [35]^{H}	Odin [20]^{W}	Mithras [25]^{T}	Zorya [35]^{T}	Donar (Recon) [21]^{V}	Svantovit [35]^{H}
10	Shamash [11]^{H}	Asshur [20]^{H}	Svantovit (Streak) [35]^{H}	Donar (Recon) [21]^{V}	Mithras [25]^{T}	Badger (Clan) [30]^{H}	Asshur [20]^{H}
11	Indra [35]^{W}	Zorya [35]^{T}	Indra [35]^{W}	Indra [35]^{W}	Indra [35]^{W}	Asshur [20]^{H}	Zorya [35]^{T}
12	Svantovit [35]^{H}	Shamash [11]^{H}	Hephaestus [30]^{H}	Shamash [11]^{H}	Svantovit [35]^{H}	Hephaestus [30]^{H}	Shamash [11]^{H}

Medium Vehicles (40 to 55 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Ku [50]^{W}	Hachiman [50]^{T}	Zephyr [40]^{H}	Epona B [50]^{H}	Hachiman [50]^{T}	Epona C [50]^{H}	Hachiman [50]^{T}
3	Bandit (Clan) [50]^{H}	Ares [40]^{T}	Enyo [55]^{T}	Bandit (Clan) [50]^{H}	Ku [50]^{W}	Epona Prime [50]^{H}	Ares [40]^{T}
4	Hachiman [50]^{T}	Maxim (Clan) [50]^{H}	Hachiman [50]^{T}	Hachiman [50]^{T}	Ku [50]^{W}	Hachiman [50]^{T}	Maxim (Clan) [50]^{H}
5	Ku [50]^{W}	Bandit (Clan) [50]^{H}	Ku [50]^{W}	Ku [50]^{W}	Hachiman [50]^{T}	Chaparral [50]^{T}	Bandit (Clan) [50]^{H}
6	Maxim (Clan) [50]^{H}	Ares [40]^{T}	Epona [50]^{H}	Maxim (Clan) [50]^{H}	Ares [40]^{T}	Ku [50]^{W}	Ares [40]^{T}
7	Bandit (Clan) [50]^{H}	Bandit (Clan) [50]^{H}	Ares [40]^{T}	Bandit (Clan) [50]^{H}	Ares [40]^{T}	Ares [40]^{T}	Bandit (Clan) [50]^{H}
8	Maxim (Clan) [50]^{H}	Ares [40]^{T}	Hachiman [50]^{T}	Ares [40]^{T}	Ares [40]^{T}	Hachiman [50]^{T}	Ares [40]^{T}
9	Bandit (Clan 2) [50]^{H}	Maxim (Clan) [50]^{H}	Epona [50]^{H}	Bandit (Clan 2) [50]^{H}	Hachiman [50]^{T}	Bandit (Clan 2) [50]^{H}	Maxim (Clan) [50]^{H}
10	Maxim (Clan) [50]^{H}	Bandit (Clan 2) [50]^{H}	Maxim (Clan) [50]^{H}	Ares [40]^{T}	Ku [50]^{W}	Maxim (Clan) [50]^{H}	Bandit (Clan 2) [50]^{H}
11	Ares [40]^{T}	Ares [40]^{T}	Chaparral [50]^{T}	Maxim (Clan) [50]^{H}	Hachiman [50]^{T}	Ares [40]^{T}	Ares [40]^{T}
12	Ku [50]^{W}	Epona [50]^{H}	Tyr [45]^{H}	Epona Prime [50]^{H}	Enyo [55]^{T}	Enyo [55]^{T}	Epona [50]^{H}

Heavy Vehicles (60 to 75 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Ishtar [65]^{W}	Magi [70]^{T}	Marksman [65]^{T}	Magi [70]T	Ishtar [65]^{W}	Burke [75]^{T}	Magi [70]^{T}
3	Demon [60]^{W}	LRM Carrier [65]^{T}	Demon [60]^{W}	Demon [60]^{W}	Oro [60]^{T}	Pike (Clan) [60]^{T}	SRM Carrier [60]^{T}
4	Magi [70] ^{T}	Oro [65]^{T}	Oro [60]^{T}	Magi [70]T	Ishtar [65]^{W}	Oro [60]^{T}	Oro [65]^{T}
5	Pike (Clan) [60]^{T}	Athena [75]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Oro [60]^{T}	Athena [75]^{T}	Athena [75]^{T}
6	Ishtar [65]^{W}	Ishtar [65]^{W}	Athena [75]^{T}	Oro [60]^{T}	Ishtar [65]^{W}	Pike (Clan) [60]^{T}	Ishtar [65]^{W}
7	Oro [60]^{T}	Pike (Clan) [60]^{T}	Oro [60]^{T}	Oro [60]^{T}	Athena [75]^{T}	Ishtar [65]^{W}	Pike (Clan) [60]^{T}
8	Pike (Clan) [60]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Ishtar [65]^{W}	Oro [60]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}
9	Ishtar [65]^{W}	Pike (Clan) [60]^{T}	Athena [75]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Pike (Clan) [60]^{T}	Pike (Clan) [60]^{T}
10	Magi [70]^{T}	Oro [65]^{T}	Pike (Clan) [60]^{T}	Magi [70]^{T}	Ishtar [65]^{W}	Athena [75]^{T}	Oro [65]^{T}
11	Pike (Clan) [60]^{T}	Athena [75]^{T}	Burke [75]^{T}	Pike (Clan) [60]^{T}	Athena [75]^{T}	Marksman [65]^{T}	Athena [75]^{T}
12	Demon [60]^{W}	Padilla [75]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Shoden [70]^{W}	Demon [60]^{W}	Padilla [75]^{T}

Assault Vehicles (80 to 100 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Demolisher (Clan) [80]^{T}	Morrigu [80]^{T}	Rhino [80]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}	Mars (XL) [100]^{T}	Mars [100]^{T}
3	Huitzilopochtli [85]^{T}	Puma [95]^{T}	Demolisher (Clan) [80]^{T}	Mars (XL) [100]^{T}	Mars [100]^{T}	Mars (XL) [100]^{T}	Puma [95]^{T}
4	Mars [100]^{T}	Morrigu (Laser) [80]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Rhino [80]^{T}
5	Morrigú (Laser) [80]^{T}	Demolisher (Clan) [100]^{T}	Mars (XL) [100]^{T}	Demolisher (Clan) [80]^{T}	Mars [100]^{T}	Morrigú (Laser) [80]^{T}	Demolisher (Clan) [100]^{T}
6	Morrigú [80]^{T}	Morrigu (Laser) [80]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Morrigú [80]^{T}	Rhino [80]^{T}
7	Demolisher (Clan) [80]^{T}	Morrigu [80]^{T}	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Huitzilopochtli [85]^{T}	Demolisher (Clan) [80]^{T}	Alacorn Mk IV [95]^{T}
8	Morrigú [80]^{T}	Demolisher (Clan) [100]^{T}	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Demolisher (Clan) [100]^{T}
9	Demolisher (Clan) [80]^{T}	Huitzilopochtli [85]^{T}	Fury [80]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Huitzilopochtli [85]^{T}
10	Huitzilopochtli [85]^{T}	Morrigu [80]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Alacorn Mk IV [95]^{T}
11	Morrigú (Laser) [80]^{T}	Huitzilopochtli [85]^{T}	Puma [95]^{T}	Mars (XL) [100]^{T}	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Huitzilopochtli [85]^{T}
12	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Mars [100]^{T}	Puma [95]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Demolisher (Clan) [100]^{T}

^{H}Hover ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM AEROSPACE ASSIGNMENT TABLE: CRUSADER CLAN FRONT LINE

Light Aerospace (20 to 45 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Chaeronea [25]	Avar B [35]	Avar Prime [35]	Vandal B [30]	Batu C [40]	Batu A [40]	Avar A [35]
3	Sulla [45]	Vandal Prime [30]	Vandal B [30]	Avar Prime [35]	Vandal C [30]	Bashkir C [20]	Vandal C [30]
4	Issus [40]	Batu Prime [40]	Batu B [40]	Batu Prime [40]	Avar B [35]	Sulla B [45]	Batu A [40]
5	Chaeronea 2 [25]	Bashkir A [20]	Bashkir Prime [20]	Vandal [30]	Bashkir Prime [20]	Sulla Prime [45]	Bashkir C [20]
6	Vandal [30]	Batu A [40]	Batu C [40]	Avar B [35]	Charonea [25]	Avar B [35]	Batu Prime [40]
7	Batu [40]	Sulla A [45]	Sulla A [45]	Vandal C [30]	Sulla B [45]	Batu C [40]	Ulla Prime [45]
8	Bashkir [20]	Batu C [40]	Bashkir B [20]	Bashkir C [20]	Vandal Prime [30]	Sulla C [45]	Batu B [40]
9	Chaeronea [25]	Sulla Prime [45]	Avar C [35]	Batu B [40]	Batu Prime [40]	Batu B [40]	Sulla C [45]
10	Sulla [45]	Batu B [40]	Bashkir C [20]	Avar C [35]	Avar Prime [35]	Avar A [35]	Batu C [40]
11	Issus [40]	Vandal B [30]	Vandal C [30]	Batu C [40]	Bashkir C [20]	Vandal C [30]	Vandal A [30]
12	Vandal [30]	Avar Prime [35]	Avar B [35]	Avar B [35]	Issus [40]	Avar C [35]	Avar B [35]

Medium Aerospace (50 to 70 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Visigoth B [60]	Jagatai A [70]	Jagatai A [70]	Turk C [50]	Visigoth B [60]	Turk Prime [50]	Jagatai Prime [70]
3	Sulla [45]	Ammon [65]	Turk B [50]	Visigoth Prime [60]	Tyre 2 [55]	Jagatai Prime [70]	Ammon [65]
4	Tyre [55]	Jagatai B [70]	Visigoth A [60]	Turk A [50]	Visigoth C [60]	Turk A [50]	Jagatai A [70]
5	Turk [50]	Visigoth A [60]	Turk C [50]	Turk B [50]	Visigoth Prime [60	Turk C [50]	Visigoth A [60]
6	Jagatai [65]	Jagatai B [70]	Visigoth C [60]	Visigoth Prime [60]	Jagatai Prime [65]	Jagatai A [70]	Jagatai B [70]
7	Turk [50]	Turk A [50]	Jagatai Prime [70]	Turk Prime [50]	Visigoth Prime [60]	Visigoth C [60]	Turk Prime [50]
8	Jagatai [65]	Visigoth Prime [60]	Visigoth Prime [60]	Visigoth C [60]	Visigoth A [60]	Jagatai B [70]	Visigoth Prime [60]
9	Tyre [55]	Jagatai Prime [70]	Turk Prime [50]	Jagatai A [70]	Jagatai B [65]	Visigoth B [60]	Jagatai C [70]
10	Turk C [50]	Visigoth A [60]	Visigoth B [60]	Jagatai C [70]	Tyre [55]	Visigoth A [60]	Visigoth C [60]
11	Tyre [55]	Jagatai C [70]	Turk A [50]	Turk Prime [50]	Jagatai A [65]	Jagatai C [70]	Jagatai A [70]
12	Tyre 2 [55]	Tyre [55]	Jagatai B [70]	Jagatai B [70]	Jagatai C [65]	Jagatai Prime [70]	Tyre [55]

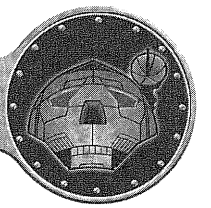
Heavy Aerospace (75 to 100 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Kirghiz C [100]	Xerxes [85]	Sabutai C [75]	Jengiz C [80]	Sabutai A [75]	Jengiz Prime [80]	Xerxes [85]
3	Sabutai [75]	Jengiz A [80]	Jengiz A [80]	Kirghiz A [100]	Sabutai B [75]	Scytha B [90]	Jengiz Prime [80]
4	Kirghiz C [100]	Scytha C [90]	Scytha Prime [90]	Scytha Prime [90]	Scytha B [90]	Kirghiz C [100]	Scytha Prime [90]
5	Hydaspes [95]	Kirghiz A [100]	Kirghiz B [100]	Scytha B [90]	Kirghiz Prime [100]	Scytha B [90]	Kirghiz Prime [100]
6	Sabutai C [75]	Jengiz B [80]	Jengiz C [80]	Sabutai A [75]	Jengiz [80]	Sabutai C [75]	Jengiz A [80]
7	Hydaspes [95]	Scytha B [90]	Kirghiz A [100]	Scytha Prime [90]	Scytha Prime [90]	Scytha C [90]	Jengiz B [80]
8	Hydaspes [95]	Kirghiz B [100]	Scytha B [90]	Sabutai C [75]	Scytha A [90]	Sabutai A [75]	Kirghiz A [100]
9	Sabutai C [75]	Scytha A [90]	Kirghiz C [100]	Sabutai B [75]	KirghizA [100]	Kirghiz B [100]	Scytha B [90]
10	Hydaspes [95]	Scytha Prime [90]	Scytha A [90]	Scytha A [90]	Scytha C [90]	Scytha A [90]	Scytha C [90]
11	Sabutai [75]	Hydaspes [95]	Jengiz B [80]	Kirghiz C [100]	Sabutai Prime [75]	Sabutai B [75]	Hydaspes [95]
12	Kirghiz [100]	Kirghiz Prime [100]	Sabutai B [75]	Jengiz A [80]	Hydaspes [95]	Jengiz B [80]	Kirghiz C [100]

DropShips

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Fortress^{S}	Outpost^{S}	Titan^{A}	Sassanid^{S}	Confederate^{S}	Miraborg^{S}	Outpost^{S}
3	Confederate^{S}	Titan C^{A}	Condor^{A}	Carrier^{A}	Sassanid^{S}	Noruff^{A}	Titan^{A}
4	Arcadia^{A}	Union C^{S}	Noruff^{A}	Broadsword^{A}	Broadsword^{A}	Union C^{S}	Union C^{S}
5	Broadsword^{A}	Overlord C^{S}	Overlord C^{S}	Titan^{A}	Carrier^{A}	Titan^{A}	Overlord C^{S}
6	Union C^{S}	Union C^{S}	Sassanid^{S}	Noruff^{A}	Union-C^{S}	Lion^{S}	Union C^{S}
7	Union C^{S}	Union C^{S}	Union C^{S}	Union C^{S}	Union-C^{S}	Overlord C^{S}	Union C^{S}
8	Overlord C^{S}	Broadsword^{A}	Broadsword^{A}	Miraborg^{S}	Overlord-C^{S}	Union C^{S}	Broadsword^{A}
9	Arcadia^{A}	Overlord C^{S}	Outpost^{S}	Overlord C^{S}	Miraborg^{S}	Overlord C^{S}	Overlord C^{S}
10	Broadsword^{A}	Titan^{A}	Triumph^{A}	Union C^{S}	Overlord-C^{S}	Triumph^{A}	Titan^{A}
11	Carrier^{A}	Overlord C^{S}	Gazelle^{A}	Lion^{S}	Lion^{S}	Sassanid^{S}	Overlord C^{S}
12	Arcadia^{A}	Mercer^{S}	Fortress^{S}	Leopard CV^{A}	Titan^{A}	Fortress^{S}	Mercer^{S}

^{A}Aerodyne ^{S}Spheroid



RANDOM AEROSPACE ASSIGNMENT TABLE: CRUSADER CLAN SECOND LINE

Light Aerospace (20 to 45 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	THK-63 Tomahawk [45]	S-4C Sai [40]	RGU-133E Rogue [40]	Batu B [40]	THK-63 Tomahawk [45]	Avar B [35]	S-4C Sai [40]
3	SWF-606 Swift [25]	SW-606 Swift [25]	SW-606 Swift [25]	Chaeronea 2 [25]	Bashkir Prime [20]	Issus 2 [40]	SW-606 Swift [25]
4	Chaeronea [25]	Chaeronea [25]	Bashkir Prime [20]	Bashkir C [20]	Avar B [35]	Sulla C [45]	Chaeronea [25]
5	RGU-133E Rogue [40]	RGU-133E Rogue [40]	Chaeronea [25]	Vandal C [30]	RGU-133E Rogue [40]	Batu C [40]	RGU-133E Rogue [40]
6	Chaeronea [25]	Sulla [45]	Issus [40]	Chaeronea [25]	Batu C [40]	Chaeronea 2 [25]	Sulla [45]
7	TRN-3T Trident [20]	Chaeronea [25]	Chaeronea [25]	Chaeronea 2 [25]	TRN-3T Trident [20]	Issus [40]	Chaeronea [25]
8	SPD-502 Spad [30]	Batu [40]	ZRO-114 Zero [35]	Issus [40]	SPD-502 Spad [30]	Chaeronea [25]	Batu [40]
9	Chaeronea [25]	ZRO-114 Zero [35]	Sulla Prime [45]	Avar B [35]	SWF-606 Swift [25]	Issus 2 [40]	ZRO-114 Zero [35]
10	Issus [40]	Sulla [45]	Batu Prime [40]	Vandal C [30]	Sulla A [45]	Issus [40]	Sulla [45]
11	Chaeronea 2 [25]	Vandal [30]	Vandal Prime [30]	Chaeronea 2 [25]	Vandal C [30]	Chaeronea 2 [25]	Vandal [30]
12	ZRO-114 Zero [35]	Avar [35]	Avar Prime [35]	Avar C [35]	ZRO-114 Zero [35]	Batu B [40]	Avar [35]

Medium Aerospace (50 to 70 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	HCT-231B Hellcat II [50]	Turk [50]	Turk Prime [50]	Turk A [50]	IRN-SD1 Ironsides [65]	Ammon [65]	Turk [50]
3	IRN-SD1 Ironsides [65]	Jagatai [70]	Jagatai Prime [70]	Ammon [65]	Tyre [55]	Visigoth A [60]	Jagatai [70]
4	Tyre [55]	HCT-231B Hellcat II [50]	Ammon [65]	Turk B [50]	Jagatai Prime [65]	Visigoth B [60]	HCT-231B Hellcat II [50]
5	Tyre 2 [55]	HCT-231B Hellcat II [50]	Tyre [55]	Visigoth Prime [60]	HCT-213B Hellcat II [50]	Jagatai A [70]	HCT-231B Hellcat II [50]
6	HCT-231B Hellcat II [50]	Ammon [65]	HCT-231B Hellcat II [50]	Tyre 2 [55]	GTHA-500 Gotha [60]	Visigoth C [60]	Ammon [65]
7	Tyre [55]	IRN-SD1 Ironsides [65]	Ammon [65]	Tyre [55]	Visigoth A [60]	Tyre [55]	IRN-SD1 Ironsides [65]
8	HCT-231B Hellcat II [50]	Visigoth [60]	Visigoth Prime [60]	Tyre [55]	Jagatai B [65]	Tyre 2 [55]	Visigoth [60]
9	Tyre [55]	GTHA-500 Gotha [60]	IRN-SD1 Ironsides [65]	Turk Prime [50]	HCT-213B Hellcat II [50]	Jagatai B [70]	GTHA-500 Gotha [60]
10	Tyre 2 [55]	GTHA-500 Gotha [60]	GTHA-500 Gotha [60]	Visigoth C [60]	Visigoth Prime [60]	Turk C [50]	GTHA-500 Gotha [60]
11	HCT-231B Hellcat II [50]	Turk [50]	Turk Prime [50]	Jagatai A [70]	Tyre 2 [55]	Turk A [50]	Turk [50]
12	GTHA-500 Gotha [60]	Visigoth [60]	Tyre [55]	Jagatai C [70]	GTHA-500 Gotha [60]	Ammon [65]	Visigoth [60]

Heavy Aerospace (75 to 100 tons)

2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Hydaspes [95]	Kirghiz [100]	Kirghiz C [100]	Sabutai C [75]	HMR-HD Hammerhead [75]	Scytha B [90]	Kirghiz [100]
3	RPR-100 Rapier [85]	Jengiz [80]	Jengiz Prime [80]	Sabutai B [75]	Sabutai Prime [75]	Sabutai C [75]	Jengiz [80]
4	Hydaspes [95]	Sabutai [75]	Jengiz Prime [80]	Sabutai A [75]	Sabutai A [75]	Hydaspes 2 [95]	Sabutai [75]
5	HMR-HD Hammerhead [75]	AHB-443 Ahab [90]	AHB-443 Ahab [90]	Xerxes [85]	AHB-443 Ahab [90]	Scytha C [90]	AHB-443 Ahab [80]
6	Hydaspes [95]	HMR-HD Hammerhead [75]	Xerxes [85]	Hydaspes [95]	Kirghiz A [100]	Hydaspes [95]	HMR-HD Hammerhead [75]
7	Hydaspes [95]	Hydaspes [85]	Hydaspes [95]	Xerxes [85]	RPR-100 Rapier [85]	Hydaspes [95]	Hydaspes [85]
8	Hydaspes [95]	Xerxes [85]	Xerxes [85]	Scytha Prime [90]	Scytha Prime [90]	Hydaspes 2 [95]	Xerxes [85]
9	RPR-100 Rapier [85]	RPR-100 Rapier [85]	RPR-100 Rapier [85]	Xerxes 2 [85]	AHB-443 Ahab [90]sa	Xerxes [85]	RPR-100 Rapier [85]
10	Hydaspes [95]	AHB-443 Ahab [90]	HMR-HD Hammerhead [75]	Scytha Prime [90]	Kirghiz Prime [100]	Xerxes 2 [85]	AHB-443 Ahab [90]
11	HMR-HD Hammerhead [75]	Sabutai [75]	Sabutai Prime [75]	Hydaspes 2 [95]	Sabutai C [75]	Sabutai A [75]	Sabutai [75]
12	AHB-443 Ahab [90]	Scytha [75]	Xerxes (Gauss) [85]	Hydaspes [95]	RPR-100 Rapier [85]	Kirghiz B [100]	Scytha [75]

RANDOM 'MECH ASSIGNMENT TABLE: WARDEN CLAN FRONT LINE

Light 'Mechs (20 to 35 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Hankyu C [30]	Hankyu C [30]	Hellion Prime [30]	Mist Lynx C [25]	Horned Owl [35]	Fire Moth H [20]	Fire Moth B [20]
3	Adder A [35]	Fire Falcon E [25]	Adder B [35]	Fire Moth A [20]	Fire Moth B [20]	Fire Moth A [20]	Mist Lynx Prime [25]
4	Adder E [35]	Adder E [35]	Hankyu Prime [30]	Adder D [35]	Kit Fox C [30]	Adder C [35]	Hankyu B [30]
5	Adder H [35]	Mist Lynx C [25]	Fire Moth Prime [20]	Fire Moth B [20]	Jenner IIC [35]	Adder A [35]	Adder Prime [35]
6	Fire Moth D [20]	Adder A [35]	Hankyu C [30]	Fire Moth D [20]	Fire Falcon B [25]	Fire Moth Prime [20]	Kit Fox C [30]
7	Kit Fox H [30]	Adder Prime [35]	Adder Prime [35]	Fire Moth Prime [20]	Fire Moth D [20]	Kit Fox D [30]	Fire Moth A [20]
8	Adder Prime [35]	Fire Moth Prime [20]	Hellion A [30]	Adder Prime [35]	Adder Prime [35]	Kit Fox Prime [30]	Hankyu Prime [30]
9	Kit Fox E [30]	Hellion C [30]	Mist Lynx Prime [25]	Fire Moth C [20]	Hankyu C [30]	Kit Fox B [30]	Hankyu C [30]
10	Kit Fox A [30]	Mist Lynx B [25]	Hellion B [30]	Adder B [35]	Mist Lynx C [25]	Mist Lynx B [25]	Mist Lynx B [25]
11	Mist Lynx C [25]	Fire Moth D [20]	Mist Lynx A [25]	Kit Fox S [30]	Incubus [30]	Mist Lynx Prime [25]	Kit Fox Prime [30]
12	Fire Falcon H [25]	Kit Fox H [30]	Adder D [35]	Fire Moth H [20]	Horned Owl [35]	Mist Lynx C [25]	Adder B [35]

Medium 'Mechs (40 to 55 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Phantom H [40]	Pouncer E [40]	Hunchback IIC [50]	Viper H [40]	Battle Cobra B [40]	Nova S [50]	Black Lanner Prime [55]
3	Stormcrow B [55]	Stormcrow E [55]	Nova A [50]	Ice Ferret Prime [45]	Ice Ferret D [45]	Viper A [40]	Shadow Cat B [45]
4	Shadow Cat C [45]	Viper B [40]	Ice Ferret Prime [45]	Viper A [40]	Nova Prime [50]	Ice Ferret Prime [45]	Nova Prime [50]
5	Viper B [40]	Viper A [40]	Grendel Prime [45]	Viper B [40]	Stormcrow Prime [55]	Viper Prime [40]	Viper Prime [40]
6	Stalking Spider [50]	Stormcrow B [55]	Stormcrow Prime [55]	Stormcrow C [55]	Vapor Eagle [55]	Nova C [50]	Battle Cobra Prime [40]
7	Stormcrow Prime [55]	Stormcrow Prime [55]	Grendel A [45]	Viper Prime [40]	Phantom C [40]	Nova Prime [50]	Battle Cobra B [40]
8	Viper H [40]	Stormcrow D [55]	Nova Prime [50]	Viper D [40]	Pouncer Prime [40]	Stormcrow D [55]	Ice Ferret B [45]
9	Battle Cobra Prime [40]	Nova Prime [50]	Grendel B [45]	Viper C [40]	Battle Cobra Prime [40]	Shadow Cat B [45]	Stormcrow Prime [55]
10	Nova A [50]	Nova E [50]	Ice Ferret D [45]	Nova Prime [50]	Nova A [50]	Phantom B [40]	Nova B [50]
11	Crimson Langur [50]	Ice Ferret Prime [45]	Shadow Cat Prime [45]	Nova C [50]	Stormcrow C [55]	Ice Ferret C [45]	Grendel A [45]
12	Pouncer H [40]	Rabid Coyote [55]	Huntsman Prime [40]	Stooping Hawk Prime [55]	Battle Cobra A [40]	Hankyu A [30]	Ice Ferret Prime [45]

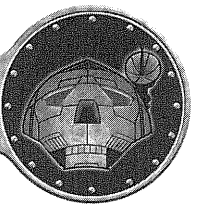
Heavy 'Mechs (60 to 75 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Night Gyr C [75]	Summoner H [70]	Timber Wolf Prime [75]	Nova Cat C [70]	Night Gyr A [75]	Cauldron-Born C [65]	Mad Dog B [60]
3	Mad Dog Prime [60]	Mad Dog D [60]	Cauldron-Born Prime [65]	Summoner Prime [70]	Mad Dog H [60]	Summoner Prime [70]	Crossbow A [65]
4	Timber Wolf E [75]	Timber Wolf C [75]	Summoner D [70]	Hellbringer Prime [65]	Cauldron-Born B [65]	Mad Dog Prime [60]	Crossbow Prime [65]
5	Night Gyr E [75]	Summoner D [70]	Cauldron-Born A [65]	Mad Dog A [60]	Glass Spider 2 [60]	Mad Dog A [60]	Summoner Prime [70]
6	Cauldron-Born B [65]	Hellbringer Prime [65]	Mad Dog B [60]	Mad Dog C [60]	Black Python [75]	Timber Wolf C [75]	Hellbringer B [65]
7	Mad Dog H [60]	Timber Wolf Prime [75]	Mad Dog A [60]	Mad Dog Prime [60]	Hellbringer Prime [65]	Timber Wolf Prime [75]	Crossbow Prime [65]
8	Summoner C [70]	Timber Wolf A [75]	Cauldron-Born B [65]	Mad Dog B [60]	Summoner D [70]	Mad Dog B [60]	Mad Dog C [60]
9	Mad Dog D [60]	Summoner Prime [70]	Cauldron-Born H [65]	Summoner C [70]	Night Gyr C [75]	Linebacker D [65]	Timber Wolf A [75]
10	Timber Wolf D [75]	Timber Wolf E [75]	Hellbringer Prime [65]	Timber Wolf Prime [75]	Cauldron-Born A [65]	Hellbringer Prime [65]	Crossbow B [xx]
11	Cauldron-Born H [65]	Hellbringer C [65]	Mad Dog Prime [60]	Cauldron-Born Prime [65]	Timer Wolf Prime [75]	Summoner D [70]	Linebacker A [65]
12	Linebacker A [65]	Linebacker E [65]	Nova Cat Prime [70]	Mad Dog H [60]	Night Gyr Prime [75]	Hellbringer A [65]	Summoner H [70]

Assault 'Mechs (80 to 100 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Executioner H [95]	Turkina Prime [95]	Warhawk H [85]	Warhawk A [85]	Dire Wolf Prime [100]	Gargoyle Prime [80]	Naga Prime [80]
3	Savage Coyote C [85]	Gargoyle D [80]	Executioner A [95]	Kingfisher A [90]	Turkina B [95]	Executioner A [95]	Kingfisher C [90]
4	Warhawk H [85]	Savage Coyote C [85]	Dire Wolf S [100]	Executioner C [95]	Kingfisher C [90]	Naga Prime [80]	Warhawk A [85]
5	Warhawk C [85]	Gargoyle A [80]	Warhawk C [85]	Warhawk Prime [85]	Executioner A [95]	Warhawk B [85]	Gargoyle Prime [80]
6	Executioner A [95]	Dire Wolf A [100]	Gargoyle A [80]	Kingfisher Prime [90]	Warhawk C [85]	Kingfisher Prime [90]	Warhawk Prime [85]
7	Gargoyle D [80]	Savage Coyote Prime [85]	Warhawk Prime [85]	Executioner Prime [95]	Warhawk Prime [85]	Dire Wolf Prime [100]	Gargoyle B [80]
8	Blood Asp A [90]	Savage Coyote A [85]	Gargoyle Prime [80]	Executioner B [95]	Turkina B [95]	Executioner D [95]	Gargoyle B [80]
9	Gargoyle C [80]	Dire Wolf Prime [100]	Executioner D [95]	Kingfisher B [90]	Dire Wolf A [100]	Gargoyle C [80]	Executioner Prime [95]
10	Blood Asp E [90]	Warhawk C [85]	Dire Wolf C [100]	Executioner A [95]	Dire Wolf H [100]	Warhawk Prime [85]	Dire Wolf B [100]
11	Dire Wolf Prime [100]	Savage Coyote B [85]	Warhawk B [85]	Executioner D [95]	Warhawk C [85]	Dire Wolf A [100]	Kingfisher B [90]
12	Turkina B [95]	Kingfisher C [90]	Dire Wolf A [100]	Executioner H [95]	Turkina C [95]	Naga D [80]	Dire Wolf Prime [100]

*This is a four-legged (quad) BattleMech.



RANDOM 'MECH ASSIGNMENT TABLE: WARDEN CLAN SECOND LINE

Light 'Mechs (20 to 35 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Firefly C [30]	Pack Hunter [30]	Solitaire [25]	KBO-7A Kabuto [20]	Spirit [35]	Kit Fox D [30]	Hankyu A [30]
3	Pack Hunter [30]	Piranha [20]	Piranha [20]	Jenner IIC [35]	MCY-97 Mercury [20]	Fire Moth B [20]	HSR-200-D Hussar [30]
4	Solitaire [25]	Incubus 2 [30]	Solitaire [25]	MCY-97 Mercury [20]	UrbanMech IIC [30]	Jenner IIC [35]	Jenner IIC [35]
5	Jenner IIC 2 [35]	Locust IIC 5 [25]	Jenner IIC 2 [35]	Horned Owl [35]	Jenner IIC [35]	Kit Fox Prime [30]	Incubus [30]
6	Locust IIC 4 [25]	Locust IIC [25]	MCY-97 Mercury [20]	THE-N Thorn [20]	Horned Owl [35]	Howler [20]	Horned Owl [35]
7	Incubus [30]	UrbanMech IIC [30]	Solitaire [25]	Horned Owl [35]	Incubus [30]	Incubus [30]	Locust IIC [25]
8	Horned Owl [35]	Incubus [30]	Incubus [30]	Jenner IIC [35]	Horned Owl [35]	Horned Owl [35]	Locust IIC [25]
9	Jenner IIC [35]	Jenner IIC [35]	THE-N Thorn [20]	HER-1S Hermes [30]	Locust IIC [25]	Locust IIC [25]	Jenner IIC [35]
10	Locust IIC 2 [25]	Horned Owl [35]	Jenner IIC [35]	Horned Owl [35]	Commando IIC [25]	Fire Moth Prime [20]	Howler [20]
11	Incubus 2 [30]	Jenner IIC 2 [35]	Piranha [20]	Solitaire [25]	MON-66 Mongoose [20]	Adder A [35]	Howler [20]
12	Howler [20]	Adder Prime [35]	Pack Hunter [30]	Pack Hunter [30]	Piranha [20]	MON-66 Mongoose [25]	Fire Moth Prime [20]

Medium 'Mechs (40 to 55 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Clint IIC [40]	Hoplite C [55]	Grendel A [45]	Lobo [40]	Pinion [45]	Wyvern IIC [45]	Battle Cobra Prime [40]
3	Rabid Coyote [55]	Lobo [40]	Griffin IIC 3 [40]	Great Wyrm [45]	Griffin IIC [40]	Vapor Eagle [55]	CRB-27 Crab [50]
4	Shadow Hawk IIC 2 [45]	Griffin IIC 3 [40]	Shadow Hawk IIC 3 [45]	STN-3L Sentinel [40]	Great Wyrm [45]	Hunchback IIC [50]	Griffin IIC [40]
5	Vapor Eagle [55]	Wyvern IIC [45]	Griffin IIC 4 [40]	Clint IIC [40]	Conjurer [50]	Clint IIC [40]	Shadow Hawk IIC [45]
6	Stalking Spider [50]*	Rabid Coyote [55]	CRB-27 Crab [50]	Hunchback IIC [50]	Vapor Eagle [55]	Conjuror [50]	Great Wyrm
7	Great Wyrm [45]	Conjurer [50]	Great Wyrm [45]	Ursus [50]	Hunchback IIC [50]	Shadow Hawk IIC [45]	Vapor Eagle [55]
8	Griffin IIC 3 [40]	Griffin IIC 4 [40]	Shadow Hawk IIC 4 [45]	Clint IIC [45]	Vapor Eagle [55]	Gendel Prime [45]	Vapor Eagle 2 [55]
9	Hunchback IIC [50]	Vapor Eagle [55]	Griffin IIC 3 [40]	Ursus [50]	Conjurer [50]	Griffin IIC [40]	KTO-19 Kintaro [55]
10	Stalking Spider 2 [50]*	Great Wyrm [45]	Wyvern IIC [45]	Wyvern IIC [45]	CRB-27 Crab [50]	Great Wyrm [45]	Conjuror [50]
11	Vapor Eagle [55]	Clint IIC [40]	Griffin IIC 3 [40]	BEO-1.2 Beowulf [45]	Shadow Hawk IIC [45]	Stormcrow B [55]	Conjuror [50]
12	Wyvern IIC [45]	Stormcrow Prime [55]	Grendel Prime [45]	Arctic Wolf [40]	Hunchback IIC [50]	STN-3L Sentinel [40]	Nova Prime [50]

Heavy 'Mechs (60 to 75 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Black Python [75]	Timber Wolf Prime [75]	Ha Otoko [65]	EXT-4D Exterminator [65]	Fire Scorpion [65]*	GLT-3N Guillotine [70]	Hellbringer A [65]
3	Thresher [60]	Grizzly [70]	Predator [60]	Mad Dog Prime [60]	LNC25-01 Lancelot [60]	Timber Wolf B [75]	Matador [60]
4	Hellfire 2 [60]	Guillotine IIC [70]	Ha Otoko [65]	CHP-1N Champion [60]	FLS-8K Flashman [75]	Rifleman IIC [65]	Glass Spider [60]
5	Hellfire [60]	Glass Spider [60]	EXT-4D Exterminator [65]	Arcas [65]	BL-6-KNT Black Knight [75]	Glass Spider [60]	Rifleman IIC [65]
6	Glass Spider [60]	Rifleman IIC 4 [65]	Rifleman IIC [65]	Glass Spider [60]	Fire Scorpion [65]*	Black Python [75]	FLS-8K Flashman [75]
7	Rifleman IIC [65]	Guillotine IIC [70]	Rifleman IIC 3 [65]	Grizzly [70]	Black Python [75]	Glass Spider [60]	Rifleman IIC [65]
8	Black Python [75]	Rifleman IIC [65]	Glass Spider [60]	BL-6-KNT Black Knight [75]	Glass Spider 2 [60]	Black Python [75]	Matador [60]
9	Guillotine IIC [70]	Glass Spider 2 [60]	Guillotine IIC [70]	Thresher [60]	BL-6-KNT Black Knight [75]	Grizzly [70]	Black Python [75]
10	Glass Spider 2 [60]	Rifleman IIC [65]	BMB-12D Bombardier [65]	Guillotine IIC [70]	Fire Scorpion [65]*	Rifleman IIC [65]	Hellfire [60]
11	Rifleman IIC 4 [65]	Black Python [75]	Glass Spider [60]	BHKU-O Black Hawk KU [60]	Rifleman IIC [65]	Thresher [60]	BMB-12D Bombardier [65]
12	Grizzly [70]	Bowman [70]	Mad Dog A [60]	BMB-12D Bombardier [65]	Bowman [70]	EXT-4D Exterminator [65]	Grizzly [70]

Assault 'Mechs (80 to 100)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Bane [100]	Gargoyle A [80]	Highlander IIC [90]	Highlander IIC [90]	Bane 3 [100]	Highlander IIC [90]	Gargoyle A [80]
3	Stone Rhino [100]	Imp C [100]	Mad Cat Mk II [90]	Mad Cat Mk II [90]	THG-11E Thug [80]	Marauder IIC [85]	Supernova [90]
4	Bane 3 [100]	Supernova [90]	Bane [100]	Executioner Prime [95]	Kodiak [100]	Stone Rhino [100]	Stone Rhino [100]
5	Warhammer IIC 3 [80]	Canis [80]	Warhammer IIC 3 [80]	THG-11E Thug [80]	Supernova [90]	Phoenix Hawk IIC [80]	Warhammer IIC [80]
6	Marauder IIC [85]	Warhammer IIC [80]	Marauder IIC 2 [85]	Kodiak [100]	Stone Rhino [100]	Supernova [90]	Scylla [100]
7	Supernova [90]	Canis [80]	Warhammer IIC 4 [80]	Kodiak [100]	Marauder IIC [85]	Kodiak [100]	Phoenix Hawk IIC [80]
8	Highlander IIC [90]	Highlander IIC [90]	Mad Cat Mk II [90]	Supernova [90]	Stone Rhino [100]	Warhammer IIC [80]	THG-11E Thug [80]
9	Phoenix Hawk IIC 3 [80]	Phoenix Hawk IIC [80]	Warhammer IIC 3 [80]	KGC-000 King Crab [100]	Bane 2 [100]	Bane [100]	Warhammer IIC [80]
10	Blood Kite [85]	Warhammer IIC 4 [80]	Mad Cat Mk II [90]	CRK-5003-1 Crockett [85]	KGC-000 King Crab [100]	Bane 3 [100]	Marauder IIC [85]
11	Marauder IIC 2 [85]	Kodiak [100]	Marauder IIC 2 [85]	VKG-2F Viking [90]	Warhammer IIC [80]	THG-11E Thug [80]	Highlander IIC [90]
12	Kodiak [100]	Shogun C [85]	Phoenix Hawk IIC [80]	Stone Rhino [100]	Thunder Stallion [85]*	Naga B [80]	Bane [100]

*This is a four-legged (quad) BattleMech.

RANDOM VEHICLE ASSIGNMENT TABLE: WARDEN CLAN

Light Vehicles (20 to 35 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Anhur [30]^{V}	Shamash [11]^{H}	Galleon [25]^{T}	Skulker [20]^{W}	Anhur [30]^{V}	Indra [35]^{W}	Indra [35]^{W}
3	Anhur [30]^{V}	Asshur [20]^{H}	Lightning [35]^{H}	Asshur [20]^{H}	Asshur [20]^{H}	Indra [35]^{W}	Asshur [20]^{H}
4	Zorya [35]^{T}	Anhur [30]^{V}	Saracen [35]^{H}	Donar (Recon) [21]^{V}	Beagle [15]^{H}	Svantovit [35]^{H}	Donar [21]^{V}
5	Badger (Clan 2) [30]^{H}	Donar [21]^{V}	Donar [21]^{V}	Donar [21]^{V}	Donar [21]^{V}	Mithras [25]^{T}	Mithras [25]^{T}
6	Odin [20]^{W}	Zorya [35]^{T}	Striker [25]^{W}	Mithras [25]^{T}	Odin [20]^{W}	Donar [21]^{V}	Odin [20]^{W}
7	Donar (Recon) [21]^{V}	Asshur [20]^{H}	Odin [20]^{W}	Odin [20]^{W}	Mithras [25]^{T}	Donar [21]^{V}	Donar [21]^{V}
8	Indra [35]^{W}	Odin [20]^{W}	Chevalier [35]^{W}	Zorya [35]^{T}	Svantovit [35]^{H}	Asshur [20]^{H}	Mithras [25]^{T}
9	Asshur [20]^{H}	Indra [35]^{W}	Svantovit [35]^{H}	Svantovit [35]^{H}	Zorya [35]^{T}	Zorya [35]^{T}	Zorya [35]^{T}
10	Shamash [11]^{H}	Svantovit (Streak) [35]^{H}	Asshur [20]^{H}	Svantovit (Streak) [35]^{H}	Ripper [10]^{V}	Mithras [25]^{T}	Svantovit [35]^{H}
11	Asshur [20]^{H}	Svantovit [35]^{H}	Svantovit (Streak) [35]^{H}	Indra [35]^{W}	Gabriel [5]^{H}	Odin [20]^{W}	Indra [35]^{W}
12	Shamash [11]^{H}	Indra [35]^{W}	Shamash [11]^{H}	Shamash [11]^{H}	Shamash [11]^{H}	Odin [20]^{W}	Asshur [20]^{H}

Medium Vehicles (40 to 55 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Ares [40]^{T}	Ares [40]^{T}	Hetzer [40]^{W}	Hetzer [40]^{W}	Epona [50]^{H}	Ares [40]^{T}	Ku [50]^{W}
3	Chaparral [50]^{T}	Bandit (Clan 2) [50]^{H}	Hachiman [50]^{T}	Ares [40]^{T}	Zephyr [40]^{H}	Enyo [55]^{T}	Ku [50]^{W}
4	Bandit (Clan) [50]^{H}	Ares [40]^{T}	Maxim (Clan) [50]^{H}	Maxim (Clan) [50]^{H}	Hachiman [50]^{T}	Ku [50]^{W}	Enyo [55]^{T}
5	Chaparral [50]^{T}	Bandit (Clan) [50]^{H}	Bandit (Clan) [50]^{H}	Tyr [45]^{H}	Ku [50]^{W}	Hachiman [50]^{T}	Enyo [55]^{T}
6	Bandit (Clan 2) [50]^{H}	Ares [40]^{T}	Bandit (Clan 2) [50]^{H}	Ares [40]^{T}	Ares [40]^{T}	Ares [40]^{T}	Ku [50]^{W}
7	Hachiman [50]^{T}	Ku [50]^{T}	Hachiman [50]^{T}	Hachiman [50]^{T}	Hachiman [50]^{T}	Ku [50]^{W}	Hachiman [50]^{T}
8	Ares [40]^{T}	Hachiman [50]^{T}	Chaparral [50]^{T}	Ku [50]^{W}	Ku [50]^{W}	Ares [40]^{T}	Ares [40]^{T}
9	Maxim (Clan) [50]^{H}	Chaparral [50]^{T}	Tyr [45]^{H}	Tyr [45]^{H}	Ares [40]^{T}	Hachiman [50]^{T}	Hachiman [50]^{T}
10	Hachiman [50]^{T}	Hachiman [50]^{T}	Zephyr [45]^{H}	Ares [40]^{T}	Hachiman [50]^{T}	Ares [40]^{T}	Ku [50]^{W}
11	Epona C [50]^{H}	Maxim (Clan) [50]^{H}	Regulator [45]^{H}	Ares [40]^{T}	Chaparral [50]^{T}	Enyo [55]^{T}	Ares [40]^{T}
12	Epona A [50]^{H}	Ku [50]^{T}	Epona [50]^{H}	Epona [50]^{H}	Maxim (Clan) [50]^{H}	Ares [40]^{T}	Ares [40]^{T}

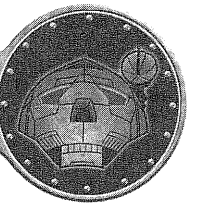
Heavy Vehicles (60 to 75 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Oro [60]^{T}	Athena [75]^{T}	Shoden [70]^{W}	Shoden [70]^{W}	Demon [60]^{W}	Athena [75]^{T}	Ishtar [65]^{W}
3	Athena [75]^{T}	Pike (Clan) [60]^{T}	LRM Carrier [60]^{T}	LRM Carrier [60]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Shoden [70]^{W}
4	Pike (Clan) [60]^{T}	Ishtar [65]^{W}	Demon [60]^{W}	Oro [60]^{T}	Magi [70]^{T}	Ishtar [65]^{W}	Shoden [70]^{W}
5	Ishtar [65]^{W}	Oro [60]^{T}	Burke [75]^{T}	Pike (Clan) [60]^{T}	Oro [60]^{T}	Oro [60]^{T}	Oro [60]^{T}
6	Pike (Clan) [60]^{T}	Ishtar [65]^{W}	Shoden (Streak) [70]^{W}	Ishtar [65]^{W}	Ishtar [65]^{W}	Ishtar [65]^{W}	Ishtar [65]^{W}
7	Oro [60]^{T}	Oro [60]^{T}	Shoden [70]^{W}	Oro [60]^{T}	Oro [60]^{T}	Oro [60]^{T}	Athena [75]^{T}
8	Ishtar [65]^{W}	Pike (Clan) [60]^{T}	Ishtar [65]^{W}	Ishtar [65]^{W}	Ishtar [65]^{W}	Oro [60]^{T}	Ishtar [65]^{W}
9	Ishtar [65]^{W}	Oro [60]^{T}	Pike (Clan) [60]^{T}	Oro [60]^{T}	SRM Carrier [60]^{T}	Ishtar [65]^{W}	Oro [60]^{T}
10	Oro [60]^{T}	Ishtar [65]^{W}	Shoden (Streak) [70]^{W}	Pike (Clan) [60]^{T}	Ishtar [65]^{W}	Oro [60]^{T}	Oro [60]^{T}
11	Shoden [70]^{W}	Ishtar [65]^{W}	Athena [75]^{T}	Athena [75]^{T}	Burke [75]^{T}	Athena [75]^{T}	Athena [75] ^{T}
12	Athena [75]^{T}	Shoden [70]^{W}	Tokugawa [60]^{W}	Tokugawa [60]^{W}	Athena [75]^{T}	Ishtar [65] ^{W}	Ishtar [65]^{W}

Assault Vehicles (80 to 100 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Morrigú (Laser) [80]^{T}	Mars (XL) [100]^{T}	Partisan [80]^{T}	Morrigú [80]^{T}	Fury [80]^{T}	Heimdall [95]^{T}	Huitzilopochtli [85]^{T}
3	Huitzilopochtli [85]^{T}	Demolisher (Clan) [80]^{T}	Puma [95]^{T}	Puma [95]^{T}	Puma [95]^{T}	Demolisher (Clan) [80]^{T}	Mars [100]^{T}
4	Morrigú [80]^{T}	Mars [100]^{T}	Rhino [80] ^{T}	Mars [100]^{T}	Fury [80]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}
5	Huitzilopochtli [85]^{T}	Demolisher (Clan) [80]^{T}	SturmFeur [85] ^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Mars [100]^{T}	Mars [100]^{T}
6	Mars [100]^{T}	Mars [100]^{T}	Ontos [95]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}
7	Mars [100]^{T}	Demolisher (Clan) [80]^{T}	Behemoth [100] ^{T}	Mars [100]^{T}	Mars [100]^{T}	Mars [100]^{T}	Mars [100]^{T}
8	Demolisher (Clan) [80]^{T}	Mars [100]^{T}	Alacorn Mk VI [95] ^{T}	Demolisher (Clan) [80]^{T}	Mars [100]^{T}	Mars [100]^{T}	Huitzilopochtli [85]^{T}
9	Demolisher (Clan) [80]^{T}	Demolisher (Clan) [80]^{T}	Heimdall [90] ^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Demolisher (Clan) [80]^{T}
10	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Schrek [870] ^{T}	Demolisher (Clan) [80]^{T}	Rhino [80]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}
11	Mars (XL) [100]^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85] ^{T}	Huitzilopochtli [85]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}	Mars [100]^{T}
12	Mars (XL) [100]^{T}	Huitzilopochtli [85]^{T}	Demolisher (Clan) [80] ^{T}	Mars (XL) [100]^{T}	Mars (XL) [100]^{T}	Huitzilopochtli [85]^{T}	Mars [100]^{T}

^{H}Hover ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM AEROSPACE ASSIGNMENT TABLE: WARDEN CLAN FRONT LINE

Light Aerospace (20 to 45 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Batu C [40]	Vandal Prime [30]	Avar Prime [35]	Avar A [35]	Avar C [35]	Sulla A [45]	Sulla C [45]
3	Avar B [35]	Sulla B [45]	Vandal A [30]	Vandal Prime [30]	Vandal B [30]	Issus 2 [40]	Avar Prime [35]
4	Vandal Prime [30]	Bashkir Prime [20	Batu Prime [40]	Batu B [40]	Batu Prime [40]	Vandal B [30]	Batu A [40]
5	Sulla A [45]	Bashkir C [20]	Bashkir C [20]	Bashkir Prime [20]	Avar Prime [35]	Sulla C [45]	Bashkir C [20]
6	Sulla Prime [45]	Avar C [35]	Batu Prime [40]	Batu Prime [40]	Sulla Prime [45]	Bashkir Prime [20]	Avar C [35]
7	Batu Prime [40]	Sulla Prime [45]	Sulla A [45]	Sulla Prime [45]	Sulla C [45]	Bashkir C [20]	Sulla Prime [45]
8	Batu B [40]	Avar Prime [35]	Bashkir C [20]	Bashkir A [20]	Bashkir Prime [20]	Chaeronea 3 [25]	Bashkir B [20]
9	Bashkir C [20]	Sulla C [45]	Sulla Prime [45]	Sulla A [45]	Batu C [40]	Sulla C [40]	Batu Prime [40]
10	Vandal C [30]	Bashkir A [20]	Bashkir C [20]	Bashkir C [20]	Bashkir A [20]	Sulla A [45]	Bashkir Prime [20]
11	Avar B [35]	Batu C [40]	Vandal C [30]	Vandal C [30]	Vandal Prime [30]	Issus [40]	Issus [40]
12	Sulla C [45]	Batu A [40]	Avar Prime [35]	Avar B [35]	Avar B [35]	Corax [30]	Vandal C [30]

Medium Aerospace (50 to 70 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Turk A [50]	Jagatai C [70]	Jagatai Prime [70]	Jagatai C [70]	Jagatai A [70]	Visigoth B [60]	Visigoth A [60]
3	Visigoth A [60]	Turk A [50]	Ammon [65]	Ammon [65]	Turk B [50]	Turk A [50]	Jagatai C [65]
4	Jagatai B [70	Turk A [50]	Visigoth A [60]	Visigoth A [60]	Visigoth C [60]	Turk Prime [50]	Jagatai B [65]
5	Turk C [50]	Visigoth Prime [60]	Ammon [60]	Visigoth Prime [60]	Turk Prime [50]	Visigoth Prime [60]	Visigoth Prime [60]
6	Turk B [50]	Turk Prime [50]	Visigoth Prime [60]	Visigoth B [60]	Visigoth B [60]	Turk B [50]	Tyre [55]
7	Visigoth C [60]	Jagatai Prime [70]	Turk A [50]	Turk Prime [50]	Visigoth Prime [60]	Jagatai Prime [65]	Jagatai Prime [65]
8	Jagatai A [70]	Jagatai Prime [70]	Visigoth B [60]	Visigoth C [60]	Jagatai Prime [70]	Visigoth A [60]	Visigoth C [60]
9	Jagatai C [70]	Visigoth B [60]	Turk B [50]	Turk C [50]	Turk A [50]	Visigoth C [60]	Visigoth B [60]
10	Visigoth B [60]	Tyre [55]	Visigoth C [60]	Visigoth Prime [60]	Visigoth A [60]	Tyre [55]	Visigoth Prime [60]
11	Visigoth C [60]	Jagatai A [70]	Jagatai Prime [70]	Jagatai B [70]	Turk C [50]	Tyre 2 [55]	Jagatai A [65]
12	Jagatai A [70]	Jagatai C [70]	Tyre [55]	Tyre [55]	Jagatai C [70]	Jagatai C [65]	Tyre [55]

Heavy Aerospace (75 to 100 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Scytha B [90]	Scytha Prime [90]	Xerxes [85]	Xerxes [85]	Sabutai Prime [75]	Hydaspes 2 [95]	Hydaspes [95]
3	Kirghiz Prime [100]	Sabutai C [75]	Jengiz Prime [80]	Jengiz Prime [80]	Jengiz C [80]	Sabutai A [90]	Kirghiz A [100]
4	Kirghiz C [100]	Sabutai C [75]	Scytha Prime [90]	Scytha A [90]	Scytha A [90]	Hydaspes [95]	Sabutai C [90]
5	Jengiz A [80]	Xerxes [85]	Kirghiz Prime [100]	Kirghiz B [100]	Kirghiz A [100]	Kirghiz A [100]	Kirghiz Prime [80]
6	Kirghiz B [100]	Sabutai A [75]	Jengiz A [80]	Jengiz A [80]	Jengiz Prime [80]	Sabutai Prime [75]	Kirghiz C [80]
7	Scytha B [90]	Scytha Prime [90]	Scytha B [90]	Scytha B [90]	Scytha B [90]	Sabutai C [75]	Sabutai Prime [75]
8	Jengiz B [80]	Kirghiz C [100]	Kirghiz A [100]	Kirghiz C [100]	Scytha C [90]	Kirghiz Prime [100]	Sabutai A [90]
9	Scytha C [90]	Kirghiz A [100]	Scytha A [90]	Scytha Prime [90]	Kirghiz Prime [100]	Kirghiz B [100]	Hydaspes [95]
10	Scytha A [90]	Sabutai Prime [75	Scytha C [90]	Scytha C [90]	Scytha Prime [90]	Kirghiz A [100]	Kirghiz B [90]
11	Sabutai B [75]	Kirghiz C [100]	Hydaspes [95]	Hydaspes [95]	Jengiz A [80]	Sabutai A [75]	Sabutai B [75]
12	Jengiz C [80]	Hydaspes [95]	Sabutai Prime [75]	Sabutai Prime [75]	Sabutai C [75]	Sabutai B [75]	Hydaspes 2 [95]

DropShip

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Carrier^{A}	Outpost^{S}	Broadsword^{A}	Titan^{A}	Titan^{A}	Lion^{S}	Broadsword^{A}
3	Carrier^{A}	Overlord-C^{S}	Titan-C^{A}	Condor^{A}	Condor^{A}	Sassanid^{S}	Broadsword^{A}
4	Lion^{S}	Union-C^{S}	Broadsword^{S}	Miraborg^{S}	Sassanid^{S}	Union-C^{S}	Sassanid^{S}
5	Noruff^{A}	Sassanid^{S}	Overlord-C^{S}	Overlord-C^{S}	Overlord-C^{S}	Broadsword^{A}	Miraborg^{S}
6	Overlord-C^{S}	Broadsword^{A}	Union-C^{S}	Confederate^{S}	Broadsword^{A}	Carrier^{A}	Noruff^{A}
7	Union-C^{S}	Union-C^{S}	Union-C^{S}	Union-C^{S}	Union=C^{S}	Union-C^{S}	Union-C^{S}
8	Titan^{A}	Lion^{S}	Broadsword^{A}	Broadsword^{A}	Broadsword^{A}	Titan^{A}	Overlord-C^{S}
9	Miraborg^{S}	Overlord-C^{S}	Overlord^{S}	Sassanid^{S}	Noruff^{A}	Miraborg^{S}	Mercer^{S}
10	Lion^{S}	Confederate^{S}	Titan^{A}	Noruff^{A}	Triumph^{A}	Overlord-C^{S}	Carrier^{A}
11	Confederate^{S}	Carrier^{A}	Overlord-C^{S}	Gazelle^{A}	Gazelle^{A}	Overlord-C^{S}	Lion^{S}
12	Noruff^{A}	Fortress^{S}	Noruff^{A}	Lion^{S}	Lion^{S}	Confederate^{S}	Titan^{A}

^{A}Aerodyne ^{S}Spheroid

RANDOM AEROSPACE ASSIGNMENT TABLE: WARDEN CLAN SECOND LINE

Light Aerospace (20 to 45 tons)

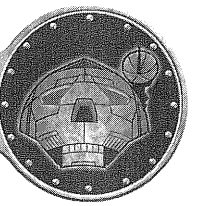
2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Sulla Prime [45]	Sulla Prime [45]	S-4C Sai [40]	S-4C Sai [40]	SWF-606 Swift [25]	THK-63 Tomahawk [45]	THK-63 Tomahawk [45]
3	Sulla C [45]	Issus [40]	SW-606 Swift [25]	SW-606 Swift [25]	THK-63 Tomahawk [45]	SWF-606 Swift [25]	Bashkir A [20]
4	Batu B [40]	Chaeronea [25]	Chaerona [25]	Bashkir Prime [20]	Chaeronea [25]	Avar A [35]	Avar C [35]
5	Batu Prime [40]	Issus [40]	RGU-133E Rogue [40]	RGU-133E Rogue [40]	RGU-133E Rogue [40]	Chaeronea 3 [25]	RGU-133E Rogue [40]
6	Chaeronea [25]	Issus [40]	Sulla [45]	Issus [40]	SPD-502 Spad [30]	Sulla A [45]	Sulla Prime [45]
7	Issus [40]	Chaeronea [25]	Chaerona [25]	Chaeronea [25]	Chaeronea [25]	Bashkir Prime [20]	TRN-3T Trident [20]
8	Chaeronea 2 [25]	Vandal Prime [30]	Batu [40]	Batu [40]	Issus [40]	Vandal C [30]	SPD-502 Spad [30]
9	Issus 2 [40]	RGU-133E Rogue	ZRO-114 Zero [35]	ZRO-114 Zero [35]	ZRO-114 Zero [35]	Avar Prime [35]	SWF-606 Swift [25]
10	Chaeronea 2 [25]	Chaeronea 2 [25]	Sulla [45]	Sulla Prime [45]	SPD-502 Spad [30]	Sulla B [45]	Batu C [40]
11	Vandal C [30]	ZRO-114 Zero [35]	Vandal [30]	Vandal Prime [30]	Vandal Prime [30]	ZRO-114 Zero [35]	Vandal Prime [30]
12	Issus 2 [40]	SWF-606 Swift [25]	Avar [35]	Avar Prime [35]	Issus [40]	Corax [30]	ZRO-114 Zero [35]

Medium Aerospace (50 to 70 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Jagatai C [70]	Turk Prime [50]	Turk [50]	Turk Prime [50]	Turk Prime [50]	IRN-SD1 Ironsides [65]	IRN-SD1 Ironsides [65]
3	Jagatai A [70]	HCT-231B Hellcat II [50]	Jagatai [70]	Jagatai Prime [70]	Jagatai Prime [70]	HCT-213B Hellcat II [50]	GTHA-500 Gotha [60]
4	Tyre 2 [55]	GTHA-500 Gotha [60]	HCT-231B Hellcat II [50]	IRN-SD1 Ironsides [65]	Jagatai B [70]	Jagatai B [65]	Jagatai A [65]
5	Visigoth C [60]	Tyre [55]	HCT-231B Hellcat II [50]	HCT-231B Hellcat II [50]	HCT-231B Hellcat II [50]	Tyre [55]	CT-213B Hellcat II [50]
6	Visigoth B [60]	HCT-231B Hellcat II [50]	Ammon [65]	Ammon [65]	Tyre [55]	Turk A [50]	Tyre [55]
7	Tyre [55]	Tyre [55]	IRN-SD1 Ironsides [65]	Tyre [55]	Ammon [65]	Visigoth B [60]	Jagatai Prime [65]
8	Tyre 2 [55]	Tyre 2 [55]	Visigoth [60]	Visigoth Prime [60]	GTHA-500 Gotha [60]	Jagatai Prime [65]	Jagatai C [65]
9	Ammon [65]	Tyre 2 [55]	GTHA-500 Gotha [60]	GTHA-500 Gotha [60]	Visigoth A [60]	Turk C [50]	Visigoth Prime [60]
10	Tyre [55]	IRN-SD1 Ironsides [65]	GTHA-500 Gotha [60]	Tyre [55]	IRN-SD1 Ironsides [65]	Visigoth Prime [60]	Visigoth A [60]
11	Turk B [50]	Jagatai Prime [70]	Turk [50]	Turk B [50]	Turk Prime [50]	Turk B [50]	HCT-213B Hellcat II [50]
12	Turk Prime [50]	Jagatai Prime [70]	Visigoth [60]	Visigoth Prime [60]	Visigoth Prime [60]	GTHA-500 Gotha [60]	GTHA-500 Gotha [60]

Heavy Aerospace (75 to 100 tons)

2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Sabutai A [75]	Scytha Prime [90]	Kirghiz [100]	Kirghiz C [100]	F-100 Reiver [100]	HMR-HD Hammerhead[75]	RPR-100 Rapier [85]
3	Kirghiz C [100]	AHB-443 Ahab [90]	Jengiz [80]	Jengiz A [80]	Hydaspes [95]	RPR-100 Rapier [85]	AHB-443 Ahab [90]
4	Hydaspes 2 [85]	Hydaspes [85]	Sabutai [75]	Jengiz Prime [80]	Jengiz A [80]	Sabutai B [75]	Hydaspes [95]
5	Sabutai A [75]	RPR-100 Rapier [85]	AHB-443 Ahab [90]	AHB-443 Ahab [90]	AHB-443 Ahab [90]	Kirghiz B [100]	Sabutai C [75]
6	Xerxes [85]	Xerxes [85]	HMR-HD Hammerhead [75]	HMR-HD Hammerhead [75]	Xerxes [85]	Kirghiz A [100]	Kirghiz A [100]
7	Hydaspes [85]	Xerxes [85]	Hydaspes [85]	Hydaspes [85]	HMR-HD Hammerhead [75]	Sabutai A [75]	HMR-HD Hammerhead [75]
8	Jengiz C [80]	Hydaspes [85]	Xerxes [85]	Xerxes [85]	Hydraspes [95]	Hydaspes [95]	Kirghiz Prime [100]
9	Xerxes 2 [85]	Xerxes 2 [85]	RPR-100 Rapier [85]	RPR-100 Rapier [85]	RPR-100 Rapier [85]	Kirghiz Prime [100]	Sabutai B [75]
10	Hydaspes 2 [85]	Xerxes 2 [85]	AHB-443 Ahab [90]	AHB-443 Ahab [90]	Xerxes [85]	Sabutai Prime [75]	AHB-443 Ahab [90]
11	Xerxes 2 [85]	HMR-HD Hammerhead [75]	Sabutai [75]	Sabutai Prime [75]	Sabutai Prime [75]	AHB-443 Ahab [90]	Sabutai [75]
12	Jengiz A [80]	Sabutai A [75]	Scytha [90]	Scytha Prime [90]	Scytha Prime [90]	RPR-100 Rapier [85]	RPR-100 Rapier [85]



RANDOM UNIT ASSIGNMENT TABLE: CLAN WOLF (IN-EXILE)

Light Units

2D6	Front Line BattleMechs	(20 to 35 tons) Second Line BattleMechs	Vehicles	(20 to 45 tons) Front Line Aerospace Fighters	Second Line Aerospace Fighters
2	AF1 Arctic Fox Prime [35]	Jenner IIC [35]	Galleon [30]^{T}	Avar A [35]	S-4C Sai [40]
3	Adder Prime [35]	MON-66 Mongoose [25]	Pegasus [35]^{H}	Vandal Prime [30]	SW-606 Swift [25]
4	AF1 Arctic Fox C [35]	Pack Hunter [30]	Saracen [35]^{H}	Batu Prime [40]	Chaeronea [25]
5	Mist Lynx A [25]	Incubus [30]	Donar [21]^{V}	Bashkir C [20]	RGU-133E Rogue [40]
6	AF1 Arctic Fox D [35]	WLF-2 Wolfhound [35]	Striker [35]^{W}	Batu A [40]	Sulla [45]
7	Adder Prime [35]	Pack Hunter [30]	Odin [20]^{W}	Sulla Prime [45]	Chaeronea [25]
8	AF1 Arctic Fox A [35]	Incubus [30]	Striker [35]^{W}	Batu B [40]	Batu [40]
9	Adder A [35]	Pack Hunter [30]	Svantovit [35]^{H}	Sulla C [45]	ZRO-114 Zero [35]
10	Mist Lynx Prime [25]	Jenner IIC [35]	Asshur [20]^{H}	Batu C [40]	Sulla [45]
11	AF1 Arctic Fox B [35]	WLF-3S Wolfhound [35]	Svantovit (Streak) [35]^{H}	Vandal B [30]	Vandal [30]
12	Adder D [35]	Pack Hunter [30]	Zorya [35]^{T}	Avar B [35]	Avar [35]

Medium Units

2D6	Front Line BattleMechs	(40 to 55 tons) Second Line BattleMechs	Vehicles	(40 to 70 tons) Front Line Aerospace Fighters	Second Line Aerospace Fighters
2	Ice Ferret D [45]	Arctic Wolf [40]	Hetzer [40]^{W}	Jagatai Prime [70]	Turk [50]
3	Pouncer Prime [40]	Conjurer [50]	Hachiman [50]^{T}	Ammon [65]	Jagatai [70]
4	Phantom Prime [40]	Arctic Wolf [40]	Maxim (Clan) [50]^{H}	Jagatai A [70]	HCT-231B Hellcat II [50]
5	Ice Ferret A [45]	Griffin IIC [40]	Bandit (Clan) [50]^{H}	Visigoth B [60]	HCT-231B Hellcat II [50]
6	Stormcrow Prime [55]	Arctic Wolf 2 [40]	Bandit (Clan 2) [50]^{H}	Jagatai B [70]	Ammon [65]
7	Ice Ferret B [45]	Conjurer [50]	Hachiman [50]^{T}	Turk Prime [50]	IRN-SD1 Ironsides [65]
8	Nova Prime [50]	Shadow Hawk IIC [45]	Chaparral [50]^{T}	Visigoth C [60]	Visigoth [60]
9	Stormcrow C [55]	Griffin IIC 2 [40]	Maxim (Clan) [50]^{H}	Jagatai B [70]	GTHA-500 Gotha [60]
10	Pouncer D [40]	Shadow Hawk IIC [45]	Goblin [50]^{T}	Visigoth A [60]	GTHA-500 Gotha [60]
11	Ice Ferret C [45]	Hunchback IIC [50]	Zephyr [40]^{H}	Jagatai C [70]	Turk [50]
12	Shadow Cat Prime [45]	Ice Ferret D [45]	Epona [50]^{H}	Tyre [55]	Visigoth [60]

Heavy Units

2D6	Front Line BattleMechs	(60 to 75 tons) Second Line BattleMechs	Vehicles	(75 to 100 tons) Front Line Aerospace Fighters	Second Line Aerospace Fighters
2	Timber Wolf D [75]	EXT-4D Exterminator [65]	Brutus [75]^{T}	Xerxes [85]	Kirghiz [100]
3	Linebacker A [65]	FLS-8K Flashman [75]	SRM Carrier [60]^{T}	Jengiz Prime [80]	Jengiz [80]
4	Summoner D [70]	Black Python [75]	Manticore [60]^{T}	Scytha Prime [90]	Sabutai [75]
5	Timber Wolf B [75]	Orion IIC [75]	Patton (Ultra) [65]^{T}	Kirghiz A [100]	AHB-443 Ahab [80]
6	Nova Cat Prime [70]	VR5-R Verfolger [65]	Ishtar [65]^{W}	Jengiz A [80]	HMR-HD Hammerhead [75]
7	Timber Wolf Prime [75]	VR5-R Verfolger [65]	Pike (Clan) [60]^{T}	Scytha A [90]	Hydaspes [85]
8	Timber Wolf A [75]	Glass Spider [60]	Oro [60]^{T}	Kirghiz [100]	Xerxes [85]
9	Linebacker Prime [65]	BL-6-KNT Black Knight [75]	Pike (Clan) [60]^{T}	Scytha B [90]	RPR-100 Rapier [85]
10	Nova Cat A [70]	Guillotine IIC [70]	Shoden (Streak) [70]^{W}	Scytha C [90]	AHB-443 Ahab [90]
11	Timber Wolf C [75]	Glass Spider 2 [60]	Pilum [70]^{T}	Hydaspes [95]	Sabutai [75]
12	Linebacker D [65]	Linebacker Prime [65]	Rommel (Gauss) [65]^{T}	Kirghiz C [100]	Scytha [75]

Assault Units

Units 2D6	Front Line BattleMechs	(80 to 100 tons) Second Line BattleMechs	Vehicles	DropShips
2	Warhawk Prime [85]	Supernova [90]	Partisan (3058) [80]^{T}	Outpost^{S}
3	Executioner A [95]	Warhammer IIC 4 [80]	Demolisher (Clan) [100]^{T}	Titan-C^{A}
4	Gargoyle C [80]	Mad Cat Mk II [95]	Heimdall [95]^{T}	Union-C^{S}
5	Dire Wolf Prime [100]	THG-11E Thug [80]	SturmFeur [95]^{T}	Overlord-C^{S}
6	Dire Wolf A [100]	Mad Cat Mk II [90]	Heimdall A [95]^{T}	Union-C^{S}
7	Gargoyle A [80]	Supernova [90]	SturmFeur (Heavy Gauss) [95]^{T}	Union-C^{S}
8	Warhawk C [85]	Marauder IIC [85]	Alacorn Mk VI [95]^{T}	Broadsword^{S}
9	Executioner B [95]	Highlander IIC [90]	Heimdall [95]^{T}	Overlord-C^{S}
10	Gargoyle B [80]	Marauder IIC 2 [85]	Alacorn Mk VII [95]^{T}	Titan^{A}
11	Warhawk B [85]	Warhammer IIC 4 [80]	Heimdall A [95]^{T}	Overlord-C^{S}
12	Dire Wolf C [100]	Gargoyle A [80]	Demolisher II [100]^{T}	Mercer^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

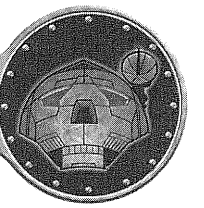
RANDOM PROTOMECH ASSIGNMENT TABLE

2D6	Blood Spirits	Cloud Cobra	Coyote
2	Harpy 2 [2]	Minotaur [9]	Satyr [4]
3	Satyr [4]	Minotaur [9]	Satyr [4]
4	Roc [7]	Siren 2 [3]	Roc [7]
5	Roc 3 [7]	Siren 2 [3]	Roc [7]
6	Gorgon 3 [8]	Siren 2 [3]	Roc [7]
7	Roc 2 [7]	Minotaur [9]	Roc 2 [7]
8	Satyr 2 [4]	Minotaur [9]	Roc 2 [7]
9	Minotaur [9]	Minotaur [9]	Satyr 2 [4]
10	Centaur 2 [5]	Siren 2 [3]	Satyr 2 [4]
11	Centaur 3 [5]	Siren 2 [3]	Satyr 2 [4]
12	Hydra [6]	Siren 2 [3]	Satyr 2 [4]

2D6	Fire Mandrill	Goliath Scorpion	Hell's Horses
2	Harpy [2]	Roc [7]	Harpy [2]
3	Harpy 3 [2]	Roc [7]	Harpy [2]
4	Minotaur [9]	Satyr [4]	Harpy 2 [2]
5	Centaur 2 [5]	Satyr [4]	Hydra 2 [6]
6	Hydra [6]	Satyr [4]	Hydra [6]
7	Gorgon 2 [8]	Roc [7]	Minotaur [9]
8	Hydra 3 [6]	Minotaur [9]	Minotaur [9]
9	Roc 2 [7]	Minotaur [9]	Minotaur 2 [9]
10	Roc 3 [7]	Minotaur [9]	Minotaur 2 [9]
11	Centaur 3 [5]	Roc [7]	Hydra [6]
12	Centaur [5]	Roc [7]	Hydra [6]

2D6	Ice Hellion	Jade Falcon	Nova Cat
2	Siren [3]	Gorgon [8]	Satyr [4]
3	Siren [3]	Gorgon [8]	Satyr [4]
4	Siren 2 [3]	Gorgon [8]	Roc [7]
6	Siren 3 [3]	Gorgon [8]	Roc [7]
7	Siren 3 [3]	Gorgon [8]	Roc [7]
8	Satyr 3 [4]	Centaur [5]	Centaur [5]
9	Satyr 2 [4]	Centaur [5]	Centaur [5]
10	Satyr 2 [4]	Centaur [5]	Gorgon [8]
11	Satyr [4]	Centaur [5]	Gorgon [8]
12	Satyr [4]	Centaur [5]	Satyr [4]

2D6	Snow Raven	Star Adder	Wolf (in-Exile)
2	Satyr [4]	Harpy [2]	Satyr [4]
3	Satyr 2 [4]	Harpy 3 [2]	Satyr [4]
4	Minotaur [9]	Gorgon [8]	Satyr [4]
5	Roc [7]	Gorgon [8]	Satyr 3 [4]
6	Roc 3 [7]	Gorgon 2 [8]	Satyr 3 [4]
7	Roc 2 [7]	Gorgon 2 [8]	Roc 3 [7]
8	Gorgon 3 [8]	Minotaur [9]	Roc 3 [7]
9	Gorgon [8]	Minotaur [9]	Roc [7]
10	Centaur 3 [5]	Siren 3 [3]	Roc [7]
11	Centaur 2 [5]	Siren 2 [3]	Roc [7]
12	Centaur [5]	Siren [3]	Roc [7]



RANDOM UNIT ASSIGNMENT TABLE: COMSTAR

Light Units (20 to 35 tons)

	Equipment Rating			
2D6	**A**	**B**	**Vehicles**	**Aerospace Fighters (20 to 45 tons)**
2	C-SK1 Cossack [20]	HSR-400-D Hussar [30]	Rotunda [20]^{W}	RGU-133F Rogue [40]
3	NXS1-A Nexus [25]	FS9-S Firestarter [35]	Gabriel [5]^{H}	ZR0-114 Zero [35]
4	M0N-66 Mongoose [25]	MON-66 Mongoose [25]	Beagle [15]^{H}	S-27 Sabre [25]
5	THE-N Thorn [20]	UM-R63 UrbanMech [30]	Chevalier [35]^{W}	SPD-502 Spad [30]
6	MCY-99 Mercury [20]	MCY-99 Mercury [20]	Cyrano [30]^{V}	SWF-606 Swift [25]
7	OW-1 Owens [35]	0W-1 Owens [35]	Nightshade [25]^{V}	TRN-3T Trident [20]
8	RTX1-0 Raptor [25]	HER-1S Hermes [30]	Galleon [30]^{T}	TRN-3T Trident [20]
9	HSR-500-D Hussar [30]	THE-N Thorn [20]	Pinto [30]^{H}	THK-63 Tomahawk [45]
10	NXS1-A Nexus [25]	HSR-200-D Hussar [30]	Ripper [10]^{V}	THK-63 Tomahawk [45]
11	HER-1S Hermes [30]	MON-66 Mongoose [25]	Lightning [35]^{H}	RGU-133L Rogue [40]
12	HSR-200-D Hussar [30]	NXS1-A Nexus [25]	Scimitar [35]^{H}	RGU-133E Rogue [40]

Medium Units (40 to 55 tons)

	Equipment Rating			
2D6	**A**	**B**	**Vehicles**	**Aerospace Fighters (50 to 70 tons)**
2	BE0-12 Beowulf [45]	WVE-8N Wyvern [45]	Drillson [50]^{H}	IRN-SD1 Ironsides [65]
3	CLT-2-3U Clint [40]	CLT-2-3U Clint [40]	Thor [55]^{W}	HCT-213B Hellcat II [50]
4	TSN-1C Tessen [50]	STN-3L Sentinel [40]	Maxim [50]^{H}	F92 Stingray [60]
5	BJ2-0 Blackjack [50]	GRM-R-PR29 Grim Reaper [55]	Chaparral [50]^{W}	IRN-SD1 Ironsides [65]
6	CRB-27 Crab [50]	CRB-27 Crab [50]	Goblin [45]^{T}	IRN-SD1 Ironsides [65]
7	STN-3L Sentinel [40]	WVE-5N Wyvern [45]	Vedette [50]^{T}	HCT-213B Hellcat II [50]
8	GRM-R-PR29 Grim Reaper [55]	HBK-5N Hunchback [50]	Zephyr [40]^{H}	GTHA-500 Gotha [60]
9	FS9-0 Firestarter [45]	ASN-23 Assassin [40]	Condor [50]^{H}	GTHA-500 Gotha [60]
10	KT0-19 Kintaro [55]	FS9-O Firestarter [45]	Regulator [45]^{H}	HCT-213B Hellcat II [50]
11	RJN101-A Raijin [50]	KT0-19 Kintaro [55]	Maxim [50]^{H}	LTN-G15 Lightning [50]
12	END-60 Enfield [50]	RJN101-A Raijin [50]	Hetzer [40]^{W}	F94 Stingray [60]

Heavy Units (60 to 75 tons)

	Equipment Rating			
2D6	**A**	**B**	**Vehicles**	**Aerospace Fighters (75 to 100 tons)**
2	JM6-D3 JagerMech III [65]	BL-9-KNT Black Knight [75]	Bulldog [60]^{T}	Huscarl HSCL-1-O [75]
3	SJA-7D Shugenja [75]	AV1-0 Avatar [70]	Manticore [60]^{T}	HMR-HD Hammerhead [75]
4	BL-6-KNT Black Knight [75]	BMB-12D Bombardier [65]	Patton [65]^{T}	RPR-100 Rapier [85]
5	ST-8A Shootist [70]	BL-6-KNT Black Knight [75]	Demon [60]^{W}	HMR-HD Hammerhead [75]
6	GLT-3N Guillotine [60]	LNC25-01 Lancelot [60]	Magi [70]^{T}	Ahab AHB-443 [90]
7	AV1-0 Avatar [70]	GLT-3N Guillotine [60]	Burke [75]^{T}	HMR-HD Hammerhead [75]
8	LNC25-01 Lancelot [60]	FLS-8K Flashman [75]	Zhukov [75]^{T}	EGL-R6 Eagle [75]
9	EXC-B2 Excalibur [70]	CHP-1N Champion [60]	Padilla [75]^{T}	AHB-443 Ahab [90]
10	FLS-8K Flashman [75]	EXT-4D Exterminator [65]	Von Luckner [75]^{T}	EGL-R6 Eagle [75]
11	Exterminator EXT-5E [65]	ST-8A Shootist [70]	Po [60]^{T}	RPR-100 Rapier [85]
12	HEL-C Helios [60]	EXC-B2 Excalibur [70]	Rommel [65]^{T}	AHB-443 Ahab [90]

Assault Units (80 to 100 tons)

	Equipment Rating			
2D6	**A**	**B**	**Vehicles**	**DropShips**
2	CKG-2F Viking [90]	KGC-001 King Crab [100]	Demolisher [80]^{T}	Vengeance^{A}
3	NSR-9J Nightstar [95]	STK-5M Stalker [85]	Partisan [80]^{T}	Condor^{S}
4	TDK-7X Thunder Hawk [100]	CRK-5003-1 Crockett [85]	SturmFeur [85]^{T}	Union^{S}
5	KGC-000 King Crab [100]	LGB-7Q Longbow [85]	Alacorn [95]^{T}	Overlord
6	THG-11E Thug [80]	THG-11E Thug [80]	Rhino [80]^{T}	Leopard CV^{A}
7	HGN-732 Highlander [90]	HGN-732 Highlander [90]	Fury [80]^{T}	Union^{S}
8	CRK-5003-1 Crockett [85]	CRK-5003-1 Crockett [85]	Schrek [80]^{T}	Leopard^{A}
9	SPT-N2 Spartan [80]	AS7-K Atlas [100]	Puma [95]^{T}	Fury^{S}
10	AS7-K Atlas [100]	KGC-000 King Crab [100]	Ontos [95]^{T}	Triumph^{A}
11	PLG-3Z Pillager [100]	CP-11-A Cyclops [90]	Puma [95]^{T}	Gazelle^{S}
12	OBK-M10 O-Bakemono [80]	SPT-N2 Spartan [80]	Behemoth [100]^{T}	Fortress^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM UNIT ASSIGNMENT TABLE: WORD OF BLAKE

Light Units (20 to 35 tons)

2D6	Equipment Rating A	Equipment Rating B	Vehicles	Aerospace Fighters (20 to 45 tons)
2	HSR-500-D Hussar [30]	JA-KL-1532 Jackal [30]	Hawk Moth [25]V	RGU-133F Rogue [40]
3	HSR-400-D Hussar [30]	NXS1-A Nexus [25]	Karnov (3058) [30]V	ZRO-114 Zero [35]
4	RDS-2A Red Shift [20]	STG-5R Stinger [20]	Pinto [20]V	ZRO-114 Zero [35]
5	MON-76 Mongoose [25]	MCY-99 Mercury [20]	Blizzard [25]H	SPD-502 Spad [30]
6	MCY-102 Mercury [20]	MON-66 Mongoose [25]	Cyrano [30]V	SW-606 Swift [25]
7	GUR-2G Gurkha [35]	HER-3S Hermes [30]	Beagle [15]H	TRN-3T Trident [20]
8	MCY-97 Mercury [20]	THE-N Thorn [20]	Chevalier [35]W	THK-63 Tomahawk [45]
9	LCT-5M Locust [20]	SDR-7M Spider [30]	Galleon (3058) [30]T	F-12-S Cheetah [25]
10	NXS1-B Nexus [25]	LCT-3M Locust [20]	Main Gauche [30]T	RGU-133E Rogue [40]
11	ZPH-1A Tarantula [25]*	WSP-3L Wasp [20]	Lightning [35]H	RGU-133E Rogue [40]
12	OTT-9CS Ostscout [35]	HSR-200-D Hussar [30]	Mantis [15]V	THK-63 Tomahawk [45]

Medium Units (40 to 55 tons)

2D6	Equipment Rating A	Equipment Rating B	Vehicles	Aerospace Fighters (50 to 70 tons)
2	HER-5C Hermes [40]	BCN-3R Buccaneer [55]	Chaparral [50]T	F-92 Stingray [60]
3	BJ2-O Blackjack [50]	KTO-21 Kintaro [55]	Thor [55]W	IRN-SD1 Ironsides [65]
4	CRB-30 Crab [50]	STN-3L Sentinel [40]	Vedette (3058) [50]T	DFC-O Defiance [55]
5	BLF-21 Blue Flame [45]*	HUR-WO-R4L Huron Warrior [50]	Hetzer [40]	DFC-O Defiance [55]
6	RJN101-C Raijin [50]	GRM-R-PR29 Grim Reaper [55]	Zephyr [40]H	HCT-213B Hellcat II [50]
7	INI-02 Initiate [40]	CRB-27 Crab [50]	Maxim [50]H	HCT-213B Hellcat II [50]
8	LGH-4W Lightray [55]	CDA-3M Cicada [40]	Condor [50]H	GTHA-500 Gotha [60]
9	GRF-6CS Griffin [55]	RJN101-A Raijin [50]	Regulator [45]H	F-94 Stingray [50]
10	SHD-7CS Shadow Hawk [55]	TR1 Wraith [55]	Myrmidon [40]T	F-94 Stingray [50]
11	BCN-3R Buccaneer [55]	GRF-3M Griffin [55]	Stygian [40]H	LTN-G15 Lightning [50]
12	WVE-10N Wyvern [45]	WVE-9N Wyvern [45]	Chaparral [50]T	LX-2 Lancer [50]

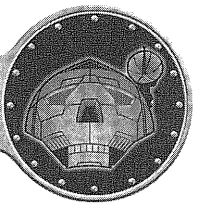
Heavy Units (60 to 75 tons)

2D6	Equipment Rating A	Equipment Rating B	Vehicles	Aerospace Fighters (75 to 100 tons)
2	P1 Perseus [75]	ST-8A Shootist [70]	Zhukov [75]T	SHV-O Shiva [85]
3	MAD-5L Marauder [75]	ARC-8M Archer [70]	Marksman [65]T	SHV-O Shiva [85]
4	CHP-3P Champion [60]	BL-6-KNT Black Knight [75]	Von Luckner [75]T	F-100B Riever [100]
5	EXT-5E Exterminator [65]	TMP-3M Tempest [65]	Po [60]T	RPR-100 Rapier [85]
6	WHF-3B White Flame [70]*	ON1-M Orion [75]	Manticore [65]T	RPR-100 Rapier [85]
7	TYM-1A Toyama [75]	CDR-5M Crusader [65]	Demon [60]W	HMR-HD Hammerhead [75]
8	TDR-9M Thunderbolt [65]	CHP-1N Champion [60]	Burke [75]T	AHB-443 Ahab [90]
9	BL-9-KNT Black Knight [75]	MAD-5M Marauder [75]	Brutus [75]T	AHB-443 Ahab [90]
10	BMB-14C Bombardier [65]	GLT-3N Guillotine [70]	Bulldog [60]T	F-700 Riever [100]
11	CDR-7L Crusader [65]	WHM-7M Warhammer [70]	Pike [60]T	F-700 Riever [100]
12	RFL-7M Rifleman [60]	WR-DG-02FC War Dog [75]	Padilla [75]T	F-700A Riever [100]

Assault Units (80 to 100 tons)

2D6	Equipment Rating A	Equipment Rating B	Vehicles	DropShips
2	BLR-5M BattleMaster [85]	ALB-3U Albatross [95]	Ontos (3058) [95]T	HamilcarA
3	VQR-2B Vanquisher [100]	GRN-D-01 Grand Crusader [80]	Behemoth [100]T	OverlordS
4	LGC-01 Legacy [80]	KGC-000 King Crab [100]	SturmFeur [85]T	OverlordS
5	T-IT-N10M Grand Titan [100]	AWS-9M Awesome [80]	Puma [95] T	Assault TriumphA
6	HGN-736 Highlander [90]	THG-11E Thug [80]	Demolisher [80]T	Leopard CVA
7	CRK-5003-1 Crockett [85]	HGN-732 Highlander [90]	Fury [80]T	UnionS
8	VQR-2A Vanquisher [100]	STK-5M Stalker [85]	Schrek [80]T	LeopardA
9	THG-12E Thug [80]	CRK-5003-1 Crockett [85]	Ontos [95]T	Assault TriumphA
10	GND-D-01 Grand Crusader [80]	LGB-7Q Longbow [85]	Rhino [80]T	FuryA
11	KGC-005 King Crab [100]	MR-5V Cerberus [95]	Partisan [80]T	MerlinS
12	LGC-02 Legacy [80]	KGC-001 King Crab [100]	Alacorn [95]T	HannibalA

*This is a four-legged (quad) BattleMech. AAerodyne HHover SSpheroid TTracked VVTOL WWheeled



RANDOM UNIT ASSIGNMENT TABLE: FREE RASALHAGUE REPUBLIC

Light Units (20 to 35 tons)

	Equipment Rating				
2D6	**A**	**B**	**C**	**Vehicles**	**Aerospace Fighters (20 to 45 tons)**
2	HM-1 Hitman [30]	HSR-200-D Hussar [30]	SDR-7M Spider [30]	Pinto [30]^{V}	SPR-6D Sparrowhawk [30]
3	SDR-8M Spider [30]	SDR-7M Spider [30]	COM-5S Commando [25]	Gabriel [5]^{H}	SYD Z4 Seydlitz [20]
4	MCY-97 Mercury [20]	STG-5M Stinger [20]	PNT-10K Panther [35]	Hunter [35]^{T}	SYD Z1 Seydlitz [20]
5	LCT-5M Locust [20]	JR7-K Jenner [35]	JR7-D Jenner [35]	Pegasus [35]^{T}	SB-27 Sabre [25]
6	MON-76 Mongoose [25]	PNT-10K Panther [35]	PNT-9R Panther [35]	Saladin [35]^{H}	SL-21L Sholagar [35]
7	PNT-10K Panther [35]	COM-5S Commando [25]	STG-3R Stinger [20]	Saracen [35]^{H}	[35]^{H}SL-21L Sholagar [35]
8	COM-5S Commando [25]	FS9-S Firestarter [35]	COM-2D Commando [25]	Scimitar [35]^{H}	CNT-1D Centurion [30]
9	JR7-K Jenner [35]	LCT-3S Locust [20]	FS9-H Firestarter [35]	Scorpion [25]^{T}	SL-21L Sholagar [35]
10	HER-4S Hermes [30]	HER-1S Hermes [30]	LCT-1V Locust [20]	Skulker [20]^{W}	F-10 Cheetah [25]
11	FS9-S Firestarter [35]	SDR-9K Venom [35]	JR7-K Jenner [35]	Plainsman [35]^{H}	SYD Z3A Seydlitz [20]
12	RZK-9S Razorback [30]	MCY-97 Mercury [20]	HER-1S Hermes [30]	Sprint [5]^{V}	S-4 Sai [40]

Medium Units (40 to 75 tons)

	Equipment Rating				
2D6	**A**	**B**	**C**	**Vehicles**	**Aerospace Fighters (50 to 70 tons)**
2	FS9-O Firestarter [45]	WFT-1 Wolf Trap [45]	STN-3M Sentinel [40]	Maxim Heavy (3058) [50]^{H}	MIK-O Tatsu [70]
3	BEO-12 Beowulf [45]	VT-5S Vulcan [40]	HBK-5M Hunchback [50]	Drilson [50]^{H}	SL-25 Samurai [50]
4	TBT-7K Trebuchet [50]	GRF-1DS Griffin [55]	WTH-2 Whitworth [40]	Condor [50]^{H}	LTN-G15 Lightning [50]
5	WVR-8K Wolverine [55]	TBT-7M Trebuchet [50]	VL-2T Vulcan [40]	Goblin [45]^{T}	LCF-R16KR Lucifer II [65]
6	HCT-5S Hatchetman [45]	HBK-5M Hunchback [50]	HBK-4G Hunchback [50]	Vedette [50]^{T}	LCF-R16K Lucifer II [65]
7	HBK-5M Hunchback [50]	WVR-7K Wolverine [55]	GRF-1S Griffin [55]	Hetzer [40]^{W}	SL-17 Shilone [65]
8	VT-5S Vulcan [40]	PXH-3K Phoenix Hawk [45]	PXH-1K Phoenix Hawk [45]	Maxim [50]^{H}	SL-17R Shilone [65]
9	DMO-1K Daimyo [40]	KTO-20 Kintaro [55]	WVR-6K Wolverine [55]	Vedette [50]^{T}	LTN-G15 Lightning [50]
10	CBR-02 Cobra [45]	CRB-27 Crab [50]	ASN-23 Assassin [40]	Drilson [50]^{H}	CSR-V12 Corsair [50]
11	GRF-6S Griffin [55]	KIM-2 Komodo [45]	CRB-27 Crab [50]	Condor [50]^{H}	SL-17AC Shilone [65]
12	HBK-5S Hunchback [50]	CLN-7W Chameleon [50]	KTO-20 Kintaro [55]	Zephyr [40]^{H}	ON-1 Oni [55]

Heavy Units (60 to 75 tons)

	Equipment Rating				
2D6	**A**	**B**	**C**	**Vehicles**	**Aerospace Fighters (75 to 100 tons)**
2	BHKU-O Black Hawk-KU	[60]GAL-1GLS Gallowglas [70]	MAD-5S Marauder [75]	Po [60]^{T}	HSCL-1 Huscarl B [75]
3	ARC-6S Archer [70]	MAD-5D Marauder [75]	DRG-5N Dragon [60]	Magi [70]^{T}	HSCL-1 Huscarl C [75]
4	NDA-1K No-Dachi [70]	WR-DG-02FC War Dog [75]	CDR-3K Crusader [65]	Bulldog [60]^{T}	STU-K5 Stuka [100]
5	CTS-6Y Cestus [65]	QKD-5K Quickdraw [60]	CPLT-K2 Catapult [65]	SRM Carrier (3058) [60]^{T}	F-100 Riever [100]
6	GAL-1GLS Gallowglas [70]	CDR-4K Crusader [65]	ON1-K Orion [75]	LRM Carrier [60]^{T}	EGL-R6 Eagle [75]
7	DRG-5K Grand Dragon [60]	DRG-5N Dragon [60]	DRG-1N Dragon [60]	Manticore [60]^{T}	SL-15 Slayer [80]
8	JM6-DD JagerMech [65]	ARC-5R Archer [70]	ARC-2K Archer [70]	SRM Carrier [60]^{T}	SL-15R Slayer [80]
9	AXM-1N Axman [65]	DRG-5K Grand Dragon [60]	DRG-1G Grand Dragon [60]	LRM Carrier (3058) [60]^{T}	SL-15 Slayer [80]
10	DGR-3F Dragonfire [75]	JM6-DD JagerMech [65]	QKD-4G Quickdraw [60]	Pike [60]^{T}	TRB-D36 Thunderbird [100]
11	CRD-5K Crusader [65]	AXM-1N Axman [65]	GHR-5J Grasshopper [70]	Bulldog [60]^{T}	HSCL-1 Huscarl A [75]
12	MAD-9S Marauder [75]	BGS-1T Barghest [70]*	BL-6-KNT Black Knight [75]	Demon [60]^{W}	HSCL-1 Huscarl [75]

Assault Units (80 to 100 tons)

	Equipment Raiting				
2D6	**A**	**B**	**C**	**Vehicles**	**DropShips**
2	BLR-4S BattleMaster [85]	HGN-732 Highlander [90]	MAL-1R Mauler [90]	Puma Tank [95]^{T}	Overlord^{S}
3	BNC-5S Banshee [95]	MAL-1R Mauler [90]	VTR-9K Victor [80]	Schrek [80]^{T}	Gazelle^{A}
4	VKG-2F Viking [90]	CGR-3K Charger [80]	CGR-1A9 Charger [80]	SturmFeur [85]^{T}	Triumph^{A}
5	AS7-K Atlas [100]	HTM-27T Hatamoto-Chi [80]	LGB-7Q Longbow [85]	Ontos [95]^{T}	Leopard CV^{A}
6	CGR-3K Charger [80]	AS7-K Atlas [100]	ZEU-6S Zeus [80]	Partisan [80]^{T}	Union^{S}
7	ZEU-9S Zeus [80]	ZEU-9S Zeus [80]	AWS-8Q Awesome [80]	Demolisher [80]^{T}	Leopard^{A}
8	HTM-27T Hatamoto-Chi [80]	VTR-9K Victor [80]	STK-3F Stalker [85]	Partisan (LRM) [80]^{T}	Gazelle^{A}
9	HGN-732 Highlander [90]	BNC-5S Banshee [95]	AS7-D Atlas [100]	Ontos [95]^{T}	Union^{S}
10	GUN-1ERD Gunslinger	LGB-7V Longbow [85]	BNC-3S Banshee [95]	Behemoth [100]^{T}	Triumph^{A}
11	VKT-2G Viking [90]	THG-11E Thug [80]	HTM-27T Hatamoto-Chi [80]	Rhino [80]^{T}	Overlord^{S}
12	BRZ-A3 Berserker [100]	KGC-000 King Crab [100]	CGR-3K Charger [80]	Schiltron [80]^{W}	Vengeance^{A}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM UNIT ASSIGNMENT TABLE: STAR LEAGUE

Light Units (20 to 35 tons)

2D6	BattleMechs	Vehicles	Aerospace Fighters (20 to 45 tons)
2	Jenner IIC [35]	Hawk Moth Gunship [25]^{V}	THK-63 Tomahawk [45]
3	OTT-9S Ostscout [35]	Karnov UR Transport (3058) [30]^{V}	SPR-6D Sparrowhawk [30]
4	VLK-QD1 Valkyrie [35]	Plainsman Medium Hovertank [35]^{H}	DARO-1 Dagger [45]
5	RTX1-OC Raptor [25]	Saracen Medium Hover Tank [35]^{H}	F-14-S Cheetah [25]
6	OW-1 Owens [35]	Pegasus Scout Hovertank (C3 Variant) [35]^{H}	SYD Z4 Seydlitz [20]
7	SDR-9K Venom [35]	Saladin Assault Hovertank (Ultra Variant) [35]^{H}	SPD-502 Spad [30]
8	PNT-C Panther [35]	Yellow Jacket Gunship [35]^{V}	SPR-6D Sparrownawk [30]
9	RTX1-OF Raptor [25]	Striker Light Tank (3058) [35]^{T}	DARO-1 Dagger A [45]
10	KBO-7A Kabuto [25]	Galleon Light Tank (3058) [30]^{T}	S-7 SAI [40]
11	JVN-11D Javelin [30]	Minion Advanced Taotical Vehicle [20]^{H}	SYD Z3A Seydlitz [20]
12	Pack Hunter [30]	Mantis Light Attack VTOL [15]^{V}	Chaeronea [25]

Medium Units (40 to 55 tons)

2D6	BattleMechs	Vehicles	Aerospace Fighters (50 to 70 tons)
2	Griffin IIC [40]	Maxim Heavy Hover Transport (3058) [50]^{H}	Tyre [55]
3	WVR-8C Wolverine [55]	Drillson Heavy Hover Tank [50]^{H}	ON-1 Oni [55]
4	TSN-3C Tessen [50]	Zephyr [40]^{H}	MIK-O Tatsu A [70]
5	SR1-O Strider [40]	Goblin Medium Tank [45]^{T}	HCT-213B Hellcat II [50]
6	BJ2-OF Blackjack [50]	Condor Heavy Hover Tank [50]^{H}	SL-17R Shilone [65]
7	FS9-O Firestarter [45]	Regulator Hover Tank [45]^{H}	LCF-16 Lucifer [65]
8	SR1-OD Strider [40]	Maxim Heavy Hover Transport (3058) [50]^{H}	CSR-V12 Corsair [50]
9	BEO-12 Beowulf [45]	Musketeer Hover Tank [50]^{H}	LCF-16KR Lucifer II [65]
10	BSN-3K Bishamon [45]*	Drillson [SRM Variant) [50]^{H}	MIK-O Tatsu [70]
11	CLNT-5U Clint [40]	Condor Heavy Hover Tank (Laser Variant) [50]^{H}	F-92 Stingray [60]
12	Arctic Wolf [40]	Chaparral [50]^{T}	Visigoth A [60]

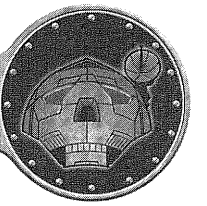
Heavy Units (60 to 75 tons)

2D6	BattleMechs	Vehicles	Aerospace Fighters (75 to 100 tons)
2	Rifleman IIC [60]	Morningstar City Command Vehicle [60]^{W}	RPR-100 Rapier [85]
3	MAD-5R Marauder [75]	AC/2 Carrier (LB-X Variant) [60]^{T}	SL-15R Slayer [80]
4	HEL-C Hellos [60]	SRM Carrier (3058) [60]^{T}	F-700 Riever [100]
5	CDR-5K Crusader [65]	Manteuffel Assault Tank [70]^{T}	CHP-7W Chippewa [90]
6	BHKU-OE Black Hawk-KU [60]	Rommel (Gauss Variant) [70]^{T}	HSCL-1 Huscarl A [75]
7	DRG-7K Grand Dragon [60]	Tokugawa Heavy Tank [60]^{W}	STU-D6 Stuka [100]
8	TNS-4S Thanatos [75]	Patton Tank (Ultra Variant) [70]^{T}	EST-O Eisensturm [100]
9	TDR-10SE Thunderbolt [65]	LRM Carrier (3058) [60]^{T}	HMR-HD Hammerhead [75]
10	SJA-7C Shugenja [75]	Pike Support Vehicle [60]^{T}	HSCL-1 Huscarl C [75]
11	WHM-8D Warhammer [70]	Manteuffel Assault Tank A [70]^{T}	EST-O Eisensturm B [100]
12	Nova Cat [70]	Padilla Heavy Artillery Tank [75]^{T}	Sabutai [75]

Assault Units (80 to 100 tons)

2D6	BattleMechs	Vehicles	DropShips
2	Mad Cat Mk II [90]	Schiltron C [80]^{W}	Overlord-A3^{S}
3	BLR-CM BattleMaster [85]	Ajax Assault Tank B [90]^{T}	Gazelle (Upgrade)^{A}
4	TSH-7S Tai-sho [85]	Schrek PPC Carrier [80]^{T}	Conquistador^{A}
5	BKW-7R Black Watch [85]	Schiltron A [80]^{W}	Leopard CV (Upgrade)^{A}
6	AS7-C Atlas [100]	Ajax Assault Tank A [90]^{T}	Intruder (Upgrade)^{S}
7	VKG-2F Viking [95]	Schiltron [80]^{W}	Overlord (Upgrade)^{S}
8	HGN-732 Highlander [90]	Alacorn Mk VII Heavy Tank [95]^{T}	Union (Upgrade)^{S}
9	TLR1-O Templar [85]	Schiltron D [80]^{W}	Leopard (Upgrade)^{A}
10	OBK-M10 O-Bakemono [80]	Behemoth Heavy Tank [100]^{T}	Triumph^{A}
11	AKU-1X Akuma [90]	Schiltron B [80]^{W}	Okinawa^{S}
12	Supernova [90]	Partisan [XL Variant) [80]^{T}	Nekohono'o^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM UNIT ASSIGNMENT TABLE: CLAN NOVA CAT

Light Units (20 to 35 tons)

2D6	Front Line BattleMechs	Second Line BattleMechs	Vehicles	(20 to 45 tons) Front Line Aerospace Fighters	(20 to 45 tons) Second Line Aerospace Fighters
2	AF1 Arctic Fox [35]	Snow Fox [20]	Galleon [30]^{T}	Avar [35]	S-4C Sai [40]
3	Fire Falcon Prime [25]	MON-66 Mongoose [25]	Lightning [35]^{H}	Vandal [30]	SW-606 Swift [25]
4	Hellion Prime [30]	Jenner IIC [35]	Saracen [35]^{H}	Batu [40]	Chaerona [25]
5	AF1A Arctic Fox [35]	Jenner IIC 2 [35]	Donar [21]^{V}	Bashkir [20]	RGU-133E Rogue [40]
6	Hellion A [30]	Pack Hunter [30]	Striker [35]^{T}	Batu [40]	Sulla [45]
7	Fire Falcon A [25]	Pack Hunter [30]	Odin [20]^{W}	Sulla [45]	Chaerona [25]
8	Hellion B [30]	Incubus [30]	Chevalier [35]^{T}	Bashkir [20]	Batu [40]
9	AF1B Arctic Fox [35]	Jenner IIC 3 [35]	Svantovit [35]^{W}	Sulla [45]	ZRO-114 Zero [35]
10	Hellion C [35]	Jenner IIC 2 [35]	Asshur [20]^{H}	Bashkir [20]	Sulla [45]
11	Fire Falcon B [25]	Incubus [30]	Svantovit (Streak) [35]^{H}	Vandal [30]	Vandal [30]
12	Hellion D [30]	Hellion Prime [30]	Shamash [11]^{H}	Avar [35]	Avar [35]

Medium Units (40 to 55 tons)

2D6	Front Line BattleMechs	Second Line BattleMechs	Vehicles	(50 to 70 tons) Front Line Aerospace Fighters	(50 to 70 tons) Second Line Aerospace Fighters
2	Nova Prime [50]	Arctic Wolf [40]	Hetzer [40]^{W}	Jagatai [70]	Turk [50]
3	Stormcrow C [55]	Arctic Wolf 2 [40]	Hachiman [50]^{T}	Ammon [65]	Jagatai [70]
4	Huntsman B [45]	BEO-12 Beowulf [45]	Maxim (Clan) [50]^{H}	Visigoth [60]	HCT-231B Hellcat II [50]
5	Shadow Cat A [45]	Griffin IIC 2 [40]	Bandit (Clan) [50]^{H}	Visigoth [60]	HCT-231B Hellcat II [50]
6	Stormcrow Prime [45]	Clint IIC [45]	Bandit (Clan 2) [50]^{H}	Visigoth [60]	Ammon [65]
7	Huntsman A [50]	Shadow Hawk IIC 3 [45]	Hachiman [50]^{T}	Turk [50]	IRN-SD1 Ironsides [65]
8	Huntsman Prime [50]	Shadow Hawk IIC 4 [45]	Chaparral [50]^{W}	Visigoth [60]	Visigoth [60]
9	Shadow Cat Prime [45]	Griffin IIC 3 [40]	Tyr [45]^{H}	Turk [50]	GTHA-500 Gotha [60]
10	Huntsman D [50]	Wyvern IIC [45]	Zephyr [40]^{H}	Visigoth [60]	GTHA-500 Gotha [60]
11	Stormcrow H [50]	Griffin IIC 4 [40]	Maxim (Clan) [50]^{H}	Jagatai [70]	Turk [50]
12	Pouncer D [40]	WVR-8K Wolverine [55]	Epona [50]^{H}	Tyre [55]	Visigoth [60]

Heavy Units (60 to 75 tons)

2D6	Front Line BattleMechs	Second Line BattleMechs	Vehicles	(75 to 100 tons) Front Line Aerospace Fighters	(75 to 100 tons) Second Line Aerospace Fighters
2	Timber Wolf Prime [75]	EXT-4D Exterminator [65]	Athena [75]^{T}	Xerxes [85]	Kirghiz [100]
3	Nova Cat A [70]	FLS-8K Flashman [75]	LRM Carrier [60]^{T}	Jengiz [80]	Jengiz [80]
4	Summoner D [70]	Ha Otoko [65]	Demon [60]^{W}	Scytha [90]	Sabutai [75]
5	Timber Wolf A [75]	PTR-6M Penetrator [75]	Burke [75]^{T}	Kirghiz [100]	AHB-443 Ahab [90]
6	Nova Cat A [70]	ST-8A Shootist [70]	Shoden (Streak) [70]^{W}	Jengiz [80]	HMR-HD Hammerhead [75]
7	Nova Cat Prime [70]	DGR-3F Dragonfire [75]	Shoden [70]^{W}	Scytha [90]	Hydaspes [85]
8	Nova Cat C [70]	Guillotine IIC [70]	Ishtar [65]^{W}	Kirghiz [100]	Xerxes [85]
9	Nova Cat D [70]	BL-6-KNT Black Knight [75]	Pike (Clan) [60]^{T}	Scytha [90]	RPR-100 Rapier [85]
10	Nova Cat E [70]	Guillotine IIC [70]	Shoden (Streak) [70]^{W}	Scytha [90]	AHB-443 Ahab [90]
11	Timber Wolf D [75]	LNC25-01 Lancelot [60]	Shoden [70]^{W}	Hydaspes [95]	Sabutai [75]
12	Timber Wolf B [75]	CTS-6Z Cestus [65]	Tokugawa [60]^{W}	Sabutai [75]	Scytha [90]

Assault Units (80 to 100 tons)

2D6	Front Line BattleMechs	Second Line BattleMechs	Vehicles	DropShips
2	Turkina B [100]	Highlander IIC [90]	Partisan (3058) [80]^{T}	Broadsword^{A}
3	Dire Wolf B [100]	CRK-5003-1 Crockett [85]	Puma [95]^{T}	Overlord-C^{S}
4	Executioner A [95]	Supernova [90]	Rhino [85]^{T}	Nekohono'o^{S}
5	Gargoyle A [80]	PLG-3Z Pillager [100]	SturmFeur [85]^{T}	Overlord-C^{S}
6	Warhawk Prime [85]	EMP-6A Emperor [90]	Ontos (3058) [95]^{T}	Union-C^{S}
7	Warhawk B [85]	Mad Cat Mk II [90]	Behemoth [100]^{T}	Union-C^{S}
8	Kingfisher C [90]	Mad Cat Mk II [90]	Alacorn [95]^{T}	Broadsword^{A}
9	Executioner D [95]	VKG-2G Viking [90]	Heimdall [95]^{T}	Nekohono'o^{S}
10	Kingfisher Prime [90]	Supernova [90]	Schrek [80]^{T}	Confederate^{S}
11	Warhawk C [85]	MAD-4S Marauder II [100]	Huitzilopochtli [85]^{T}	Gazelle^{A}
12	Dire Wolf A [100]	AKU-1XJ Akuma [90]	Demolisher (Clan) [80]^{T}	Noruff^{A}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM UNIT ASSIGNMENT TABLE: DRACONIS COMBINE

Light Units (20 to 35 tons)

2D6	Equipment Rating A	B	C	D	F	Vehicles	Aerospace Fighters (20 to 45 tons)
2	Locust IIC [25]	Koshi Prime [25]	OW-1 Owens [35]	JR7-D Jenner [35]	UM-R60 UrbanMech [30]	Yellow Jacket [35]^{V}	SL-17AC Shilone [65]
3	SDR-9K Venom [35]	OW-1 Owens [35]	LCT-1V Locust [20]	LCT-1V Locust [20]	FS9-H Firestarter [35]	Striker [35]^{W}	IRN-SD1 Ironsides [65]
4	HM-1 Hitman [30]	HM-1 Hitman [30]	WSP-1A Wasp [20]	SDR-5V Spider [30]	PNT-9R Panther [35]	Mantis [15]^{V}	Lightning [50]
5	JR7-K Jenner [35]	JVN-10P Javelin [30]	JVN-10P Javelin [30]	JR7-D Jenner [35]	JVN-10N Javelin [30]	Hunter [35]^{T}	LCF-R16KR Lucifer II [65]
6	OW-1 Owens [35]	JR7-K Jenner [35]	PNT-9R Panther [35]	JR7-F Jenner [35]	LCT-1V Locust [20]	Saladin [35]^{H}	LCF-R16K Lucifer II [65]
7	PNT-10K Panther [35]	PNT-10K Panther [35]	PNT-10K Panther [35]	JVN-10N Javelin [30]	PNT-9R Panther [35]	Saracen [35]^{H}	SL-17 Shilone [65]
8	RTX1-O Raptor [25]	PNT-10K Panther [35]	JR7-K Jenner [35]	PNT-9R Panther [35]	STG-3R Stinger [20]	Hawk Moth [25]^{V}	SL-17R Shilone [65]
9	JVN-10P Javelin [30]	SDR-9K Venom [35]	JR7-K Jenner [35]	PNT-10K Panther [35]	WSP-1K Wasp [20]	Pegasus [35]^{H}	HCT-213B Hellcat II [50]
10	KBO-7A Kabuto [25]	RTX1-O Raptor [25]	SDR-7M Spider [30]	WSP-1A Wasp [20]	WSP-1A Wasp [20]	Scorpion [25]^{T}	CSR-V12 Corsair [50]
11	SDR-7M Spider [30]	OW-1 Owens [35]	WSP-1K Wasp [20]	OTT-7J Ostscout [30]	JR7-D Jenner [35]	J. Edgar [25]^{H}	SL-17AC Shilone [65]
12	Koshi Prime [25]	KBO-7A Kabuto [25]	RTX1-O Raptor [25]	JR7-K Jenner [35]	SDR-5K Spider [30]	Cavalry [25]^{V}	ON-1 Oni [55]

Medium Units (40 to 55 tons)

2D6	Equipment Rating A	B	C	D	F	Vehicles	Aerospace Fighters (50 to 70 tons)
2	DMO-1K Daimyo [40]	BSN-3K Bishamon [45]*	WVR-6K Wolverine [55]	SCP-10 Scorpion [55]*	CDA-2A Cicada [40]	Drillson (SRM) [50]^{H}	SL-17AC Shilone [65]
3	WVR-8C Wolverine [55]	WTH-2A Whitworth [40]	CRB-27 Crab [50]	TBT-5N Trebuchet [50]	SCP-1N Scorpion [55]*	Goblin [45]^{T}	IRN-SD1 Ironsides [65]
4	WFT-1 Wolf Trap [45]	LNX-9Q Lynx [55]	WFT-1 Wolf Trap [45]	CLN-7V Chameleon [50]	PXH-1 Phoenix Hawk [45]	Hetzer [40]^{W}	Lightning [50]
5	BSN-3K Bishamon [45]*	KIM-2 Komodo [45]	TBT-7M Trebuchet [50]	ASN-21 Assassin [40]	VL-2T Vulcan [40]	Drillson [50]^{H}	LCF-R16KR Lucifer II [65]
6	BJ2-O Blackjack [50]	GRF-3M Griffin [55]	GRF-1DS Griffin [55]	PXH-1K Phoenix Hawk [45]	SHD-2H Shadow Hawk [45]	Maxim [50]^{H}	LCF-R16K Lucifer II [65]
7	SR1-O Strider [40]	WFT-1 Wolf Trap [45]	WVR-7K Wolverine [55]	WTH-1 Whitworth [40]	WTH-1 Whitworth [40]	Vedette [50]^{T}	SL-17 Shilone [65]
8	WVR-8K Wolverine [55]	DMO-1K Daimyo [45]	WTH-2 Whitworth [40]	WVR-6K Wolverine [55]	HBK-4G Hunchback [50]	Myrmidon [40]^{T}	SL-17R Shilone [65]
9	FS9-O Firestarter [45]	GRM-R-PR29 Grim Reaper [55]	PXH-3K Phoenix Hawk [45]	GRF-1N Griffin [55]	TBT-5N Trebuchet [50]	Condor [50]^{H}	HCT-213B Hellcat II [50]
10	KIM-2A Komodo [45]	BJ2-O Blackjack [50]	KTO-20 Kintaro [55]	HBK-4G Hunchback [50]	GRF-1N Griffin [55]	Maxim (3058) [50]^{H}	CSR-V12 Corsair [50]
11	LNX-9C Lynx [55]	WVR-8K Wolverine [55]	STN-3M Sentinel [40]	SHD-2K Shadow Hawk [55]	WVR-6R Wolverine [55]	Goblin (LRM) [45]^{W}	SL-17AC Shilone [65]
12	Ryoken Prime [55]	SR1-O Strider [40]	GRF-1N Griffin [55]	WVR-7K Wolverine [55]	WVR-6K Wolverine [55]	Maxim (Infantry) [50]^{H}	ON-1 Oni [55]

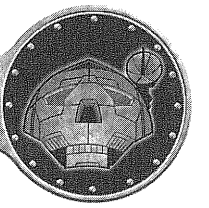
Heavy Units (60 to 75 tons)

2D6	Equipment Rating A	B	C	D	F	Vehicles	Aerospace Fighters (75 to 100 tons)
2	Cauldron-Born [65]	SJA-7D Shugenja [70]	BHKU-O Black Hawk KU [60]	JM6-DD JagerMech [65]	ARC-2R Archer [70]	Zhukov Tank [75]^{T}	HMR-HD Hammerhead [75]
3	SJA-7D Shugenja [75]	MTR-5K Maelstrom [75]	WR-DG-02FC War Dog [75]	OSR-2C Ostroc [60]	CRD-3K Crusader [65]	Patton Tank [70]^{T}	HMR-HD Hammerhead [75]
4	DGR-3F Dragon Fire [75]	BHKU-O Black Hawk KU [60]	OSR-2D Ostroc [60]	CPLT-K2 Catapult [65]	CPLT-C1 Catapult [65]	Po Heavy Tank [60]^{T}	STU-K5 Stuka [100]
5	CRD-8K Crusader [65]	WR-DG-02FC War Dog [75]	JM6-DD JagerMech [65]	DRG-1G Grand Dragon [60]	RFL-5N Rifleman [60]	Manticore Tank [60]^{T}	F-100 Riever [100]
6	BHKU-O Black Hawk KU [60]	QKD-5M Quickdraw [60]	MAD-5D Marauder [75]	DRG-1C Dragon [60]	WHM-6R Warhammer [70]	Tokugawa Tank [60]^{W}	Eagle [75]
7	DRG-5K Grand Dragon [60]	DRG-5K Grand Dragon [60]	DRG-5K Grand Dragon [60]	DRG-1N Dragon [60]	JM6-S JagerMech [65]	LRM Carrier [60]^{T}	SL-15 Slayer [80]
8	AV1-O Avatar [70]	DAI-01 Daikyu [70]	DRG-5N Dragon [60]	QKD-4G Quickdraw [60]	GHR-5H Grasshopper [70]	SRM Carrier [60]^{T}	SL-15R Slayer [80]
9	NDA-1K No-Dachi [70]	MAD-5D Marauder [75]	QKD-5M Quickdraw [60]	TDR-5S Thunderbolt [65]	QKD-4G Quickdraw [60]	Bulldog Tank [60]^{T}	MIK-O Tatsu [70]
10	MTR-5K Maelstrom [75]	GAL-1GLS Gallowglas [70]	ON1-K Orion [75]	ARC-5K Archer [70]	QKD-4H Quickdraw [60]	Von Luckner Tank [75]^{T}	CHP-W5 Chippewa [90]
11	NDA-1KO No-Dachi [70]	DGR-3F Dragon Fire [75]	CRD-5K Crusader [65]	OTL-4D Ostol [60]	QKD-5A Quickdraw [60]	Pilum Tank [70]^{W}	Thunderbird [100]
12	NJT-2 Ninja-To [65]	AV1-O Avatar [70]	MAD-3R Marauder [75]	QKD-5M Quickdraw [60]	WHM-6K Warhammer [70]	Pike Support Tank [60]^{T}	AHB-443 Ahab [90]

Assault Units (80 to 100 tons)

2D6	Equipment Rating A	B	C	D	F	Vehicles	DropShips
2	BLR-CM Battle Master [85]	GUN-1ERD Gunslinger [85]	OBK-M10 O-Bakemono [80]	CGR-3K Charger [80]	BLR-1G BattleMaster [85]	Alacorn [95]^{T}	Nagumo^{A}
3	NG-C3A Naginata [80]	AKU-1X Akuma [90]	HTM-27U Hatamoto-Hi [80]	BNC-3E Banshee [95]	GOL-1H Goliath [80]*	SturmFeur [85]^{T}	Condor^{A}
4	GUN-1ERD Gunslinger [85]	AS7-K Atlas [100]	HTM-27T Hatamoto-Chi [80]	CP-10-Z Cyclops [90]	STK-3F Stalker [85]	Schrek [80]^{T}	Intruder^{S}
5	MR-V2 Cerberus [95]	HTM-27Y Hatamoto-Mizo [80]	MAL-1R Mauler [90]	STK-3F Stalker [85]	VTR-9B Victor [80]	Partisan [80]^{T}	Excalibur^{S}
6	MAL-1R Mauler [90]	HTM-27T Hatamoto-Chi [80]	AS7-K Atlas [100]	VTR-9B Victor [80]	BNC-3E Banshee [95]	Demolisher II [100]^{T}	Leopard CV^{A}
7	HTM-27T Hatamoto-Chi [80]	SD1-O Sunder [90]	CGR-3K Charger [80]	CGR-1A1 Charger [80]	CGR-1A1 Charger [80]	Ontos [95]^{T}	Union^{S}
8	SD1-O Sunder [90]	MAL-1R Mauler [90]	CGR-3K Charger [80]	AS7-D Atlas [100]	CGR-1A1 Charger [80]	Heavy LRM [80]^{T}	Leopard^{A}
9	BLR-K3 Battle Master [85]	CP-11-C Cyclops [90]	HTM-27V Hatamoto-Kaze [80]	BLR-1G BattleMaster [85]	CGR-1A1 Charger [80]	Schrek [80]^{T}	Overlord^{S}
10	AKU-1X Akuma [90]	HTM-27V Hatamoto-Kaze [80]	VTR-9K Victor [80]	AWS-8Q Awesome [80]	AS7-D Atlas [100]	Partisan [80]^{T}	Triumph^{A}
11	TSH-7S Tai-sho [85]	MR-V2 Cerberus [95]	HTM-27W Hatamoto-Ku [80]	GOL-1H Goliath [80]*	AWS-8Q Awesome [80]	Behemoth [100]^{T}	Okinawa^{S}
12	Daishi Prime [100]	OBK-M10 O-Bakemono [80]	SD1-O Sunder [90]	VTR-9K Victor [80]	LGB-0W Longbow [85]	Challenger [90]^{T}	Nekohono'o^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM UNIT ASSIGNMENT TABLE: FEDERATED SUNS

Light Units (20 to 35 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (20 to 45 tons)
2	VLK-QD1 Valkyrie [35]	NTK-2Q Night Hawk [35]	OSR-4D Osiris [30]	OSR-4D Osiris [30]	UM-R70 UrbanMech [30]	Warrior H8 [20]^{V}	TR-7 Thrush [25]
3	NTK-2Q Night Hawk [35]	DRT-6S Dart [25]	RVN-3L Raven [35]	COM-2D Commando [25]	DRT-3S Dart [25]	Cavalry [25]^{V}	DARQ-1B Dagger [45]
4	GRM-01C Garm [35]	SCB-9A Scarabus [30]	WLF-2 Wolfhound [35]	JVN-11D Javelin [30	WLF-2 Wolfhound [35]	J. Edgar [25]^{H}	SYD Z1 Seydlitz [20]
5	BZK-F3 Hollander [35]	GRM-01C Garm [35]	ALM-7D Fireball [20]	DRT-6S Dart [25]	FS9-H Firestarter [35]	Hunter Lt. Tank [35]^{T}	SYD Z2A Seydlitz [20]
6	SDR-9K Venom [35]	RTX1-0D Raptor [25]	VLK-QD1 Valkyrie [30]	FS9-S Firestarter [35]	JVN-10N Javelin [30]	Minion [30]^{H}	SPR-6D Sparrowhawk [30]
7	RTX1-0A Raptor [25]	JVN-11D Javelin [30]	JVN-11D Javelin [30]	JVN-10F Javelin [30]	JVN-10F Javelin [30]	Striker Light [35]^{W}	SPR-H5 Sparrowhawk [30]
8	JVN-11D Javelin [30]	WLF-2 Wolfhound [35]	FS9-S1 Firestarter [35]	VLK-QD1 Valkyrie [30]	FS9-S Firestarter [35]	Pegasus Scout [35]^{H}	Centurion [30]
9	OW-1C Owens [35]	OSR-4D Osiris [30]	BH-K305 Battle Hawk [30]	WLF-2 Wolfhound [35]	VLK-QD3 Valkyrie [30]	Saladin [35]^{H}	DARQ-1 Dagger [45]
10	WLF-2 Wolfhound [35]	BZK-F3 Hollander [35]	DRT-4S Dart [25]	JVN-10F Javelin [30]	COM-2D Commando [25]	Yellow Jacket [30]^{V}	DARQ-1A Dagger [45]
11	JA-KL-55 Jackal [30]	OW-1C Owens [35]	BZK-F3 Hollander [35]	GRM-01B Garm [35]	HNT-171 Hornet [20]	Blizzard [25]^{H}	S-4 Sai [40]
12	WLF-3S Wolfhound [35]	SPR-5F Spector [35]	SCB-9A Scarabus [30]	PNT-12A Panther [35]	JVN-11D Javelin [30]	Mantis [15]^{V}	SL-21L Sholagar [35]

Medium Units (40 to 55 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (50 to 70 tons)
2	FS9-0F Firestarter [45]	CMA-1S Chimera [40]	HSN-8E Hellspawn [45]	CN9-D Centurion [50]	HCT-5S Hatchetman [45]	Musketeer (Armor) [50]^{H}	LCF-R16 Lucifer [65]
3	CN10-B Centurion [55]	STH-1D Stealth [45]	STN-4D Sentinel [40]	BJ-3 Blackjack [45]	PXH-6D Phoenix Hawk [45]	Condor [50]^{H}	TR-10 Transit [50]
4	STH-1D Stealth [45]	PXH-3PL Phoenix Hawk [45]	PXH-6D Phoenix Hawk [45]	WCT-4M Watchman [40]	BJ-3 Blackjack [45]	Maxim [50]^{H}	CSR-V20 Corsair [50]
5	HBK-5P Hunchback [50]	CN9-D5 Centurion [50]	WVR-8D Wolverine [55]	WTH-2A Whitworth [40]	WTH-2 Whitworth [40]	Goblin ISV [45] ^{T}	F-90 Stingray [60]
6	BJ2-OD Blackjack [50]	HBK-5P Hunchback [50]	HSN-7D Hellspawn [45]	DV-8D Dervish [55]	DV-8D Dervish [55]	Drillson [50]^{H}	Lightning [50]
7	ENF-6T Enforcer III [50]	ENF-6M Enforcer III [50]	ENF-5D Enforcer [50]	ENF-5D Enforcer [50]	ENF-5D Enforcer [50]	Vedette [50] ^{T}	CSR-V12 Corsair [50]
8	FS9-0B Firestarter [45]	SHD-5D Shadow Hawk [55]	TBT-7M Trebuchet [50]	TBT-7M Trebuchet [50]	PXH-3D Phoenix Hawk [45]	Condor [50]^{H}	F-92 Stingray [60]
9	SHD-5D Shadow Hawk [55]	HCT-6D Hatchetman [45]	STH-1D Stealth [45]	PXH-6D Phoenix Hawk [45]	TBT-5N Trebuchet [50]	Musketeer [50] ^{H}	HCT-213 Hellcat [60]
10	BJ2-OF Blackjack [50]	BJ2-OC Blackjack [50]	HBK-5P Hunchback [50]	HCT-6D Hatchetman [45]	HBK-4G Hunchback [50]	Drillson [50]^{H}	LCF-R15 Lucifer [65]
11	ENF-6M Enforcer III [50]	NGS-4S Nightsky [50]	SHD-5D Shadow Hawk [55]	KW1-LH8 Lineholder [55]	WVR-8D Wolverine [55]	Myrmidon [40]^{T}	LCF-R20 Lucifer [65]
12	NGS-5T Nightsky [50]	STY-3C Starslayer [50]	TBT-7K Trebuchet [50]	SHD-5D Shadow Hawk [55]	CDA-3F Cicada [40]	Vedette (RAC) [50]^{T}	HCT-213 Hellcat [50]

Heavy Units (60 to 75 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (75 to 100 tons)
2	TDR-9NAIS Thunderbolt [65]	AGS-4D Argus [60]	WR-DG-02FC War Dog [75]	GHR-6K Grasshopper [70]	JM6-DD JagerMech [65]	Von Luckner [75]^{T}	SL-15R Slayer [80]
3	CTS-6Y Cestus [65]	MDG-2A Rakshasa [75]	FLC-8R Falconer [75]	MAD-5T Marauder [75]	MAD-5D Marauder [75]	Pilum [70]^{W}	CHP-W7 Chippewa [90]
4	MAD-5T Marauder [75]	WHM-8D Warhammer [70]	GLT-8D Guillotine [70]	OTL-6D Ostsol [60]	ARC-8M Archer [70]	SRM Carrier [60]^{T}	CHP-W10 Chippewa [90]
5	JM7-D JagerMech [70]	TDR-10SE Thunderbolt [65]	MAD-5D Marauder [75]	CES-3R Caesar [70]	RFL-5D Rifleman [60]	Morningstar [60]^{W}	Thunderbird [100]
6	JM7-F JagerMech [70]	CTS-6Y Cestus [65]	CES-3R Caesar [70]	CTF-3L Cataphract [70]	JM6-D3 JagerMech III [65]	Patton [65]^{T}	Eagle [75]
7	FLC-8R Falconer [75]	FLC-8R Falconer [75]	RFL-8D Rifleman [60]	MAD-5S Marauder [75]	MAD-5S Marauder [75]	Manticore [60]^{T}	STU-K5 Stuka [100]
8	PTR-4D Penetrator [75]	PTR-4D Penetrator [75]	TDR-7SE Thunderbolt [65]	JM6-D3 JagerMech III [65]	GHR-5N Grasshopper [70]	Rommel [65]^{T}	STU-D6 Stuka [100]
9	MDG-2A Rakshasa [75]	RFL-8D Rifleman [60]	CTF-3D Cataphract [70]	RFL-6X Rifleman [60]	CTF-3L Cataphract [70]	Typhoon [70]^{W}	TR-13 Transgressor [75]
10	BL-12-KNT Black Knight [75]	JM7-F JagerMech [70]	ON2-M Orion [75]	WHM-8D Warhammer [70]	WHM-6D Warhammer [70]	Manteuffel [70]^{T}	Eagle [75]
11	HEL-3D Helios [60]	CTF-3D Cataphract [70]	JM6-D3 JagerMech III [65]	TDR-7SE Thunderbolt [65]	CES-3R Caesar [70]	LRM Carrier [60]^{T}	TR-13A Transgressor [75]
12	PTR-6S Penetrator [75]	GAL-1GLS Gallowglas [70]	CTS-6Y Cestus [65]	WHM-9D Warhammer [70]	MAD-5D Marauder [75]	Typhoon (RAC) [70]^{W}	F-700A Riever [100]

Assault Units (80 to 100 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	DropShips
2	TLR1-0 Templar [85]	NSR-9FC Nightstar [95]	GOL-5D Goliath [80]*	GOL-5D Goliath [80]*	GOL-3M Goliath [80]*	Behemoth [100]^{T}	Overlord-A3^{S}
3	TLR1-0 Templar [85]	MAD-4S Marauder II [100]	GUN-1ERD Gunslinger [85]	VTR-10D Victor [80]	CP-11-G Cyclops [90]	Alacorn Mk VI [95]^{T}	Vengeance^{A}
4	NSR-9FC Nightstar [95]	MR-V2 Cerberus [95]	AWS-9M Awesome [80]	STK-7D Stalker [85]	ZEU-9S Zeus [80]	Ajax [90]^{T}	Conquistador^{A}
5	SGT-8R Sagittaire [95]	LGB-12C Longbow [85]	ZEU-9S Zeus [80]	AWS-9Q Awesome [80]	BLR-3M BattleMaster [85]	Schrek PPC Car. [80]^{T}	Avenger^{A}
6	DVS-2 Devastator [100]	VTR-10D Victor [80]	BLR-3S BattleMaster [85]	AS7-S Atlas [100]	AS7-D Atlas [100]	Partisan Air Defense [80]^{T}	Union^{S}
7	NSR-9J Nightstar [95]	GUN-1ERD Gunslinger [85]	AS7-S Atlas [100]	VTR-9K Victor [80]	VTR-9K Victor [80]	Ontos [95]^{T}	Overlord^{S}
8	GUN-1ERD Gunslinger [85]	NSR-9J Nightstar [95]	VTR-9K Victor [80]	BLR-3M BattleMaster [85]	AWS-9Q Awesome [80]	Demolisher [80]^{T}	Triumph^{A}
9	TLR1-0 Templar [85]	DVS-2 Devastator [100]	BNC-3S Banshee [95]	ZEU-9S Zeus [80]	STK-5S Stalker [85]	Challenger X MBT [90]^{T}	Leopard^{A}
10	LGB-12C Longbow [85]	AS7-S Atlas [100]	LGB-12C Longbow [85]	LGB-12C Longbow [85]	LGB-12C Longbow [85]	Glory [80]^{T}	Achilles^{A}
11	MAD-4S Marauder II [100]	EMP-6A Emperor [90]	DVS-2 Devastator [100]	BNC-3S Banshee [95]	BNC-3S Banshee [95]	SturmFeur [85]^{T}	Fortress^{S}
12	Mad Cat Mk II [90]	PPR-5S Salamander [80]	NSR-9J Nightstar [95]	DVS-2 Devastator [100]	VTR-10D Victor [80]	Schiltron [80]^{W}	Hercules^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM UNIT ASSIGNMENT TABLE: FREE WORLDS LEAGUE

Light Units (20 to 35 tons)

2D6	A	B	Equipment Rating C	D	F	Vehicles	Aerospace Fighters (20 to 45 tons)
2	FS9-0 FireStarter [35]	RVN-3L Raven [35]	ZPH-1A Tarantula [25]	LCT-5M Locust [20]	UM-R60 UrbanMech [30]	Yellow Jacket [30]^{V}	SYD Z1 Seydlitz [20]
3	FNHK-9K Falcon Hawk [35]	ZPH-1A Tarantula [25]	OTT-7J OstScout [35]	OTT-7J Ostscout [35]	JVN-10N Javelin [30]	Striker [35]^{W}	CNT-1D Centurion [30]
4	ZPH-1A Tarantula [25]	WSP-3M Wasp [20]	STG-5M Stinger [20]	JVN-10N Javelin [30]	FS9-H Firestarter [35]	Mantis [15]^{V}	F11-R Cheetah [25]
5	EGL-1M Eagle [25]	STG-5M Stinger [20]	JVN-10P Javelin [30]	UM-R60 UrbanMech[30]	STG-3R Stinger [20]	Plainsman [35]^{H}	TR-7 Thrush [25]
6	LCT-5M Locust [20]	STG-5M Stinger [20]	STG-3R Stinger [20]	STG-3R Stinger [20]	WSP-1A Wasp [20]	Main Gauche [30]^{T}	F12S Cheetah [25]
7	STG-5M Stinger [20]	LCT-3M Locust [20]	WSP-3M Wasp [20]	WSP-1A Wasp [20]	LCT-1V Locust [20]	Saracen [35]^{H}	F11RR Cheetah [25]
8	HER-3S Hermes [30]	LCT-5M Locust [20]	HMR-3M Hammer [30]	LCT-1V Locust [20]	SDR-5V Spider [30]	Hawk Moth [25]^{V}	F14S Cheetah [25]
9	HMR-3M Hammer [30]	EGL-1M Eagle [25]	LCT-3M Locust [20]	HMR-3M Hammer [30]	SDR-5V Spider [30]	Pegasus [35]^{H}	F12S Cheetah [25]
10	SDR-7M Spider [30]	SDR-7M Spider [30]	PNT-9R Panther [35]	FS9-H Firestarter [35]	JVN-10N Javelin [30]	Galleon [30]^{T}	F10 Cheetah [25]
11	JA-KL 1532 Jackal [30]	HER-3S Hermes [30]	JR7-D Jenner [35]	PNT-9R Panther [35]	JVN-10N Javelin [30]	Saladin [35]^{H}	F10 Cheetah [25]
12	OW-1 Owens [35]	HMR-3M Hammer [30]	LCT-5M Locust [20]	JR7-D Jenner [35]	PNT-9R Panther [35]	Warrior H8 [20]^{V}	S-27 Sabre [25]

Medium Units (40 to 55 tons)

2D6	A	B	Equipment Rating C	D	F	Vehicles	Aerospace Fighters (50 to 70 tons)
2	APL-1M Apollo [55]	APL-1M Apollo [55]	SCP-10 Scorpion [55]	GRF-3M Griffin [55]	GRF-1N Griffin [55]	Regulator [45]^{H}	CSR-V12M Corsair [50]
3	PXH-3M Phoenix Hawk [45]	SCP-10 Scorpion [55]	HBK-5M Hunchback [50]	TBT-5J Trebuchet [50]	TBT-5N Trebuchet [50]	Goblin [45]^{T}	HCT-213 Hellcat [60]
4	SHD-7M Shadow Hawk [55]	CDA-3M Cicada [40]	APL-1M Apollo [55]	PCH-3M Phoenix Hawk [45]	HBK-4G Hunchback [50]	Hetzer [40]^{W}	F92 Stingray [60]
5	WVR-7M Wolverine [55]	SHD-7M Shadow Hawk [55]	GRF-3M Griffin [55]	HBK-4G Hunchback [50]	SHD-2H Shadow Hawk [55]	Drillson [50]^{H}	F92 Stingray [60]
6	HER-5S Hermes II [40]	HER-5S Hermes II [40]	PXH-3M Phoenix Hawk [45]	SHD-2H Shadow Hawk [55]	HER-2S Hermes II [40]	Maxim [50]^{H}	F90 Stingray [60]
7	TBT-7M Trebuchet [50]	TBT-7M Trebuchet [50]	SHD-5M Shadow Hawk [55]	PXH-1 Phoenix Hawk [45]	PXH-1 Phoenix Hawk [45]	Vedette [50]^{T}	F94 Stingray [60]
8	GRF-5M Griffin [55]	GRF-5M Griffin [55]	TBT-7M Trebuchet [50]	WVR-6M Wolverine [55]	WTH-1 Whitworth [40]	Hetzer [40]^{W}	F94 Stingray [60]
9	B1-HND Bloodhound	WVR-7 Wolverine [55]	HER-5S Hermes II [40]	HER-2S Hermes II [40]	CDA-2A Cicada [40]	Condor [50]^{H}	IRN-SD1 Ironsides [65]
10	TR-1 Wraith [55]	GRF-3M Griffin [55]	TR-1 Wraith [55]	DV-6M Dervish [55]	DV-6M Dervish [55]	Regulator [45]^{H}	LTN-G15 Lightning [50]
11	VT-5M Vulcan [40]	TR-1 Wraith [55]	SHD-2H Shadow Hawk [55]	VL-2T Vulcan [40]	CN9-A Centurion [50]	Stygian [40]^{H}	TR11 Transit [50]
12	BJ2-O Blackjack [50]	BJ2-O Blackjack [50]	GRF-5M Griffin [55]	SCP-1N Scorpion [55]	WVR-6M Wolverine [55]	Condor [50]^{H}	TR10 Transit [50]

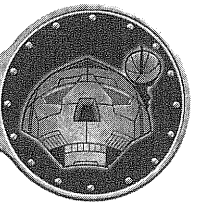
Heavy Units (60 to 75 tons)

2D6	A	B	Equipment Rating C	D	F	Vehicles	Aerospace Fighters (75 to 100 tons)
2	QKD-5M Quickdraw [60]	YMN-6Y Yeoman [60]	OTL-5M Ostsol [60]	OTL-4D Ostsol [60]	OTL-4D Ostsol [60]	Zhukov [75]^{T}	Thunderbird [100]
3	ANV-3M Anvil [60]	QKD-5M Quickdraw [60]	QKD-4G Quickdraw [60]	RFL-3N Rifleman [60]	WHM-6R Warhammer [70]	Patton [65]^{T}	CHP-W5 Chippewa [90]
4	OTL-7M Ostsol [60]	RFL-7M Rifleman [60]	ARC-4M Archer [70]	WHM-6R Warhammer [70]	MAD-3M Marauder [75]	Po [60]^{T}	HMR-HD Hammerhead [75]
5	MAD-9M Marauder [75]	MAD-9M Marauder [75]	ARC-8M Archer [70]	MAD-5M Marauder [75]	TDR-5S Thunderbolt [65]	Manticore [60]^{T}	F-100 Riever [100]
6	RFL-7M Rifleman [60]	ARC-8M Archer [70]	TDR-5S Thunderbolt [65]	TDR-5S Thunderbolt [65]	ARC-2R Archer [70]	Pike [60]^{T}	EGL-R5 Eagle [75]
7	TDR-9M Thunderbolt [65]	TDR-9M Thunderbolt [65]	ON-1M Orion [75]	ARC-4M Archer [70]	ON-1K Orion [75]	LRM Carrier [60]^{T}	F-100 Riever [100]
8	ARC-8M Archer [70]	OTL-7M Ostsol [60]	MAD-5M Marauder [75]	ON-1K Orion [75]	CRD-3R Crusader [65]	SRM Carrier [60]^{T}	F-700 Riever [100]
9	ON2-M Orion [75]	GLT-5M Guillotine [70]	WHM-6R Warhammer [70]	CRD-3R Crusader [65]	QKD-4G Quickdraw [60]	Bulldog [60]^{T}	F-100B Riever [100]
10	YMN-6Y Yeoman [60]	TMP-3M Tempest [65]	TMP-3M Tempest [65]	QKD-4G Quickdraw [60]	RFL-3N Rifleman [60]	Von Luckner [75]^{T}	TR-14 Transgressor [75]
11	TMP-3M Tempest [65]	P1 Perseus [75]	HRC-LS-9000 Hercules [70]	MAD-3M Marauder [75]	GHR-5H Grasshopper [70]	Brutus [75]^{T}	F-100A Riever [100]
12	P1 Perseus [75]	ON1-M Orion [75]	GLT-5M Guillotine [70]	CPLT-C1 Catapult [65]	ARC-4M Archer [70]	Pike [60]^{T}	F-100A Riever [100]

Assault Units (80 to 100 tons)

2D6	A	B	Equipment Rating C	D	F	Vehicles	DropShips
2	ALB-3U Albatross [95]	ALB-3U Albatross [95]	AWS-8Q Awesome [80]	CGR-1A1 Charger [80]	ZEU-6S Zeus [80]	Schiltron [80]^{W}	Mammoth^{S}
3	GRN-D-01 Grand Crusader [80]	LGB-7Q Longbow [85]	AWS-9M Awesome [80]	AWS-9M Awesome [80]	GOL-1H Goliath [80]	Behemoth [100]^{T}	Intruder^{S}
4	SRC-3C Sirrocco [95]	CP 11-A Cyclops [90]	CP-11A Cyclops [90]	AWS-8Q Awesome [80]	CGR-1A1 Charger [80]	Schrek [80]^{T}	Hamilcar^{A}
5	STK-5M Stalker [85]	VTR-9K Victor [80]	STK-5M Stalker [85]	GOL-1H Goliath [80]	AWS-8Q Awesome [80]	Partisan [80]^{T}	Fury^{A}
6	AWS-9M Awesome [80]	CP 11-A Cyclops [90]	STK-3F Stalker [85]	STK-3F Stalker [85]	STK-3F Stalker [85]	Demolisher [80]^{T}	Leopard^{A}
7	BLR-5M BattleMaster [85]	STK-5M Stalker [85]	BLR-1G BattleMaster [85]	BLR-1G BattleMaster [85]	BLR-1G BattleMaster [85]	Ontos [95]^{T}	Union^{S}
8	LGB-7Q Longbow [85]	BLR-5M BattleMaster [85]	VTR-9B Victor [80]	CP-10Z Cyclops [90]	STK-3F Stalker [85]	Schrek [80]^{T}	Leopard CV^{A}
9	AS7-K Atlas [100]	AWS-9M Awesome [80]	BLR-5M BattleMaster [85]	STK-5M Stalker [85]	VTR-9B Victor [80]	Ontos [95]^{T}	Condor^{A}
10	T-IT-N10M Grand Titan [100]	SRC-3C Sirrocco [95]	BNC-3E Banshee [95]	VTR-9B Victor [80]	CP-10Z Cyclops [90]	Partisan (XL) [80]^{T}	Gazelle^{A}
11	SRC-3C Sirrocco [95]	BNC-5S Banshee [95]	GOL-3M Goliath [80]	BNC-3E Banshee [95]	BNC-3E Banshee [95]	Behemoth [100]^{T}	Merlin^{A}
12	MR-V2 Cerebus [95]	MR-V2 Cerebus [95]	BNC-5S Banshee [95]	ZEU-6S Zeus [80]	AWS-9M Awesome [80]	SturmFeur [85]^{T}	Hannibal^{A}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM UNIT ASSIGNMENT TABLE: LYRAN ALLIANCE

Light Units (20 to 35 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (20 to 45 tons)
2	NTK-2Q Night Hawk [35]	NTK-2Q Night Hawk [35]	NTK-2Q Night Hawk [35]	OTT-9S Ostscout [35]	WLF-1 Wolfhound [35]	Warrior H8 [20]^{V}	SYD Z1 Seydlitz [20]
3	WLF-2 Wolfhound [35]	WSP-3S Wasp [20]	WLF-2 Wolfhound [35]	SDR-5V Spider [30]	SDR-5V Spider [30]	Cavalry [25]^{V}	SL-21 Sholagar [35]
4	BZK-F3 Hollander [35]	BZK-F3 Hollander [35]	BZK-F3 Hollander [35]	LCT-3S Locust [20]	PNT-9R Panther [35]	Pegasus [35]^{H}	SYD Z3a Seydlitz [20]
5	SDR-7M Spider [30]	SDR-5V Spider [30]	SDR-5V Spider [30]	PNT-9R Panther [35]	FS9-H Firestarter [35]	Hunter [35]^{T}	S-27 Sabre [25]
6	COM-5S Commando [25]	COM-5S Commando [25]	FS9-S Firestarter [35]	COM-5S Commando [25]	LCT-1V Locust [20]	Harasser [25]^{H}	SYD Z3 Seydlitz [20]
7	FS9-S Firestarter [35]	FS9-S Firestarter [35]	COM-5S Commando [25]	FS9-S Firestarter [35]	COM-2D Commando [25]	Striker Light [35]^{W}	SYD Z2 Seydlitz [20]
8	COM-5S Commando [25]	COM-5S Commando [25]	JR7-D Jenner [35]	COM-2D Commando [25]	STG-3R Stinger [20]	J Edgar [25]^{H}	CNT-1D Centurion [30]
9	JVN-10P Javelin [30]	JVN-10P Javelin [30]	JVN-10P Javelin [30]	STG-3R Stinger [20]	WSP-1A Wasp [20]	Scorpion [25]^{T}	SYD Z2a Seydlitz [20]
10	JR7-D Jenner [35]	JR7-D Jenner [35]	LCT-3S Locust [20]	JR7-D Jenner [35]	JR7-D Jenner [35]	Centipede [20]^{H}	SPR-8H Sparrowhawk [30]
11	TLN-5W Talon [35]	LCT-3S Locust [20]	COM-2D Commando [25]	JVN-10P Javelin [30]	JVN-10N Javelin [30]	Galleon [30]^{T}	SYD Z4 Seydlitz [20]
12	STO-4A Stiletto [35]	TLN-5W Talon [35]	TLN-5W Talon [35]	WLF-1 Wolfhound [35]	COM-5S Commando [25]	Yellow Jacket [30]^{V}	F10 Cheetah [25]

Medium Units (40 to 55 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (50 to 70 tons)
2	BZK-F7 Hollander II [45]	END-6Q Enfield [50]	PXH-3M Phoenix Hawk [45]	CN9-D Centurion [50]	ASN-21 Assassin [40]	Goblin [45]^{T}	F-90S Stingray [60]
3	CBR-02 Cobra [45]	FS9-O Firestarter [45]	ENF-5D Enforcer [45]	PXH-1 Phoenix Hawk [45]	CLNT-2-3T Clint [40]	Condor [50]^{H}	SL-17 Shilone [65]
4	BTZ-3F Blitzkrieg [50]	LNX-9Q Lynx [55]	STH-1D Stealth [45]	SHD-2H Shadow Hawk [55]	VL-2T Vulcan [50]	Vedette [50]^{T}	HCT-213 Hellcat [60]
5	CLNT-2-3U Clint [40]	CLNT-2-3U Clint [40]	CLNT-2-3U Clint [40]	ENF-5D Enforcer [50]	SHD-2H Shadow Hawk [55]	Goblin [45]^{T}	F92 Stingray [60]
6	FS9-O Firestarter [45]	CN9-D Centurion [50]	VL-5S Vulcan [40]	CLNT-2-3U Clint [40]	GRF-1S Griffin [55]	Drillson [50]^{H}	LCF-R16 Lucifier [65]
7	HCR-5S Hatchetman [45]	HCR-5S Hatchetman [45]	HCR-5S Hatchetman [45]	HCR-3F Hatchetman [45]	WVR-6R Wolverine [55]	Vedette [50]^{T}	LCF-R15 Lucifier [65]
8	NGS-5S Nightsky [50]	NGS-4S Nightsky [50]	NGS-4S Nightsky [50]	VL-5S Vulcan [40]	HCR-3F Hatchetman [45]	Myrmidon [40]^{T}	CSR-V-20 Corsair [50]
9	CMR-1S Chimera [4]	VL-5S Vulcan [40]	CN9-D Centurion [50]	GRF-1DS Griffin [55]	BJ1 Blackjack [45]	Fulcrum [50]^{H}	LCF-R20 Lucifier [65]
10	LNX-9Q Lynx [55]	PXH-7S Phoenix Hawk [50]	BSW-S2 Bushwacker [55]	WVR-7D Wolverine [55]	PXH-1 Phoenix Hawk [45]	Drillson [50]^{H}	CSR-V-12 Corsair [50]
11	BSW-S2 Bushwacker [55]	BSW-S2 Bushwacker [55]	GRF-6S Griffin [55]	ASN-23 Assassin [40]	CN9-A Centurion [50]	Maxim [50]^{H}	LTN-G15 Lightning [50]
12	STY-3C Starslayer [50]	STY-3C Starslayer [50]	SCP-12S Scorpion [55]	TBT-5S Trebuchet [50]	VL-5S Vulcan [50]	Fulcrum [50]^{H}	F-94 Stingray [60]

Heavy Units (60 to 75 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (75 to 100 tons)
2	CTS-6Y Cestus [65]	MAD-5S Marauder [75]	WHM-7S Warhammer [70]	CPLT-C4 Catapult [65]	CRD-5S Crusader [65]	Pike [60]^{T}	EGL-R6 Eagle [75]
3	GHR-5J Grasshopper [70]	BHKU-O Black Hawk-KU [60]	CRD-5S Crusader [65]	WHM-7S Warhammer [70]	CTF-3D Cataphract [70]	Manteuffel [70]^{W}	F-100 Riever [100]
4	BHKU-O Blackhawk-KU [60]	MDG-1A Rakshasa [75]	GHR-5J Grasshopper [70]	GHR-5J Grasshopper [70]	WHM-6R Warhammer [70]	SRM Carrier [60]^{T}	CHP-W5 Chippewa [90]
5	AV1-0A Avatar [70]	GAL-1GLS Gallowglas [70]	PTR-6S Penetrator [75]	GAL-1GLS Gallowglas [70]	TDR-5S Thunderbolt [65]	Brutus [75]^{T}	STU-K10 Stuka [100]
6	PTR-6S Penetrator [75]	PTR-6S Penetrator [75]	CES-3R Caesar [70]	ON1-K Orion [75]	GHR-5H Grasshopper [70]	Patton [65]^{T}	CHP-W5 Chippewa [90]
7	CES-3R Caesar [70]	CES-3R Caesar [70]	AXM-1N Axman [65]	CES-3R Caesar [70]	MAD-3R Marauder [75]	Manticore [60]^{T}	CHP-W7 Chippewa [90]
8	WHM-9S Warhammer [70]	WR-DG-02FC War Dog [75]	MAD-5S Marauder [75]	MAD-5S Marauder [75]	ARC-2R Archer [70]	Rommel [65]^{T}	EST-R3 Eisensturm [95]
9	AXM-2N Axman [65]	AXM-1N Axman [60]	WR-DG-02FC War Dog [75]	AXM-1N Axman [65]	CRD-3R Crusader [65]	LRM Carrier [60]^{T}	STU-K5 Stuka [100]
10	MAD-9S Marauder [75]	CRD-8S Crusader [65]	ARC-6S Archer [70]	ARC-5S Archer [70]	RFL-3N Rifleman [70]	Bulldog [60]^{T}	SL-15 Slayer [80]
11	MTR-5K Maelstrom [75]	MTR-5K Maelstrom [75]	FLC-8R Falconer [75]	CRD-5S Crusader [65]	ON1-K Orion [75]	Typhoon [70]^{W}	EST-O Eisensturm [95]
12	BGS-3T Barghest [70]	DGR-4F Dragonfire [75]	MTR-5K Maelstrom [75]	TDR-5S Thunderbolt [65]	QKD-4G Quickdraw [60]	Po [60]^{T}	THB-D36 Thunderbird [100]

Assault Units (80 to 100 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	DropShips
2	BLR-4S BattleMaster [85]	TDK-7X Thunder Hawk [100]	GOL-4S Goliath [80]*	HGN-732 Highlander [90]	HGN-732 Highlander [90]	Partisan [80]^{T}	Claymore^{A}
3	FNR-5 Fafnir [100]	STC-2C Striker [80]	PPR-5T Salamander [80]	BLR-3S BattleMaster [85]	STK-3F Stalker [85]	Fortune [80]^{T}	Avenger^{A}
4	PPR-5T Salamander [80]	BLR-3S BattleMaster [85]	HGN-732 Highlander [90]	CGR-SA5 Charger [80]	VTR-6S Victor [80]	Schrek [80]^{T}	Excalibur^{S}
5	HA1-O Hauptman [95]	STK-5S Stalker [85]	VTR-9K Victor [80]	VTR-9B Victor [80]	AWS-8Q Awesome [80]	Alacorn Mk VI [95]^{T}	Hercules^{S}
6	STK-5S Stalker [85]	VTR-9K Victor [80]	STK-5S Stalker [80]	AWS-8Q Awesome [80]	BLR-1S BattleMaster [85]	Demolisher [80]^{T}	Leopard CV^{A}
7	ZEU-9T Zeus [80]	ZEU-9S Zeus [80]	ZEU-9S Zeus [80]	ZEU-6S Zeus [80]	BNC-3E Banshee [95]	Ontos [95]^{T}	Union^{S}
8	BNC-5S Banshee [95]	BNC-5S Banshee [95]	BNC-5S Banshee [95]	BNC-5S Banshee [95]	ZEU-6S Zeus [80]	SturmFeur [85]^{T}	Leopard^{A}
9	BZR-B3 Beserker [100]	AWS-9M Awesome [80]	AS7-S Atlas [100]	AS7-D Atlas [100]	AS7-S Atlas [100]	Demolisher II [100]^{T}	Overlord^{S}
10	SGT-8R Sagittaire [95]	AS7-S2 Atlas [100]	AWS-8Q Awesome [80]	CP-10Z Cyclops [90]	CP-10Z Cyclops [95]	Ajax [90]^{T}	Intruder^{S}
11	AWS-9M Awesome [80]	BZR-B3 Berserker [100]	BZR-B3 Berserker [100]	GOL-3S Goliath [80]*	ZEU-9S Zeus [80]	Partisan [80]^{T}	Union-X^{S}
12	EMP-6A Emperor [90]	PPR-5T Salamander [80]	CP-11A Cyclops [90]	MAD-5A Marauder II [100]	LGB-7V Longbow [85]	Behemoth [100]^{T}	Fortress^{S}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM UNIT ASSIGNMENT TABLE: MERCENARIES

Light Units (20 to 35 tons)

	Equipment Rating					
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (20 to 45 tons)
2	SPR-5F Spector [35]	C-SK1 Cossack [20]	ZPH-1A Tarantula [25]*	MCY-98 Mercury [20]	PNT-9R Panther [35]	Centipede [20]^{H}	SPR-6D Sparrowhawk [30]
3	SCB-9A Scarabus [30]	NTK-2Q Night Hawk [35]	BH-K305 Battle Hawk [30]	SDR-7M Spider [30]	FS9-H Firestarter [35]	Scorpion [25]^{T}	SL-21 Sholagar [35]
4	BZK-F3 Hollander [35]	TLN-5W Talon [35]	SDR-7M Spider [30]	UM-R63 UrbanMech [30]	UM-R60 UrbanMech [30]	Blizzard [25]^{H}	TR-7 Thrush [25]
5	LCT-5M Locust [20]	DRT-3S Dart [25]	PNT-10K Panther [35]	WSP-1S Wasp [20]	JVN-10N Javelin [30]	Hunter [35]^{T}	F-10 Cheetah [25]
6	DRT-4S Dart [25]	ZPH-1A Tarantula [25]*	FS-9S Firestarter [35]	JVN-10F Javelin	WSP-1A Wasp [20]	Galleon [30]^{T}	Sabre [25]
7	BH-K305 Battle Hawk [30]	BH-K305 Battle Hawk [30]	JVN-10F Javelin [30]	STG-3G Stinger [20]	STG-3R Stinger [20]	Pegasus [35]^{H}	Centurion [30]
8	HMR-3P Hammer [30]	JA-KL-1532 Jackal [30]	COM-5S Commando [25]	LCT-1E Locust [20]	LCT-1V Locust [20]	Saladin [35]^{H}	SYD-Z1 Seydlitz [20]
9	WLF-2 Wolfhound [35]	HMR-3M Hammer [30]	WLF-2 Wolfhound [35]	COM-3A Commando [25]	COM-2D Commando [25]	J. Edgar [25]^{H}	SPR-H5 Sparrowhawk [30]
10	SDR-8M Spider [30]	WLF-2 Wolfhound [35]	UM-R63 UrbanMech [30]	FS9-S Firestarter [35]	JR7-D Jenner [35]	Cavalry [25]^{V}	SYD-Z2A Seydlitz [20]
11	EGL-2M Eagle [25]	BZK-F3 Hollander [35]	JA-KL-1532 Jackal [30]	OTT-7J Ostscout [35]	VLK-QA Valkyrie [30]	Warrior [20]^{V}	Centurion [30]
12	AF1 Arctic Fox [30]	SCB-9A Scarabus [30]	BZK-F3 Hollander [35]	MON-67 Mongoose [25]	SDR-5V Spider [30]	Yellow Jacket [30]^{V}	SYD-Z3A Seydlitz [20]

Medium Units (40 to 55 tons)

	Equipment Rating					
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (50 to 70 tons)
2	FS9-O Firestarter [45]	NGS-5S Nightsky [50]	NGS-4S Nightsky [50]	TBT-7M Trebuchet [50]	CNS-3M Cronus [55]	Drillson (SRM) [50]^{H}	LCF-R16KR Lucifer II [65]
3	VND-5L Vindicator [45]	STY-3D Starslayer [50]	TR1 Wraith [55]	GRF-3M Griffin [55]	TBT-5N Trebuchet [50]	Bandit [50]^{H}	LCF-R16K Lucifer II [65]
4	CNS-5M Cronus [55]	BSW-S2 Bushwacker [55]	STH-1D Stealth [45]	SHD-2K Shadow Hawk [55]	ENF-4R Enforcer [50]	Vedette [50]^{T}	CSR-V12M Corsair [50]
5	CBR-02 Cobra [45]	STY-3C Starslayer [50]	APL-1M Apollo [55]	VND-3L Vindicator [45]	CN9-D Centurion [50]	Hetzer [40]^{W}	LCF-R15 Lucifer [65]
6	HBK-5S Hunchback [50]	APL-1M Apollo [55]	WTC-4M Watchman [40]	HBK-5N Hunchback [50]	HBK-4G Hunchback [50]	Myrmidon [40]^{T}	CSR-V12 Corsair [50]
7	WVR-8K Wolverine [55]	CLN-7W Chameleon [50]	CLN-7W Chameleon [50]	PXH-1D Phoenix Hawk [45]	PHX-1 Phoenix Hawk [45]	Drillson [50]^{H}	Lightning [50]
8	SNT-04 Sentry [40]	KW1-LH3 Lineholder [55]	KW1-LH3 Lineholder [55]	WTH-2 Whitworth [40]	GRF-1N Griffin [55]	Goblin [45]^{T}	HCT-213 Hellcat [60]
9	LNX-9Q Lynx [55]	CN-10B Centurion [55]	BJ-2 Blackjack [45]	BJ-2 Blackjack [45]	SHD-2H Shadow Hawk [55]	Maxim [50]^{H}	F-90 Stingray [60]
10	STY-3D Starslayer [50]	SNT-04 Sentry [40]	HUR-W0-R4L Huron Warrior [50]	HCT-3F Hatchetman [45]	WVR-6R Wolverine [55]	Condor [50]^{H}	TR-10 Transit [50]
11	CDA-3F Cicada [40]	LNX-9Q Lynx [55]	KIM-2 Komodo [45]	WVR-10D Wolverine [55]	DV-6M Dervish [55]	Fulcrum [50]^{H}	SL-17 Shilone [65]
12	BJ2-0 Blackjack [50]	BJ2-0 Blackjack [50]	BSW-X1 Bushwacker [55]	WTC-4M Watchman [40]	BJ-1DB Blackjack [45]	Condor (Laser) [50]^{H}	F-92 Stingray [60]

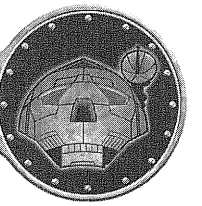
Heavy Units (60 to 75 tons)

	Equipment Rating					
2D6	A	B	C	D	F	Vehicles	Aerospace Fighters (75 to 100 tons)
2	BHKU-0 Black Hawk [60]	MDG-1A Rakshasa [75	GAL-2GLS Gallowglas [70]	TDR-7SE Thunderbolt [65]	TDR-5SS Thunderbolt [65]	Typhoon [70]^{W}	STU-D6 Stuka [100]
3	YMN-6Y Yeoman [60]	FLC-8R Falconer [75]	HRC-LS-9000 Hercules [70]	MAD-5D Marauder [75]	CRD-3R Crusader [65]	SRM Carrier [60]^{T}	SL-15B Slayer [80]
4	HEL-3D Helios [60]	GAL-1GLS Gallowglas [70]	WR-DG-02FC War Dog [75]	GHR-6K Grasshopper [70]	TDR-5S Thunderbolt [65]	Zhukov [75]^{T}	TR-14 Transgressor [75]
5	RFL-6X Rifleman [60]	ANV-3M Anvil [60]	TDR-7SE Thunderbolt [65]	TDR-9S Thunderbolt [65]	GHR-5H Grasshopper [70]	Bulldog [60]^{T}	CHP-W5 Chippewa [90]
6	TDR-7SE Thunderbolt [65]	WHM-7M Warhammer [70]	AXM-1N Axman [65]	QKD-5M Quickdraw [60]	RFL-3N Rifleman [60]	Rommel [65]^{T}	STU-K5 Stuka [100]
7	ARC-8M Archer [70]	TDR-9SE Thunderbolt [65]	WHM-7M Warhammer [70]	ARC-4M Archer [70]	ARC-2R Archer [70]	Manticore [60]^{T}	Eagle [75]
8	WHM-8D Warhammer [70]	PTR-4D Penetrator [75]	GHR-6K Grasshopper [70]	WHM-7M Warhammer [70]	WHM-6R Warhammer [70]	Patton [65]^{T}	Thunderbird [100]
9	MTR-5K Maelstrom [75]	QKD-8K Quickdraw [60]	GAL-1GLS Gallowglas [70]	ON2-M Orion [75]	MAD-3R Marauder [75]	Pike [60]^{T}	F-100 Riever [100]
10	ANV-3M Anvil [60]	MAD-9M Marauder [75]	PTR-4D Penetrator [75]	GHR-5N Grasshopper [70]	ON1-K Orion [75]	Po [60]^{T}	TR-13 Transgressor [75]
11	CTS-6Y Cestus [65]	GAL-2GLS Gallowglas [70]	TMP-3M Tempest [65]	MAD-9M Marauder [75]	MLN-1A Merlin [60]	LRM Carrier [60]^{T}	SL-15 Slayer [80]
12	AV1-0 Avatar [70]	BNDR-01A Bandersnatch [75]	MTR-5K Maelstrom [75]	AXM-1N Axman [65]	GHR-5N Grasshopper [70]	Von Luckner [75]^{T}	CHP-W7 Chippewa [90]

Assault Units (80 to 100 tons)

	Equipment Rating						
2D6	A	B	C	D	F	Vehicles	DropShips
2	SD1-0 Sunder [90]	HGN-732 Highlander [90]	PPR-5S Salamander [80]	AWS-9M Awesome [80]	CGR-1A5 Charger [80]	Schiltron [80]^{W}	Excalibur^{S}
3	SRC-3C Sirocco [95]	TDK-7X Thunder Hawk [100]	GUN-1ERD Gunslinger [85]	BNC-5S Banshee [95]	CP-10-Z Cyclops [90]	Alacorn [95]^{T}	Intruder^{S}
4	HGN-732 Highlander [90]	CP-11-G Cyclops [90]	STK-5S Stalker [85]	CP-11-G Cyclops [90]	GOL-1H Goliath [80]*	SturmFeur [85]^{T}	Mule^{S}
5	CP-12-K Cyclops [90]	DVS-2 Devastator [100]	LGB-7Q Longbow [85]	LGB-7Q Longbow [85]	AS7-D Atlas [100]	Schrek [80]^{T}	Triumph^{A}
6	VTR-10D Victor [80]	GUN-1ERD Gunslinger [85]	VTR-9K Victor [80]	ZEU-9S Zeus [80]	ZEU-6S Zeus [80]	Ontos [95]^{T}	Leopard^{A}
7	MR-V2 Cerberus [95]	AWS-9Q Awesome [80]	AS7-S Atlas [100]	VTR-9K Victor [80]	VTR-9B Victor [80]	Demolisher [80]^{T}	Union^{S}
8	GUN-1ERD Gunslinger [85]	STK-5S Stalker [85]	AWS-9Q Awesome [80]	AS7-S Atlas [100]	AWS-8Q Awesome [80]	Partisan [80]^{T}	Seeker^{S}
9	LGB-12C Longbow [85]	MR-V2 Cerberus [95]	BLR-3M BattleMaster [85]	CGR-5B Charger [80]	STK-3F Stalker [85]	Hvy LRM Car. [80]^{T}	Overlord^{S}
10	BKW-7R Black Watch [85]	LGB-12C Longbow [85]	BNC-3S Banshee [95]	STK-5M Stalker [85]	BLR-1G BattleMaster [85]	Behemoth [100]^{T}	Condor^{A}
11	T-IT-N11M Grand Titan [100]	NSR-9J Nightstar [95]	MR-V2 Cerberus [95]	AWS-9Q Awesome [80]	BNC-3E Banshee [95]	Challenger X [90]^{T}	Gazelle^{A}
12	MAD-4S Marauder II [100]	PPR-5S Salamander [80]	T-IT-N10M Grand Titan [100]	HTM-27T Hatamoto-Chi [80]	BNC-3S Banshee [95]	Schiltron [80]^{W}	Avenger^{A}

*This is a four-legged (quad) BattleMech. ^{A}Aerodyne ^{H}Hover ^{S}Spheroid ^{T}Tracked ^{V}VTOL ^{W}Wheeled



RANDOM 'MECH ASSIGNMENT TABLE: PERIPHERY

Light 'Mechs (20 to 35 tons)

			Equipment Rating		
2D6	**Periphery C**	**Magistracy of Canopus A**	**Magistracy of Canopus B**	**Taurian Concordat A**	**Taurian Concordat B**
2	HER-1A Hermes [30]	WSP-3L Wasp [20]	RVN-3L Raven [35]	STG-5R Stinger [20]	SDR-7M Spider [30]
3	PNT-9R Panther [35]	STG-6L Stinger	HMR-3M Hammer [30]	ABS-3L Anubis [30]	MON-67 Mongoose [25]
4	UM-R60 UrbanMech [30]	EGL-2M Eagle [25]	JR7-D Jenner [35]	FS9-S Firestarter [35]	FS9-M Firestarter [35]
5	SDR-5V Spider [30]	ABS-3L Anubis [30]	STG-3R Stinger [20]	JR7-K Jenner [35]	COM-2D Commando [25]
6	JVN-10N Javelin [30]	ZPH-1A Tarantula [25]*	FS9-S Firestarter [35]	JVN-10F Javelin [30]	JR7-D Jenner [35]
7	WSP-1A Wasp [20]	SDR-7M Spider [30]	JVN-10F Javelin [30]	JVN-10P Javelin [30]	JVN-10 Javelin [30]
8	LCT-1V Locust [20]	JVN-10P Javelin [30]	SDR-5V Spider [30]	SDR-7M Spider [30]	FS9-H Firestarter [35]
9	STG-3R Stinger [20]	AGS-3R Anubis [30]	PNT-9R Panther [35]	D9-G9 Duan Gung [25]	WSP-1A Wasp [20]
10	FS9-H Firestarter [35]	LCT-5V Locust [20]	COM-2D Commando [25]	LCT-5V Locust [20]	JVN-10P Javelin [30]
11	COM-2D Commando [25]	RVN-3L Raven [35]	SDR-7M Spider [30]	RVN-3L Raven [35]	RVN-3L Raven [35]
12	UM-60L UrbanMech [30]	RTX1-O Raptor [25]	WLF-1 Wolfhound [35]	WSP-3L Wasp [20]	PNT-10K Panther [35]

Medium 'Mechs (40 to 55 tons)

			Equipment Rating		
2D6	**Periphery C**	**Magistracy of Canopus A**	**Magistracy of Canopus B**	**Taurian Concordat A**	**Taurian Concordat B**
2	HBK-4P Hunchback [50]	PXH-4L Phoenix Hawk	CN9-D Centurion [50]	BJ-2 Blackjack [45]	BJ-3 Blackjack [45]
3	TBT-5N Trebuchet [50]	VND-4L Vindicator [45]	BJ-3 Blackjack [45]	ENF-5D Enforcer [50]	HBK-5N Hunchback [50]
4	HCT-3F Hatchetman [45]	HER-5S Hermes II [40]	ENF-5D Enforcer [50]	DV-7D Dervish [55]	MHL-X1 Marshal [55]
5	SHD-2H Shadow Hawk [55]	HUR-R4L Huron Warrior [50]	BJ-2 Blackjack [45]	ENF-4R Enforcer [50]	TBT-5S Trebuchet [50]
6	BJ-1 Blackjack [45]	HBK-5N Hunchback [50]	VND-1R Vindicator [45]	MHL-X1 Marshal [55]	HBK-4G Hunchback [50]
7	ASN-21 Assassin [40]	MHL-2L Marshal [55]	HBK-4P Hunchback [50]	TBT-5N Trebuchet [50]	GRF-1N Griffin [55]
8	GRF-1N Griffin [55]	SNK-1V Snake [45]	VND-3L Vindicator [45]	KW1-LH2 Lineholder [55]	ENF-4R Enforcer [50]
9	WTH-1 Whitworth [40]	BJ2-0D Blackjack [50]	TBT-7M Trebuchet [50]	VND-3L Vindicator [45]	HCT-3F Hatchetman [45]
10	HBK-4G Hunchback [50]	TR1 Wraith [50]	WCT-4M Watchman [40]	MHL-2L Marshal [55]	DV-7D Dervish [55]
11	DV-6M Dervish [55]	MS1-O Men Shen [55]	CDA-3M Cicada [40]	BJ-3 Blackjack [45]	HCT-5S Hatchetman [45]
12	MHL-X1 Marshal [55]	SHD-7M Shadow Hawk [55]	TBT-7M Trebuchet [50]	SHD-7M Shadow Hawk [55]	TBT-7M Trebuchet [50]

Heavy 'Mechs (60 to 75 tons)

			Equipment Rating		
2D6	**Periphery C**	**Magistracy of Canopus A**	**Magistracy of Canopus B**	**Taurian Concordat A**	**Taurian Concordat B**
2	GLT-4L Guillotine [70]	TSG-9H Ti Ts'ang [60]	GLT-5M Guillotine [70]	ARC-6W Archer [70]	GHR-5N Grasshopper [70]
3	DRG-1N Dragon [60]	HRC-LS-9000 Hercules [70]	TMP-3M Tempest [65]	HEL-3D Helios [60]	BL6-KNT Black Knight [75]
4	CPLT-C1 Catapult [65]	GAL-1GLS Gallowglas [70]	GHR-5N Grasshopper [70]	ON2-M Orion [75]	MAD-3R Marauder [75]
5	QKD-4G Quickdraw [60]	ON1-M Orion [75]	THR-1L Thunder [70]	CPLT-C3 Catapult [65]	ARC-2R Archer [70]
6	WHM-6R Warhammer [70]	THR-1L Thunder [70]	CPLT-C4 Catapult [65]	GHR-5J Grasshopper [70]	ON1-K Orion [75]
7	GHR-5H Grasshopper [70]	CTF-3L Cataphract [70]	ON1-K Orion [75]	CPLT-C1 Catapult [65]	GHR-5H Grasshopper [70]
8	MAD-3R Marauder [75]	GHR-5J Grasshopper [70]	CPLT-C3 Catapult [65]	CTF-3D Cataphract [70]	CPLT-C1 Catapult [65]
9	JM6-S JagerMech [65]	WR-DG-02-FC War Dog [75]	CTF-3L Cataphract [70]	GHR-5N Grasshopper [70]	WHM-6R Warhammer [70]
10	ON1-K Orion [75]	CTF-3D Cataphract [70]	BNDR-01A Bandersnatch [75]	CTF-3L Cataphract [70]	TDR-5S Thunderbolt [65]
11	CPLT-C4 Catapult [65]	JN-G8A Jinggau [65]	QKD-5M Quickdraw [60]	TSG-9H Ti Ts'ang [60]	QKD-5M Quickdraw [60]
12	BL-7-KNT Black Knight [75]	OSR-4L Ostroc [60]	GAL-1GLS Gallowglas [70]	OSR-4C Ostroc [60]	GAL-1GLS Gallowglas [70]

Assault 'Mechs (80 to 100 tons)

			Equipment Rating		
2D6	**Periphery C**	**Magistracy of Canopus A**	**Magistracy of Canopus B**	**Taurian Concordat A**	**Taurian Concordat B**
2	THG-10E Thug [80]	Y-H9G Yu Huang [90]	DVS-2 Devastator [100]	PLG-3Z Pillager [100]	STK-5S Stalker [85]
3	CGR-1L Charger [80]	BNC-3M Banshee [95]	EMP-6A Emperor [90]	CP-11-G Cyclops [90]	CP-11-A Cyclops [90]
4	AWS-8Q Awesome [80]	LGB-7Q Longbow [85]	STK-3F Stalker [85]	LGB-7Q Longbow [85]	CGR-1A5 Charger [80]
5	CP-10-Z Cyclops [90]	VTR-9K Victor [80]	AS7-D Atlas [100]	BNC-3S Banshee [95]	BNC-3M Banshee [95]
6	VTR-9B Victor [80]	STK-5M Stalker [85]	CGR-1A5 Charger [80]	VTR-9K Victor [80]	STK-3F Stalker [85]
7	ZEU-6S Zeus [80]	AWS-9Q Awesome [80]	STK-3F Stalker [85]	AS7-D Atlas [100]	AWS-8Q Awesome [80]
8	CGR-1A1 Charger [80]	AWS-9M Awesome [80]	AWS-8Q Awesome [80]	AWS-9M Awesome [80]	VTR-9B Victor [80]
9	BNC-3E Banshee [95]	AS7-D Atlas [100]	LGB-7Q Longbow [85]	STK-5M Stalker [85]	ZEU-6T Zeus [80]
10	STK-3F Stalker [85]	CP-11-G Cyclops [90]	VTR-9K Victor [80]	ZEU-9S Zeus [85]	LGB-7Q Longbow [85]
11	AS7-D Atlas [100]	T-IT-N10M Grand Titan [100]	CP-11-A Cyclops [90]	AWS-9Q Awesome [80]	BNC-3S Banshee [95]
12	HGN-733 Highlander [90]	PLG-3Z Pillager [100]	AWS-9M Awesome [80]	EMP-6A Emperor [90]	AWS-9Q Awesome [80]

*This is a four-legged (quad) BattleMech.

RANDOM 'MECH ASSIGNMENT TABLE: PERIPHERY

Light 'Mechs (20 to 35 tons)

2D6	Marian Hegemony	Circinus Federation	Pirates	Hanseatic League	Castilian/Umayyad
2	WLF-1 Wolfhound [35]	JA-KL-1532 Jackal [30]	ABS-3R Anubis [30]	FS9-H Firestarter [35]	STG-3R Stinger [20]
3	FS9-S Firestarter [35]	MON-67 Mongoose [25]	LCT-1E Locust [20]	LCT-1E Locust [20]	SDR-5V Spider [30]
4	JA-KL-1532 Jackal [30]	SDR-5V Spider [30]	JVN-10N Javelin [30]	SDR-7M Spider [30]	PNT-9R Panther [35]
5	JVN-10N Javelin [30]	FS9-H Firestarter [35]	STG-5R Stinger [20]	JR7-D Jenner [35]	FS9-H Firestarter [35]
6	PNT-9R Panther [35]	PNT-9R Panther [35]	LDT-1 Brigand [25]	PNT-10K Panther [35]	COM-2D Commando [25]
7	FS9-C Firestarter [35]	JVN-10F Javelin [30]	STG-3G Stinger [20]	COM-5S Commando [25]	JR7-D Jenner [35]
8	COM-4H Commando [25]	COM-2D Commando [25]	FS9-C Firestarter [35]	FS9-H Firestarter [35]	FS9-H Firestarter [35]
9	JVN-10P Javelin [30]	WLF-1 Wolfhound [35]	LCT-1V2 Locust [20]	UM-R60 UrbanMech [30]	UM-R60 UrbanMech [30]
10	PNT-9R Panther [35]	FS9-S Firestarter [35]	COM-4H Commando [25]	OTT-7J Ostscout [35]	JVN-10N Javelin [30]
11	LCT-1V2 Locust [20]	DRT-4S Dart [25]	UM-60L UrbanMech [30]	JVN-10N Javelin [30]	WSP-1A Wasp [20]
12	LDT-X2 Brigand [25]	SPR-5F Spector [35]	LCT-5V Locust [20]	JR7-K Jenner [35]	THE-S Thorn [20]

Medium 'Mechs (40 to 55 tons)

2D6	Marian Hegemony	Circinus Federation	Pirates	Hanseatic League	Castilian/Umayyad
2	CLNT-2-3T Clint [40]	CN9-D Centurion [50]	HCT-3F Hatchetman [45]	ASN-23 Assassin [40]	WVR-6R Wolverine [40]
3	DV-6M Dervish [55]	BJ-3 Blackjack [45]	HER-5S Hermes II [40]	WVR-6R Wolverine [55]	HBK-4G Hunchback [50]
4	ASN-40 Assassin [40]	ASN-21 Assassin [40]	BJ-3 Blackjack [45]	VL-5S Vulcan [40]	VL-2T Vulcan [40]
5	HBK-4P Hunchback [50]	ENF-4R Enforcer [50]	HBK-5H Hunchback [50]	BT-5S Trebuchet [50]	TBT-5S Trebuchet [50]
6	PXH-1 Phoenix Hawk [45]	KW1-LH2 Lineholder [55]	GRF-1N Griffin [55]	HBK-4G Hunchback [50]	BJ-1 Blackjack [45]
7	WTH-1H Whitworth [40]	HBK-4G Hunchback [50]	PXH-1D Phoenix Hawk [45]	CLNT-2-3T Clint [40	CDA-2A Cicada [40]
8	HBK-5H Hunchback [50]	TBT-5N Trebuchet [50]	WVR-6M Wolverine [55]	CN9-D Centurion [50	SHD-2H Shadow Hawk [45]
9	ENF-4R Enforcer [50]	HCT-3F Hatchetman [45]	WTH-1H Whitworth [40]	WTH-1 Whitworth [40]	WTH-1 Whitworth [40]
10	WVR-6M Wolverine [55]	CN9-A Centurion [50]	CRS-3M Cronus [55]	PHX-1 Phoenix Hawk [45]	CLNT-2-3T Clint [40]
11	BJ-3 Blackjack [45]	CLNT-2-3U Clint [40]	MHL-2L Marshal [55]	WHT-2 Whitworth [40]	CN9-A Centurion [50]
12	VND-3L Vindicator [45]	NGS-4S Nightsky [50]	VND-3L Vindicator [45]	GRF-1N Griffin [55]	HER-2S Hermes II [40]

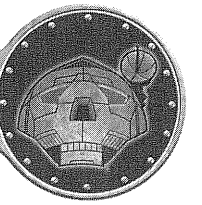
Heavy 'Mechs (60 to 75 tons)

2D6	Marian Hegemony	Circinus Federation	Pirates	Hanseatic League	Castilian/Umayyad
2	TMP-3M Tempest [65]	TMP-3M Tempest [65]	TDR-7SE Thunderbolt [65]	RFL-3N Rifleman [60]	QKD-4G Quickdraw [60]
3	MAD-3D Marauder [75]	CES-3R Caesar [70]	ON2-M Orion [75]	CHP-1N Champion [60]	WHM-6R Warhammer [70]
4	CTF-3D Cataphract [70]	JM6-DD JagerMech [65]	OSR-3C Ostroc [60]	CPLT-K2 Catapult [65]	CPLT-A1 Catapult [65]
5	ON2-M Orion [75]	MLN-1B Merlin [60]	CPLT-H2 Catapult [65]	WHM-6R Warhammer [70]	ON1-K Orion [75]
6	WHM-7M Warhammer [70]	CPLT-C1 Catapult [65]	WHM-7M Warhammer [70]	JM6-S JagerMech [65]	QKD-4G Quickdraw [60]
7	GHR-5N Grasshopper [70]	ON1-K Orion [75]	ARC-4M Archer [70]	GHR-5H Grasshopper [70]	GHR-5H Grasshopper [70]
8	CPLT-H2 Catapult [65]	GHR-5H Grasshopper [70]	MAD-3M Marauder [75]	CRD-3R Crusader [65]	CPLT-C1 Catapult [65]
9	TDR-7SE Thunderbolt [65]	QKD-4G Quickdraw [60]	GHR-5N Grasshopper [70]	QKD-4G Quickdraw [60]	GHR-5H Grasshopper [70]
10	ARC-8M Archer [70]	CTF-3D Cataphract [70]	OTL-5D Ostsol [60]	DRG-5N Dragon [60]	CPLT-A1 Catapult [65]
11	JM6-H JagerMech [65]	GLT-5M Guillotine [70]	JM6-H JagerMech [65]	ON1-K Orion [75]	JM6-S JagerMech [65]
12	ON1-M Orion [70]	EXC-C1 Excalibur [70]	ARC-6W Archer [70]	MAD-3R Marauder [75]	ARC-2R Archer [70]

Assault 'Mechs (80 to 100 tons)

2D6	Marian Hegemony	Circinus Federation	Pirates	Hanseatic League	Castilian/Umayyad
2	T-IT-N10M Grand Titan [100	DVS-2 Devastator [100]	GOL-2H Goliath [80]*	ZEU-6S Zeus[80]	CGR-1A1 Charger [80]
3	CGR-2A2 Charger [80]	STK-5M Stalker [85]	LGB-7Q Longbow [85]	LGB-7Q Longbow [85]	HGN-733 Highlander [90]
4	CP-11-H Cyclops [90]	VTR-9S Victor [80]	AWS-9Q Awesome [80]	CP-11-A Cyclops [90]	VTR-9B Victor [80]
5	GOL-2H Goliath [80]*	LGB-7Q Longbow [85]	CGR-2A2 Charger [80]	AWS-8Q Awesome [80]	AWS-8Q Awesome [80]
6	LGB-12C Longbow [85]	AWS-8T Awesome [80]	STK-3F Stalker [85]	VTR-9B Victor [80]	STK-3F Stalker [85]
7	AS7-D Atlas [100]	STK-3H Stalker [85]	AS7-S Atlas [100]	BLR-1G BattleMaster [85]	BNC-3E Banshee [90]
8	STK-3F Stalker [85]	AWS-8Q Awesome [80]	ZEU-9S Zeus [80]	AS-7 Atlas [100]	ZEU-6S Zeus[80]
9	ZEU-9S Zeus [80]	BNC-3S Banshee [95]	VTR-9K Victor [80]	STK-3F Stalker [85]	AS-7 Atlas [100]
10	AWS-9Q Awesome [80]	ZEU-9S Zeus [80]	BLR-M BattleMaster [85]	CGR-3K Charger [80]	BLR-1G BattleMaster [85
11	VTR-9K Victor [80]	CGR-1A5 Charger [80]	CP-11-H Cyclops [90]	GOL-1H Goliath [80]	CP-10Z Cyclops [90]
12	MAD-4H Marauder II [100]	HGN-732 Highlander [90]	MAD-4H Marauder II [100]	BNC-5S Banshee [90]	AWS-8Q Awesome [80]

*This is a four-legged (quad) BattleMech.



RANDOM VEHICLE ASSIGNMENT TABLE: PERIPHERY

2D6	Light Vehicles (20 to 35 tons)	Medium Vehicles (40 to 55 tons)	Heavy Vehicles (60 to 75 tons)	Assault Vehicles (80 to 100 tons)
2	Savannah Master Hovercraft [5]^{H}	Regulator Hover Tank [45]^{H}	Zhukov Heavy Tank [75]^{T}	Behemoth Heavy Tank [100]^{T}
3	J. Edgar Light Hover Tank [25]^{H}	Vedette Medium Tank [50]^{T}	Brutus Assault Tank [75]^{T}	Demolisher Heavy Tank [80]^{T}
4	Hunter Light Support Tank [35]^{T}	Condor Heavy Hover Tank [50]^{H}	Pike Support Vehicle [60]^{T}	Partisan Heavy Tank [80]^{T}
5	Saracen Medium Hover Tank [35]^{H}	Light SRM Carrier [40]^{W}	SRM Carrier [60]^{T}	Ontos Heavy Tank [95]^{T}
6	Harasser Missile Platform [25]^{T}	Maxim Heavy Hover Transport [50]^{H}	Bulldog Medium Tank [60]^{T}	Heavy LRM Carrier [80]^{T}
7	Pegasus Scout Hover Tank [35]^{H}	Drillson Heavy Hover Tank [50]^{H}	Manticore Heavy Tank [60]^{T}	Schrek PPC Carrier [80]^{T}
8	Cavalry Attack Helicopter [25]^{V}	Gladius Medium Hover Tank [40]^{H}	Po Heavy Tank [60]^{T}	Ontos Heavy Tank [95]^{T}
9	Warrior H-7C Attack Helicopter [21]^{V}	Myrmidon Medium Tank [40]^{T}	LRM Carrier [60]^{T}	Demolisher Heavy Tank [80]^{T}
10	Saladin Assault Hover Tank [35]^{H}	Goblin Medium Tank [45]^{T}	Patton Tank [65]^{T}	Partisan Heavy Tank [80]^{T}
11	PKR-T5 Packrat LRPV [20]^{W}	Fulcrum Heavy Hover Tank [50]^{H}	Von Luckner Heavy Tank [75]^{T}	SturmFeur Heavy Tank [85]^{T}
12	Yellow Jacket Gunship [30]^{V}	Hetzer Wheeled Assault Gun [40]^{W}	Pilum Heavy Tank [70]^{W}	Behemoth Heavy Tank [100]^{T}

^{H}Hover ^{T}Tracked ^{V}VTOL ^{W}Wheeled

RANDOM AEROSPACE ASSIGNMENT TABLE: PERIPHERY

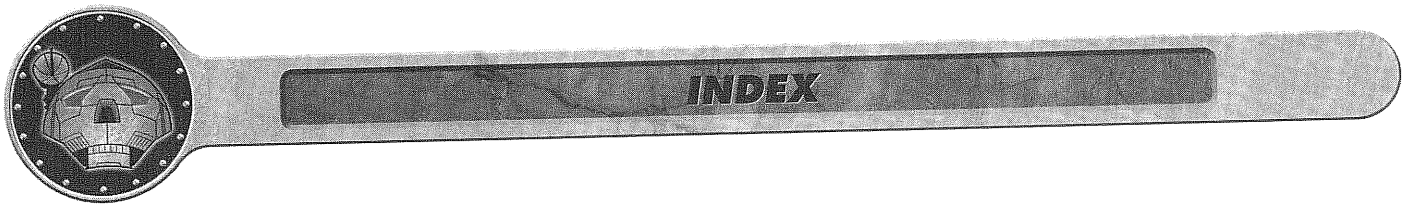
2D6	Light Fighters (20 to 45 tons)	Medium Fighters (50 to 70 tons)	Heavy Fighters (75 to 100 tons)	DropShips
2	SPR-6D Sparrowhawk [30]	SL-17 Shilone [65]	STU-K15 Stuka [100]	Seeker^{S}
3	Sabre [25]	CSR-V12M Corsair [50]	CHP-10 Chippewa [90]	Leopard CV^{A}
4	SPR-H5 Sparrowhawk [30]	Hellcat [60]	F-100 Riever [100]	Seeker^{S}
5	F-10 Cheetah [25]	Lightning [50]	CHP-W5 Chippewa [90]	Mule^{S}
6	Sabre [25]	CSR-V12 Corsair [50]	Thunderbird [100]	Leopard^{A}
7	Centurion [30]	Hellcat [60]	Eagle [75]	Union^{S}
8	SYD-21 Seydlitz [20]	LCF-R15 Lucifer [65]	Thunderbird [100]	Condor^{A}
9	TR-7 Thrush [25]	Lightning [50]	Eagle [75]	Triumph^{A}
10	SL-21 Sholagar [35]	F-90 Stingray [60]	STU-K5 Stuka [100]	Overlord^{S}
11	Centurion [30]	TR-10 Transit [50]	SL-15 Slayer [80]	Fury^{A}
12	SYD-22 Seydlitz [20]	CSR-V20 Corsair [50]	TR-13 Transgressor [75]	Intruder^{S}

^{A}Aerodyne ^{S}Spheroid

RANDOM AEROSPACE ASSIGNMENT TABLE: OUTWORLDS ALLIANCE

2D6	Light Fighters (20 to 45 tons)	Medium Fighters (50 to 70 tons)	Heavy Fighters (75 to 100 tons)	DropShips
2	SPR-H5K Sparrowhawk [30]	IRN-SD1 Ironsides [65]	SL-15R Slayer [80]	Overlord^{S}
3	CRX-O Corax [30]	CSR-V20 Corsair [50]	STU-K10 Stuka [100]	Gazelle^{A}
4	SYD Z2A Seydlitz [20]	LCF-R15 Lucifer [65]	F-100 Riever [100]	Triumph^{A}
5	CNT-1D Centurion [30]	SL-17 Shilone [65]	TRB-D36 Thunderbird [100]	Leopard CV^{A}
6	SB-27 Sabre [25]	SL-17 Shilone [65]	SL-15 Slayer [80]	Union^{S}
7	SYD Z1 Seydlitz [20]	LTN-G15 Lightning [50]	STU-K5 Stuka [100]	Leopard^{A}
8	SPR-H5 Sparrowhawk [30]	CSR-V12 Corsair [50]	SL-15A Slayer [80]	Gazelle^{A}
9	SL-21 Sholagar [35]	CSR-V12 Corsair [50]	EGL-R6 Eagle [75]	Leopard^{A}
10	SYD Z2 Seydlitz [20]	F-90 Stingray [60]	CHP-W5 Chippewa [90]	Union^{S}
11	SYD Z4 Seydlitz [20]	SL-17R Shilone [65]	STU-K10 Stuka [100]	Triumph^{A}
12	SPD-502 Spad [30]	SL-17R Shilone [65]	RPR-100 Rapier [85]	Overlord^{S}

^{A}Aerodyne ^{S}Spheroid



A

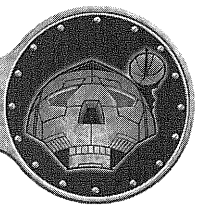
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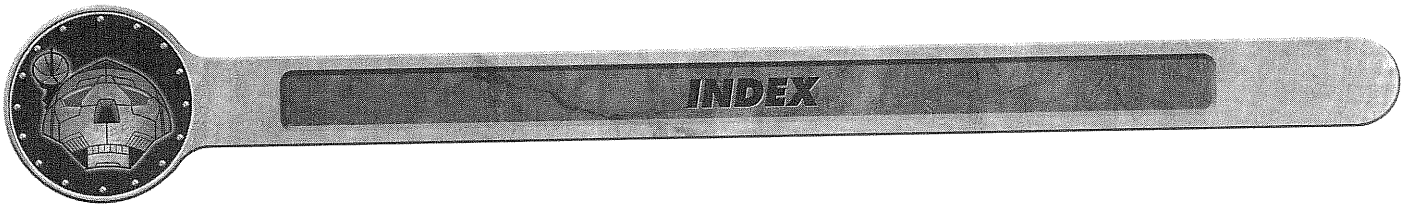
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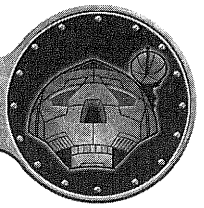
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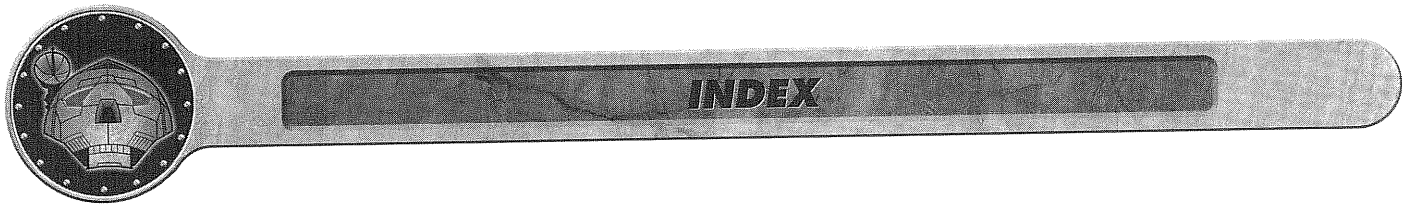
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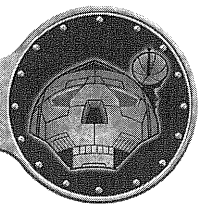
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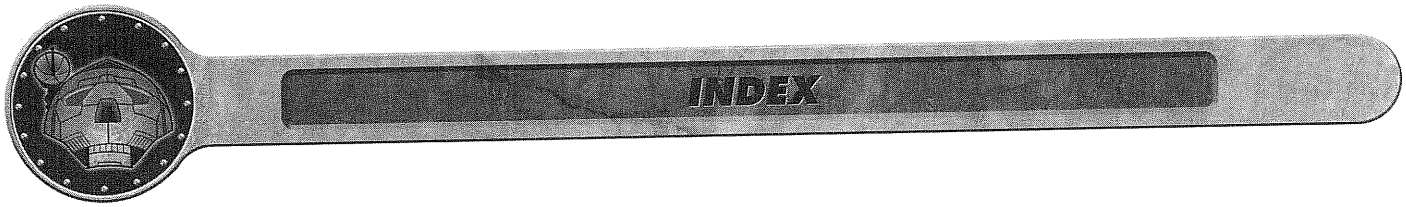
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