

BATTLETECH

ERA REPORT-2750



HUMANITY'S GOLDEN AGE!

ERA REPORT: 2750

Before the treachery of Stefan Amaris, Kerensky's Exodus, and the Succession Wars, the realms of the Inner Sphere were united under the banner of the Star League. As the pinnacle of culture and technology, the six Great Houses and four territorial states of the League reaped the benefits of universal peace and justice, the fruits of their combined efforts enriching the lives of billions across the heavens.

...Or so the legends claim.

In reality, the Inner Sphere of the 2750s was far from serene and light-years away from just. Though admired for its monolithic power, the pinnacle of mankind's greatest experiment—the Star League—stood at a fateful crossroads, with feuding House Lords and rebellious territories only waiting for every chance to strike against each other.

Era Report: 2750 pierces the luminous veneer of what many Inner Sphere and Clan historians alike have considered to be the golden age of BattleTech history: the height of the Star League era. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere faction active before the fateful events described in *Historical: Liberation of Terra*. Notable personalities, military forces, and an overview of the technological capabilities of the Star League age are also provided, along with special advanced-level rules for campaigns set during this time, whether played using the *Total Warfare* core rules or those found in *A Time of War: The BattleTech Role-Playing Game*.



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STAR LEAGUE ERA CLAN INVASION ERA JIHAD ERA



SUCCESSION WARS ERA

CIVIL WAR ERA

DARK AGE ERA

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ERA REPORT

2750



TABLE OF CONTENTS

PULSAR	4	Star League Defense Force	53	Outworlds Alliance	89
INTRODUCTION	8	Seventh Royal BattleMech Division	54	Beatrice Avellar	89
How to Use This Book	8	500th BattleMech Brigade	54	Daniel Ladd	90
HISTORY AND REVIEW	10	Star League Expeditionary Brigade	55	Omprakash Jurn	90
Beginnings	10	Twenty-first Royal Jump Infantry Division	55	Rim Worlds Republic	91
Andurien	11	Third Royal BattleMech Division	56	Stefan Amaris	91
Muddy Waters	12	Thirteenth Royal Infantry Division	56	Tabborri Amaris	92
Neighbors	13	Seventy-Seventh Royal BattleMech Brigade	57	Jasmine Amaris	92
Building an Army	13	331st Royal BattleMech Division	57	Xatt Dague	93
Reunification	15	Forty-second Engineering Brigade	58	Jericho Jaycox	93
Preparations	16	Twentieth Royal CAAN Marine Regiment	58	Taurian Concordat	94
Opening Shots	17	Terran Hegemony	59	Nicoletta Calderon	94
Round Two	17	Rim Worlds Republic	60	Amber Lynn Dyness	95
The Year of Fire	18	Amaris Republican Guards	61	Madison Uncapher	95
Missteps	20	First Amaris Armored	61	Fyrne Hagley	96
Endgame	21	Fifth Amaris Fusiliers	61	MUSEUM TECHNICA	98
Invading the Hyades Cluster	22	Third Amaris Legionnaires	62	Offensive Military Technologies	98
Friends	23	Eighth Republican Legionnaires	62	Autocannons	98
Changing of the Guard	23	Magistracy of Canopus	63	LB-X Autocannon	98
Technology Ascendant	24	Outworlds Alliance	64	Ultra Autocannon	98
Underhanded Dealings	25	Taurian Concordat	65	Gauss Rifle	98
Honeymoon	26	MAJOR PERSONAS	67	Laser Systems	99
Machinations	26	Capellan Confederation	67	ER Large Laser	99
Dueling Dragons, the First Hidden War	26	Warex Liao	67	Pulse Lasers	99
Monomania	27	Li Ming Ling	67	Missile Systems	99
Breakdown	28	Shari Beatrice Madsen	68	Narc Missile Beacon	100
Succession War	29	Maylin Lox	68	Streak Short-Range Missiles	100
Civil War, Again	32	Tai Yang Gwak	69	Combat Equipment	100
Chaos	33	Draconis Combine	70	Anti-Missile System	100
Third War	34	Takiro Kurita	70	Beagle Active Probe	101
Grand Tour	35	Ichiro Oshiro	70	CASE	101
FACTIONS	38	Riki Kurita	71	Chameleon Light Polarization Shield/	
Capellan Confederation	38	Satoshi Nakamura	71	Null-Signature System	101
Eighth Liao Lancers	38	Ayaki Fujiwara	72	Double Heat Sinks	102
First Capellan Chargers	39	Federated Suns	73	Endo-Steel Structure	102
Third Chesterton Cavalry	39	John Davion	73	Ferro-Fibrous (Ferro-Aluminum) Armor	102
Andurien Heavy Guard	40	Thomas Green-Davion	73	Guardian ECM Suite	102
Sixteenth Sian Dragoons	40	Vasily Sandoval	74	MASC	103
Draconis Combine	41	Mitchel Stopec	74	TAG	103
First Galedon Regulars	42	Dana Bancroft	75	XL Fusion Engine	103
Fourth Sword of Light	42	Free Worlds League	75	Scientific Achievements	
Fifth Benjamin Regulars	42	Ewan Marik	75	and New Technologies	103
First Rasalhague Regulars	43	Kenyon Marik	76	Powered Armor	103
First Proserpina Hussars	43	David Stewart	77	Land-Air 'Mechs	104
Davion Heavy Guards	44	Martin Allison	77	Department of Mega-Engineering	104
Federated Suns	44	Elsa Cameron-Jones	78	Asteroid/Comet Mining	
Fourth Davion Guards	45	Lyran Commonwealth	78	and Bombardment	105
Sixth Syrtis Fusiliers	45	Michael Steiner II	78	Solar Mirrors and Solar Shades	105
First Avalon Hussars	46	Joan Lestrade	79	Orbital Factories and Habitats	105
Seventh Tancredi Loyalists	46	Paul Steiner	79	Biological Seeding	
First Free Worlds Guards	47	Rinzen Humpula-Serfass	80	and Atmospheric Processing	106
(The Eagles of Atreus)	47	Monique Kelswa	81	Floating Cities	106
Free Worlds League	47	Terran Hegemony	81	The Impact of Mega-Engineering	106
Tenth Atrean Dragoons	48	Simon Cameron	81	STAR LEAGUE CAMPAIGN: 2750	108
Sixth Marik Militia	48	Jocasta Cameron	82	Tracks	108
Ducal Guard	49	Mina Samuels	82	Player Force Size	108
First Regular Hussars	49	Ranveig Gangestad	83	Opposing Forces	109
First Arcturan Guards	50	Daniel Allison	84	Campaign Special Rules	110
Lyran Commonwealth	50	Star League Defense Force	84	Forced Withdrawal	110
Second Lyran Guards	51	Rebecca Fetladral	84	Salvage	110
First Donegal Guards	51	Iffat Nadvi	85	Star League Force Structure	110
Fourth Skye Rangers	52	Eric Stand	85	Off-Map Movement	111
First Royal Guards	52	Craig Kovac	86	WARCHEST POINT SYSTEM	111
		Norran Bohley	87	WP-based Campaign	
		Magistracy of Canopus	87	Purchasable Special Abilities	111
		Vanura Centrella	87	Sabotage	111
		John Raventhir II	88	Eyes in the Sky	112
		Nadine Devonson	89	Turncoat	112
				Combat Veterans	112
				Friends in High Places	112

TABLE OF CONTENTS

Off-Map Movement	112	Touchpoint: Waldorff Warfare	130	Affiliation: Capellan Confederation	
Banking Initiative	112	Touchpoint: Rasalhague Rumble	132	(House Liao)/Star League Era	150
Marksman	112	Mini-Campaign Martial Olympiad	133	Affiliation: Draconis Combine	
Wealthy Benefactor	112	Martial Olympiad:		(House Kurita)/Star League Era	150
Breakdown	112	Rocky Mountain Recon	135	Affiliation: Federated Suns	
Cowards	112	Martial Olympiad:		(House Davion)/Star League Era	151
WP-based Strategic Movement	112	Cavalry on the Caucasus	136	Affiliation: Free Worlds League	
Tracking Travel Time	113	Martial Olympiad:		(House Marik)/Star League Era	151
HOW TO USE THE CAMPAIGN	114	Enemy in the Everglades	137	Affiliation: Lyran Commonwealth	
The Campaign	114	Martial Olympiad: Desert Wars	138	(House Steiner)/Star League Era	151
Running your Games	114	Martial Olympiad: Hades Event	139	Affiliation: Terran Hegemony	
Mission: Probe	115	PLAYING THE STAR LEAGUE ERA	140	(House Cameron)	152
Mission: Probe in Force	116	BattleTech Rules	140	Affiliation: Rim Worlds Republic	
Mission: Ambush	117	Special Command Abilities	140	(House Amaris)/Star League Era	153
Mission: Headhunting	119	Random Unit Assignment Tables	143	Affiliation: Other Periphery States/	
Mission: Raid	121	Equipment Availability	143	Star League Era	153
Mission: Assault	123	Golden Age of Technology	148	Life Modules	154
Mission: Defense	124	Role-Playing Rules	149	Economic Adjustments	
Mission: Strategic Withdrawal	126	Factions to Fall	149	for the Star League Era	155
Touchpoint: Death of a Prince	127	Factions Yet to Be	149	Major Personalities	
Touchpoint: St. George Strikes Again	128	Creating Characters in the Star League Era	149	of the Star League Era	156

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Overlord-class DropShip SLS Ascendant
New Silesia, Star's End System
Rim Worlds Republic
17 February 2751

First Lord Simon Cameron stood in the darkened wardroom, his left hand pressed against the cold ferroglass of the outboard bulkhead. With the blast shield raised and the lights dimmed, he could see the cratered surface of New Silesia and the vast fleet in loose orbit about the asteroid. The fleet was the most powerful naval force in explored space, here to guarantee his safety. But all he could think about as he looked at it was how the vessels' hulls caught the sunlight, gleaming like a constellation of stars in the vacuum black sky.

It took him a moment to realize that he was grinning like an idiot.

Cameron plucked a drink bulb from the silver tray the steward had left on the side table. He would have preferred genuine crystal, but it was damned a difficult thing to pour in microgravity. He squeezed the bulb, squirting a delicate thread of champagne into his mouth, just enough so he could feel the bite of it on his tongue and taste the undercurrent of truffles and caramel.

"Surely you are not drinking at nine o'clock in the morning, Simon. You're not turning into Ewan Marik, are you?"

He looked up and saw his chief of protocol, Lady Sally McKenna-Croft, coming around the wardroom table. Her lustrous golden hair was cut in a pageboy that framed her lovely face. Sally was forty-two, but she looked ten years younger—fifteen on a good day. Today she had clothed her trim body in a charcoal pinstripe suit, the skirt cut above the knees, the jacket tailored so that it flattered her curves. Beneath the jacket she wore a shimmering silk blouse the color of emerald that brought out the green in her pale eyes.

My God, he thought, she's more exquisite than the champagne.

Cameron grinned. "I think it will take considerably more than one bulb of wine to turn me into a lush like Ewan."

Sally flashed him a cross look that somehow made her even more beautiful. "We have a meeting with the Silesians, remember? What will they think when they smell alcohol on the First Lord's breath?"

He held his bulb out to her. "They will think we were celebrating."

She scowled at him, but he did not lower his hand, and after a moment she sighed and took the bulb. She tasted it and raised a blond eyebrow. "2647 Perrier-Jouët," she said. "You *are* celebrating."

"We are celebrating," he said, gently correcting her. "The peace tour is working. It's knitting the Star League back together. Making us one people. It doesn't matter what the lords of the member states believe. Their citizens are on our side."

"It is a great triumph, My Lord," she said, her voice husky, her eyes shining. *She really believed.*

"How long have you been my mistress?" Cameron asked.

Her face tightened. "I am *not* your mistress."

"Really? I must have been fooled by all the great sex and the sneaking around."

"Technically, I haven't been your mistress, since—" She suddenly stopped. Beneath her tough exterior, Sally was kindhearted, unwilling to mention the name of Cameron's late wife for fear of hurting him.

Simon gently took the bulb from her and set it back down on the tray. Then he took her hands in his. For a moment he studied her beautiful face. She looked back intently, those pale green eyes locked on his.

"It's been a year since Jessica died, and now that the crisis in the realm is passing..."

He paused as he saw that her eyes were incredibly wide.

"It is time," he whispered.

He heard her breath catch.

"Sally McKenna-Croft, will you be my wife?"

Suddenly tears were welling in her eyes, and he could feel her trembling. She leaned in and kissed him fiercely. Then she pulled away. "Yes, you old fool," she whispered, smiling through her tears. "Yes!"

She kissed him again.

When she finally pulled back she shook her head. "Now look what you've done. I must look a fright."

Cameron flashed her a lopsided grin. "Well, at least the Silesians will have something to talk about other than the alcohol they smell on my breath."

Sally laughed and slugged him in the arm.

There was a rap on the hatch and she instantly stepped away from him.

Major Carolina Devalis poked her head into the wardroom. The major was a short woman in a blue dress uniform, a blood-red stripe running down the sides of her trousers, her raven hair tucked beneath a blue field cap. Her skin was a warm bronze and her eyes dark. Cameron doubted those sharp eyes ever missed anything. "My apologies, Lord, but the security sweep is taking longer than we planned."

"Problem?" Cameron asked.

Devalis shook her head. "It's the low gravity. Nothing to worry about. Anyway, sorry for the delay."

"Not at all, Major," said Cameron waving her in. "Ms. McKenna-Croft and I were just celebrating. Would you care for some champagne?"

"No, thank you, Lord," said Devalis. "I am on duty, sir."

"Oh, nonsense. I'm sure we can bend the rules this one time."

Sally shook her head. "Lord Cameron, you know that Major Devalis would rather extract her own liver with a soup spoon than drink while she is on watch."

"Come now," said Cameron.

"Thank you, Lord," said Devalis, "but I will forego the drink. However, if you have the soup spoon I'll get to work right away."

Cameron barked out a startled laugh. "All right, I know when I'm beaten."

"May I ask what you were toasting?" said Devalis.

"The success of the peace tour," said Sally.

"And all the changes that success will bring," said Cameron, glancing at Sally.

"It will be good to leave the pirate wars behind us," said Devalis gravely.

Sally had stepped away to fix her makeup, but she turned back and peered at the marine officer. "What will you do, Carolina, if peace really is about to break out. Will you settle down and raise a family?"

"Not Major Devalis," said Cameron confidently. "She's a lifer."

"I always liked the name Isabella for a little girl," said Devalis thoughtfully, "after my mother."

"Isabella Devalis," said Sally. "That's nice."

Devalis nodded. Then she looked away, touching the bud in her right ear. She listened for a moment and then met Simon's eyes. "Lord, I have confirmation that the way is clear. What is your pleasure?"

"Let's go," said Cameron.

"Aye, aye, sir." She raised her wrist to her mouth and murmured, "GALAHAD is moving." Then she opened the haze gray spacetight hatch and stepped to one side.

Cameron stepped out into the brightly lit passageway. The blue tile deck beneath his boots gleamed and someone had painted a large, silver Cameron Star on the snow-white bulkheads. A pair of marines was stationed ahead of them in the corridor and another pair behind.

"Let's move," said Devalis.

The party swept forward, two marines in front, two in back, Devalis by Cameron's side.

Cameron was still humming with joy from his conversation with Sally. *She said yes.*

So he wasn't really paying attention when Devalis reached out and trailed her hand along the bulkhead, her fingertips brushing against the Cameron Star.

Bam! Suddenly Devalis was down.

Cameron knelt by her side, a hand on her arm.

He felt one of the marines grab his shoulder. "*Lord, we have to get you clear!*"

Simon shrugged off the man's hand without turning to look back at him. "*Get Medical, now!*" he roared.

Devalis's eyes rolled up into the back of her head. Her breath was a harsh rasp. He reached for her wrist. Her pulse was racing triphammer fast.

"*Major!*" Cameron snapped. "*Carolina!*"

Somewhere behind him, a marine was speaking in a low, even voice.

"Please, my Lord," he said, "she could have been poisoned. This could be an attempt on your—"

"Duty corpsman and your personal physician are both *en route*," said Sally.

"We'll hold here," said Cameron, thinking quickly.

"*But, Lord—*"

Cameron turned to look up at the young marine standing over him, a junior sergeant. "I am on my DropShip surrounded by guards and we have doctors coming. Where would I be safer?"

The marine opened his mouth and then shut it again. "Yes, Lord."

"Lord Cameron," Devalis croaked and Cameron's head whipped around.

"Don't try to talk, Major," he said gently. "Just relax. Help is coming."

"Vision," said Devalis hoarsely. "Had a vision. Happens sometimes. Had a *vision*."

"She's delirious," said Sally.

"No," said the major, her raw voice desperate. "No, is real. Happens to Devalis women sometimes. *Is real!*"

"I believe you, Major," said Cameron soothingly, trying to calm her. He had to keep her from stroking out right there on the deck.

The major brought her arms back, pushed herself into a sitting position.

"My Lord," she said, her voice freighted with urgency, "Saw Cameron Star. Went supernova. An explosion of light. Bright as a galaxy."

"Quiet, Major," said Cameron softly. "You need to lay back."

"No, Lord," she insisted, "*listen!* It left behind a pulsar. Rapidly spinning neutron star, degenerate matter, screaming out its rage and pain at the universe."

"Okay," said Cameron, placing a hand on Devalis's shoulder and gently pushing her down. "Okay."

"My Lord, *please.*"

"I get the metaphor, Major," said Cameron kindly. "But I assure you the Star League is safe. The peace tour is working. The tension, the low-level warfare, it's easing. We're going to be okay. It's all going to be okay."

"*But—*"

Sally knelt beside Cameron. She reached out and took the officer's hand. "Carolina, what did you study at the University of Hawaii?"

Devalis turned to look at her. "Astrophysics, but—"

"Now Carolina," said Sally, "isn't it possible that you've been pushing yourself too hard? Running security for the tour has to be a nightmare. You're exhausted and you fainted. As you passed out your mind reached for a familiar symbol of distress and came away with the supernova. Isn't that possible?"

"*It's real!*" said Devalis fervently, her eyes wide, her voice filled with panic. "Don't go on the visit, Lord, please don't—"

The corpsman was suddenly standing over Cameron's shoulder. The First Lord squeezed Devalis's arm, and then stood, making way for the medical technician.

The corpsman took her wrist. "Her pulse seems to be steady and she's breathing fine."

"She wasn't so good a minute ago," said Cameron.

"It's probably nothing, Lord," said the corpsman, "just stress and overwork. But we're going to get her into sickbay to make sure."

"That's good," said Cameron, clapping the man on the shoulder. He reached down and helped Sally to her feet.

"Don't go, Lord," Devalis whispered, looking up at him. "Please don't go."

"It's okay, Major," Cameron promised gently. "The Cameron Star isn't going to explode. It will burn bright and steady for a thousand years."



Consolidated Titanium New Silesia Site, Tunnel 5T, Level 42 New Silesia, Star's End System Rim Worlds Republic 17 February 2751

It took a good hour, but Cameron finally managed to enjoy the tour. It helped when Sally leaned over and whispered, "Just got word from the ship. Carolina's fine. They're putting it down to a panic attack, you old slave driver."

Despite himself, Cameron burst out laughing. Somehow Sally always knew just what to say. How did she do that?

She patted him on the arm and said: "She's fine. Now have a little fun. You deserve it."

Their guide, a Consolidated director named Leonard Pullman, glanced back at them. "Excuse me, Lord Cameron, would you like to get a better look at the works?"

The works. Cameron smiled and nodded. "You bet."

The First Lord instinctively liked the man. Pullman was tall and thin, wiry. He moved with the easy grace of a tunnel monkey. His dark gray suit was impeccably tailored, but his hardhat was dented, the white paint chipped and faded. Pullman was a director, but he looked more like a foreman. He'd obviously come up through the ranks.

Cameron had learned long ago to trust men and women in well-used hardhats.

Their party turned left, moving down one of the tunnels that snaked through the asteroid's body like wormholes through a piece of rotten wood. The tunnel was a vast, circular bore eight meters in diameter. Cameron reached out and touched the rock. The passage

was pressurized, but nothing separated them from deadly vacuum but the tunnel's walls.

"How do you know where to dig?" asked Sally.

Pullman glanced at her. "We start at the surface and map out potential veins of ilmenite using magnetic resonance and ground-penetrating radar."

"Ilmenite?" asked Cameron.

"It's a titanium-iron oxide, Lord," said Pullman. "Anyway, once we find a vein, we send the 'bots in after it. And once the vein's played out, we send our detection equipment down the tunnel and start all over again, looking at the next level down."

"Is this tunnel played out?" asked Sally.

Pullman smiled. "Not at all, my lady." He stepped around a bend and held his hand up, indicating activity at the far end of the passage. "All kinds of interesting things are going on here."

Cameron stopped walking and just stared.

The tunnel was blocked off by a thick plate of ferroglass sealed along the edges with some kind of quick-set polymer. A short, portly operator sat in a leather chair, a neurohelmet clamped to his head, his eyes darting between the window and a small console blinking with status lights.

It looked very much like a BattleMech cockpit.

Cameron stepped up to the window.

The tunnel reached a hundred meters into the rock. Little monkey-sized 'bots sifted through a small mountain of tailings, dumping rocks into carts on a track system. But what really caught Cameron's attention was the thirty-ton monster sixty meters down the tunnel. The great machine shuffled along on a pair of squat legs, its body a swiveling turret that sprouted a tangle of mechanical limbs. As Cameron watched, the 'bot fired a beam of ruby light into the rock, extended one of its arms to chisel away at the rock face and used the other to scoop away the debris.

A proud smile creased Pullman's lined face. "What you're looking at, Lord, is a Wotan Digger 500. Right now it's using a krypton laser to vaporize a sample of ferromagnetic rock. It'll study the emission spectrum to determine if titanium is present. If it is—"

The Digger suddenly shifted left on its squat legs, moving a meter or two, then *stopping*. For a moment, the 'bot was as still as a statue. Then its mess of arms moved in a mechanical blur, too fast for the human eye to follow, diamond-tipped drills and blades carving apart rock and its massive scoop snatching up black shards of ilmenite and throwing them unerringly into a wheeled cart. Cameron felt the vibration of the mechanism's work, but he didn't hear the shriek or whine of the drills. Surrounded by vacuum, the 'bot did its work in an eerie silence.

Extraordinary, he thought.

"Director Pullman," said Cameron haltingly. He shook his head. "I do not wish to overstep my bounds." He glanced at Sally, who flashed him an encouraging smile.

"My Lord, we are here to serve," said Pullman. "Just name your desire."

Cameron frowned, not wishing to force his will on these gracious people.

Sally winked at him. "Did you know the First Lord is an accomplished MechWarrior?"

Pullman smiled. "No, I didn't."

"I was wondering if I could try my hand with the 'bot?" said Cameron.

A big grin split Pullman's face. "I think that could be arranged. Li Yanhang?"

The operator rose, bowing deeply to the First Lord.

Cameron spent the next ten minutes conferring with Operator Li as the man explained various controls, gauges, and switches. At last the little rotund man stepped back from the panel and Cameron drew a deep breath.

All at once, a wave of warmth washed over him. He had brought peace back to humanity. The woman he loved had agreed to share her life with him. Together they would raise Richard and his sisters and make a real family, the first real family Cameron had enjoyed since Jessica had died. And there would be time to build the future, just as these miners were doing in a remote corner of the Periphery.

He pushed the paired sticks forward and the robot shuffled down the tunnel. A light flashed blue on the panel and Li, who was standing over him, said, "You have magnetic detection, Lord. Stop the 'bot and rotate the machine until you see max signal strength."

Cameron nodded and brought the machine to a halt. He pulled his right hand from the control stick and wiped his forehead with the back of his hand.

"You're doing fine, Lord," said Li, "now just spin her."

Cameron reached down and touched the stick—

The robot suddenly wheeled about and *raced* toward them, its legs moving impossibly fast.

"What are you doing?" Li shouted. "*Stop it, STOP IT!*"

Cameron was already pulling the sticks backwards, trying to force the robot to reverse direction.

The mechanism continued its reckless charge.

He jerked one stick forward and one back to make it stop and spin. *Nothing.*

Panicked, Cameron glanced around the panel, desperately looking for—

There.

A quarter-sized plunger painted bright red and protected by a clear plastic box.

The emergency stop. No matter what else he had done wrong, the e-stop would shut the robot down, would drop it like an unstrung puppet. Cameron lunged across the panel. He flicked up the spring-loaded box and smashed his fist down on the plunger.

He allowed himself to draw a relieved breath.

Then he looked up.

In time to see the massive robot throw itself into the window, shattering ferroglass.

Suddenly the control room was a hurricane. A horrible, howling wind jerked Cameron out of his chair and punched him through shards of broken glass. He smashed into the front of the now-still robot, pinned by the force of the angry wind. He couldn't turn his head to look back into the control room, couldn't move at all.

Out of the corner of his eye, he saw Sally lying motionless on the tunnel floor.

Cameron realized he could not breathe.

Darkness swept down on him, stealing his sight until he saw only a single, terrible image: a supernova exploding and then fading to black, leaving nothing behind but a pulsar. The child of disaster. He thought he had saved the Star League—but there was no one to shepherd humanity but his eight-year-old son.

And there was no one left to watch over the boy.

Devalis' vision hadn't been about *him*. It had been about Richard. The *boy* was the pulsar.

Richard, he thought. *Richard.*

He died with the boy's name on his lips.

PULSAR



INTRODUCTION

For many, the year 2750 marked the height of mankind's greatest golden age—the days when we all stood united as a people, under the banner of the Star League. For nearly two hundred years, the Cameron Star represented peace and order among the feuding realms of the Inner Sphere. A glorious age of commerce, technology, culture, and ideology reigned supreme. Humanity ruled the stars, settling wherever we willed, wanting for nothing. The Age of War was a distant memory. Prosperity was the order of the day.

It is no small shame that none of that was true. In fact, by 2750, the Camerons' grand experiment was just about to unravel.

Still, the twenty-eighth century remains broadly regarded as the zenith of human civilization, and there remains a kernel of truth to the fond—if overly-romanticized—images that we popularly conjure today when anyone mentions the first Star League. And the year 2750—the year First Lord Simon Cameron began his ill-fated Peace Tour of the Star League member states—represents perhaps the age's most defining moment before the League's fall.

This volume represents one of many written in the centuries since the First League's collapse, and draws on the combined efforts of historians and researchers from across the Inner Sphere. While revised for today's audience, great care has been taken to draw upon firsthand sources, recovered not only from ComStar's historical archives, but from sources throughout the former Terran Hegemony and beyond.

The sum of this research we now present to you, the reader, without bias or commentary. For though it is often said that history will be the final judge of those who lived it, only those who lived through the rise—and the fall—of the First League will ever truly appreciate the trials and the triumphs of that long-lost age.

One can only hope that, at the end of all things, our own successors will look upon us as fondly.

—Bertram Habeas, *Humanity's Zenith: Remembering the First Star League*, Republic Press, 3089

HOW TO USE THIS BOOK

Era Report: 2750 examines the overall state of the *BattleTech* universe in one of its most historic eras, and is designed to provide both sourcebook material and game rules to help run *BattleTech* and *A Time of War* campaigns set in this period. Unlike the *Historical* series, which delves into the details of a single conflict, *Era Reports* aim at a more generalized view of the period (though some focus may be spent on the military actions that dominated the day's events).

This sourcebook begins with *Humanity's Zenith*, an overview chapter that discusses the general setting of the Inner Sphere as it stood in the mid-twenty-eighth century, and provides a basic timeline of events that occurred during the heyday of the Star League era. A *2750 Faction Rundown* is then provided that describes the major players of the late Star League, including their basic history and goals, as well as a selection of iconic military commands they fielded in this time. *Major Personas* follows, describing the major figures of the late Star League era, individuals whose actions helped shape history. The *Museum Technica* chapter then describes the technological state of the 2750 period as the Inner Sphere reached its pinnacle of military and industrial development.

Following these sourcebook chapters are the *Era Tracks*, which provide the seeds for military scenarios set in this era of play. These Tracks use the same Chaos Campaign gameplay system featured in other sourcebooks, including the *Jihad Hot Spots* series and *BattleTech's* PDF-exclusive *Turning Points* series, but with modifications that will reinforce the setting's impact on *BattleTech* campaigns. Additional non-Track specific rules for campaigns set within the late Star League years will be found in the following chapter, *Playing in the Late Star League Era*. These rules will include modifications to existing rules found in the core rulebooks, including the *Total Warfare* basic war game rules and the role-playing rules described in *A Time of War*.

HISTORY AND REVIEW



HISTORY AND REVIEW

▽ TIMELINE OF EVENTS: 2556-2750

2556

[21 Mar] Meeting with Ian Cameron, on Terra, Terrence Laio and Albert Marik sign the Clasp'd Hands Agreement; a secret treaty ending the Third Andurien War.

[3 Jun] The Treaty of Geneva begins the Star League's creation with the Terran Hegemony, Capellan Confederation, and Free Worlds League as founding members.

2558

[1 Jan] Signing of the Tharkad Accords. The Lyran Commonwealth joins the Star League as its fourth member.

2567

[27 Oct] With the signing of the New Avalon Accords, the Federated Suns joins the Star League.

2569

[15 Aug] Treaty of Vega is signed. The Draconis Combine becomes the last major power to join the Star League.

2571

[9 Jul] The Star League Accords are signed.

[22 Aug] Cameron's wife, Shandra Noruff-Cameron, appointed Commander in Chief of the as-yet-unrealized Star League Defense Force. The Star League Defense Force is created by drawing soldiers from all six realms. Hegemony units, known "Royal" units, form the core of the newly created SLDF.

[13 Sep] Cameron sends the Star League Accords to all Periphery states with an invitation to join the Star League. All will reject this offer within a year.

2572

[11 Jul] The Star League holds the first Galactic Summit on Terra. Of the Periphery nations, only the Rim Worlds Republic attends.

[17 Oct] The Border Guards agreement allows SLDF to establish bases throughout the Inner Sphere. Special attention is given to Periphery borders.

[18 Oct] Cameron issues controversial Directive 21. It states the Outworlds Alliance must accept SLDF occupation.

[14 Dec] The Santiago Massacre occurs.

BEGINNINGS

It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, we had everything before us, we had nothing before us, we were all going direct to Heaven, we were all going direct the other way—in short, the period was so far like the present period, that some of its noisiest authorities insisted on its being received, for good or for evil, in the superlative degree of comparison only.

—Charles Dickens, *A Tale of Two Cities*, 1859

"History is the version of past events that people have decided to agree upon."

—Emperor Napoleon Bonaparte, Nineteenth-century military leader

When Ian Cameron took the reins of the Terran Hegemony in 2549, he inherited a realm in the grip of a military coup. It took more than twenty years to unite the six Great Houses and another quarter century of war to bring the rest of humanity under the Star League banner. The rise of the Star League is a tale of great personal sacrifice, incredible perseverance, dashing heroism, and deplorable depravity, culminating in the largest, and most prosperous, civilization humanity has ever known.

The political climate in the mid-twenty-sixth century was one of hope and despair. The Age of War was already a century and a half old. Although the Ares Conventions had eliminated the use of weapons of mass destruction, the resulting culture embraced limited warfare as a way of life. The common citizens of many realms lived in fear of near-constant skirmishing and many pined for a decisive engagement to settle things once and for all—regardless of the outcome.

In this tumultuous age, the Terran Hegemony emerged as a leader in mediation, and spent fifty years marginalizing its military. Subversive elements within the Hegemony Armed Forces feared the Hegemony would become vulnerable to predation from the other major powers and quietly campaigned for a military man as chief of state. They got their wish in 2542, when Joseph Cameron, a marine with combat experience, was appointed director-general. Joseph, however, embraced the aggressive peacemaking policies of his predecessor, and within seven years the HAF had shrunk by twenty percent.

On 20 September 2549, HAF Captain Henry Wilson Green, armed with his HAF-issued laser rifle, shot Joseph Cameron who then died the next day. Eight days later his younger brother Ian appointed himself director-general without a public confirmation vote. In response, the Fifty-first Dragoon Regiment seized control of the Hegemony Congress and other key government buildings in the Hegemony capital of Geneva, Terra. Safe at his home in Mexico City, Ian Cameron showed his acumen as a negotiator and ended the siege of Geneva with minimal bloodshed.

He cemented support within the HAF by devoting significant resources to reestablishing the Hegemony's technological edge over the other realms. Cameron spent the next two years purging the HAF of antiestablishment cabals and sympathizers, revitalizing the struggling Hegemony economy, and expanding the Department of Foreign Relations. He overcame many significant obstacles during this time, but Cameron's true challenges were just beginning.

HISTORY AND REVIEW

ANDURIEN

"If not for Andurien, there may never have been a Star League."

— Magnor Budziszewski, Duke of Andurien, 2568

Ian Cameron's quest for a united humanity began with a rocky start. In 2551, Hegemony emissaries met secretly with Archon Craig Steiner of the Lyran Commonwealth, but failed to enlist his support for the Star League. In November of that year, Cameron met secretly with Albert Marik, the captain-general of the Free Worlds League. Marik expressed his enthusiasm and support, but stopped short of making any public endorsements. In May 2555, Cameron attempted again to enlist the Commonwealth's support by meeting with its new archon, Tracial Steiner. Tracial was not as enthusiastic as Marik, but she was cooperative when it came to resolving a dispute over the stewardship of Alchiba. It was the twenty-ninth world jointly administered by the Hegemony and another realm, and a boon for the resource-strapped Hegemony, but to Cameron this political victory was not nearly enough.

The Age of War originally began in 2398 when the Capellan Confederation and Free Worlds League went to war over the Andurien system. In Ian's day, one hundred fifty-three years later, Capellan Confederation Chancellor Terrence Liao brought war back to Andurien. After five years of conflict, the Confederation was no closer to reclaiming these worlds, and had tens of thousands of casualties to show for their effort.

It was an overcast and blustery February day in 2556 when Terrence Liao and Albert Marik came to Terra. This would be Cameron's first real effort at interstellar peacemaking, and it almost never happened. A dispute with Liao over the seating arrangement of dignitaries threatened to end the summit before it started. Cameron persevered, but Liao seemed determined to play the spoiler.

After two weeks of talks, the principal details had been identified, but Liao remained intractable. While showering after his morning run, the puzzle pieces suddenly fit together for Cameron. He cancelled the planned afternoon session and arranged a private meeting with the chancellor. Cutting through the obligatory small talk, Cameron dangled a carrot: Hegemony technology. The next day, a preliminary treaty was ratified. It would take almost a month to hammer out all the details, but the Third Andurien War was finally over. On 21 March, Marik, Liao, and Cameron signed the Clasp'd Hands Agreement. In exchange for a cessation of hostilities, Marik ceded the Andurien system to the Capellan Confederation. The Confederation also received favored-nation trade status with the Terran Hegemony, financial assistance, and access to some of the Hegemony's advanced technology. In return, Cameron received a receptive audience for his dream of a Star League. Over the next two months, they discussed Cameron's plans at length and reached an accord.

Signed on 3 June 2556, the Treaty of Geneva formally established plans to create the Star League with the Terran Hegemony, Capellan Confederation, and Free Worlds League as founding members. Each state would retain autonomy regarding internal affairs, and would appoint one representative to the Star League High Council to deliberate interstellar matters. The treaty formally recognized Ian Cameron, Terrence Liao and Albert Marik, and their successors, as hereditary rulers for their realms *ad infinitum*.

▽ TIMELINE OF EVENTS (CONT.)

2573

[14 Feb] The Malagrotta Crisis occurs.

[Mar-Apr] Rim Worlds Republic dissidents demand all foreign forces depart Apollo. Gregory Amaris deploys soldiers to deal with the uprising. There are no dissident survivors. Violent anti-government protests engulf the Rim Worlds Republic.

[12 May] Gregory Amaris issues the Universal Act of Loyalty.

2574

[28 Feb] The Star League Council passes a series of harsh trade restrictions, import tariffs, and taxes designed to bring the recalcitrant Periphery states to heel. These measures only embolden the Periphery's resistance to the Star League.

2575

[2 Jan] The Pollux Proclamation is issued.

[1 Mar] The Periphery realms (except the RWR) reject the terms of the Pollux Proclamation and all but dare the Star League to invade.

[Apr] Striking workers on Apollo declare themselves the Rim Provisional Government.

[26 Apr] Directive 22 orders the Star League member states to contribute soldiers from their standing armies to the SLDF thereby creating the Star League Expeditionary Force (SLEF). Four Regional Operations Commands (corresponding to each Periphery realm) are created to prosecute war.

[Jul] Civil War grips the Rim Worlds. Amaris and his loyal forces flee to the Amaris Island Estates.

[14 Nov] Shandra Noruff-Cameron steps down following a heart attack. She is replaced by General Carlos Lee.

2576

[10 Sep] Taurians develop Case AMBER.

2577

[17 Mar] Taurian fleet masses in an unnamed system near Tentativa.

[14 May] Duke Brion Marik lands on Canopus and delivers the Star League's declaration of war, announcing also that the Star League will abide by the Ares Conventions.

[Sep-Oct] The Taurian Concordat launches Case AMBER, a stunning success. Nearly seventy-five percent of the Davion fleet is lost, crippled, or captured; the Taurians lose three WarShips.

▽△ TIMELINE OF EVENTS (CONT.)

2578

[Jan] The MAF launches multiple attacks against SLEF and FWL depots.

[30 Apr] The Star League formally declares war on the Taurian Concordat and suspends the Ares Conventions for the duration of the conflict. The Taurians reciprocate.

[May] The SLEF, commanded by General Charles Wexworth, invades the Taurian Concordat.

2581

[20 Mar-30 Aug] III Corps conquers the Robsart system. The campaign is one of the largest (and bloodiest) naval battles of the Reunification War. Thirty SLEF WarShips are destroyed and fifty heavily damaged. The campaign marks the end of limited warfare by the Taurians and begins an era of resistance by any available means, including WMDs.

[5 Jun] The Tancredi Accord pledges twelve Outworlds Alliance worlds to the Federated Suns in exchange for covert military aid and supporting a fair peace solution in the Star League Council.

[28 Oct-23 Nov] General Forlough orders SLEF units in the Outworlds ROC to execute one in ten citizens as punishment for defying the Star League.

[17 Nov] SLDF High Command orders General Forlough to halt his advance in the Outworlds Alliance and redeploy one-third of his naval assets to support the war against the Taurians.

[19 Dec] The Fourth Amaris Fusiliers strike Alarion, significantly damaging DropPort facilities before retreating offworld.

2582

[17 Jan] General Amalthia Kincaid replaces General Wexworth as commander of the SLEF forces in the Taurian ROC.

[3 Sep-10 Sep] The First Marik Militia captures Tetski; a major BattleMech manufacturing center.

2583

[3 Mar-24 Jan 2584] The Sixteenth Mechanized Infantry and First Amaris Dragoons battle on Kikuyu. SLDF casualties are around 8,000, while Rim Worlds losses exceed 30,000; more than two-thirds are irregulars.

[3 Jun] Taurian commandos assassinate General Kincaid on Firgrove.

[17 Sep] The Day of Vengeance; Pitcairn's Legion—redeployed from Lushann—attacks SLDF V Corps elements at their LZ on Tellman IV. The V Corps suffer the loss of over two hundred 'Mechs, an equal number of vehicles, and about two thousand soldiers.

MUDDY WATERS

"The Treaty of Geneva was a wake-up call to the other House Lords. That they never seriously considered uniting in opposition to the Star League is a testament to the economic might of the Terran Hegemony, and the devious manipulations of Albert Marik."

—Phillip Sada, Professor Emeritus, Sandhurst War College, *Lectures on Diplomacy*, Sandhurst Press, Sandhurst, 3043

Inevitably, word of the Treaty of Geneva spread to the general public. Cameron's biggest fear was that the lords of Davion, Kurita, and Steiner would align themselves against his Star League. Although the combined economies of the Hegemony and Free Worlds League overmatched the other major powers, a combination of those powers with Periphery states like the Taurian Concordat and Rim Worlds Republic would have placed all of them on nearly equal footing. Once the story broke, Cameron and Marik went to work on Tracial Steiner. Cameron proffered the olive branch, talking at length about partnerships and prosperity, and offering many lucrative contracts. Meanwhile, Marik put clandestine pressure on Lyran nobles who, in turn, championed the Star League's cause to their lord.

Marik's methods produced results. Through a combination of trade agreements, partnerships, backroom deals, blackmail, coercion, and other less-than-noble means, he persuaded the entire Federation of Skye to support the Star League by the winter months of 2557. Many nobles in the Furillo and Alarion Provinces similarly supported membership, and on New Year's Day 2258 Cameron and Steiner signed the Tharkad Accords, formally proclaiming the Commonwealth's intention to join the Star League.

With four of the six major powers now aligned, the reality of the Star League was a matter of when, not if. Tariffs enacted in the promissory realms eased trade barriers within the proto-League and imposed steep penalties for the holdouts.

Prince Alexander Davion saw the inevitable, but his Federated Suns had been ravaged during the Age of War and was slowly rebuilding. Davion felt it was important to join the League from a position of strength, rather than need, and thus continued to hesitate. Conversely, Coordinator Hehiro Kurita of the Draconis Combine was primarily concerned with holding the gains achieved during decades of conflict and bringing glory to New Samarkand. Cameron appealed to Kurita's ego, but the coordinator insisted on reaping the prestige of being the last state to join the Star League. The deadlock continued until Albert Marik intervened.

In 2565, using a complex web of shell corporations and other financial schemes, Marik helped invigorate the fragile Davion economy, producing rapid growth and lining the pockets of Capellan March nobles. When this artificial growth finally collapsed in mid-2566, the economic crisis forced Prince Davion's hand. The Federated Suns needed trade with the Star League realms to recover. Although negotiating from a position of weakness, Alexander Davion still managed to obtain Hegemony contracts and reconstruction assistance. The *coup de grace* was a mutual defense pact that guaranteed Hegemony intervention should the Combine once again declare war against the Federated Suns. On 27 October 2567, Alexander Davion signed the New Avalon Accords.

The Treaty of Vega, signed on 15 August 2569, finally established the Draconis Combine's intent to join the Star League. Coordinator Hehiro Kurita had held out for two more years than his Davion counterpart, ensuring that the Inner Sphere knew the Combine was joining the League at its own pleasure, rather than Cameron's (although Cameron had offered a similar promise of military assistance against Davion aggression to the Combine as a final incentive). On 9 July 2571, the leaders of all six realms met on Terra to sign the Star League Accords, formally making Cameron's dream a reality.

NEIGHBORS

Though it had taken almost twenty years from his first tentative steps to form the Star League as history recognizes it, for all his planning and persuading, Cameron never once considered that some realms might not want to be part of his grand experiment. When he sent the Star League Accords to the Periphery states along with an invitation to join, Cameron did not expect their immediate acceptance—but neither did he plan on their scathing rejoinder. In comparison to the Periphery response, the House Lords had largely been amenable to his goals. The flat-out rejection of his ideals by the Periphery states not only wounded his pride—it was so inconceivable that it threatened his concept of reality.

In April of 2572, Cameron responded to the Taurian Concordat's refusal to join the Star League by offering a favored-nation trade agreement. When the Concordat rejected that as well, Cameron turned to his friend and ally, Albert Marik. Now in his nineties, Marik had slowed considerably, but he remained a shrewd politician. Together, he and Cameron planned a gala event that would become known as the First Galactic Summit. Invitations went out to all the nobility and A-list celebrities in the Inner Sphere and Periphery. A two-month media campaign drummed up an unprecedented amount of interest, but when the event opened on 11 July, it was poorly attended by all the Periphery nations, save for the Rim Worlds Republic. Although the event was widely hailed as a success, it had failed to draw the intended interest. Thus did First Lord Ian Cameron of the Star League begin to brood over the "Periphery Problem."

BUILDING AN ARMY

"We conjure you, by all that is dear, by all that is sacred; we beg and entreat you... that you will hasten and arrange, by all possible means, the enlistment of men to form the army, and send them forward to headquarters at Cambridge with that expedition which the vast importance and instant urgency of the affair demands."

—Untitled letter sent to all the towns in the Massachusetts Province, 1775, Terra

Now that Cameron had his Star League, he needed a military to defend it and champion its goals. Although the HAF was already stronger than any other House military, Cameron wanted the Star League military to possess half the might of the galaxy. He would not live to see that grandiose dream realized, but he did set it in motion. In August of 2571, Cameron appointed his wife Shandra Noruff-Cameron as commander-in-chief of the as-yet-unrealized Star League Defense Force. For this ambitious project, Cameron recruited soldiers from all six realms. Hegemony forces, known as "Royal" units, formed the core of the newly-created military, while inductees from the other Houses were intermixed specifically to make the SLDF as heterogeneous as possible. It would take several years to assemble and integrate these forces into a cohesive military, and they would be needed far sooner than Cameron imagined.

As 2572 dawned the Star League capital, Unity City, was officially under construction. The project had unofficially started years earlier in the Puget Sound region of North America. Initially destined for other purposes, the construction was subsumed by the Star League. Cameron brought in the best and brightest architects in the Inner Sphere to design the multicultural showpiece—and center of government—for his fairytale kingdom.

As the Star League began to consume more and more of Cameron's time, he realized the impracticality of ruling both the Terran Hegemony and the Star League concurrently and delegated his responsibilities as director-general to his heir and the president of the Hegemony Congress. Despite these assignments, Cameron would continue to have a hand in most Hegemony matters (as would most of the Cameron dynasty).

▼ TIMELINE OF EVENTS (CONT.)

2584

[3 May] Crystalla Centrella surrenders Canopus IV—but not the Magistracy. SLEF forces spend the next four years pacifying the remaining Magistracy systems.

[30 Jun] Major General Franklin Barnex assumes command of the Outworlds ROC. He immediately repeals Forlough's scorched earth policies.

[15 Aug] Reginald Marik is killed in a raid on New Vandenburg.

[19 Aug] General Forlough assumes command of the Taurian ROC.

2585

[4 Feb-8 Jun] Taurian counterattack on Diefenbaker shatters SLEF's III Corps Eighth Division. It is the largest 'Mech battle of the Reunification War.

[18 May-5 Sept] SLEF III Corps blockades Lindsay. After the Taurians refuse to surrender, the SLEF destroys a major city each day via orbital bombardment. This continues for two months before the Taurians surrender.

[25 Jul] Treaty of Cerberus ends hostilities between the Star League and Outworlds Alliance.

2587

[Summer] SLEF unleashes bioweapons on Landmark, killing millions.

2588

[12 Jan] Battle for New Vandenburg begins with a forty-day orbital bombardment supported by incendiary bombing attacks by SLEF aerospace fighters.

[26 Jan] Rim Worlds WarShips attack SLDF transports at Newtown Square.

[Feb-Aug] SLEF forces on New Vandenburg unleash nuclear, biological, and chemical weapons. Taurian defenders respond in kind. More than 5,000 SLEF soldiers are KIA while thousands more die from fallout and chemical agents. Tens of thousands are WIA and not fit for combat. Estimates place civilian casualties in excess of one hundred million.

[6 Dec] On Kossandra's Memory, Colonel Buquoy surrenders the last Magistracy forces to Marion Marik.

2589

[9 Dec] Forlough is recalled to Terra; ultimately retiring from service.

2590

[1 Jan] General Lord Damien Onaga assumes command of the Taurian ROC.

▽△ TIMELINE OF EVENTS (CONT.)

2591

[2 Apr] The four-year campaign to conquer the Hyades Cluster begins. The Taurians fight valiantly to defend every AU, putting mobile weapons platforms on every asteroid large enough to support them.

2596

[21 Mar-3 Sept] The SLEF liberates Apollo, rescuing Gregory Amaris and ending the conflict in the Republic. Archon Viola Steiner-Dinesen is mortally wounded and dies on 28 April.

[22 Sept] Taurian Protector Marantha Calderon broadcasts the Concordat's surrender throughout the Hyades Cluster. She commits suicide the next day. Her ashes are spread among the stars in the cluster.

2597

[21 Mar] The four Periphery realms become Territorial States of the Star League. Each has a large occupation force.

2600

[1 Jan] The Good Years—a period of peace and prosperity in the Star League—begin.

[30 Oct] Ian Cameron issues the Hegemony Ascendant Decree, the first of several directives creating long-term scientific and military research programs to widen the Hegemony's technological advantage over the other Star League states.

2602

[18 Apr] Ian Cameron dies. Ian's son Nicholas becomes the second First Lord of the Star League.

2607

[May-Nov] SLDF occupation forces withdraw from the Periphery realms and home rule is reinstated.

[7 Dec] Star League associate-member status granted to the Periphery nations.

2615

[28 Feb] Joshua Hoshiko and Cassie DeBurke begin development on what will ultimately become hyper-pulse generator technology.

2632

[Spring] Era of Rapid Expansion and Colonization begins.

The first trial of the newly minted SLDF was the UNITED TRIUMPH military exercises. In September 2572, the Star League deployed a force of thirteen SLDF divisions and an equal number of House units across fifty worlds. Ostensibly to test the mettle of the new SLDF, the exercises were largely designed to woo veterans of the Age of War, who were pursuing employment as mercenaries and paramilitary forces with alarming frequency. Additionally, by holding the exercises on worlds close to Periphery borders, the spectacle and majesty of the Star League could be witnessed first-hand by those who still rejected it.

Unfortunately, the exercises demonstrated the newborn SLDF's incompetence. While technologically superior to the House units they engaged in war games, the SLDF forces lacked cohesion, initiative, and other sundry traits of an effective military. They were beaten wholesale by House forces in nearly every engagement. Instead of cowing the recalcitrant Periphery realms, the display only emboldened their resistance to the Star League.

Following the TRIUMPH disaster, Cameron devised new means to intimidate the Periphery realms. The Border Guards Agreement, signed in October, permitted the establishment of SLDF bases throughout the Inner Sphere. Cameron gave special attention to the rapid construction and investiture of many bases near the Periphery. It would prove to be a prophetic decision.

In October, Cameron learned that the Outworlds Alliance had acquired a regiment of BattleMechs from unknown sources, and intended to use them as templates for creating production facilities. Although the secrets of BattleMech construction had been stolen from the Hegemony almost a hundred years earlier, Cameron wanted to make an example of the Outworlds. Officially, the Outworlds claimed these 'Mechs belonged to bandits, and this gave Cameron all the leeway he needed. On 18 October, he issued Directive 21. It required the Outworlds Alliance to accept SLDF occupation for "mutual defense and protection against the numerous bands of outlaws and pirates that have infiltrated the region." SLDF and Draconis Combine forces promptly departed for systems in the Outworlds Alliance to search for these "bandits."

The Seventeenth Galedon Regulars arrived on Santiago in early December. Unlike the SLDF commands, the Regulars were not tasked with limiting collateral damage in their search for bandits. They destroyed buildings and residences while "looking" for the illicit 'Mechs. On 14 December, a Combine MechWarrior became embattled by an angry crowd after an altercation in which a child was horribly injured. The panicked MechWarrior began wildly firing her 'Mech's weaponry to disperse the crowd, killing nearly thirty civilians. The event became known as the Santiago Massacre, and earned the Combine and SLDF the enmity of the Outworlds Alliance.

Two months later, on the rimward edge of known space, the Malagrotta Crisis would further strain relations between the Star League and Periphery realms. A group of Taurian WarShips inadvertently jumped off-course during maneuvers and strayed into the Malagrotta system. Panicked natives thought the Taurians were an invasion force. A Davion fleet sent to investigate opened fire without attempting to establish communications. One severely damaged Taurian cruiser escaped.

Hundreds of light years away, on the coreward edge of the Inner Sphere, Rim Worlds Republic dissidents (dressed in Rift Republican Army uniforms) occupied the Efrimal Long barracks and the Republican Political Prisoner's Penitentiary on Apollo. They freed fifty prisoners, executed the prison commandant and his senior staff, and commandeered the base's communications array. They broadcast an ultimatum demanding that all foreign forces depart Apollo.

Gregory Amaris deployed the Fifth Amaris Fusiliers and Amaris Republican Guard in response. The soldiers razed the compound, leaving no survivors. By April, violent anti-government protests engulfed most planets in the Republic. In response, Amaris issued the Universal Act of Loyalty. On 12 May, all citizens of the Republic had to swear fealty first to the Amaris family, and then to the Star League or forfeit all rights and possessions. Thousands fled the Republic, but millions took the oath; many were coerced.

In three years, relations between the Star League and Periphery had gone from tepid to scalding. Cameron abandoned any hope of enticing the Periphery nations to join the Star League, and started bullying them instead.

REUNIFICATION

"It is now time for the opposition to the Annexation... to cease. It is time for the common duty of Patriotism... to succeed. She is no longer to us a mere country on the map... it surely is... our manifest destiny to overspread the continent allotted by Providence for the free development of our yearly multiplying millions."

—John O'Sullivan, "Annexation," 1845

"We intend to extend our benevolent protection into every corner of Human-occupied space, whatever the cost... The Star League is eternally committed to the principles of peace. If the Star League is forced to fight for peace, it will be a fight to the death."

—First Lord Ian Cameron, "Pollux Proclamation," 2575, Terra

The calm before the storm was 2574. In February, the Star League Council passed a series of harsh trade restrictions, import tariffs, and taxes designed to bring the recalcitrant Periphery states to heel. These measures only emboldened the Periphery's resistance and further frustrated the Council. Costs of doing business with the Periphery literally tripled overnight. Flustered business owners raised prices to compensate and stock markets fluctuated wildly as investors speculated about coming events. For the general public, runaway inflation put imported products out of reach, while the overabundance of items that could no longer be exported saw abject devaluation. Far Star Traders—a large Lyran shipping firm—filed for bankruptcy in August, citing the Periphery trade restrictions. Many other firms followed suit over the next two months amidst economic chaos. A grassroots campaign, Periphery Perspicacity, staged protests throughout the Star League (though were notably absent in the Draconis Combine and Capellan Confederation) urging the easing of sanctions toward Periphery realms and a stabilization of prices for consumer goods.

Cameron summoned the Council Lords to an emergency meeting on Pollux to address the "Periphery Problem." Davion, Kurita, and Steiner all favored immediate military action, but could not gain the support of Liao or Marik. The debate would consume the month of December with little progress. It began to look like deliberations would carry through the holidays and into the new year. Cameron had worked too hard to see his dream swept away so close to fruition. Speaking to the assembly on 19 December, he proposed an ultimatum that would almost certainly lead to war, but still gave the Periphery states an option for peace. The council agreed, and Cameron spent the next week drafting the text. On 2 January 2575, Cameron called the council session to order and issued the Pollux Proclamation. The tri-vid recording—along with printed copies—was dispatched immediately via courier JumpShips to the capitals of each Periphery realm. They were given three months to respond.

▼ TIMELINE OF EVENTS (CONT.)

2641

[4 Mar] The Mhan-Gradium scandal implicates Joseph Cameron in fixing Hegemony contracts. Cameron is removed as Director-General pending an investigation.

[6 Apr] Joseph Cameron assumes a temporary post as director of the Wargame Arrangement and Planning Commission. He creates the Martial Olympiad.

[22 Aug] Joseph Cameron dies in a war game mishap.

2649

[4 Jun] Nicholas Cameron dies. Michael Cameron becomes third First Lord of the Star League.

2650

[15 Nov] The Council Edict of 2650 establishes limits on the size of House and private militaries. The Edict is largely ineffective due to loopholes that fail to regulate reserve corps and militias.

[13 Dec] The Draconis Combine begins withdrawing from social, public, and economic events in the Star League.

2681

[23 Aug] The First Hidden War begins with the first duel between the SLDF and a Draconis Combine MechWarrior near Fort Shandra on Benjamin.

2682

[Mar-Jul] Operation COWBIRD takes place. After continual losses to Combine duelists, SLDF-IC orchestrates the capture of a Combine 'Mech on Leiston. The 'Mech is shipped back to the Hegemony and thoroughly examined by the Hegemony Military Sciences labs. They discover no advanced technology. The SLDF begins the Advanced Combat and Maneuvering Skills project (ACMS), later renamed the Gunslinger Program.

2687

[25 Dec] The first duel between a Gunslinger and a Combine MechWarrior ends in a draw on Minakuchi.

2690

[13 Oct] Michael Cameron abdicates and his son Jonathan becomes the fourth First Lord of the Star League.

[2 Nov] Jonathan Cameron begins his military renaissance, including the development of Terra's famed Reagan SDS.

(CONTINUED ON PAGE 19)

▽ THE STAR LEAGUE EXPEDITIONARY FORCE

The Star League Defense Force was created on 22 August 2571 with Shandra Noruff's appointment as its commander-in-chief. Following Cameron's wishes, Noruff created a multinational conglomerate with a goal of holding fifty percent of the combined military might of known space. The HAF had been weakened by decades of funding cuts during the early twenty-sixth century, but still boasted a larger military than any other nation. Over 100 HAF regiments formed the core of the SLDF. Approximately 100 additional regiments were drawn from House militaries, bringing the SLDF to almost 300 regiments by 2575. About half of these forces were BattleMech regiments.

As war plans were prepared, it became clear that the SLDF did not have sufficient forces to garrison its holdings and wage war against the Periphery. Additionally, despite having over 500 capital ships, the SLDF had a significant shortage of transports. On 26 April 2575, Ian Cameron issued Directive 22, creating the Star League Expeditionary Force with the express purpose of bringing war to the Periphery. The SLEF included the whole of the SLDF and additional forces and transports from the House militaries, bringing the total military might of the Star League to over 300 regiments. The first SLEF deployment was a staggering 159 regiments, moved into positions along the Taurian Concordat border with the Federated Suns between March 2575 and December 2576.

As directed in Directive 22, the SLEF officially disbanded on 21 March 2597—180 days after the cessation of hostilities with the Periphery. In practice, these battle-hardened veterans were absorbed into the SLDF.

—Storm Zaloudek, *Wartime Accounting*, Skye Press, Skye, 3087

PREPARATIONS

"And then give them great meals of beef and iron and steel, they will eat like wolves and fight like devils."

—William Shakespeare, *Henry V*, 1599

With war against the Periphery a foregone conclusion, Cameron set to make ready both the military and the public. The Bureau of Star League Affairs was tasked with winning the war in the court of public opinion, with a multimedia propaganda campaign that denigrated the Periphery and lionized the war effort. Duke Mitchell DeGrason, director of the BSLA, refused and Cameron immediately stripped him of position and title. DeGrason had been Cameron's best man at his wedding, and his highly publicized removal eliminated resistance to Cameron's policies.

On 1 March 2575, Grendel Roberts, ambassador from the Independent States of the Periphery, arrived at the Star League court. Representing the Magistracy of Canopus, Outworlds Alliance, and Taurian Concordat, Roberts gave a concise and vehement repudiation of the Pollux Proclamation that all but dared the Star League to invade.

Only the Rim Worlds Republic approved of the Star League's terms. In support of unification, Gregory Amaris issued the Manchester Directive. It outlawed membership in the Rift Republican Army, which was largely a veterans' association following the end of the Age of War. Outrage over the Pollux Proclamation and Manchester Directive renewed aggression in the Republic. On 23 April, workers on Apollo staged a massive strike. Amaris sent the Fourth Amaris Dragoons to restore order. Unprepared, and expecting little resistance, the Dragoons were overwhelmed in the ensuing conflict. The striking workers claimed that Amaris' deployment of the military had violated the public trust in his office, and declared themselves the Rim Provisional Government. Amaris deployed the Seventh Amaris Legionnaires and Eighth Amaris Fusiliers to pacify the capital. Both regiments promptly defected to the RPG. This forced Amaris and his loyal forces to flee the capital and take refuge in the Amaris Island estates. Word spread rapidly through the Republic, and by July a state of civil war existed.

As Shandra Noruff-Cameron began drawing up battle plans, the enormity of the task quickly became apparent, as did the need for additional forces. The nascent SLDF comprised a force of over 200 regiments and twice as many capital ships, but it had neither the soldiers nor the transports to both deliver the type of blitzkrieg Cameron wanted and maintain essential operations within friendly borders. On 26 April, Cameron issued Directive 22. It ordered the Star League member-states to contribute troops from their standing armies to the SLDF, thereby creating the Star League Expeditionary Force (SLEF). To prosecute the war, three Regional Operations Commands (ROCs), corresponding to each Periphery nation, were created. In July, a fourth ROC was created for the Rim Worlds Republic.

The Taurian Concordat was expected to be the first realm to feel the tread of SLDF boots. It was the most powerful of the Periphery nations, and Shandra hoped that a decisive campaign against the Taurians would eliminate the need to invade the other realms. Over the next eighteen months, the Star League's I, III, IV, and VI Corps deployed to staging worlds along the Federated Suns/Taurian Concordat border. Halfway through the deployment, on 14 November, Shandra suffered a heart attack. She survived, but would need several months to recover. Cameron convinced her to turn over command to her deputy, General Carlos Dangmar Lee.

While the Star League was making preparations for war with the Concordat, the Taurians were preparing a preemptive strike. Protector Marantha Calderon's military devised Case AMBER to "bloody the bully's nose" in the hopes that the League would move on to easier targets. In spring 2577, the Taurian fleet began massing in Caldwell and an unnamed system near Tentativa.

HISTORY AND REVIEW

OPENING SHOTS

"I tried all in my power to avert this war. I saw it coming, for twelve years I worked night and day to prevent it, but I could not. The North was mad and blind; it would not let us govern ourselves, and so the war came, and now it must go on till the last man of this generation falls in his tracks, and his children seize the musket and fight our battle, unless you acknowledge our right to self government..."

—CSA President Jefferson Davis, quoted in "The Atlantic Monthly," 1864, Terra

The first official declaration of war between the Star League and Periphery occurred on 14 May 2577, when Duke Brion Marik arrived on Canopus IV. In an audience with Crystalla Centrella, he announced the Star League's intentions, and declared that the invasion force would adhere to the Ares Conventions. The first hostilities occurred one month later, when the SLEF invaded Gouderak. Outnumbered, the Canopian defenders were quickly outmatched and surrendered. Despite the easy victory, the prospect of a quick war was shattered. Within a week of conquering Gouderak, the SLEF overwhelmed the planet's water purification capabilities. The invasion plans called for the SLEF to live off the land, but Gouderak demonstrated that resupply of essential foodstuffs and water through plunder was not an option. Implementing new supply procedures delayed the SLEF offensive for months.

Meanwhile, the Concordat was about to achieve one the most decisive naval victories since the British won the Battle of Trafalgar on Terra. The Concordat had been running an elaborate shell game with its naval forces in an effort to lure Davion forces into a trap. On 28 September, the Federated Suns took the bait. Believing they were catching a Taurian WarShip squadron unawares, Task Force Four (including over half of the Davion WarShip assets) jumped to Tentativa, where they quickly overwhelmed the small Taurian defense force.

In response, the Taurian fleet jumped to Panpour and engaged Task Force 2.7, a twelve-WarShip squadron with numerous troop transports and light escorts. The Taurians destroyed nine Davion WarShips, eighteen DropShips, and captured over a dozen vessels—including three WarShips. They lost only one WarShip. The Taurian fleet then jumped to Tentativa, overwhelmed the Davion pickets and set an ambush.

Still hunting for the Taurian squadron, Task Force Four jumped to the Pierce system, where they achieved easy victory over a small Taurian defense force. When word of the attack at Panpour reached Task Force Four, they jumped back to Tentativa and into the trap. The Taurians had studied Davion naval tactics and deployed their forces to the utmost advantage. When the fighting was over, the Taurians had won another decisive victory. Between Panpour and Tentativa, nearly seventy-five percent of the Davion fleet was lost, crippled, or captured. In exchange, the Taurians lost only three WarShips.

ROUND TWO

"No plan of operations extends with certainty beyond the first encounter with the enemy's main strength."

—Field Marshal Helmuth Graf von Moltke, Nineteenth-century Field Marshal

When the offensive against the Magistracy of Canopus renewed in October 2577, the SLEF faced a difficult battle on Cranston. The Magistracy had stripped the garrison from Restitution to augment Cranston's defenses. The Canopian defenders fought valiantly, but owing to simple numbers, the campaign concluded with a SLEF victory on 29 November. While the SLEF was gaining ground on Cranston,

▼ TIMELINE OF EVENTS (CONT.)

2696

[4 Mar] Mary Davion, daughter of First Prince Roger Davion, and Soto Kurita, brother of Coordinator Takiro Kurita, wed.

2700

[12 Jan] The 2700 Grand Survey reveals more than 1,000 new planets have been colonized since 2632. The Era of Rapid Expansion and Colonization ends.

[20 Feb] Roger Davion passes the Act of Succession. It calls for Mary Davion to relinquish her children's rights to succession and recognize Joseph Davion as heir.

2703

[15 Jan] Elise Marik succeeds Gerald Marik as the Free Worlds League's Council Lord. She deems Gerald's death suspicious and demands a full investigation. This begins a twenty-five year effort to purge subversive elements.

2715

[28 Sep] Mary Davion-Kurita dies. The Draconis Combine insists that Mary's eldest son, Vincent Kurita, be named First Prince of the Federated Suns.

2716

[Spring-Summer] Coordinator Takiro Kurita makes numerous appeals to the High Council, demanding that the Star League recognize the legitimacy of Vincent's succession.

[23 Jun] Cameron creates the Davion Succession Board, an investigative committee, to rule on Vincent's claim.

2722

[23 Aug] Directive 41 eliminates BSLA oversight on business dealings with the Periphery.

2723

[7 May] The Periphery Freedom movement is founded. Over the next ten years the movement swells to over a million members.

2725

[16 Apr] The Second Hidden War begins when the Draconis Combine, frustrated by the inaction of the First Lord, invades the Federated Suns, assaulting the world of Marduk.

[23 Apr] Joseph Davion asks the High Council to intercede. Fearful of leaving the Hegemony vulnerable, Cameron censures the Combine, but refuses to commit any SLDF units to end the offensive.

▼ **TIMELINE OF EVENTS (CONT.)**

[8 Aug] In an effort to draw Combine forces out of the Federated Suns, the Fourteenth Avalon Hussars invade Homam. The Sixteenth Avalon Hussars land on Junction. The First Robinson Chevaliers attack Donenac.

2726

[24 Jun] The Third Davion Guards conquer Ludwig. The loss of this key system forces the First Galedon Regulars Brigade to abandon Dobson.

[9 Jul] Anti-Star League demonstrations on major worlds in the Magistracy of Canopus, Outworlds Alliance, and Taurian Concordat become more frequent and violent.

2727

[24 Feb] First Prince Joseph Davion assembles the ad-hoc Crucis Army on Robinson.

2728

[5 Aug] The Crucis Army attempts to retake Royal.

[21 Nov] Parliament declares an end to the "crisis" and terminates Elise Marik's posting as Captain-General.

2729

[3 Feb] Elise Marik dissolves Parliament and arrests one-third of its members for treason.

[31 Mar] The Free Worlds League Civil War of 2729 begins.

[14 Apr] The dukes of Oriente, Andurien, Carbonis, and Kalidasa all side with Oliver Marik (rebels).

[23 Apr] House Stewart and House Schenk side with Elise Marik (loyalists).

[13 May] Impatient with Cameron's inaction, Commanding General Ikolor Fredasa attempts to persuade Mother Jocasta Cameron to depose her brother. When she refuses, Fredasa spreads rumors that she was planning a coup.

[17 May] Jonathan Steiner dies in a freak 'Mech accident. His younger brother, Michael Steiner II, succeeds him as Archon.

[2 Aug] Jonathan Cameron has Fredasa and the other conspirators tried for treason. They are executed by year's end.

[19 Aug] Jonathan Cameron recruits his sister to help with the crises. Over the next few months, Mother Jocasta becomes the *de facto* First Lord.

[13 Sep] General Rebecca Fetladral appointed Commanding General of the SLDF.

the Canopians counterattacked at Vakarel. The SLEF lost several JumpShips and one WarShip. In January of 2578, the Magistracy stepped up its counteroffensive, hitting Star League and Free Worlds League depots on Meadowvale, Saonara, Granera, and Ayn Tarma. Looting the SLEF supplies not only bolstered Canopian forces but forced another cessation in hostilities while the SLEF reorganized to defend against future sorties. The Magestrix hoped that these early setbacks would end the invasion, but the SLEF march resumed with an assault on Payvand in July.

In February 2579, the commander of the Magistracy ROC, Captain-General Marion Marik, offered to let the defeated Canopian worlds of Ruschegg, Payvand, and Scheurheck rejoin the Free Worlds League. The leaders accepted within weeks. It was one of the few SLEF gains for the year. Although the SLEF would go on to conquer Obrenovac in March and Eleusis by September, the campaign would cost the SLEF over twenty JumpShips. As 2579 drew to a close, the SLEF landed on Bethonolog, expecting a fierce battle. Instead they received a request for a cease-fire until after the holidays. Both sides agreed, and principal combat began on 2 January. The campaign concluded 9 January 2580 with a SLEF victory.

In the Rim Worlds, Rift Republican Army commandos assassinated Major Langmuir, the SLDF commander on Apollo. They intended to create turmoil within the SLDF ranks. Instead, the act strengthened the garrison's resolve and fragmented the Rim Provisional Government, creating a four-way stalemate on Apollo. General Lee began marshalling his Provisional VIII Corps for action in the Rim Worlds, but would not deploy until December 2581.

On 30 April 2578, the Star League formally declared war on the Taurian Concordat. Likening the events at Tentativa to terrorism, Cameron decreed that the SLEF would now suspend the Ares Conventions for the duration of the conflict. The Taurians reciprocated a few days later. General Charles Manstein Wexworth commanded the SLEF forces in the Taurian ROC. Fearful of making the same mistakes as the Davion navy, Wexworth took an over-cautious approach. His first targets were Csomad and Armington. By the end of the year, the SLEF captured Ridgebrook, and assaulted Anaheim and Estuan. It was not enough for Cameron. He ordered Wexworth to start making real progress or be relieved of duty. February 2580 saw attacks in the Pleiades Cluster when IV Corps landed on Maia, Merope, and Electra. Fifteen SLEF WarShips were destroyed before ground operations began, and it took Wexworth's forces the rest of the year to conclude the campaign.

Meanwhile, the Outworlds Alliance watched, and waited.

THE YEAR OF FIRE

"Genghis Khan slaughtered millions of women and children, but history only remembers him for founding a great empire. Why should I care what weak-willed politicians, safe in their beds on Terra, say about my methods?"

—SLDF General Amos Forlough, 8 June 2582, Taurian ROC

In 2581 the simmering Periphery conflict erupted into an out-of-control conflagration. After the brutal battle for Eleusis in 2579, fighting once again stagnated in the Magistracy. The SLEF conquered Fanadir and Borgan's Rift, adding to their 2580 gains of Gallis and Aspropirgos, but otherwise made scant progress.

The Rim Worlds campaign was largely uneventful until the end of the year. The Fourth Amaris Fusiliers sortied deep into Lyran space, striking the provincial capital Alarion. They significantly damaged spaceport facilities at Craiova

HISTORY AND REVIEW

before retreating off world. Following the attack, Archon Viola Steiner-Dinesen demanded the SLDF expand plans to address the entire Republic, not just worlds around Dark Nebula.

The Taurian campaign was dominated by the battles for Flintoft and Robsart. The assault on Flintoft cost the SLEF sixteen WarShips. They lost another thirty at Robsart. The campaign for Robsart was one of the largest (and bloodiest) naval battles of the Reunification War, but it hurt the Taurians far more than the SLEF. Between the two engagements, the SLEF lost nearly fifty capital ships, and another fifty were so heavily damaged that they would be out of the fight for years. Conversely, the Taurian losses were around seventy capital ships, but while the SLEF still had more than 400 WarShips spread throughout the Star League, the Taurians had been reduced to a few dozen.

Admiral Franklin, angered by the damage inflicted upon her fleet, turned her frustration on the citizens of Robsart. The SLEF ground campaign began with a thirty-day orbital bombardment that saw no difference between 'Mech forces and elementary schools. Even though both sides had eschewed the Ares Conventions, the bombardment was a crime against humanity that no SLEF officer ever stood trial for, killing over 200,000 Taurians and leaving millions more homeless and without medical care or essential services. When III Corps landed in late April, it found a world enraged beyond the point of madness. The surviving Taurians attacked the SLEF with whatever was at hand. Tens of thousands died in human-wave attacks against 'Mech units. The SLEF declared Robsart pacified on 30 August, but the surviving Taurians never surrendered; they just became too weak to fight.

Robsart was a pivotal turning point in Taurian campaign. Having witnessed how low the SLEF would stoop to conquer a world, the Taurians lost all compunctions about resisting with any available means. On Brusset, the Taurians poisoned their own water supply, killing 6,000 SLEF soldiers before the contaminant was identified. On Werfer they deployed dirty nukes and chemical agents against the SLEF. When Davion forces landed on Pierce, the Taurians destroyed seven of their own cities, killing thousands of Davion soldiers. On Wieppe, they destroyed their own foodstuffs and petroleum reserves to keep them out of SLEF hands.

Under command of General Amos Forlough, the Outworlds Alliance campaign began in earnest in June. By autumn, the SLEF II and V Corps—supported by auxiliary Draconis Combine soldiers—had invaded Groveld III, Bryceland, Weisau, Schirmeck and Tabayama. The engagements went largely as expected: the SLEF forces, superior in number and technology, easily defeated the Outworlds forces. On 3 October, the SLEF landed on Sevon.

In June, the Tancredi Accord pledged twelve Outworlds Alliance worlds to the Federated Suns in exchange for covert military aid and supporting a fair peace solution in the Star League Council. Covert drops of arms, supplies, and commandos began supporting the resistance movement across the Alliance. They would continue unabated until well after the war. On Sevon, the aid was far less covert. Moments after landing, Federated Suns Colonel Elias Pitcairn confronted General Forlough. Pitcairn claimed that Sevon was now a Federated Suns protectorate. Forlough was outraged. Directive 22 obligated the Federated Suns to participate in the war against the Periphery, not defend it. Forlough engaged the Pitcairn Legion, and voiced his displeasure with House Davion directly to General Lee. Fighting continued until 12 October, when both Forlough and Pitcairn received instructions to stand down. The Pitcairn situation would be determined politically. Sevon never surrendered to the SLEF, and remained contested throughout the war.

▼ **TIMELINE OF EVENTS (CONT.)**

[20 Oct] First Prince Joseph Davion is killed in action on Royal. Richard Davion succeeds him as First Prince.

[Nov-Dec] Operation SMOTHER. General Fetladral deploys SLDF Divisions to contested worlds on the Combine/Suns border. The surprise arrival of SLDF leads to an immediate cease-fire. Operation SMOTHER ends the Second Hidden War with the Kuritan surrender on Royal.

[29 Dec] Mother Jocasta Cameron becomes a temporary co-ruler of the Star League. She helps settle the Kurita/Davion dispute. Angered over the outcome, the Draconis Combine further distances itself from the Star League.

2730

[29 Mar] Oliver Marik leads an assault force against Atreus. After thirty-six hours of brutal street-to-street fighting, Elise Marik and her bodyguards are captured.

[26 Nov] Blaming the Camerons for the death of his father, Richard Davion begins imposing economic and social barriers to the Federated Suns participation in the Star League.

2733

[15 Jun] Anti-Star League demonstrations in the Taurian Concordat escalate to armed confrontation.

2734

[9 Feb] Loyalist forces sack Atreus and rescue Elise Marik. Although Elise has been treated fairly during her imprisonment, her mental faculties have deteriorated and she is no longer fit to rule.

[20 May] The Treaty of Verona, signed on Tiber, ends the Marik Civil War of 2729. Bertram is confirmed as Captain-General and Council Lord for the Free Worlds League.

2735

[24 Aug] Richard Davion passes the Preparedness Act, creating an extensive militia in the Federated Suns.

2738

[7 Sep] Jonathan Cameron dies. Mother Jocasta abdicates and Simon Cameron becomes the fifth (official) First Lord of the Star League.

[22 Sep] Rebecca Fetladral resigns her post as Commanding General of the SLDF. Aleksandr Kerensky succeeds her.

[13 Dec] The First Hidden War ends.

▽ TIMELINE OF EVENTS (CONT.)

2739

[Nov] Directive 45 orders the construction of numerous massive fortifications on key worlds in the Periphery realms. These fortifications are virtual copies of Castles Brian in the Hegemony. Backlash from Directive 45 leads to armed conflict between SLDF garrisons and dissidents on several Periphery worlds.

2740

[Winter-Autumn] The widely popular *An Arthurian Knight in Cameron's Court* leads to a resurgence of medievalism that peaks in 2740.

2741

[2 Sep] The Third Hidden War begins when bandits attack The Edge.

2742

[19 Jun] The Twelfth Lyran Regulars attack the bandits' homeworld. Interrogation of survivors reveals that the bandits were mercenaries employed by the Draconis Combine.

[10 Dec] Archon Michael Steiner confronts Coordinator Takiro Kurita at the winter council session. After coming to blows, the two leaders must be physically separated by the council guards.

[Winter] "Bandit" raids grow with alarming frequency. More than half the border worlds will suffer predation over the next five years.

2743

[4 Jan] Lyran troops begin massing along the Combine border.

[26 Feb] The Draconis Combine begins marshalling units in the Rasalhague Military District.

[28 Mar] Cameron deploys SLDF WarShips to the Commonwealth/Combine border. Unwilling to risk open war, the Commonwealth and Combine stand down.

[Summer] Cameron presents the Council Lords with evidence that many of the raiders and bandits are disguised House forces. The Council Lords unilaterally condemn the actions as the willful misconduct of local nobles and promise swift retribution. Despite these assurances, raiding activity increases.

[27 Aug] Cameron cancels the autumn and winter council sessions and sends high-level officials to the House capitals to negotiate.

Following Sevon, Forlough faced a guerrilla war on Medron. Adding to his frustrations, SLDF High Command ordered him to halt his advances and redeploy one third of his naval assets to support the effort in the Taurian ROC. Enraged that his forces were bogged down, he ordered the execution of ten percent of the civilian population for defying the Star League. Mass executions began on 25 November. Forlough later ordered all commands in the Outworlds ROC to conduct similar atrocities.

MISSTEPS

Tetski was a major BattleMech manufacturing center for the Magistracy, and the MAF devoted significant resources to defending it. The Third Light Horse Regiment of the Chasseurs á Cheval had the First Marik Militia on the run for the first two weeks of September. When Marik reinforcements materialized at a pirate point just ten hours from the planet, the Magistracy forces knew they were in trouble. The SLEF WarShips swatted aside the Magistracy cruisers and two additional Marik regiments, along with the SLEF's Fifty-eighth Brigade, made landfall. Cut off, the Third Light Horse made the Star League forces pay for every meter of ground but was ultimately destroyed.

In the spring of 2583, the worlds of Afarsin, Adherlwin, Megarez, and Nobel fell to the SLEF. The invasion force now controlled all worlds within one jump of Canopus IV. The last vestiges of the Canopian navy were destroyed or captured during a two-day aerospace battle in the Thurrock system. The invasion of Canopus IV was imminent. By autumn, the SLEF captured Early Dawn, Lockton, Hastur, Zatharas, and Krimari. January 2584 saw Joyz and Brixton captured by SLEF forces. Finally, on 3 April 2584 the SLEF, under the direct command of Marion Marik, invaded Canopus IV. A month later, Crystalla Centrella surrendered Canopus IV—but not the Magistracy—to Ian Marik. SLEF forces would spend the next four years pacifying the remaining Magistracy systems.

In the Rim Worlds Republic, expanded SLEF operations brought the war to Bucklands, Kikuyu, Medellin, and Nightwish. VIII Corps and Second Fusiliers fought for seven months before Bucklands accepted Star League rule. On Kikuyu, the Sixteenth Mechanized Infantry and First Dragoons battled. SLEF casualties were around 8,000, while Rim Worlds losses exceeded 30,000, more than two-thirds of which were irregulars. The Eighteenth Division of VI Corps engaged the First Amaris Legionnaires on Medellin. The Republic forces made extensive use of bunkers and tunnels and close-quarters fighting dragged on for almost a year before the Star League force was victorious. On Nightwish, DCMS Battlegroup Timbaktu attacked the Second Amaris Dragoons. Combine forces committed numerous atrocities on their way to victory, ultimately strengthening resistance throughout the Republic for the remainder of the war.

Frustrated by lack of progress in the Taurian ROC, First Lord Cameron replaced General Wexworth with General Amalthia Kincaid in January 2582. Under her command, the SLEF began making significant gains. They finally completed their conquest of Flintoft and attacked Horsham—site of the Taurians' second largest naval yards—in late February. IV Corps invaded Carmichael with the Tenth and Twelfth Divisions, but strong Taurian resistance kept them tied up for three and a half years. Elsewhere, Kincaid's forces had better luck, but higher casualties. XI Corps captured Bromhead and Rollis. SLEF casualties between the two exceeded ten thousand, while civilian casualties were estimated at over seven times that or worse.

HISTORY AND REVIEW

In response to Kincaid's gains, the Taurians launched Case BLACK on 7 July. The covert mission had a single goal: eliminate Kincaid. The initial steps of Case BLACK were aimed at disrupting Davion intelligence-gathering in the Concordat. The bulk of the repaired Taurian fleet sortied from the Hyades Cluster, destroying SLEF and Davion intelligence ships and capturing or destroying supply convoys later in the year. Thanks to having compromised SLEF encryption codes, the Taurian fleet easily evaded pursuit. The culmination of efforts came on 3 June 2583, when Taurian commandos assassinated Kincaid on Firgrove while she was inspecting SLEF troops. Kincaid's subordinates argued over how to pursue their objectives and the entire invasion faltered.

For the Outworlds Alliance, 2583 opened with a counterattack. Colonel Pitcairn struck SLEF forces on Kennard, personally leading his legion against the Sixth Royal Division's Eighteenth Brigade. He hit every major SLDF outpost on-world before departing at the end of February. In September, Pitcairn's Legion attacked SLEF V Corps elements at their LZ on Tellman IV. The corps suffered the loss of over two hundred 'Mechs, an equal number of vehicles, and about two thousand soldiers. Outworlds losses numbered over one hundred 'Mechs. The battle became known as the Day of Vengeance.

Elsewhere, Forlough continued his reign of terror. In March, Forlough's forces attacked Cerberus, razing every city, town, and village. April and May found elements of the SLEF V Corps landing on Didatari, Morthac, and Quiberas destroying cities and militia forces before moving on to other targets in June. If not for Kincaid's assassination, Forlough would have likely left the entire Outworlds Alliance in ruins. Instead, he was reassigned to deal with the Taurians, and Major General Franklin Barnex assumed command of the Outworlds ROC. He immediately repealed Forlough's scorched-earth policies.

ENDGAME

"We want this war over with. The quickest way to get it over with is to go get the bastards who started it. The quicker they are whipped, the quicker we can go home."

—General George S. Patton, "Speech to the Third Army," 1944, Terra

After conquering Canopus IV, the SLEF pacified many other worlds with Marantha falling in 2584, Palladix in '86, and Cate's Hold in '87. On 6 December 2588, on Kossandra's Memory, Colonel Buquoy surrendered the last Magistracy forces to Marion Marik. The war with the Magistracy was over, finally.

System by system, the SLEF slowly gained ground in the Rim Worlds. In the winter of 2587, the battle for Austerlitz—a three-week long slugfest—left VIII Corps' Thirty-first Armor Division shattered. SLEF WarShips destroyed the Republic fleet at Newtown Square's zenith jump point in early 2588.

In April 2591, the Lyran and Marik corps invaded Barcelona. By early June, the defenders were retreating and victory seemed assured. Then on 19 June, word reached Archon Viola Steiner-Dinesen that her son had gone missing on Tharkad and was presumed kidnapped by the dukes of Skye and Tamar. The enraged Archon led her personal bodyguards in an assault on the Skye and Tamar forces in her command. The action ended when the archon's cockpit was crushed. She spent a month in a coma and lost her left arm. Her injury slowed the SLEF, but Republic systems continued to fall. In March 2596 the SLEF landed on Apollo. After a six-month campaign, they rescued Gregory Amaris and ended the conflict with the Republic. Archon Viola Steiner-Dinesen, however, was mortally wounded and died on 28 April.

Alexander Davion suggested to Ian Cameron that President Avellar might be willing to negotiate peace, given an equitable offer. Cameron was agreeable, and the parties met on Cerberus in June. A month later, the Treaty of Cerberus was signed, ending hostilities between the Star League and Outworlds Alliance. The Outworlds ceded twenty-three worlds to the League—nine to the Federated Suns, and fourteen to the Draconis Combine. More than twelve million people lost their lives during the conflict, mostly civilians gunned down by Forlough's soldiers.

▼ TIMELINE OF EVENTS (CONT.)

2744

[7 Jul] Following the failure of diplomacy to resolve the border skirmishes, Cameron orders the SLDF to shoot on sight any unmarked and unresponsive soldier, vehicle, or ship.

[Autumn] WarShips begin escorting "bandits" and fire on SLDF forces attempting to intercept them. By year's end isolated WarShip battles are common near key border worlds.

2745

[13 Dec] The Free Worlds League merchant ship *Timothy Leary* is attacked by Lyran Commonwealth ships in the Phecda system, on suspicion of smuggling.

2749

[6 Jul] Angered over the Leary Incident, Marik begins massing forces at Solaris.

[7 Aug] Lyran forces gather at New Kyoto.

[10 Sep] Cameron dispatches SLDF WarShips to forestall war. After several tense weeks, the Lyran and Marik forces stand down.

2750

[21 Mar] Cameron assembles half the WarShips from the Terran Military Region as escorts for his private JumpShip and embarks on an ambitious tour of the Star League.

▽ DID THE REUNIFICATION WAR HAPPEN?

There are many conspiracies concerning the Reunification War. Most are collections of poorly-connected dots that point vague accusations at everyone from House lords to housekeepers. Pundits debate which of these theories is the most credible and support their platforms with copiously-documented sources that lend a modicum of authenticity to their narratives.

The most outlandish of these theories claim that the Reunification War never happened at all.

With the number of combatants, extensive damage, and considerable media coverage, it seems virtually impossible that such an event could have been faked. However, when you consider the available evidence, it becomes not only possible, but plausible.

During the late twenty-sixth century, HPG communication was still a dream. The only way to get information from one location to another was by courier JumpShip. Since the Hegemony controlled the courier JumpShips going into and out of the war zones, they had *de facto* control of all information regarding the war.

Economists have demonstrated that the Terran Hegemony could not have survived the closing years of the twenty-sixth century without the economic boost the Reunification War created due to its almost exponential growth of its military budget and R&D expenditures. The House lords poured trillions of Star League dollars into the Periphery Problem. Edmonson's text on this subject is particularly thorough and thoughtful.

The most damning evidence, of course, is the growth of the Star League Defense Force. If a war, on the scale described, actually took place it would have consumed the entirety of the SLDF. Instead, the SLDF grew significantly.

—Floryante McEwen, *Lies I Learnt About the Star League*, New Avalon Press, New Avalon, 3052

INVADING THE HYADES CLUSTER

"We shall go on to the end... we shall fight on the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our Island, whatever the cost may be... we shall never surrender."

—Winston Churchill, 1940, Terra

From 19 August 2584 onward, the Taurian campaign was a bloody spectacle of death and destruction. General Amos Forlough, redeployed from the Outworlds Alliance ROC, assumed command of the Taurian ROC. His atrocities while in command of the Outworlds ROC paled by comparison to his actions in Taurian space. In September, the SLEF XI Corps used orbital strikes to get Warren to surrender. I Corps conquered Victralla after scorched-earth warfare destroyed the planet's agricultural industry.

The largest 'Mech battle of the Reunification War took place when a Taurian counterattack shattered the SLEF III Corps' Eighth Division on Diefenbaker in 2585. In March, XI Corps conquered Sartu while the Davion corps attacked Mavegh and Montour. Taurian citizens took refuge in bomb shelters and emerged ready to fight when the orbital bombardment ended. The campaigns on both worlds stretched into 2586. SLEF III Corps blockaded Lindsay from May to September, and after the Taurians failed to surrender the SLEF destroyed one major city each day via orbital bombardment. The Taurians finally capitulated after two months. On Carmichael, Forlough ordered orbital bombardment against non-military targets.

As the war ground on, Forlough committed countless barbaric atrocities in hopes of crushing the Taurian will. Nuclear fire was the weaponry *de jour* for the first month of 2587, as both the SLEF II Corps and Taurian defenders unleashed their atomic arsenals in the battle for MacLeod's Land. SLEF and Taurian forces used nuclear and chemical weapons while battling over Pinard. Orbital bombardment against New Ganymede lasted for three months before the ground campaign began, while on Landmark, the SLEF deployed bioweapons that killed millions. Landmark, where tens of millions died, was ultimately quarantined for three years. In 2588, the battle for New Vandenburg began with a forty-day orbital bombardment supported by incendiary bombing by SLEF aerospace fighters. During the ground campaign, the SLEF unleashed nuclear, biological, and chemical weapons. Taurian defenders responded in kind.

On 25 June, Davion Guards regiments arrived on New Vandenburg to support the SLEF offensive. The Guards were led by General Elias Pitcairn, who years earlier defended Sevon against the SLEF. Forlough was furious and attempted to have the entire Davion Guards arrested and detained. After this attempt failed, Forlough spent the next month angrily appealing to the Star League court to have First Prince Alexander Davion arrested for treason while his subordinates concluded the New Vandenburg campaign. More than 5,000 SLEF soldiers were killed in action, while thousands more died from fallout and chemical agents; tens of thousands more were wounded. Combined, I, II, IV, and XI Corps combat strength fell below forty percent, while estimated civilian casualties exceeded one hundred million.

On 9 December 2589, General Forlough was finally recalled to Terra. He never stood trial for his actions during the Reunification War. Many scholars regard Forlough as the greatest war criminal to ever escape prosecution. General Lord Damien Onaga replaced Forlough as commander of the Taurian ROC, and resumed limited warfare practices. The SLEF engaged only military targets for the remainder of the war.

Onaga spent 2590 preparing to invade the Hyades Cluster. IV Corps and the elite Star Guard Corps began extensive training exercises to get acquainted with zero-g and low-g combat. The four-year campaign to conquer the Hyades Cluster began on 2 April 2591. The SLEF IV Corps and Star Guard Corps formed the vanguard of the assault. The Taurians fought valiantly to defend every kilometer of space, putting mobile weapons platforms on every asteroid large enough to support them. By mid-2592, Onaga had to rotate additional SLEF units from I, II, III, and XI Corps into the Hyades Cluster to maintain his offensive. The Taurian Outland Gamma battle station was finally destroyed by the SLEF

HISTORY AND REVIEW

forces in 2593, its fall marking the loss of the Taurians' outermost layer of defense—and the end for Taurus. By August of 2594, the last vestiges of the Taurian space-based defenses were eliminated.

At 0830 on 22 September 2594, Taurian Protector Marantha Calderon broadcasted the Concordat's unconditional surrender throughout the Hyades Cluster. She beseeched Onaga to ensure fair treatment for her conquered people and praised the tremendous sacrifices the Taurian soldiers had made in defense of their homeworlds. Calderon committed suicide at sunrise the following day. Her ashes were later spread among the stars in the Hyades Cluster. The Reunification war was finally over.

FRIENDS

"Geography has made us neighbors. History has made us friends. Economics has made us partners. And necessity has made us allies."

—American President John F. Kennedy, "Address Before the Canadian Parliament," 1961, Terra

"Eternal vigilance is the price of liberty."

—Wendell Phillips, Nineteenth-century Terran politician, 1852

The four Periphery realms became territorial states of the Star League on 21 March 2597. Each had a large occupation force to maintain order. [Editor's note: By 2607, the occupation forces would withdraw, home rule would be reinstated, and the Periphery states would be granted associate-member status.]

The Star League immediately began accepting bids from private firms for reconstruction efforts. Six months later, trillions of Hegemony dollars had been awarded in contracts. Claims of corruption were quickly swept under the carpet. In May, the BSLA launched the Reuniting Mankind propaganda campaign to "foster good will between the distant frontiers and the cradle of Humanity." The campaign sought to cement the Star League perspective on the Reunification War and eliminate any lingering doubts about the morality of the conflict. It was largely a success within the Houses, as the population had been predominately indoctrinated into the Star League's perspective over the previous twenty years. Within the territorial states, veterans groups, reenactors, and other similar organizations kept the Periphery viewpoint alive. 21 March became Reunification Day across the Star League, a cause for great celebration second only to 9 July (Star League Day). The BSLA tried to popularize the day in the Periphery realms, but their results were mixed at best. Over one hundred years later, celebrations of Liberty Day (1 March) were better attended and extolled than Reunification Day.

An era known as the Good Years began as the calendar wound past the turn of the century. For the next fifty years, the Star League was remarkably free of open hostilities. Standards of living rose, prices dropped, and technology advanced at an amazing rate. Compared to the Age of War, and the coming crises of the latter half of the twenty-seventh century, the Good Years were, indeed, good. However, a look behind the façade reveals that the Star League came frighteningly close to war and a political scandal nearly toppled House Cameron.

CHANGING OF THE GUARD

"We have all died a little today."

—SLDF General Carlos Dangmar Lee, "Eulogy of Shandra Noruff-Cameron," 2600, Terra

Two important events took place in Nicholas Cameron's life on 23 July 2600. The first was the birth of his son, Joseph—though word would not reach him until he returned to Terra in September. The second was his near death, when autocannon rounds shattered his *Rifleman's* cockpit during a firefight against Taurian rebels on Badlands. A month after his injury, he was stable enough to travel and the Hegemony rushed him home where Terra's brightest medical minds would spend months and a half-dozen surgeries repairing the damage and fitting him with bionic musculature in his left arm. Nicholas returned to Terra two days after the death of his mother, Shandra Noruff-Cameron, who passed peacefully in her home on the evening of 11 September 2600.

Shandra lay in state for a month at the Star League Cathedral in Unity City, and was interred on its grounds on 23 October. The Inner Sphere wept. Later that year, Nicholas Cameron was appointed First Lord Designate. Nineteen months later, Ian Cameron died and Nicholas became the second First Lord of the Star League at the age of forty-six. Nicholas established an official year of mourning for the death of the founding First Lord. During this time, all SLDF officials wore black uniforms, and all Star League military forces added a black stripe to their paint schemes; humanoid 'Mechs had this stripe painted across their left breast.

Nicholas' ascension came at a volatile time. In 2601, Coordinator Leonard Kurita, an unmarried womanizer without any legitimate heirs, had begun searching the Draconis Combine for his bastard children. Although he was able to locate a handful, he became obsessed with the idea that Ian Cameron had kidnapped many more. In February of 2602, elements of the Third Sword of Light brigade violated the proscription against House military units operating on jointly administered worlds and landed on Asta. They raided the planet's schools and orphanages, and made off with fourteen children who appeared to resemble the coordinator before the Ninety-first Heavy Assault Regiment arrived to intercede. Paternity tests proved that none of the children kidnapped were related to the coordinator, and the children were returned home. In his last official act as First Lord, Ian Cameron had deployed several Royal divisions from X Corps to posts along the Hegemony-Combine border—at a state of heightened alert—as a precaution against new acts of malfeasance by Coordinator Kurita.

During the autumn Council Session of 2604, Leonard staggered into the council chambers in a drunken stupor and spat in Nicholas Cameron's face. The council guards moved to intervene, but Nicholas waved them off and invited Lord Kurita to speak his mind. Kurita launched into a lengthy tirade about how Nicholas was deliberately hiding his heirs. Whether Kurita believed that Nicholas was complicit in the transgressions of his father, or was

▽ VISIONARY OR TYRANT?

It's been said that one person's terrorist is another's freedom fighter. The same logic implies that the difference between visionary and tyrant is one of semantics. History remembers Ian Cameron as the former, but if observed under the standards by which one defines the latter, how does he compare?

An ancient Greek philosopher defined a tyrant as "one who rules without law, looks to his own advantage rather than that of his subjects, and uses extreme and cruel tactics—against his own people as well as others." Those metrics ring true millennia later. Additionally, when looking at tyrants throughout history, a clear pattern emerges. The tyrant oppresses or subjugates his population. His endowment is sustained through force of arms. Finally, the tyrant is answerable only to himself.

The parallels are obvious. Cameron waged an inhumane war against the Periphery realms—especially the Outworlds Alliance and Taurian Concordat—in which he suspended the Ares Conventions, supposedly in response to Taurian atrocities. The reality was Cameron feared that it was the only way the SLEF could defeat the Concordat. Cameron augmented the strength of the HAF by conscripts from the other Star League member states and formed an army that no single nation could stand against. Although Cameron was arguably answerable to the High Council, his total control of the SLDF undermined the ability of the Council Lords to oppose him.

In the following chapters we'll take a closer look at the Reunification War and relate it to the ancient Terran concept of *lebensraum*.

—Alvin Campbell, *Ian Cameron, Founder of the Fourth Reich?*, Experimental Philosophy Press, Taurus, 3026

simply too drunk to suss out that that Nicholas and his deceased father were different people, is unknown. When Kurita wound down, Nicholas calmly explained that he had nothing to do with Kurita's heirs.

Historians have scrutinized tri-vid recordings of the next few seconds repeatedly. Kurita hurled the large glass bottle from which he had been drinking at the First Lord. One of the council guards leapt in front of Nicholas, with her sidearm drawn, firing at the same moment the bottle struck her arm. The bolt singed Kurita's at the hip, apparently without causing any tissue damage at all. Howling in rage, Kurita drew a concealed stiletto and stabbed the guard twice in the stomach before his aide could pull him away, at which point the Coordinator immediately stormed out of the council chambers. The guard died before medical assistance arrived. Her name was Tanya Kerensky. In recognition of her effort and sacrifice, Nicholas appointed the Kerensky family with the special title "Defender of the First Lord," and exempted them from entrance exams at all universities and military academies in the Hegemony.

Leonard Kurita returned to the Combine capital on New Samarkand and began marshaling his forces for an invasion of the Hegemony. His family and advisors worked to dissuade him—the Star League could ill-afford another war—but Kurita was adamant. In early 2605, a fleet of Combine WarShips and transports (laden with several divisions of 'Mechs) assembled at Benjamin. In response, the First Lord redeployed several SLDF divisions to the Hegemony-Combine border, augmenting the forces his father assigned there two years earlier. Then, just as the last of Kurita's forces were gathering, the coordinator fell ill. He died of a mysterious sickness a week later. His young son, Blaine, replaced him as coordinator and promptly ordered the DCMS to stand down. Years later, it was discovered that the Kurita family had secretly put Leonard on trial, in absentia, where he had been found guilty. The mysterious sickness was the result of a state-sanctioned assassination.

TECHNOLOGY ASCENDANT

"It is my belief that the Terran Hegemony is the heart of all human civilization. It is, therefore, paramount that Terra is bedecked with the best that humanity has to offer: the most exquisite architecture, the most learned scholars, the most educated population, and of course, the best technology."

—Ian Cameron, Addressing the Hegemony Congress, 2602, Terra

The dawn of the twenty-seventh century saw many changes for the Hegemony and the nascent Star League. In 2602, Ian Cameron issued his last decree as ruler of the Terran Hegemony. The Hegemony Ascendant Decree was the first of several directives creating long-term scientific and military research

programs to widen the Terran Hegemony's technological advantage over the other Star League states. As contracts were awarded, each vendor "voluntarily" agreed to restrict the sale of new developments outside the Hegemony.

Countless advances were made during these years, both in military and civilian technology, but by the far the most influential development since the invention of the BattleMech grew from unassuming roots in 2614. On 4 April, Cameron appointed Joshua Hoshiko as Minister of Communications. Hoshiko began recruiting a team for the most ambitious undertaking since the Deimos Project. The Technological Communications and Specifications project (often jokingly referred to as the Tin Cans and String project) was an attempt to bridge the last major gap in interstellar civilization—communications.

For nearly seven hundred years, communication had been limited to the speed of light. Even within a star system, this limitation created significant delays. For example, transmissions from the jump point of a G2 class star to a planet in the habitable zone could take up to an hour and a half. An F1-class star has transmission time of nearly seven hours. Up till the end of the twenty-sixth century, courier

JumpShips provided communications between stars. Both military and civilian couriers existed. The most famous civilian business in this industry was the James A. Farley CourierShip Service. At its peak, the service boasted a fleet of over 5,000 vessels. These were often commandeered for military use, particularly during the Reunification War. Even with command circuits of these ships, communications from one member-state capital to another took days. Communications to less-important worlds might take months.

Hoshiko found his last team member, Cassie DeBurke, in February 2616. The project ultimately took fourteen years, but on 1 January 2630, the first hyperpulse generator transmission was sent from Unity City, Terra to New Cambridge, New Earth. By the end of the twenty-seventh century, courier JumpShips would fade into memory.

UNDERHANDED DEALINGS

"I have earned every cent. And in all of my years of public life I have never obstructed justice. People have got to know whether or not their president is a crook. Well, I'm not a crook. I've earned everything I've got."

—American President Richard M. Nixon, 1973, Terra

As the twenty-seventh century reached its fourth decade, there were many profound changes in the Star League. The Star League Dollar unified all ten realms under one currency. Rapid expansion and colonization began a run that lasted until 2700, largely due to Hegemony advances in water purification and terraforming technologies. For a time, it seemed that everyone in the Hegemony was getting rich on the spread of humanity. But some saw the fairy tale for what it was.

On 4 March 2641, the Mhan-Gradium scandal implicated Hegemony Director-General (and Nicholas Cameron's heir) Joseph Cameron in fixing Hegemony contracts. The scandal had been brewing for months, but Unity City Broadcasting's coverage that day was the first to accuse Joseph Cameron of complicity. His office issued a denial within the hour, and that evening Joseph Cameron made an impassioned speech to the Hegemony congress. He firmly denied any wrongdoing and assured the Hegemony that he would not be indicted, and if indicted he would be exonerated of all charges. The media continued to attack Cameron, but he issued no further statements.

Keith Hamilton, a reporter for UCB, was found dead in an alley two blocks from UCB's headquarters on 2 April. Police investigating the matter declined to comment, but it was quickly leaked that Hamilton had been murdered and his apartment ransacked. On 5 April, the police named Joseph Cameron a person of interest in the investigation. On 6 April, Nicholas Cameron divested his son of his post as director-general and appointed him to a temporary post as director of the Wargame Arrangement and Planning Commission, pending the outcome of the investigation. Joseph departed Terra the next day.

Joseph's tenure at the commission was brief, but led to the creation of a new series of war games designed to showcase the majesty of the SLDF for the citizens of the Star League. Inspired by the ancient Olympic games of Terra, Joseph created the Martial Olympiad and invited every SLDF division to compete for the right to attend the inaugural games. Many in the media argued that the Olympiad had been created solely to divert attention from the growing amount of evidence that seemed to implicate Joseph back home.

Joseph Cameron died in an ejection mishap while participating in a regional war game, a qualifying event for the Martial Olympiad he had created, on 22 August. The case was never solved, but Terran police had planned to deliver an indictment against Joseph Cameron on 23 August.

Following Joseph's death, Nicholas appointed his grandson Michael Cameron heir and successor. Michael became the third First Lord of the Star League on 4 June 2649.

WHO REMEMBERS SECOND PLACE?

History is full of famous firsts. Most children, 660 years after the fact, can tell you the first man to walk on Luna (Terra's moon) was Neil Armstrong. Virtually no one remembers that Buzz Aldrin was the second. In celebration of yesterday's first hyperpulse generator broadcast, here are the unknown runners-up to some famous first achievements.

[24 May 1844] Alfred Vail (responding to Samuel Morse), second Telegraph transmission: "Behold, these are but the outskirts of his ways, and how small a whisper do we hear of him!"

[10 March 1876] Thomas Watson (responding to the Alexander Graham Bell), second telephone transmission: "Presently, sir."

[12 December 1901] Guglielmo Marconi, second radio broadcast: "S" (Transmitted by Morse Code).

[7 April 1927] Dr. Herbert Ives and Dr. Frank Gray, second television broadcast. Audio transmission performed by Herbert Hoover: "Today we have, in a sense, the transmission of sight for the first time in the world's history."

[25 June 2075] Hui Fang Miao (responding to Dawn McGregor), second tri-vid broadcast: "Wow! This crazy contraption actually works."

[1 January 2630] Duke Wendell Oxford III of New Earth (responding to Joshua Hoshiko and Cassie DeBurke), second HPG transmission: "This is the stuff of dreams, but what a sad day then, when all have been made real."

—Kal Hailstone, "Forgotten Seconds," *Star League Gazetteer*, 2 January 2630

HONEYMOON

"I almost wish we were butterflies and liv'd but three summer days—three such days with you I could fill with more delight than fifty common years could ever contain."

—John Keats, Twentieth-century Terran Poet

The era known as the Good Years came to a close in 2650. It had been a period of relative peace and tranquility that saw home rule return to the territorial states, and incredible advances in technology and prolific expansion. Although some historians mark the end of the Good Years with the death of Joseph Cameron, most cite 13 December as the end of the honeymoon.

In early autumn, SLIC determined Tadeo Amaris had doubled the size of his military (to fifteen 'Mech regiments) in three months. Alarmed by the rapid build-up, Cameron summoned the Council Lords to an emergency session that began on 15 November. Legally, the Council had few options. The territorial states were permitted standing armies for defensive purposes, and Amaris was not engaged in offensive operations. Economic sanctions would likely be ineffective. On the evening of 20 November, with the council still deadlocked on a course of action, Cameron retired for the evening. A fan of video and tri-vid entertainment of the past, Cameron relaxed with a tri-vid from that era and had an epiphany. He called the Council Lords back into session that evening, and citing an obscure Terran series with a proclivity for *deus ex machina*, suggested a solution to the Council: change the rules to limit the size of Amaris' army.

Initially the voting members of the Council planned only to limit the size of Rim Republic Guards, but soon the rest of the territorial states' militaries were targeted. Then the non-voting Canopian Council Lord suggested House militaries might be similarly restricted, and the Council session became a free-for-all. After days of boisterous—sometimes nearly violent—deliberation, the Council Edict of 2650 passed on 30 November. It established limits on the size of House and territorial state militaries. In creating the Edict, each of the Council Lords sought ways to undermine its efficacy. While the Edict would ultimately fail to serve its purpose—numerous loopholes left reserves, militias, private bodyguards, and other security forces unregulated—it did address House Amaris' alarming military expansion at the time. A show of force by the SLDF in early 2651 ensured Amaris' cooperation without any bloodshed.

MACHINATIONS

"Nothing is so strong as gentleness. Nothing is so gentle as real strength."

—Frances de Sales, Sixteenth-century Terran Bishop of Geneva

"What you cannot turn to good, you must at least make as little bad as you can."

—Sir Thomas More, *Utopia*, Book One, 1516, Terra

Reactions to the Council Edict were mixed. While most of the Council Lords lauded their cleverness at outwitting Cameron, Coordinator Urizen Kurita felt the Edict unfairly targeted his Draconis Combine. New limits forced the Combine to disband several regiments of BattleMechs. The Coordinator found the disbanded soldiers employment with various nobles (as private bodyguards or in similar capacities) and private security forces. This maintained the size—if not the structure—of the DCMS.

Urizen began withdrawing the Dragon from various public and economic events within the Star League, but he wanted to distance his realm even further from the League. He decreed that Japanese would be the new official language of the Draconis Combine—though it would be decades before it supplanted English. Next, Urizen encouraged the adoption of *bushido*, the ancient samurai code of honor. Combine MechWarriors incorporated *katanas* and *wakizashis* into their dress uniforms and began fighting duels to settle their differences.

At first, these duels were fought with swords, but soon they escalated to 'Mech-scale conflict. Urizen put measures in place to limit the collateral damage of these honor duels, but their popularity continued to grow. Soon, every DCMS regiment had a dueling champion, and many brigades instituted ranking systems for their dueling MechWarriors. The duelist with the best record in each regiment was named its champion. MechWarriors who survived seventy duels became heads of their own dojos, and trained other Combine MechWarriors in their techniques.

DUELING DRAGONS, THE FIRST HIDDEN WAR

"The fate of the Empire rests on this enterprise; every man must devote himself totally to the task at hand."

—Admiral Isoroku Yamamoto, 7 December 1941, Terra.

Given the Combine's feelings regarding the Star League, it is surprising that it took DCMS champions over thirty years to finally test their skills against the SLDF. On 23 August 2681, Dueling Master Amanda Kazutoyo of the Third Benjamin Regulars became the first Combine duelist to kill a League warrior when she slew SLDF Lieutenant Bradley Grebbers near Fort Shandra on Benjamin. Additional duels soon followed, with many SLDF MechWarriors injured or killed after being goaded into fights against Combine champions.

When word reached the First Lord, he invited Coordinator Urizen Kurita to a private conference. Kurita cleverly blamed the entire situation on Council Edict of 2650. By forcing the Combine to disband so many regiments of 'Mechs, he argued, the First Lord had proliferated unemployed MechWarriors throughout the Combine. These soldiers were now *ronin* (masterless) and no longer answered to the coordinator. Urizen said he would discuss the issue with the various warlords, nobles, and other entities that employed these

HISTORY AND REVIEW

MechWarriors, but he warned just determining whom to contact would take quite some time. He would not be able to influence the duels until that happened. Cameron saw the lie in the coordinator's assurances, but was trapped politically.

Cameron issued orders prohibiting duels, but the SLDF continued to lose MechWarriors. By January of 2682, the SLDF had not won a single challenge. This generated significant concern for the High Command. Convinced that the Combine had somehow achieved some form of technological advancement over the Hegemony, General Jackson Obert, Commander of SLIC, suggested a bold plan: capture a Combine BattleMech and deliver it to the Hegemony R&D Labs for analysis.

Operation COWBIRD took place on 12 March 2682 on Leiston. Major Albert Eash accepted a challenge from *Chu-sa* Gabriel Goda. When the MechWarriors met, an elite lance of SLDF 'Mechs intervened, capturing Goda's *Marauder* with minimal damage. The 'Mech was quickly spirited off-world in a waiting SLDF DropShip, and delivered to the HRAD sixteen days later.

A team of skilled military scientists completely dismantled the Kuritan 'Mech, paying it the kind of meticulous attention normally reserved for crashed aerospace craft and terrorist attacks. After three months of analysis and investigation, they concluded that the Combine had not surpassed any Hegemony technological developments; the DCMS MechWarriors simply had superior skills.

The SLDF created the Advanced Combat Maneuvering Skills (ACMS) Program to prepare SLDF MechWarriors for future combat against Combine duelists. The best and brightest SLDF MechWarriors—many drawn from units that had won the Martial Olympiad—assembled on 7 July 2682. Twelve MechWarriors were chosen to be instructors. They spent the next four months creating a rigorous and immersive training regimen. The inaugural class of seventy-two MechWarriors—many of whom had failed to make the instructor roster—began a six-month program on 4 November 2682. Fifty-two graduated.

The instructor cadre spent the next six months revising the course, which they ultimately renamed the Gunslinger Program. The second class began with another seventy-two applicants on 4 November 2683.

On Christmas Day 2687, the first duel involving a Gunslinger, Colonel Donovan Fresnel of the Seventy-fifth Royal Hussar Regiment, took place on Minakuchi, against *Chu-sa* Shinichi Konya of the Fifth Benjamin Regulars. It ended in a draw.

This conflict of duels came to be known as the First Hidden War. No formal declaration of war was made and no territory changed hands during this conflict, but by the time it ended in 2738, Kuritan champions claimed victory in forty-nine percent of duels fought, while Star League warriors won forty-seven percent of the time (the remaining four percent were draws). Both sides suffered casualties in the thousands.

MONOMANIA

"It is a certainty that our beloved Star League will be beset by outside forces that will endeavor to tear her asunder. To this there can be only one response, only one course of action. I must commission the construction of war machines so powerful, so terrible, that fear of them alone will stay our adversaries' hands."

—Jonathan Cameron, *Letters to Mother Jocasta*, Tharkad Press, Tharkad, 3078 printing

Michael Cameron's reign ended on 13 October 2690. One month after being diagnosed with pancreatic cancer, he abdicated in favor of his son, Jonathan, who now became the fourth First Lord of the Star League. Though it was not readily apparent, Jonathan suffered from mental illness. While he was never formally diagnosed, historians have long debated the exact disease (see Paranoid Schizophrenia or Dementia? p. 32) that afflicted him. Whatever the cause, Jonathan Cameron was terrified that outside forces would destroy the Star League, and these fears influenced the decisions and policies throughout his tenure.

Jonathan renewed Ian Cameron's efforts to ensure that the Hegemony remained technologically ahead of the rest of the Star League. Cameron believed that Hegemony Research and Development (HRAD) scientists were on the verge of "a renaissance in military technology that would make all previous advances seem puny in comparison." To fund these efforts, Cameron proposed Directive 33. It created significant increases in military spending, covered by additional taxes and other concessions. Initially, the House Lords rejected Cameron's plans, but after he assured them they would eventually receive access to new Hegemony technology, Directive 33 was approved.

One of the incentives for the directive's approval was, of course, the innovation of the Land-Air 'Mech (LAM) ten years earlier. In 2680, the proof-of-concept *Shadow Hawk* LAM debuted, and was followed by the *Stinger* Mk I LAM, produced in the Draconis Combine eight years later. Cameron's renaissance ultimately led to the LAM's adoption by the SLDF. Despite their numerous drawbacks, LAMs became a staple of the SLDF by the early twenty-eighth century, with at least one company of LAMs assigned to every striker regiment, and the versatility of these units served as an enticement to the House lords eager to gain from Hegemony innovation.

Virtually every facet of the SLDF benefited from Directive 33. Cameron's efforts led to some of the greatest technological developments of the Star League. Many of these achievements have never been duplicated. The greatest is certainly the Space Defense System. Comprised of multiple autonomous—nearly artificially intelligent—aerospace fighters, space stations, WarShips, and ground-based installations, the SDS provided the Terran system with unprecedented defense. From the first test

▽ HEADHUNTER MISSILES

Accounts of the Headhunter Missiles' prowess have been so exaggerated over time that many scholars consider the device apocryphal. Of the various military advances of the League, only the Chameleon Light Polarization Shield (of *Exterminator* fame) and the *Caspars* drone technology, have received as much attention.

The leading theory for the Headhunter Missile system posits that it used Line-Of-Sight Beam Riding (LOSBR) guidance technology, an amalgamation of an advanced targeting computer and Streak fire control systems, along with tandem-charge warheads. However, modern versions of these technologies are incompatible, and it is unknown how Star League engineers would have overcome this significant challenge. Purportedly, the system worked with both SRM and LRM launchers of various sizes.

Authenticated battleROM footage has shown an unknown Star League missile system repeatedly scoring a high percentage of head shots in firing range tests against a variety of targets, but this system only fires a single missile. Disproven theories include a wire-guided targeting system (debunked for range limitations), active homing systems (which would have suffered from ECM interference), and teleoperation (which suffers time-to-target limitations).

Whether or not the Headhunter actually existed, it remains a staple of Star League legends, along with *Caspars*, Corncob Cruisers, Quad-LAMs, and the Goony-Bird.

—Verushka Kovaleski, *Star League Fact or Fiction?*, New Avalon Speculative Press, New Avalon, 3052

Directive 41, passed in 2722, eliminated BSLA oversight on business dealings with the Periphery and opened the territorial states to predatory business practices from Inner Sphere companies. The next year the Periphery Freedom Movement was founded. Coordinated anti-Star League demonstrations took place on every territorial state capital on 10 September 2723. Within three years, anti-Star League demonstrations on major worlds in the Magistracy of Canopus, Outworlds Alliance, and Taurian Concordat had become biannual events (on Star League Day, 9 July, and Territory Day, 12 March). Only in the Rim Worlds Republic did the anti-Star League sentiment fail to take hold. Ten years after its inception, Periphery Freedom reported over one million members.

Although he was only sixty-nine, Jonathan Cameron showed symptoms of frontotemporal dementia during a council session on 11 August 2729. In a ten-minute refusal to Captain-General Elise Marik's request for SLDF aid, he repeated the phrase "It would be imprudent to involve James McKenna," twice, and struggled to recall the word "BattleMech." [Editor's note: Though it's possible Cameron was referring to the SLS James McKenna, it had been in dry-dock since early 2728, undergoing a refit of its K-F drive and LF battery system, and was not scheduled to return to service until 2731]. Over the next few months, Jocasta became the reluctant *de facto* First Lord. By year's end, she was officially the temporary co-ruler of the Star League.

flight of the M-1 drone prototype in 2692 to the network's final completion in 2730, nearly forty years elapsed before Cameron's dream was realized. Terra's SDS—named the Reagan Defense Network after a twentieth-century Terran leader who was among the first to envision space-based defensive systems—was the most sophisticated and extensive of its kind, but ultimately, every key world in the Hegemony would be protected by an SDS.

BREAKDOWN

"These are the times that try men's souls. The summer soldier and the sunshine patriot will, in this crisis, shrink from the service of their country; but he that stands by it now, deserves the love and thanks of man and woman."

—Thomas Paine, "The Crisis," 1776, Terra

"Sometimes people don't want to hear the truth because they don't want their illusions destroyed."

—Friedrich Nietzsche, Nineteenth-century Terran philosopher

By the start of the twenty-eighth century, Hegemony-designed water purification and terraforming technologies made it possible for the Star League to colonize more than 1,000 new planets since the 2630s. Spurred by the First Lord's paranoia, military technology reached heights undreamed of fifty years earlier. Additional advances bolstered civilian technology, with medicine—in particular—benefiting from countless advances, but all was not well.

As the years went on, First Lord Jonathan Cameron started showing more signs of mental instability and grew increasingly incapable of ruling the Star League. In the coming years, he would become more and more dependent upon his sister's advice. Jocasta Cameron had withdrawn from the Star League court almost ten years before Jonathan's ascension. Although she had entered the Abbey of St. Joan as a choir nun, she remained in close contact with her brother. In 2704, after twenty-three years of service, Jocasta was elected mother superior and began running her abbey.

Less than thirty years later, she would also be running the Star League.

In 2719, during the spring council session, Jonathan Cameron angrily rebuked Coordinator Takiro Kurita for his derogatory comments about Directive 40. A review of the session recording revealed that neither Takiro, nor any other council member present, had voiced any comment. During the 2720s, Jonathan's condition continued to deteriorate. He grew more sullen and withdrawn. Regardless of whether or not the Council was in session, Cameron devoted tremendous efforts to protecting the Star League from his imagined enemies.

SUCCESSION WAR

"Love and war are the same thing, and stratagems and policy are as allowable in the one as in the other."

—Miguel de Cervantes, *Don Quixote de la Mancha*, Part II, Book III, Chapter Twenty-One, 1615, Terra

In the late twenty-seventh century, Coordinator Takiro Kurita's brother, Soto, married the daughter of First Prince Roger Davion. The nuptials gave House Kurita a claim to the Federated Suns throne under the traditions of primogeniture. Four years after their wedding, on 20 February 2700, Roger Davion issued the Act of Succession. It called for Mary Kurita-Davion to relinquish her children's rights to succession and recognized Joseph Davion as heir-apparent of the Federated Suns. Mary consented in 2702. The next year, her younger brother, Joseph Davion, succeeded Roger Davion as first prince.

Then, on 28 September 2715, Mary died. Despite the Act of Succession, her eldest son, Vincent Kurita, proclaimed his inheritance of the Federated Suns throne. By the end of the year, Coordinator Takiro Kurita's envoys reached New Avalon and demanded that Joseph recognize his nephew's birthright. The First Prince refused, citing Mary's acceptance of the Act of Succession. Takiro appealed the matter to the Star League council. Although more than capable of deciding the matter, Cameron's fears stayed his hand. Instead, he created the Davion Succession Board, an investigative committee, and charged them with ruling on Vincent's claim. Always the consummate politician, the Coordinator accepted this decision and waited. Eight years later, the committee had still failed to reach a consensus.

The War of Davion Succession—also called the Second Hidden War—began on 16 April 2725, when the Draconis Combine Samurai Taskforce (the Eleventh Benjamin Regulars, Fourth Sword of Light Brigade, First Galedon Regulars Brigade, Fourteenth Benjamin Regulars, and the Eighth Galedon Regulars) invaded the Federated Suns world of Marduk. One week later, Joseph Davion demanded that the SLDF intercede and stop the Combine invasion. Fearful of leaving his Hegemony vulnerable, Cameron censured the Combine, but refused to commit any troops to end the offensive. By 24 May, the Combine conquered Marduk. The Eleventh Benjamin Regulars remained as a pacification force, while the Combine spent the next three weeks launching the second wave of their invasion: the Fourteenth Benjamin Regulars departed for Royal, the Eighth Galedon Regulars set out for New Ivaarsen, the First Galedon Regulars Brigade headed for Dobson, and the Fourth Sword of Light Brigade began the long journey to Breed.

A half-hearted counterattack hit Ludwig, commanded by General Lorn Kessem. By August, a more organized effort to draw Combine forces out of the Federated Suns was underway. The plan was to invade key worlds along the Suns-Combine border and lure Kuritan forces back to Combine space. The Fourteenth Avalon Hussars invaded Homam, the Sixteenth Avalon Hussars landed on Junction, and the First Robinson Chevaliers attacked Donenac. Also in August, the Fourth Sword of Light reached Breed, where they engaged two regiments of Davion militia. By the close of 2725, the Combine had conquered Royal, but the campaign reduced the Fourteenth Benjamin Regulars to a reinforced battalion of functional 'Mechs.

As 2726 opened, the Fourteenth Avalon Hussars took Homam. On 18 April, Breed surrendered to the Fourth Sword of Light after the near destruction of the Fourth Davion Guards left the world defenseless. The Tenth Sword of Light was heavily damaged during the battle and remained on Breed as a garrison force. The Eleventh Sword of Light left Breed for Klathandu IV while the Twelfth Sword of Light made for Clovis.

IN SEARCH OF THE PYGMALION DRONE

For many scholars, the pinnacle of the SDS was the *Caspar* drone. Based upon the *Lola II*-class destroyer, the WarShip was the ultimate defensive unit with the firepower of a battleship but the speed of destroyer and the ability to function autonomously in both passive and aggressive defensive modes. The drone's primary weakness was that it was unable to successfully execute hyperspace jumps without human intervention. Additionally, it was dependent upon repair facilities.

But did the HRAD secretly overcome these challenges? What was the secret project mentioned in Jonathan Cameron's letter to his sister, dated 28 May 2735? Cameron's own words describe the seemingly impossible: a KF-drive-equipped drone capable of traveling to any Hegemony system to repair—and even redeploy—*Caspars* and other drones.

This is not as far-fetched as it may initially seem. The M-7, M-8, and M-9 drones were all capable of servicing and repairing drone aerospace fighters—all without human intervention. The *Pygmalion* drone was simply this concept fully realized on a much larger scale. Reportedly a heavily modified *Newgrange*-class YardShip, the massive vessel would have been capable of servicing the entire line of SDS drones developed by HRAD. Additionally, it was to incorporate several prototype drone models never released into production. Based upon IndustrialMechs, these drones would—among other tasks—gather raw materials. Although insufficient to make the *Pygmalion* self-sustaining, they significantly reduced its need for resupply. The crowning achievement of the *Pygmalion* was its ability to perform hyperspace jumps absent a human crew. This was limited to an extensive list of pre-plotted routes and times, but it gave the drone the ability to visit every SDS-equipped Hegemony world.

Was the sudden disappearance of one of the New Earth *Caspars* evidence of the *Pygmalion*'s existence, or an unlikely mishap as reported publicly? Is the so-called missing *Newgrange*-class hull the *Pygmalion*, or a clerical error? Did the *Pygmalion* "escape" from the Star League engineers, like the *Bright Star* automated scout ship that vanished in 2545? If so, does it still roam the Hegemony?

—Verushka Kovaleski, *Pygmalion*, New Avalon Speculative Press, New Avalon, 3073

▽ STAR LEAGUE DIRECTIVES

Throughout the history of the Star League, the High Council issued several directives. Each was put to a simple majority vote, with the First Lord's vote breaking all ties. If all voting members were not present, the measure was passed provisionally, and a full vote was called when all voting members were available. In practice, a full vote rarely overturned a provisional one and shrewd Council Lords exploited this opportunity. The more notable directives, dates of issue, and a brief summary follow.

Directive 1, 10 July 2571: Formally recognized the "Cameron Star" as the official emblem of the Star League.

Directive 8, 13 September 2571: Created the Star League Defense Force, with Hegemony units—known as Royal units—forming the core of each division, and heterogeneous House forces filling out the ranks.

Directive 15, 2 February 2572: Formally commissioned the construction of Unity City.

Directive 21, 18 October 2572: Established an SLDF garrison force on key systems in the Outworlds Alliance.

Directive 22, 26 April 2575: Required the member-states to contribute additional units and created the Star League Expeditionary Force to prosecute war against the Periphery.

Directive 24, 17 May 2602: Halted the export of certain Hegemony technologies, particularly military technology. (Cameron skillfully played one House Lord against the other and preyed upon fears of their rivals acquiring Hegemony technology to get a majority vote and a proscription against Hegemony technology going to any member state.)

On Junction, the Ninth Proserpina Hussars reinforced the Third Benjamin Regulars. Outnumbered and with no reinforcements available, the Sixteenth Avalon Hussars began fighting a delaying action to tie up the Combine units for as long as possible. As midyear came to the Donenac system, the Fifth Benjamin Regulars reinforced the Sixth Benjamin Regulars and Combine naval forces drove off the First Robinson Chevaliers' transports, leaving the Chevaliers stranded. The Eleventh Sword of Light invaded Klathandu IV on 5 June. Combine forces had conquered two Davion worlds and invaded three more.

The Federated Suns' counterattacks were largely ineffective. Although they had taken Homam and were actively contesting Junction, Donenac, and Ludwig, the Dragon's offensive had not slowed. On 24 June, the Third Davion Guards conquered Ludwig. The loss of this key system forced the First Galedon Regulars to abandon Dobson. Although the Combine advance had been slowed, by the end of the month the Twelfth Sword of Light invaded Clovis and the Eighth Galedon Regulars took over New Ivaarsen. Seeing their plans work on Ludwig, Davion strategists prepared to strike additional key worlds and dispatched the Seventh Robinson Chevaliers from Kentares IV for a raid on Proserpina. They were supported by the bulk of the Fourteenth Avalon Hussars. A mixed group of vehicle and infantry forces remained behind to hold Davion interests on Homam.

The Coordinator brought new forces into the war on 1 July, sending the Third Galedon Regulars to Lucerne from their base on Lima, where they engaged the Fifth Robinson Rangers on 15 August. An aerospace battle raged for three hours before the Galedon transports reached the surface and disgorged their 'Mechs. On their way to retake Ludwig, the First Galedon Regulars Brigade jumped to Breed, where the First Regulars remained behind to reinforce the Tenth Sword of Light.

In autumn of 2726, the Fourteenth Avalon Hussars and elements of the Seventh Robinson Chevaliers reached heavily defended Proserpina and engaged several regiments of Proserpina Hussars. The fighting was exceptionally fierce during the first week, with both sides suffering unexpected casualties. Although the strike force lacked sufficient strength to best Proserpina's defenders, the AFFS High Command hoped that Kuritan units would withdraw to support the Hussars. Unfortunately for the Federated Suns, only the First Galedon Regulars returned to Combine space, and counterattacked Ludwig on 23 October. Although the Suns did execute a few successful deep raids against the Kuritans—in particular the Seventh Tancredi Loyalists' operations between Annapolis and Benjamin, which would continue throughout the remainder of the conflict—the Dragon remain undeterred.

As the war reached the end of its second year, Cameron continued to keep the SLDF out of the fighting. He officially declared the right of succession an internal matter for the Federated Suns. In January of 2727, the Ninth Proserpina Hussars and Third Benjamin Regulars retook Junction. The Sixteenth Avalon Hussars were badly mauled and retreated to Ludwig, where they joined the Third Davion Guards in fighting the First Galedon Regulars.

In February, the Third Galedon Regulars abandoned Lucerne and retreated to Royal, where they linked up with the Fourteenth Benjamin Regulars. Meanwhile, Joseph Davion completed assembling his Crucis Army on Robinson. The army consisted of the Fourth Deneb Light Cavalry and Fourth Robinson Chevaliers, but Davion planned a wholesale invasion of the Combine once they were driven from Suns territory and mobilized several additional commands. The first prince chose not to wait for these additional brigades, however, and led the Crucis Army to New Ivaarsen at the beginning of April.

Unable to best the Proserpina Hussars, and unable to draw any more of Kurita's forces out of the Suns, the Fourteenth Avalon Hussars and Seventh Robinson Chevaliers retreated to Scheat to lick their wounds. Both regiments had suffered more than thirty-five percent casualties.

HISTORY AND REVIEW

In May, the Twelfth Sword of Light conquered Clovis, and the Suns desperately needed a victory. With multiple units counterattacking New Ivaarsen, it was their best chance. The Fifth Robinson Rangers mauled the defending Eighth Galedon Regulars during their landing and quickly established a beachhead for the Crucis Army. Combat continued until 28 October, when the Eighth Galedon was finally defeated. Less than one battalion of Kurita 'Mechs escaped the Davion forces and headed for Lima, while the first prince turned his attention to Royal. On Donenac, the Fifth Benjamin Regulars continued its fight against the First Robinson Chevaliers, who had suffered over sixty percent casualties. Seeing the outcome on Donenac as inevitable, the Sixth Benjamin Regulars departed for Royal. The Fifth Benjamin Regulars offered the Chevaliers an opportunity to surrender. The Chevaliers refused and proved they still posed a threat by successfully raiding Kuritan supply depots for materiel and foodstuffs.

Davion and Kurita forces converged on Royal in early 2728. Already on-world, the Fourteenth Benjamin Regulars had been functionally eliminated. The Third Galedon Regulars were still above seventy percent of full strength. Augmented by the arriving Sixth Benjamin Regulars, the Kuritan force was well prepared to face the impending attack. The Crucis Army arrived in early March, and the first prince committed the bulk of his force to the initial engagement. Davion losses were heavy and they failed to dislodge the Combine MechWarriors. As summer came to Royal, both sides were heavily entrenched with neither possessing a clear advantage. In August, the arrival of the freshly resupplied Third Davion Guards and Sixteenth Avalon Hussars (driven off Ludwig in May) rebalanced the engagement in Davion's favor.

A few jumps away, Klathandu IV became another focal point. After completing refit and repairs the Ninth Proserpina Hussars were the first Kuritan force to attack. The Fourth Galedon Regulars soon joined them. The Davion combatants consisted of a revitalized Fourteenth Avalon Hussars and the Seventh Robinson Chevaliers.

Toward the end of 2728, the Federated Suns renewed its invasion of the Combine. The Fifth Robinson Rangers split into two groups and attacked Lima and Wapakoneta simultaneously. Elsewhere, Admiral Smithwick braved the Combine naval forces defending Donenac and, using a pirate point, successfully rescued the surviving members of the First Robinson Chevaliers. After three years of hard fighting, they escaped with just over two companies of 'Mechs and three companies of armor and infantry.

The War of Davion Succession finally came to a close in 2729. For four years, the first prince had been appealing to the High Council to deploy the SLDF and end the invasion, but his words had not swayed the council. Instead, his efforts reached other ears. Impatient with Cameron's inaction, SLDF Commanding General Ikolor Fredasa led a delegation to the abbey of Mother Jocasta Cameron and tried to persuade her to depose her brother. When Mother Jocasta refused, the general began spreading rumors that Jocasta was planning a coup. When the rumors reached Jonathan on 2 August, he had Fredasa and his co-conspirators, BSLA Commander Gregory Wallace and Revenue Director Brice Hinchcliffe IV, arrested and tried for treason. They were executed by year's end. The false coup made Jonathan realize how precarious his situation was, and his illness made his situation even less tenable. He recruited his sister to directly help with the crisis. Her first action was to appoint her friend, General Rebecca Fetladral, as commanding general of the SLDF. Ironically, Fredasa's efforts accomplished in his death what his words to Mother Jocasta could not.

Fetladral began planning an SLDF intervention—Operation SMOTHER—as soon as she took office in September of 2729. Unfortunately, her efforts did not bear fruit in time to save First Prince Joseph Davion, who was killed in action on Royal on 20 October. Richard Davion succeeded him.

Operation SMOTHER began on 8 November. Fetladral deployed one SLDF division each to the contested worlds of Breed, Klathandu IV, Lima, Royal, and Wapakoneta. [Editor's note: The SLDF division assigned to Lima was originally intended for Colchester, but the victory there of the Davion Heavy Guards over the Fifth Benjamin Regulars freed that force to be used elsewhere.] On Lima, Klathandu IV, and Wapakoneta, the surprise arrival of SLDF troops led to an immediate cease-fire. On Breed, the badly damaged and undersup-

▽ STAR LEAGUE DIRECTIVES (CONTINUED)

Directive 30, 15 November 2650: Also called the Council Edict of 2650, Directive 30 limited the size of member—and territorial—state militaries.

Directive 33, 2 November 2690: Funded Jonathan Cameron's military technology renaissance and assured member states of hand-me-down upgrades decades after the equipment became obsolete for the Hegemony.

Directive 38, 6 October 2714: Imposed a ten percent tax on all Periphery goods exported to the member states.

Directive 40, 30 January 2719: Allowed member states to construct SDS systems. One of a handful of directives passed without the First Lord's support.

Directive 41, 23 August 2722: Eliminated BSLA oversight on Periphery affairs, effectively creating legal means for the member states to exploit the territorial states.

Directive 45, 11 November 2739: Ordered the construction of bases and fortifications—virtual copies of Castles Brian in the Hegemony—in the Periphery.

—Adept Connor Eastman, *Choices in Leadership*, ComStar Press, Terra, 3051

▽ **PARANOID SCHIZOPHRENIA OR DEMENTIA?**

[The tri-vid opens with a montage: Images of Jonathan Cameron, Unity City, and the Star League Council Chambers].

Narrator: Born on 22 October 2660, Jonathan Cameron became the First Lord of the Star League eight days shy of his thirtieth birthday. He is often remembered as the visionary behind the Hegemony's technological renaissance that culminated in the Space Defense System. He was also instrumental in ending both the War of Davion Succession in 2729 and the Free Worlds League Civil War in 2734. But was there a darker, sinister side to the fourth First Lord?

[The tri-vid cuts to a middle-aged doctor (Ignacius Princeton) sitting at a desk near expansive bookshelves. A woman in a fashionable business suit (Thai Nghiem) sits opposite].

Princeton: A study of existing medical information and comparison of recorded appearances lends a correlation to many possible illnesses.

Nghiem: Could you give us some examples?

Princeton: Certainly. Paranoid schizophrenia, frontotemporal dementia, and Huntington's disease have all been suggested. Cameron was never professionally evaluated and he exhibited symptoms for all three.

Nghiem: Such as?

Princeton: Hallucinations, personality changes, but that's not a significant correlation.

Nghiem: And why is that?

Princeton: They are common indicators for a variety of diseases. It's much easier to tell you what Cameron did *not* have.

Nghiem: Okay.

plied Fourth Sword of Light engaged the SLDF's First Jump Infantry Division. Outmatched, the Fourth surrendered on 16 December. On Royal, the Sirius Division defeated the combined Kurita forces with help from the First Avalon Hussars, and it was there that a young captain named Aleksandr Kerensky led his first combat command.

In her capacity as temporary co-ruler of the Star League, Mother Jocasta Cameron dictated terms to the Suns and Combine. The 2724 border between the Combine and Federated Suns was reestablished, and House Kurita's claim to the Davion throne was permanently denied. Enraged by these decisions, Takiro nearly seceded the Combine from the Star League, but memories of the Reunification War stayed his hand. Instead, he began further isolating his realm from the Star League. Ironically, First Prince Richard Davion would follow suit a year later. Blaming the Star League for the death of his father, Davion began imposing socioeconomic and political barriers to the Federated Suns' participation in the Star League.

CIVIL WAR, AGAIN

"If notwithstanding, a rebellion of the same kind now afflicts this country, we should not infer that this Institution is useless, or should be laid aside; but just the Reverse."

—Rear Admiral of the Blue Charles Inglis, Eighteenth-century Terran soldier

Even as the War of Davion Succession wound down, the Free Worlds League Civil War of 2729 threatened to engulf the entire state and destabilize the Star League. Although the real fighting would not erupt for decades to come, the political crisis first began on 15 January 2703, when Elise Marik succeeded Gerald Marik as Council Lord and captain-general of the Free Worlds League. She deemed Gerald's death suspicious and, under the guise of an in-depth investigation, began a twenty-five year effort to purge the Free Worlds League of subversive elements.

At the height of Marik's purge in 2724, a number of influential parliamentary leaders attempted to convince Oliver Marik, Elise's brother, to appoint himself Council Lord. He declined, instead suggesting that Parliament declare the "crisis" at an end and eliminate Elise's position as captain-general. Four years later, on 21 November, Parliament finally acted, moving to strip Elise Marik of her authority. Elise responded on 3 February 2729 by dissolving Parliament and arresting one-third of its members for treason.

Now forced to act, Oliver Marik gathered all available members of Parliament on Calloway VI in late March and, using proxies for the imprisoned members, held an election where he was named Council Lord. His son, Boris, was named captain-general of the Free Worlds League. The dukes of Oriente, Andurien, Carbonis, and Kalidasa all sided with Oliver Marik's rebels, while House Stewart (led by Aldrich Stewart, director of SAFE) and House Schenk sided with Elise Marik's loyalists.

The first military action came near the end of May 2729, when loyalist Marik Militia forces attacked Oriente. The rebel forces, led by Boris Marik and Martin Humphreys (the Duke of Andurien), responded by invading Regulus and Avior. In July, the loyalists abandoned Oriente and reinforced the Regular front, and the Siege of Harmony began when rebel forces blockaded the zenith jump point and landed on Harmony. By month's end, loyalist forces returning from Oriente had joined the fighting on Avior and Regulus.

As neither side could marshal significant troops, targets of opportunity became paramount. In the spring of 2730, loyalist forces assaulted New Praha and deployed to Hellos Minor to suppress rioting, leaving Atreus under-defended. Oliver Marik promptly organized and led an assault against Atreus where—after thirty-six hours of brutal street-to-street fighting—Elise Marik and her bodyguards were captured. Oliver

hoped her capture would lead to a quick cessation of hostilities, but Elise's son, Bertram Marik, continued the fight in her name. Loyalist forces assaulted Dalton and savaged rebel troops on Ariel, while Boris ordered rebel forces to invade New Olympia.

After Elise's capture, the war largely stalemated. Both loyalist and rebel forces spent the next year fortifying their holdings. The most significant action of 2731 occurred on Dalton, when the loyalists failed to capture the duke of Carbonis. Rebel forces eventually escaped with heavy casualties after more than a year of fighting. Another year of minimal gains followed, with neither side securing a clear advantage until the summer of 2733, when the loyalists finally broke the Siege of Harmony. Bertram Marik's relief force shattered the rebel blockade and crippled their forces on-planet. Meanwhile, the rebels also surrendered on Avior after suffering heavy losses in the disastrous summer offensive that set up the end of the war.

On 9 February 2734, the loyalist forces under command of Bertram Marik sacked Atreus and rescued Elise Marik. Although Elise had been treated fairly during her imprisonment, her mental faculties had deteriorated and she was no longer fit to rule. Oliver contacted Jonathan Cameron and asked the First Lord to broker a détente. Three months later, the Treaty of Verona (signed on Tiber) ended the Free Worlds League Civil War. The treaty confirmed Bertram Marik as captain-general and Council Lord for the Free Worlds League. Oliver surrendered himself for trial in exchange for limited sentences for the remaining leaders of the rebellion and amnesty for all rebel combatants. Oliver was found guilty of sedition and executed on 12 July. Bertram kept his agreement regarding the rest of the rebels.

As with the Davion and Kuritan lords, Bertram was also outraged that Cameron had failed to intervene despite many requests. Although the Free Worlds League did not implement official policies to distance itself from the Star League, relations between Cameron and Marik were strained.

CHAOS

*By the rude bridge that arched the flood,
Their flag to April's breeze unfurled,
Here once the embattled farmers stood,
And fired the shot heard round the world.*
—Ralph Waldo Emerson, "Concord Hymn," 1837, Terra

"There is no avoiding war; it can only be postponed to the advantage of others."
—Niccolò Machiavelli, *The Prince*, 1513

After the Davion-Kurita and Marik wars, the chief concern facing the Star League was the escalating violence in the Periphery. By the 2730s, many anti-Star League demonstrations had gone from peaceful to violent and on some worlds dissidents began a war of terror against SLDF garrisons. Three significant events in particular happened in the early 2730s. On 15 June 2733, anti-Star League demonstrations in the Taurian Concordat escalated to armed confrontation. Unknown persons fired on SLDF military police attempting to break up a demonstration on New Ganymede. In response, the MPs called on the local 'Mech garrison for support. Over one hundred protesters were killed and hundreds more were wounded. Later that year, armed guerrilla forces in the Concordat led coordinated terror attacks against SLDF bases and personnel on a dozen Concordat worlds. While the loss of life was minimal, it was a clear sign that the Taurians were returning to their roots. In 2734, on Sevon, anti-Star League protestors incited a riot and a mob attacked an SLDF base. Panicked SLDF MechWarriors dispersed the mob with heavy weapons fire. Dozens were killed and hundreds more were injured.

▽△ PARANOID SCHIZOPHRENIA OR DEMENTIA? (CONTINUED)

Princeton: Huntington's disease is hereditary, so to be a candidate, his immediate family would need to have had the illness. Since his family were the First Lords of the Star League, we have an abundance of video evidence and other information, including medical records. As Huntington's is passed down, successive generations manifest symptoms at an earlier age. Neither Jonathan's children nor his sister ever exhibited symptoms.

Nghiem: So Huntington's is out?

Princeton: We can't say for sure, but the odds are against it.

Nghiem: What about schizophrenia?

Princeton: Cameron showed classic symptoms for it: delusions, thought disorder, apathy. During the War of Davion Succession and the Free Worlds League Civil War, Cameron abstained from taking action that would have saved thousands, perhaps tens of thousands of lives.

Nghiem: And dementia?

Princeton: Cameron had several signs of that illness as well. His letters to his sister clearly indicate he was obsessively paranoid that outside forces would topple the Star League. Tri-vids of Council Sessions clearly demonstrate personality changes, and occasional difficulty communicating.

Nghiem: Which do you think is the most likely?

Princeton: Cameron presented more symptoms for dementia.

[Nghiem turns to face the camera].

Nghiem: We have to take a quick break. When we come back, Dr. Wesley Ian will join us for further discussions about the Mad Cameron.

[Camera zooms out to reveal the interview is taking place in a tri-vid studio. Fade out].

—Thai Nghiem, *The Mad Cameron*, St. Ives Broadcasting, St. Ives, 3082

The conclusion of the Davion-Kurita and Marik wars convinced Jonathan that he was too ill to continue leading the Star League. In 2735, Mother Jocasta chaired the opening autumn session of the Star League council from her Abbey. After deliberating for days over matters in the Periphery, the council deadlocked.

Jonathan Cameron died from a stroke on 7 September 2738. Mother Jocasta abdicated and Simon Cameron became the fifth (official) First Lord of the Star League. In the territorial states, many people looked on the news expectantly, hoping that the new Cameron would undo years of damage perpetrated by his forebears. Periphery Freedom even suspended anti-Star League demonstrations.

Unfortunately, Simon Cameron was not comfortable in his new role as First Lord and he struggled with the office. While he had excelled as director-general of the Terran Hegemony, where he had a well-established set of protocols and ruled a like-minded society, as ruler of the Star League, he faced a far more diverse and far less agreeable population. As director-general he could make many of his own decisions from a point of knowledge, but as First Lord he was largely dependent upon his advisors.

Cameron's two closest advisors were Mina Samuels and Mother Jocasta Cameron. Samuels was his moral and ethical advisor. In 2729, she published *An Arthurian Knight in Cameron's Court*, a highly influential novel that started a medievalism craze in the Star League and propelled Mina from obscurity to celebrity. Cameron read her works repeatedly and shared many of her ideals. Samuels graciously accepted an appointment to the First Lord's advisory council on 29 October 2738. Mother Jocasta, on the other hand, quickly withdrew from the Star League court and returned to her abbey, where she served as *de facto* spiritual advisor for her nephew. The changing of the guard also included General Rebecca Fetladral. She resigned her post as Commanding General of the SLDF and accepted a new position as CO of the Engineering Sub-Command, where she continued the work building bases and forts she had begun nine years earlier. She endorsed her aide, Aleksandr Kerensky, as her replacement and he was appointed later that year.

Cameron believed in a strong military, but not to the extremes of his father. He saw the SDS not as a military marvel but as a frantic cry for help from a scared man. Despite his reservations, Simon approved completion of all partially constructed SDS within the Hegemony, but cancelled any new construction. The Periphery turmoil was very concerning to Simon. He had several lengthy conversations about it with his aunt during his first two months in office. She felt that preparations were the hallmark of any good strategy and urged Simon to further shore up the Star League. Within a year, he ordered the construction of numerous, massive fortifications in the Periphery. This further enraged the rulers and denizens of the Periphery realms.

THIRD WAR

"The value of a thing is of a transient nature and often tied to its potential. Two hundred years ago, the Star League had significant potential, and therefore, significant value. Today, you couldn't buy breakfast with it."

—First Prince Richard Davion, 2743

The Third Hidden War began in 2741, when a group of bandits raided The Edge, a Lyran Commonwealth world. The bandits landed a battalion of brand new 'Mechs and ran amuck, needlessly destroying everything between their LZ and their objective, a rare metals refinery. The local garrison was no match for the bandit forces, and more than five hundred Lyran civilians died in the raid. The following year, Lyran intelligence successfully located the bandits on Butte Hold and Archon Michael Steiner sent in the Twelfth Lyran Regulars, who set upon them like starving lions. Interrogation of the few survivors revealed the bandits were actually mercenaries employed by the Draconis Combine who had styled them as pirates to avoid implicating the Combine.

At the winter council session, Archon Steiner confronted Coordinator Kurtia with irrefutable proof of the mercenaries' origin. Takiro laughed at Michael and claimed he had falsified the evidence, but finished by saying "...business is business". The Archon physically assaulted Takiro, pinning him to the ground and raining blows upon him for several moments before the Council Guard could physically separate them. Both Steiner and Kurita demanded the First Lord intercede on their behalf, but when Simon proved no more decisive than his father, they abandoned diplomacy and returned to their realms to make war preparations.

In January of 2743, Lyran troops began massing along the Commonwealth's border with the Draconis Combine. Five brigades assembled on Tamar alone, with supplemental troops gathered at Satalice, Altenmarkt, and Camlann. In response, the Combine deployed forces to Rasalhague, Radstadt, and Alshain. Unlike his father, Simon Cameron did not tolerate the House Lords' posturing. In March, he sent WarShips from Twelfth and Sixteenth Armies to patrol the Commonwealth/Combine border and redeployed SLDF forces operating within both realms, building up a significant presence along the border. This show of force cowed the Lyran and Kuritan forces and they stood down by mid-year.

Despite this action, "bandit" raids continued to grow rapidly. More than half the border worlds in the Inner Sphere suffered predations over the next five years as the Council Lords used disguised forces to prosecute their grievances. Publicly, the lords denied any knowledge or responsibility for these "renegades." During the summer council session, however, Simon presented the Council with evidence—gathered by the SLIC—that revealed the Council Lords' duplicity. They unilaterally condemned the actions as the

willful misconduct of local nobles and promised swift retribution, but neglected to mention the retribution would target their rivals. Raiding activity increased so significantly during the remaining summer months that Cameron cancelled the autumn and winter council sessions. He sent high-level officials to the capitals of each House in an attempt to negotiate their differences, but every effort ended in failure.

Having failed at diplomacy, Cameron ordered the SLDF to shoot on sight any unmarked and unresponsive soldier, vehicle, or ship. After the first few “bandit” ships fell to this policy, disguised House WarShips began escorting the “bandits,” and fired on any SLDF unit attempting to intercept them. The House Lords each accepted the others’ explanations that somehow “bandits” had captured WarShips. By the end of 2744, isolated WarShip battles had become common, especially near key border worlds.

The Lyran Commonwealth and Free Worlds League almost went to war near the end of the decade. In 2745, Lyran ships attacked the *Timothy Leary*, a League-registered trader, in the Phecda system. The Commonwealth (wrongly) accused the *Leary* of smuggling recreational pharmaceuticals and other prohibited paraphernalia. Ewan Marik demanded a public apology over the incident, but Michael Steiner refused. As had happened six years earlier, House forces began gathering at the border. Lyran forces concentrated at New Kyoto, while Marik forces massed at Solaris and Uhuru. Once again, Cameron ordered in the SLDF to keep the peace. WarShips from Eleventh Army conducted war games in and around New Kyoto. In the Free Worlds League, Eighth Army’s fleet sojourned to Solaris. The House forces stood down, but it seemed the Star League was all but committed to war.

GRAND TOUR

The ship was cheered, the harbour cleared,

Merrily did we drop

Below the kirk, below the hill,

Below the lighthouse top.

—Samuel Taylor Coleridge, “The Rime of the Ancient Mariner,”

1797, Terra

Frustrated with the petty squabbling of the Council Lords, Cameron assembled the bulk of the WarShips from the First Fleet as escorts for his private JumpShip. On 21 March 2750, he embarked on an ambitious tour of the Star League to restore order. Cameron’s moral advisor, Mina Samuels, used her Plebs Moral Reformation Company to arrange appearances for the First Lord with the common Star League citizens. His first stop was on Skye where he addressed the assembled cadets of the Sanglamore Military Academy. He then visited workers at factories and farms and wrapped up his visit by visiting social welfare facilities.

The First Lord’s visit had exactly the effect he and Samuels had hoped for. Media coverage was largely positive. On Skye, opinion polls conducted before and after Cameron’s visit showed the average person’s perception of the Star League had gone from thirty percent neutral and seventeen percent slightly negative, to twenty-four percent highly positive, eleven percent positive, and twenty-two percent neutral.

Cameron received similar results at his next stop, Furillo. In May, the First Lord’s procession visited Donegal. His tour had brought him within jump of Tharkad. Despite the growing positive response of his good-will tour, Cameron was apprehensive about visiting any of the Great House capitals. Doing so, he felt, would give the House Lords an easy means to co-opt—or worse, derail—his message to the common peoples.

Stopping at the industrial world of Coventry, Cameron replayed his visit to Skye. First he spoke to students attending the New Cambridge University of Wessex. As with his other visits to Lyran worlds, Cameron simulcasted his appearance in English and German for later broadcast over Commonwealth media. Their pride stung by Cameron’s perceived snub of the Archon, the Tharkad affiliates did broadcast the First Lord’s speech, but their commentary about his efforts was filled with backhanded compliments and cynicism that did not appear in previous coverage.

After Coventry, Cameron’s course turned coreward, briefly visiting the world of New Capetown in July before moving on to Mississauga in August, Zhongshan in September, and Chahar in October. In addition to his philanthropic functions, the First Lord proposed holding an off-Terra Council Session on Rasalhague, where his tour was expected to arrive in June of 2751. John Davion refused to attend, citing “security concerns”, as did Warex Liao, who cited “pressing matters of state”, but Ewan Marik, Michael Steiner, Beatrice Avellar, and Stefan Amaris all declared their intent to attend the session. Coordinator Takiro Kurita was the last of the House Lords to reply, eventually did so, saying he would “welcome a dialogue with the League” in his territory. (This declaration, however, was soon followed by a series of open inquiries by Combine state media over why the First Lord had chosen Rasalhague, of all places, to hold a session, when Luthien would make a much better and more secure choice.)

As Cameron’s tour crossed into Rim Worlds space, with a stop on Wotan in December of 2750, its course once more veered away from the realm capital worlds, passing up Apollo in favor of a visit to Steelton in January of 2751—followed by Star’s End in February of the same year.

INNER SPHERE - 2750

Lyran Commonwealth

Tamar Pact

- 1) Trelshire
- 2) Tamar Domains
- 3) Camlann Shire

Protectorate of Donegal

- 4) Coventry Province
- 5) Alarion Province
- 6) District of Donegal
- 7) Furillo Province

Federation of Skye

- 8) Kannon Shire
- 9) Virginia Shire
- 10) Rahneshire
- 11) Isle of Skye

Draconis Combine

Pesht Military District

- 1) Kagoshima Prefecture
- 2) Coudoux Prefecture
- 3) Bjarred Prefecture
- 4) Pusht-i-rud Prefecture
- 5) Ningxia Prefecture

Galedon Military District

- 6) Oshika Prefecture
- 7) Matsuida Prefecture
- 8) New Samarkand Prefecture
- 9) Kaznejoy Prefecture

Rasalhague Military District

- 10) Radstadt Prefecture
- 11) Trondheim Prefecture
- 12) Tinaca Prefecture

Benjamin Military District

- 13) Baldur Prefecture
- 14) Xinyang Prefecture
- 15) Kajikazawa Prefecture
- 16) Proserpina Prefecture
- 17) Irurzun Prefecture
- 18) Kuzuu Prefecture
- 19) Ashio Prefecture

Federated Suns

Draconis March

- 1) Robinson Operational Area
- 2) Fairfax Operational Area
- 3) Woodbine Operational Area

Crucis March

- 4) Markesan Operational Area
- 5) Minette Operational Area
- 6) Chirikof Operational Area

Capellan March

- 7) Kathil Operational Area
- 8) Taygeta Operational Area

Capellan Confederation

- 1) Tikonov Commonality
- 2) Chesterton Commonality
- 3) Sarna Commonality
- 4) Capella Commonality
- 5) Sian Commonality
- 6) St Ives Commonality
- 7) Andurien Commonality

Free Worlds League

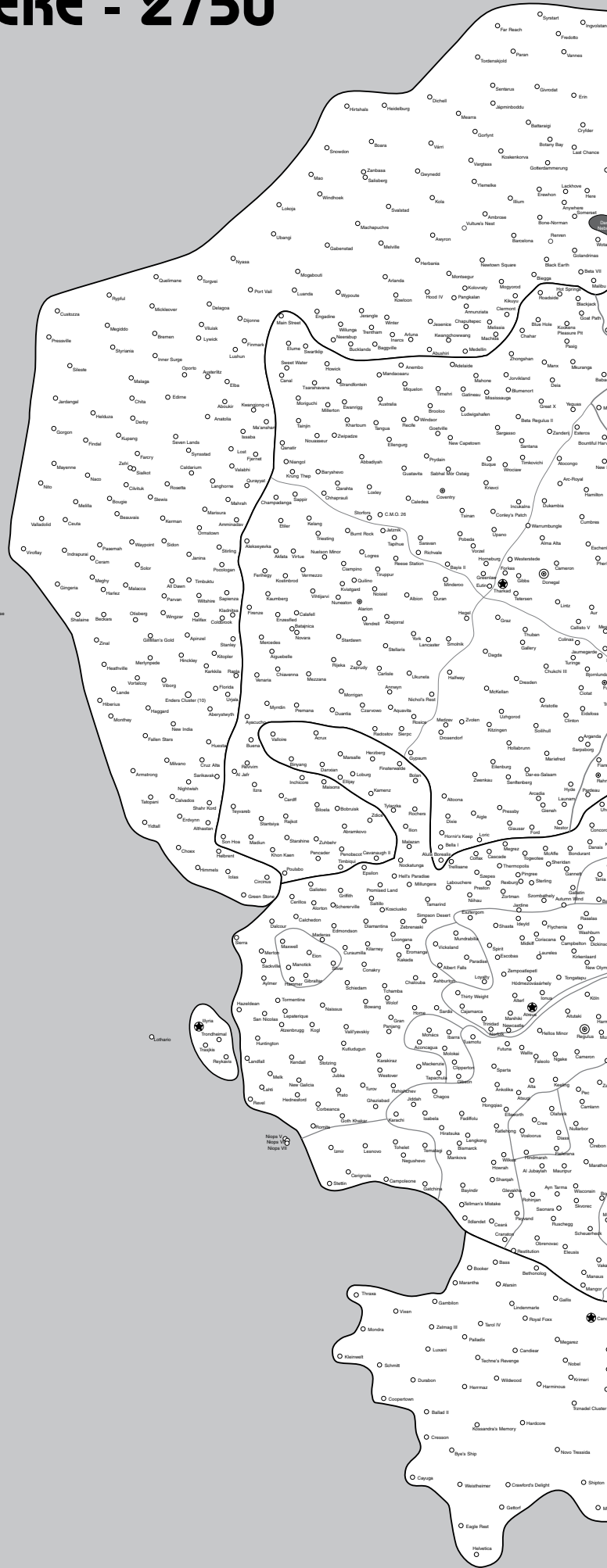
- 1) Marik Commonwealth
- 2) Federation of Oriente
- 3) Principality of Regulus
- 4) Duchy of Andurien
- 5) Stewart Confederation
- 6) Duchy of Graham-Marik
- 7) Rim Commonality
- 8) Regulan Free States
- 9) Principality of Gibson
- 10) Abbey District

Terran Hegemony

- 1) Alliance Core
- 2) Lone Star Province
- 3) Lockdale Province
- 4) Tyrfin Province
- 5) Terra Firma Province

The Periphery

- 1) Magistracy of Canopus
- 2) Taurian Concordat
- 3) Outworlds Alliance
- 4) Illyrian Palatinate
- 5) Rim Worlds Republic
- 6) Tortuga Dominions





LEGEND

30 LIGHT YEARS

120 LIGHT YEARS OR 36.6 PARSECS

● Region capital ● District capital ★ National capital

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.



Spinward

Anti-spinward

Rimward

Coreward

CAPELLAN CONFEDERATION

Under the guidance of the Sundermann Liaos, the Capellan Confederation made great gains in the twenty-eighth century. Warex Liao came to power in 2719 and continued the changes enacted by his father and grandfather. The last vestiges of the reign of Calvin the Mad were swept from the Confederation by the Sundermann dynasty. Capellan citizens in the mid-2700s enjoyed state-funded education through their twentieth birthday, and guaranteed employment following their state-mandated term of service with the CCAF.

For nearly thirty years, Chancellor Warex Liao championed the Capellan cause in the High Council, and his efforts yielded plenty of fruit. Capellan factories produced new and more powerful BattleMechs by the score. New aerospace fighters, featuring the latest available technologies, relegated yesterday's models to militia roles. The Capellan WarShip program continued to innovate, providing the best possible mixture of offensive firepower and defensive weaponry to sustain the Capellan navy.

As these war machines filled the ranks of a proud CCAF, countless innovations underscored the technological accomplishments. The disparate army, navy, and aerospace forces of the early twenty-eighth century were long gone. In their place, an organized and efficient military stood ready to advance (not merely defend) Capellan interests. Enlisted ranks were reduced to five, providing a streamlined chain of command. The burgeoning success of the Lorix Order cemented the position of the MechWarrior as the supreme class of citizen-soldier, ready to pay the ultimate price should it be necessary for the advancement of the Confederation.

Colonization efforts increased at a rapid pace—owing largely to Hegemony water-purification technology acquired through the Chancellor's tireless efforts. The standard of living for the average citizen was higher than at any time in Capellan history as Capellan factories on Capellan worlds produced essential items both for the grateful Capellan citizenry and for export to the Hegemony.

Shortly after Warex assumed the throne, the territorial states created unrest in the Star League. Passed in 2722, Directive 41 eliminated BSLA oversight on business dealings with the territorial states and opened many avenues for economic success. Unfortunately, most of the territorial states failed to recognize this opportunity. Although the Rim Worlds Republic embraced the good will of the Star League, it was too far removed from the Confederation to significantly benefit from Capellan entrepreneurs. Under the Chancellor's guidance, several corporations brokered new deals with firms in the Magistracy and Concordat, creating jobs for Capellan citizens.

The Confederation remained aloof in both the War of Davion Succession and the Free Worlds League Civil War of 2729. Though both conflicts created significant concerns for the Capellan people, the chancellor saw some wisdom in Jonathan Cameron's apparent *laissez-faire* approach to these crises and staunchly supported him in council sessions.

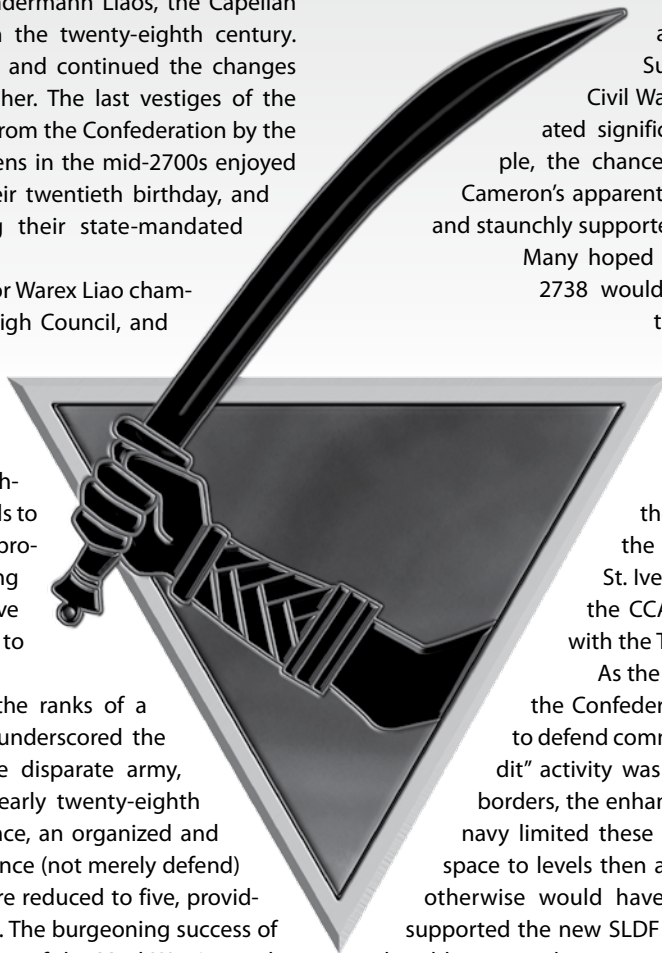
Many hoped the ascension of Simon Cameron in 2738 would create a calming peace. Although the Chancellor worked tirelessly with the new First Lord, the tumultuous territorial states continued to threaten the peace and prosperity of the Star League. As a precautionary measure, CCAF forces deployed to the Andurien Commonality border with the Magistracy of Canopus. The Sian and St. Ives Commonalities similarly augmented the CCAF presence to safeguard the border with the Taurian Concordat.

As the Third Hidden War began in the 2740s, the Confederation increased its WarShip presence to defend commercial shipping lanes. Although "bandit" activity was heavy along the other Great House borders, the enhanced protection afforded by the CCAF navy limited these unpleasant skirmishes near Capellan space to levels then assumed to be much lower than they otherwise would have been. The Confederation strongly supported the new SLDF bases mandated by Directive 45 and humbly accepted numerous Hegemony contracts related to their construction.

Chancellor Liao continued to push for a larger and more technologically advanced CCAF, considering an improved military as being in the best interest of the Capellan people, and so he scheduled many meetings with First Lord Cameron aimed at exploring "mutually beneficial opportunities" between them. In the meantime, the Confederation persisted in its indifference to the crises plaguing the other Houses.

EIGHTH LIAO LANCERS (Old Kentucky Home Guard)

Hailing from an unlikely tropical paradise in the Sarna Commonality, the Eighth Liao Lancers were the Confederation's premier jungle-warfare unit. A mixture of regular and veteran soldiers, the regiment was comprised of two 'Mech battalions (Rapsallion's Revenge and the Dancing Caimans), two companies



FACTIONS

of combat engineering infantry, a company of engineering vehicles, and an artillery company. The Ninth Hyacinth Fighter Wing provided aerospace support.

Rapscallion's Revenge was a battalion of medium jump-capable 'Mechs modeled after SLDF Light Horse regiments. The battalion distinguished itself during the Siege of Lighthouse Cape on Tintavel, where it held the only fordable spot along Anacostia River for six months. Two regiments of House Marik armor were ultimately starved into submission.

Each company of the Dancing Caimans included a lance of engineering IndustrialMechs. The Caimans specialized in improvised positions, but were also accomplished sappers. The unit also included the regiment's only assault 'Mechs; Able Company's Charlie Lance. The Caimans last saw major action in the Third Andurien War when Charlie Lance defeated a full company of Marik 'Mechs while buying time for the IndustrialMechs of Baker Company to destroy the Wind River Dam. The resulting flood ended Marik opposition on Ryerson.

During the Third Hidden War, while the Eighth Liao Lancers were returning to Old Kentucky, the Ninth Hyacinth engaged "bandits" in the Hassad system. During a three-hour battle, the Ninth defeated two wings of "bandit" fighters while suffering only two casualties. The surviving members of the Ninth pursued the retreating "bandits" to their DropShips. After an hour-long battle, the Ninth had disabled one DropShip and heavily damaged another. Both ships self-destructed to prevent their capture, buying time for the remaining "bandits" to escape.

FIRST CAPELLAN CHARGERS (Greeks Bearing Gifts)

The First comprised three 'Mech battalions and was the sister unit to the Capellan Hussars (which included the Liao family royal guard). The First saw significant action during the Age of War and participated in all three Andurien Wars, including such notable engagements as Anegasaki, Park Place, Fuentes, and Tiber. During the Star League era, the First moved to the Davion border, where they called Stein's Folly home. Assignments to the First were considered desirable positions—owing to their record during the Age of War—but by the close of the Reunification War much of the regiment lacked combat experience. As the relative peace of the Star League era wore on, fewer experienced MechWarriors were assigned to the brigade. In 2750 less than ten percent of the First had combat experience.

Caelen Taddeo commanded Alpha Battalion (the Wooden Horses). The unit consisted of a mixture of medium and heavy 'Mechs, predominately equipped with LRMs. Alpha company included all the regiment's assault 'Mechs, including Taddeo's



Longbow. The Horses often deployed in support of Bravo Battalion, providing covering fire for their advances.

Bravo Battalion—The Tiger Slayers—were a mix of light and medium 'Mechs specialized in urban combat and reconnaissance missions. The Slayers participated in many CCAF mock combat trials, placing third, fifteenth, and twenty-first in the Best Regiment category. The Slayers were the pride of the Rangers and often participated in parade duty.

Charlie Battalion—The Gold Colts—supplied the Chargers with their direct firepower. A mixture of medium and heavy units with several lances of assault 'Mechs, the Colts were renowned open-field combatants. In the 2730s, the Colts benefited from Warex Liao's acquisition of Hegemony technology and received new or upgraded 'Mechs and auxiliary units.

THIRD CHESTERTON CAVALRY (The Lightfoot Lancers)

As the lightest cavalry regiment in the Confederation, the Third had to learn to make do with BattleMechs and armor that were often far lighter than the forces they found themselves pitted against. Since their formation in the early twenty-sixth century, the Third was one of the most active units, almost continually deployed in defensive positions across the systems of Mira, Mesartim, and Almach to protect those worlds against hostile incursions from the Federated Suns.

The Third Chesterton trained to be expert scouts, excelling at finding enemy formations and pinning them down until heavier backup could arrive. Utilizing large formations of infantry spotters, the Third's fastest units, usually its VTOLs and light 'Mechs, would quickly encircle the enemy. Next, artillery support would be heavily utilized with the aid of the spotters already on the field. Finally, the "heavier" BattleMechs would engage as the circle of lighter units would tighten and close shut.

These skills were put to the test during the War of Davion Succession, when a battalion of *ronin* Combine BattleMechs made landfall on Mira seeking food, supplies, and munitions. Thinking they could raid the munitions dump of the planetary garrison before the Third could respond, they moved in and quickly dispatched the small armor garrison left to guard the dump. Elements of the Third Chesterton quickly boarded their DropShips and made an orbital hop to within fifty kilometers of the munitions depot. There they deployed and encircled the *ronin* as they were still loading the supplies onto their cargo vehicles. As they tried to leave the Combine forces encountered the Third in every direction. The Third Chesterton tightened the noose and captured over a dozen BattleMechs, as the Kuritan pilots committed suicide rather than be captured alive.





ANDURIEN HEAVY GUARD (The Rock of Gibraltar)

The Reunification War was not bloodless for the units of the Star League and the Great Houses, but for House Liao it was a chance at renewal. Donating a larger portion of their forces to the formation of the SLDF, House Liao refused to deploy further troops to any of the Periphery fronts. As one of the weakest and least technologi-

cally advanced militaries, they jumped at the chance to form new regiments with advanced BattleMech technology. The Andurien Heavy Guard was one of the last of these new formations when it was mustered together in 2651, just after the ratification of the Council Edict of 2650.

The Heavy Guards were rarely deployed away from the Commonality capital even though they had some of the most advanced BattleMech and armor designs available to the Confederation. While peace reigned between the Free Worlds League and the Confederation, the three wars fought over Andurien during the Age of War and the ease with which FWL backed bandits could raid the important industrial world meant that a strong permanent garrison was always present.

Being a sedentary unit was detrimental to a regiment that would otherwise have had the potential to be one of the CCAF's premiere units. Between 2710 and the beginning of the Amaris Civil War the Andurien Heavy Guard would do little but fly their colors at parades on their homeworld and occasionally participate in Confederation-wide war games, where they would inevitably place near the bottom because of their inability to communicate effectively between companies. Though their name suggests a large number of assault-class units, the Andurien Guard shied away from the heaviest-massing units due to their homeworlds' heavy gravity.



SIXTEENTH SIAN DRAGONS (The Weakened Warriors)

As a senior colonel in the CCAF once said, "There are those men who serve under you whom you wish you could shoot, there are those whom you can shoot, and then there are those who wouldn't be worth the bullet. The latter serve in the Sixteenth Dragoons."

The Sixteenth Sian Dragoons was a large formation of mismatched units that had been transferred in from other formations because their MechWarriors, pilots, or crews were too disruptive to the units they came from to continue to be of useful service, but who also had too much time and training invested in them to dismiss them outright.

The Sixteenth Sian Dragoons were assigned to garrison worlds along the Canopian and Concordat border area. Spread out in formations of company to battalion size, the Dragoons had to rely on civilian transport to move from world to world because of their lack of dedicated JumpShips and their bottom priority on the CCAF logistics chain. Collectively the Sian Dragoons saw more combat action than most CCAF regiments during the first half of the twenty-eighth century (indeed, during the 2740s alone, they battled bandit raiders across their large deployment area at least one time every month). This continual action provided a welcome distraction from the tedium that was their penal deployment, but it also provided in-the-field training that gave the Sian Dragoons a reputation for being poorly disciplined but nonetheless highly skilled warriors.

FACTIONS

DRACONIS COMBINE

By the mid-twenty-eighth century, the Draconis Combine was largely obsessed with Japanese culture. Books such as *The Book of Five Rings*, a 1645 treatise on feudal Japan by Miyamoto Musashi, were widely popular. The majority of Combine citizens spoke Japanese as their first language and learning English was discouraged, despite it being the *lingua franca* of the Star League. The ancient samurai code of honor, *Bushido*, had become popular throughout the Combine—particularly so amongst the military as Coordinator Urizen II drove this interest in ancient Japan to mold the Combine in the image he desired. Combine MechWarriors incorporated *katanas* and *wakizashis* into their dress uniforms and fought duels to settle their differences. While most of these duels were fought with swords, many MechWarriors chose to fight in their 'Mechs. The MechWarrior with the best dueling record in each regiment was named its champion. Champions (and other duelists) routinely fought against SLDF MechWarriors. MechWarriors who survived seventy duels became heads of their own dojos and trained other Combine MechWarriors in their techniques.

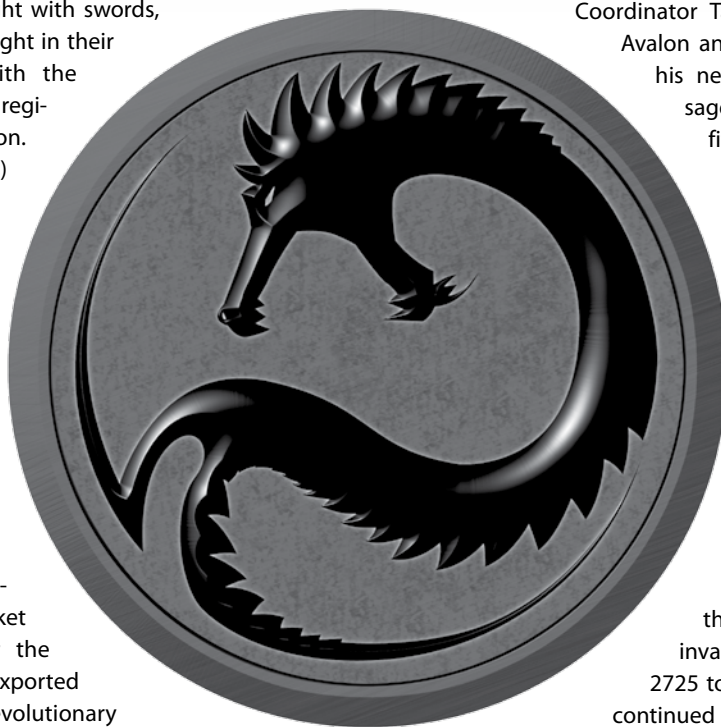
Regulated trade with the other Star League nations brought a bevy of new technological innovations to the Combine. Many luxury items were blacklisted, but a thriving black market ensured their availability for the right price. The Combine also exported many items, including the revolutionary *Stinger LAM*.

After the Council Edict of 2650, the Combine's membership in the Star League was largely for show. The Edict forced the Combine to disband several regiments of BattleMechs. The Coordinator found those soldiers employment with various nobles (as private bodyguards or in similar capacities) and private security forces, effectively maintaining the size—if not the structure—of the DCMS. In 2681, these newly masterless—*ronin*—MechWarriors started challenging SLDF soldiers to duels. The first duel ended in the Dragon's favor and brought honor to the citizens of the Combine. The duels (later referred to by many as the First Hidden War) continued until 2738 when the Coordinator, having assuaged the lost honor of Combine MechWarriors, called for them to end. The DCMS felt that the final tally demonstrated the superiority of Combine forces against the SLDF MechWarriors, even though the results were very close to even by the end.

Urizen sagely created social, political, and economic policies that distanced the Combine from the Star League. New, Combine-only social functions rewarded the loyal for their service and ensured they would not be forced to entertain the Camerons and their puppets. Tariffs raised the prices of Hegemony goods, making them more expensive than comparable Combine goods. When Takiro Kurita became the Coordinator in 2691 he continued and expanded Urizen's policies. By 2750 imported Hegemony goods had more than doubled in price.

On 28 September 2715, Vincent Kurita made the claim that he was rightful heir to the Federated Suns' throne by virtue of his mother, Mary Kurita-Davion. By the end of the year, Coordinator Takiro Kurita's envoys reached New Avalon and demanded the Davions recognize his nephew's birthright, despite the passage of the Davion Act of Succession fifteen years before. When the Davions refused, Kurita appealed to the High Council, but First Lord Jonathan Cameron hedged. The Coordinator claimed that Jonathan Cameron failed to honor the precepts of the Star League Accords, as Cameron created an investigative committee and charged them with dispatching his duty. After an unprecedented eight years of deliberation, the committee failed to issue a ruling, and House Kurita's honor demanded satisfaction. Under direct orders of the Coordinator, the Samurai Taskforce invaded the Federated Suns on 16 April 2725 to put Vincent on the throne. Fighting continued until November 2729, when the SLDF finally intervened to force an armistice. Acting on her brother's behalf, Lady Jocasta Cameron then restored the 2724 border between the Combine and Suns and denied Vincent's claim to the Suns' throne. Coordinator Kurita considered secession, but lessons learned in the Reunification War showed the folly of that action. The Dragon could not hope to stand against the combined might of the SLDF.

In 2741, the Combine employed mercenary forces—who styled themselves as bandits to disguise their origin—to raid The Edge, a Lyran Commonwealth world. When Archon Michael Steiner discovered the origin of these forces, he physically assaulted the Coordinator in the council chambers. It was seen that Simon Cameron proved no better than his father at supporting the Combine, and so Coordinator Takiro Kurita dispatched forces to the Commonwealth border. Before they could invade, however, Cameron intervened, sending a fleet of SLDF WarShips to the



Rasalhague Military District. Kuritan forces stood down, but the Coordinator kept them in a heightened state of alert. The Combine used the tension to help the DCMS focus on its training program, ensuring that the average DCMS MechWarrior was more skilled than his SLDF counterpart.

By 2750, the Combine wanted nothing more than to be rid of the Star League. The disaster of the War of Davion Succession and the continuing violence on the Lyran Commonwealth border meant that every effort was dedicated to finding a solution to the "Cameron Problem."



FIRST GALEDON REGULARS (Edge of the Blade)

The First Galedon Regulars were formed soon after the creation of the Draconis Combine, planned as the first in a series of light first strike formations that would be used to secure a beach-

head during planetary invasions. Initially composed of jump infantry, VTOLs, and hovercraft, the First Galedon saw significant action against anti-Combine dissidents during the occupation and assimilation of Rasalhague. With the invention of the BattleMech, the First Galedon was one of the first to be equipped with 'Mechs once the Combine gained the ability to produce the new war machines for themselves.

During the War of Davion Succession, the Combine relied heavily upon the First Galedon Regulars for planetary invasions. They were a part of the DCMS Samurai Taskforce and were involved in the assaults on Marduk, Dobson, Royal, and several other worlds before the SLDF finally intervened in December of 2729.

The First Galedon's most notable battle came during the fighting on Royal. Assigned to harass the SLDF formations, the light and fast units of the First Galedon easily flanked the slower-moving units of the Star League. As the command company of the First Galedon engaged the rear of a munitions transport train, they were jumped by a lance of Star League 'Mechs that had been hiding, powered down, in a nearby group of grain silos. The engagement lasted a surprisingly long time, until finally the Star League lance, led by an *Orion*, was able to push the heavily damaged First Galedon units away and protect the munitions transport. The pilot of the *Orion*, one Captain Aleksandr Kerensky, earned a commendation for his actions in this battle.



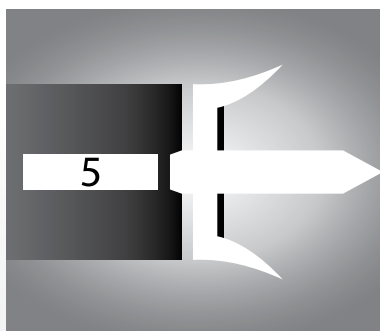
FOURTH SWORD OF LIGHT (Honor, Courage, and Wisdom)

The Fourth Sword of Light was considered to be a state-of-the-art BattleMech regiment when it was first mustered in 2695. Unfortunately, difficulties with obtaining certain desired units and having the needed numbers of skilled officers delayed the Fourth's deployment

until 2705. Many commentators at the time felt that it was worth waiting for. By the time the regiment deployed to the Federated Suns border region, many predicted that the Fourth would make a deadly contender in the next Combine-wide war games.

During the War of Davion Succession, the Fourth Sword of Light served on the front lines, assigned as the lead formation in the Samurai Taskforce. The initial assault onto the planet of Marduk was the Fourth's first real test. Following the First Galedon Regulars after they set up the Draconis beachhead, the Fourth Sword met the Davion forces in the first major engagement with the planetary garrison, around the Norse BattleMech Works in the center of the Babylon Jungle.

The Fourth Sword of Light would go on to engage in some of the largest battles of the War of Davion Succession including its fight on Breed against two regiments of Draconis March militia and the SLDF's First Jump Infantry Division. The engagement with the Jump Infantry Division finally knocked the Fourth Sword of Light out of the war in December 2729, when they were forced to surrender due to lack of munitions and four years of battle damage. In the years after the War of Davion Succession, the Fourth Sword of Light remained one of the most skilled units in the DCMS.



FIFTH BENJAMIN REGULARS (Mirror, Mirror)

The DCMS is known for its tendency to field few defensive units that are not part of District militias or planetary garrisons. Mainline regiments that are trained to be defenders are something

of a rarity. The Fifth Benjamin Regulars was one of those few regiments that have been trained with the patience and dedication to wait for an enemy to make mistakes. Formed in the mid 2680's, the Fifth Benjamin was centered on the Thirteenth Regulars Battalion, a mix of heavy and assault-class BattleMechs also known as the "Thirteen Orphans" (after the *mahjong* hand). The slow machines ensured that each MechWarrior was unable to break from ranks so quickly that the rest of their unit could not react to the changing line.

Further heavy and assault companies were slowly added to the regiment over the 2690's resulting in a further two battalions, plus an additional observer company of light BattleMechs, VTOLs, and hovercraft for each battalion. The Fifth Benjamin was trained to not only be expert defenders, but also to adapt to changing enemy tactics. The light companies were used to keep an eye on enemy movement, transmitting back detailed information on numbers, types of units, and command style. By the time the Fifth's main force engaged the enemy, their battle computers and a team of highly specialized officers would have already developed a strategy to counteract many of the tactical advantages the enemy may have had.

Unfortunately, this focus on negating the enemy's advantages and being reactionary rather than offensive gave the Fifth Benjamin little opportunity to distinguish itself in noteworthy victories. During the War of Davion Succession, the Fifth Benjamin Regulars reinforced the Sixth Benjamin on Donenac in June of 2726 and successfully fought a harassment campaign against the First Robinson Chevaliers until finally suffering defeat against the Davion Heavy Guards in 2729.

FIRST RASALHAGUE REGULARS (The Alpha Ophiuchi Regulars)

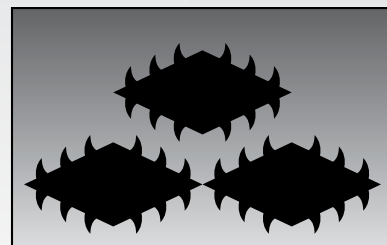
The First Rasalhague Regulars were based on the deployment style of the SLDF striker regiments, with light to medium-weight BattleMechs, dedicated aerospace fighters, and a company of Land-Air 'Mechs. Formed entirely on Rasalhague itself in 2730, the First Rasalhague stood out amongst the other regiments of the DCMS. With its newer vintage, it contained a large proportion of Star League-designed BattleMechs either produced in the Combine or purchased as surplus from the SLDF itself. Of these, the First's Land-Air 'Mechs were their crown jewel; produced in the Combine at the LexaTech Industries facility on Irece, the entire company boasted the latest in cutting-edge design.

The patriotism of using so many Combine-built units, especially the high-tech units based on Star League designs, was a public relations coup for the First Rasalhague and the DCMS as a whole, as the Combine had long lagged behind the Lyran Commonwealth in military technology.



FIRST PROSERPINA HUSSARS (Kamihikari)

One of the first formations associated with House Kurita, the First Proserpina Hussars served under Shiro Kurita in his initial conquests of Benjamin and other important colony worlds, prior to the founding of the Draconis Combine in 2319. After the formation of the DCMS, the First Proserpina was used as the assault force for many planetary conquests. The regiment was continually moved from one solar system to another, rarely staying in place for more than a month. By the end of the twenty-fifth century, the Hussars had gained a reputation for their constant redeployments and one junior officer suggested in his diary that recruitment posters featuring the Hussars should have the tagline "See the Inner Sphere, planet by planet, through your gun sights."



During the time of the Star League, the First Proserpina Hussars looked nothing like the armor brigade it started as but it remained one of the largest regiments in the DCMS, with four BattleMech battalions and an additional wing of aerospace fighters. With its expertise unchanged, the perpetually itinerant Hussars also possessed dedicated JumpShips and even two WarShips on permanent deployment with them, the DCS *Iwate* and DCS *Wakayama*.

During the War of Davion Succession, the First Hussars were moved so much that the regiment was split into its individual battalions in order to hold down counter-attacking Davion forces on Junction, Klathandu IV, and Proserpina itself. This division, however, ultimately crippled them. In positioning the Hussars as a more defensive force, the DCMS unwittingly restricted their interstellar mobility, and deprived them of the space assets they relied on for planetary surveillance. Because of this, the First Proserpina Hussars took heavy losses in the war, losses they were still recovering from by 2750.

FEDERATED SUNS

Since the beginning of the 2700s, there may have been no better examples of the failure of the Star League as an interstellar peacekeeper than the events within the Federated Suns. Despite the Suns' preoccupation with martial skill and technological innovation, it found itself woefully unprepared for the open fighting that erupted between themselves and the Draconis Combine in the War of Davion Succession.

The downward spiral started with Mary Davion, daughter of the First Prince Roger Davion, falling in love, marrying, and having a child with Soto Kurita, the youngest child of Coordinator Takiro Kurita. To avoid the prospect of a Kurita scion claiming the throne on New Avalon, Prince Roger signed a law that would prevent Mary and any of her descendants from becoming First Prince. Though Mary Kurita-Davion accepted this ruling, House Kurita never let the matter drop, and over the next twenty years built up military forces on the border. The temptation for the Coordinator to hold New Avalon was too great to resist, and so—after attempts at a diplomatic solution via the Star League Council failed—Takiro finally decided on military action.

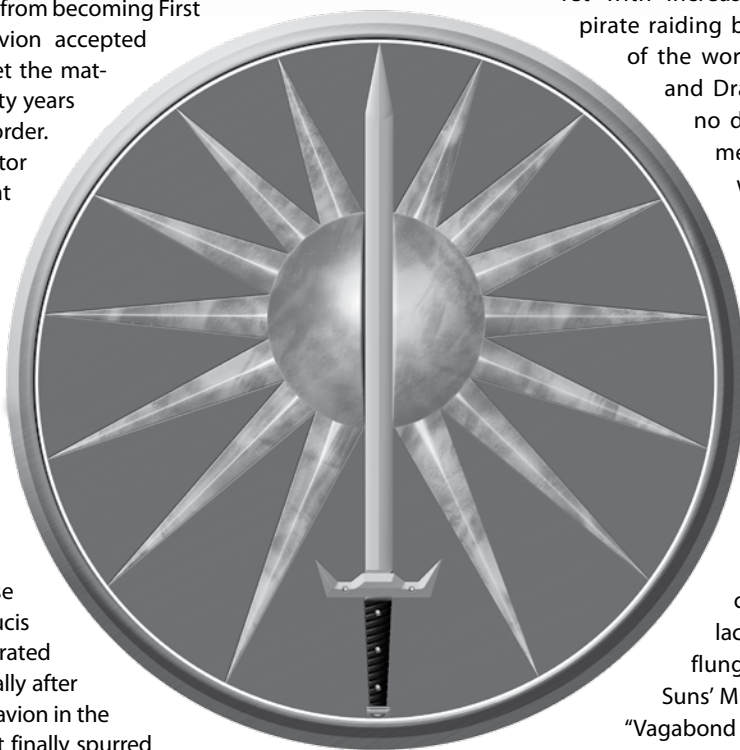
In 2725, the massed forces of the Draconis Combine attacked the planet Marduk, a heavily industrialized world known for the Norse BattleMech Works. The conflict would quickly spread across the Draconis March as forces loyal to House Kurita drove deep into the Crucis March. Morale across the Federated Suns spiraled downwards, especially after the death of First Prince Joseph Davion in the Battle of Royal in 2729. This event finally spurred the Star League into action, putting an end to a conflict that had the potential to sunder the entire Star League.

Joseph's son Richard succeeded him as First Prince and started changing his government's policies towards the laws and regulations imposed on them by the Star League. The most drastic of these was Richard's order to increase the production of BattleMechs, tanks, fighter craft, DropShips, and Warships, an act that went against the spirit of the law according to Star League Council Edict 2650—but not the letter. Edict 2650 limited the number of personnel in a nation's military, but not the number of machines, and it was this loophole that allowed the AFFS to accumulate massive amounts of munitions and equipment, and also allowed for the creation of vast numbers of well-trained reserve forces and planetary militia which also did not fall under the Edict.

Prince Richard's death in 2745 in a BattleMech accident left the throne to his nephew, John. In the first five years of his rule, John Davion continued the work that his uncle started. The AFFS reserve forces grew exponentially and some militia forces came to rival the skill shown by regular army troops during the War of Davion Succession. The massive military spending created millions of jobs across the Federation, bringing wealth to even the poorest worlds of the Outback. The increased military spending also improved the infrastructure on most worlds that were previously lacking it. Rapid transit, clean water, and cheap electricity spread even on worlds where they used to only be seen in the capital cities.

Yet with increasing prosperity came violence; pirate raiding became more common on many of the worlds along the Taurian, Capellan, and Draconis borders. While there was no direct evidence that the governments of those bordering nations were behind these attacks, that did not stop Prince John from making formal protests at council meetings on Terra, nor did it prevent him from authorizing counter-raids against planets suspected of harboring the raiders.

John's goal of building a Federated Suns less reliant on the Star League was gradually becoming a reality by the middle of the twenty-eighth century. Indeed, to address the lack of proper education on its far-flung colony worlds, the Federated Suns' Ministry of Education proposed the "Vagabond Schools", JumpShip-based educational institutes that would roam star system to star system, bringing first class education to children living on the less developed worlds.



DAVION HEAVY GUARDS (Strength of the Davions)

Each of the regiments comprising the Davion Brigade of Guards was initially set up to specialize in a specific style of warfare when they were first formed in mid twenty-sixth century. The Davion Heavy Guards, for example, was intended as the First Prince's bodyguard unit, but



later evolved into the premier heavy cavalry regiment in the AFFS. The Heavy Guards' unwavering loyalty to both the First Prince and the Federated Suns meant that there was never a lack of the highest quality men or material to fill its rosters. They were so loyal they later would primarily be stationed on New Avalon itself and only deploy elsewhere in times of great need at the First Prince's behest.

The Heavy Guards would quickly develop its own breed of tactics, utilizing its heavy BattleMechs in fast strike roles normally reserved for faster medium 'Mechs. During the War of Davion Succession this skill was shown during one of the rare Davion victories on the world of Colchester in 2729 while facing the Fifth Benjamin Regulars. Both forces boasted roughly equal tonnage in BattleMechs when they met on the plains of Ashshire, but the Davion 'Mechs used the rolling plains of volcanic ash and rock to their advantage. Companies of 'Mechs swept out and slowly encircled the Kuritans as the heavy fighting raged across hundreds of square kilometers. By the end of the first day, the Benjamin Regulars had suffered over fifty percent losses, while the Davion Heavy Guards lost less than half that amount. The Benjamin Regulars were surrounded and had no choice but to surrender. The sword of the Benjamin's *Tai-sa* was presented to the commanding officer of the Guards after he had killed himself for the dishonor of surrender. This sword's metal would later be used to forge a portion of Joseph Davion's casket after his own death soon after.

FOURTH DAVION GUARDS (Dragon's Bane)

Stationed on the Davion-Kurita borders since its formation, the Fourth Davion Guards developed a deep-seated hatred for the Draconis Combine. The combination of the Fourth's near destruction during the War of Davion Succession, and the constant back-and-forth raiding between to the two realms kept many of this regiment's BattleMechs and vehicles in such a battered state that it was unable to claim 100 percent combat readiness until the mid-2700s. Its commanding officer, Colonel Mitchel Stopek, made it his personal goal to return the Fourth Guards to its former glory, and the story goes that, to prove his accomplishment in 2748, while the Quartermaster of the AFFS and the First Prince himself inspected the Fourth Guards, each BattleMech was so fine-tuned to its MechWarrior that one of the regiment's *Phoenix Hawks* performed a handstand to demonstrate it. The Fourth Davion Guards was also one of a very few commands in the Federated Suns that directly faced off against a SLDF regiment in large-scale mock combat by the mid-2700s. To prove that the Fourth was the best of the AFFS, Stopek had issued a challenge to the 2736 winners of the Martial Olympiad for a war game on Venus, the site of the famed Hades Event. The years of



training and cutting-edge equipment paid off, as they defeated the Star League force despite taking serious losses (including the maiming of their CO).

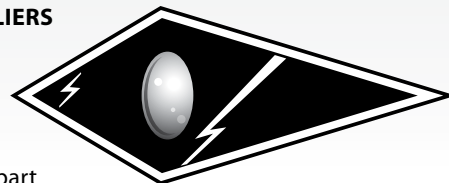
The victory achieved on Venus helped to boost AFFS morale, which had been reeling since the War of Davion Succession. It proved that not only had the The Fourth Davion Guards recovered from the war, but that the Federated Suns could even defeat the Star League itself on the field of battle.

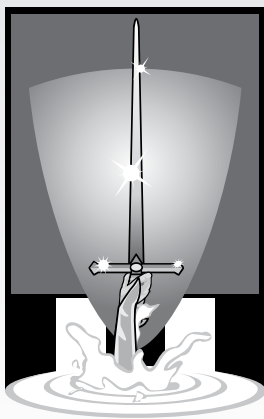
SIXTH SYRTIS FUSILIERS (The Duke's Own or Rita's Retainers)

Each regiment of the Syrtis Fusiliers was originally a part of a private army raised and equipped by the powerful Hasek family, with the Sixth Fusiliers trained to serve as a defensive force, reacting to enemy movements instead of provoking them. After the Davion Civil War, the Fusiliers regiments were rolled into the growing AFFS as forces fiercely loyal to the Davion family. The passage of time, however, brought their loyalty into question, none more so than the Sixth Syrtis Fusiliers.

During the War of Davion Succession, Duke Stephen Hasek was killed in a DropShip docking accident after attending an emergency war summit on Dahar IV. Recently married, his wife had only just become pregnant with his rightful heir. The First Prince's decision to install a non-Hasek Duke Regent for New Syrtis (instead of less experienced family member) raised the ire of many throughout the Capellan March.

The Sixth redeployed from its garrison positions throughout the Pleiades Cluster to New Syrtis, in order to protect the late Duke's wife and his unborn child. The AFFS was furious at first, but could do little against the public opinion in the Capellan March that every protection should be provided for the future Duke. After the birth of Rita Hasek, the Sixth became more than a household regiment or mere bodyguard unit; they became an extended family to the young heiress, guarding her wherever she went with a furious loyalty. Though Rita could have assumed the throne on New Syrtis by 2749, she put off her own ascension in order to complete her tour of duty in the AFFS, while serving with the Sixth Syrtis. Thus, the Sixth unofficially became known as "Rita's Retainers."





FIRST AVALON HUSSARS (The Sword of the Prince)

In 2750, the First Avalon Hussars was the oldest fighting force continually in service in the Federated Suns, having originally formed on New Avalon from a Terran armor regiment with the birth of the Federated Suns itself in 2317. As House Davion expanded its military strength through the growing Suns with additional Avalon Hussars regiments, the First always received the best MechWarriors graduating from the New Avalon Military Academy.

As with all the Avalon Hussars that would follow, the First primarily served in the Draconis March, protecting the Federated Suns against Combine aggression. During the War of Davion Succession, the First Avalon Hussars acquitted itself well on the planet Marduk (given the circumstances) during the initial strikes against in 2725, and managed an orderly retreat despite serious losses. Over the next four years they fought a long, losing battle against the more prepared DCMS. The First Avalon Hussars led the counterattack against the forces of the Dragon at the Battle of Royal with First Prince Joseph Davion in personal command. Unfortunately, Prince Joseph's presence impaired the Hussars' ability to act freely against enemy forces. They performed beyond expectations, but were unable to save the First Prince. In the retreat that followed, the Hussars suffered heavy losses as they fought to cover the retreat of all other friendly units to their waiting DropShips.

After a period of recovery, the First Avalon Hussars were the first to drop onto Marduk at the end of the war, having vowed to reclaim the world after the death of the first prince. After Star League forces finally intervened to settle the dispute, the First Avalon Hussars were assigned to garrison Marduk. Resupplied from the local factory lines, the regiment vowed to never again abandon the world or its BattleMech facilities to the "Snakes".



SEVENTH TANCREDI LOYALISTS (Tancredi's Honor)

The Seventh Tancredi Loyalists were one of the few regiments in the Tancredi Brigade to remain in service after the end of the Davion Civil War in 2540. Merged into the newly formed AFFS, the Loyalists' command structures were arranged to allow the regimental command to split itself into component battalions for independent operations.

While this meant that each Loyalists force operated with less strength on average, they could relocate quickly, and—as long as enough battalions were held in reserve—each could remain a viable fighting force through transfers between damaged and undamaged commands.

During the War of Davion Succession, the Seventh Loyalists demonstrated this ability while engaging in one of the few successful deep raids against the Combine. Initially targeting the sparsely inhabited world of Annapolis, the Loyalists scattered and disappeared into the countryside and near orbital space around the planet. Using it as a base of operations, the Hussars disrupted Combine supply lines within a jump of Annapolis, including the District capital system of Benjamin. To maintain their operational status and confuse enemy intelligence, the Loyalists would gather their forces after each raid, trade BattleMechs and other war material among themselves, then repair and refurbish for the next strike.

The Loyalists' morale broke when they learned about the death of the first prince on Royal. Finally low on supplies and facing a crisis of resolve, the raiders terminated their mission and returned to FedSuns space to strengthen the border worlds, striking out after that primarily in punitive and reconnaissance raids.

FACTIONS

FREE WORLDS LEAGUE

During the early 2700s, while some of the Great Houses fought against each other, the Free Worlds League was fighting against itself. The crisis began in 2703, with the death of Gerald Marik, then the Captain-General of the Free Worlds League. During his last years, Gerald was given to paranoid rants about deep conspiracies that spanned the entire Star League and beyond. His daughter, Elise, who worshiped her father and took all of his madness as gospel, succeeded him. At her confirmation as a Council Lord on Atreus, Elise demanded an investigation into what she believed were to be suspicious circumstances around her father's death, fearing that he was poisoned.

One of her first actions was to deploy SAFE, the League's intelligence agency, to root out disloyal members of military commands positioned along the Capellan Confederation border. Everywhere she looked, Elise Marik saw the conspiracy she expected to see, and over the next twenty-five years, her cleansing of the Free Worlds League saw widespread nationalization of private businesses and constant surveillance of public officials. Public opposition to her policies withered beneath the ongoing crack-down. But as Elise continued to increase the temperature in the pressure cooker, the explosion was inevitable.

By 2728, most of the Free Worlds League parliament was convinced that Captain-General Elise Marik was insane. In a bold move, they voted to declare the post of Captain-General redundant in order to install a new leader for the realm. Elise immediately dissolved Parliament, and the opposition, led by her brother Oliver Marik, fled to the planet of Calloway VI. The Parliament in-exile voted to confirm Oliver as the League's Council Lord, with his son Boris named as the new Captain-General. The League erupted in civil war.

Until 2734, Oliver Marik's opposition won some victories against Elise and her loyalists—including the capture of Elise Marik herself on Atreus in 2730. Still, the loyalists were able to outlast the rebels in the bloody war of attrition. Upon her release, Elise was found incapable of remaining the Captain-General as her mind had snapped completely in captivity. Her son Bertram took over the role and swiftly ended the war after a negotiated ceasefire. The civil war that engulfed the League left the population worn and war-weary. In its aftermath—even with the drastic cuts to SAFE operations (which had gone from intelligence work to secret police under Elise Marik's reign)—even the most vocal of voting blocs within the postwar League fell quiet.

The death of Bertram Marik in 2740 ushered in the reign of Ewan Marik, a tactless boor of a man who swiftly became known for his utter lack of diplomatic skill. With threats of all manner—including military force—among his most common responses to problems, Captain-General Ewan gained a well-earned reputation for alienating even his own friends and allies, many of whom came to distance themselves to avoid unwanted attention. Many credited the destruction of the Civil War and the struggles of the League's Central Coordination Command (LCCC) to reconstruct the realm's military as the only things that kept Marik from starting another major conflict before the fall of the Star League.

By 2750, the internal political situation in the Free Worlds League was strained at best. The Marik Commonwealth, normally the bulwark of support for the Marik captains-general, split between support for Ewan Marik and his young son Kenyon.

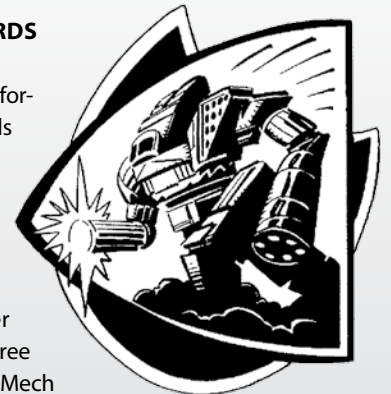
Yet even in his youth, Kenyon reportedly won too many powerful allies for his father to risk assassinating a potential usurper, had the elder Marik so wished.

The Principality of Regulus, with its large number of resource rich worlds; the remote Rim Commonality; and the relatively poor, but heavily militarized Duchy of Andurien all quietly supported Kenyon.

Meanwhile, the economic and military powerhouses of the Marik Commonwealth and Duchy of Oriente, combined with the politically savvy leaders of the Stewart Commonwealth, the tiny navy of the Principality of Gibson, the fiercely loyal Duchy of Graham-Marik, and about half the independent worlds, all backed Ewan. While many of these powers likely did so out of fear of the unstable ruler and of provoking another civil war, the similar fear of putting the League into the hands of an inexperienced unknown like Kenyon likely also factored into their decisions.

FIRST FREE WORLDS GUARDS (The Eagles of Atreus)

Directly following the formation of the Free Worlds League, Parliament commissioned ten regiments of armor and infantry. These regiments—the Free Worlds Guards—would later become the premier BattleMech forces in the Free Worlds League. Of all the 'Mech



regiments in the FWLM, the First boasted the heaviest machines in the League's arsenal, with most units falling into the assault range. The First Guards continually drilled to stay as effective as possible against any of House Marik's foes. Specifically trained in "beachhead" deployments, the First Guards were adept at combat drops, and—through sheer mass, firepower and skill—securing and holding a landing zone until more forces could arrive. The First was also used as a security force, guarding important objectives that any lighter commands would have difficulty keeping under their control.

During the Civil War, Elise Marik used the First Guards' muscle to arrest high profile MPs that she felt were disloyal. The First Guards smashed through personal security forces, including a mercenary battalion hired by an MP from the Duchy of Andurien. Losses were always minor, and the firefights were broadcast across the League both as entertainment, and as a warning to everyone with a disloyal thought in their mind. After a series of arrests along the Capellan border, the First redeployed to Atreus in order to guard the political prisoners. The infantry attached to the First often staffed the firing squads that became commonplace during Elise's reign.

After the Civil War, the First continued its service on Atreus, acting as a bodyguard unit for the Captain-General. By 2750, the First Guards were deployed away from the capital only twice: Once as a show of force on the border of the Capellan Confederation (in 2744), and again to the border of the Lyran Commonwealth in 2749, in response to the Lyran attack on the Free Worlds trade ship *Timothy Leary*.



TENTH ATREAN DRAGOONS (Decimation)

The Atrean Dragoons were formed as the one of the first "provincial" regiments in the Free Worlds League. Initially, all recruits for the Dragoons were taken directly from the military academies on Atreus, but over time this became less of a requirement. By 2750, the Tenth Atrean Dragoons were made up

of a very diverse population from across the Marik Commonwealth and Duchy of Oriente. The Tenth was a unique Dragoons regiment as it specialized in the use of foreign-built BattleMechs and vehicles. This gave its warriors a unique understanding on the strengths and weaknesses of the machines used by the League's potential enemies. It was thus not uncommon to see 'Mechs traditionally built in the Draconis Combine marching beside those designed and built in the Lyran Commonwealth, sometimes even painted in the parade colors of their native Houses for training exercises.

The wide variety of BattleMechs at the Tenth's disposal made them the perfect force to serve as a "deniable asset" in the cross-border raiding that surged throughout the twenty-eighth century. In 2747, for example, a battalion from the Tenth carried out a deep strike mission into the Capellan Confederation. Deploying with BattleMechs normally seen in the ranks of the Federated Suns, they successfully raided the warehouses of Bergan Industries, prompting a retaliatory raid by the enraged Capellans against the Suns. Even as Capellan troops were crossing into Davion space, the Tenth's raiders were safely back in League space, unloading cargo holds full of spare parts for their Capellan built machines.



SIXTH MARIK MILITIA (The Keystone Yeomanry)

The first regiments of the Marik Militia were formed along with the Marik Republic in 2241. The Sixth came into being shortly after as a "keystone" regiment, a force that was used to anchor a division's regiments and weaken the pressure of a full enemy assault. The Sixth's nickname derived from this function, as well as the fact that most of its heaviest vehicles were equipped with long-range missiles. With the advent of BattleMechs, the Sixth became one

of the first regiments in the Free Worlds League to receive and be trained on the *Mackie* and its successor designs built in the League.

In the centuries after, the Sixth continued its serve as a keystone regiment. Its first battalion was almost entirely comprised of assault-class BattleMechs, while the second and third battalions employed a mix of assault and heavy BattleMechs. In any planetary assault, the deployment of a force so massive and slow would be difficult, thus the Sixth Militia was highly trained in making low-orbit combat drops from its DropShips. The shock of seeing dozens of *BattleMasters* and *Banshees* raining from the sky was enough to break the morale of most planetary militias.

When tensions with the Lyran Commonwealth spiked in 2749, the Sixth Militia deployed to the world of Blue Sava, near the borders of both the Terran Hegemony and the Capellan Confederation. Besides being within arm's reach of Confederation and Hegemony worlds, the small agricultural world was of little strategic value. Nevertheless, the Sixth's presence effectively acted as a deterrent to both neighbors, enabling the League to move additional forces to the Lyran border. After the resolution of the *Timothy Leary* crisis, the Sixth moved further rimward along the Capellan border, and was still in place there during the Star League's sunset years.

FACTIONS

DUCAL GUARD (Enlightened Valor)

Created by the Duke of Oriente in 2485, the Ducal Guard was the first regiment in the Fusiliers of Oriente Brigade, and arguably the highest regarded. Founded with the idea of BattleMechs as its core—unlike most existing divisions of the day—the Ducal Guard received many of the first *Mackie* and *Icarus* BattleMechs produced by the newly created Oriente Weapon Works factories. Designs hailing from later manufacturers across the League would add to the Guard's prowess, making them the forefront of modern technology.

In 2528, the Ducal Guards were one of the first regiments outside of the Terran armed forces, to successfully deploy BattleMechs in a zero-g combat drop. In that action, the Ducal Guard was assaulting the Capellan-claimed system of Borka, and arrived to find the beginnings of a terraforming project underway around the inhabited planet, with three Capellan terraforming JumpShips deploying solar shades at a gravitationally stable point between Borka and its primary star. Instead of bypassing these vessels, the Guards used their BattleMechs as boarding troops, jumping out of their DropShips' loading bays, drifting or thrusting with jump jets across to the floundering JumpShips, and cutting their way inside to take control of the vessels.

The successful assault prompted the Ducal Guards to expand their training in zero-g combat, a tradition maintained well into the twenty-eighth century. This expertise also motivated the LCCC to assign a full battalion of Land-Air 'Mechs to the Guards, in addition to its standard compliment of aerospace fighters and 'Mechs. Common tradition in the Guards held that the regiment's aerospace and LAM pilots would award a pair of wings to each MechWarrior after his first "spacewalk". In addition, unlike most 'Mech regiments in the League military, Ducal Guard MechWarriors were allowed to display kill markers on their BattleMechs, even when in parade colors, to record kills made in space.

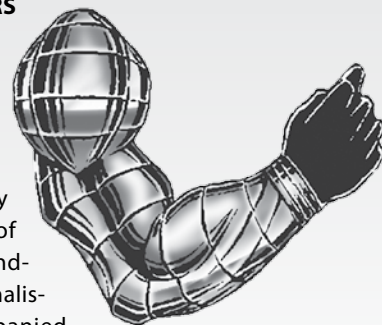


FIRST REGULAN HUSSARS (The Steel Hussars)

The Regular Hussars were initially mustered as a single regiment in 2247, during the formation of the Principality of Regulus. The ranks of the Steel Hussars expanded quickly in the nationalistic fervor that accompanied the Formation of the Free Worlds League, and the regiment eventually split into the First and Second Regular Hussars. Later Hussars regiments would form, but the First would remain the most prestigious command to serve in for those born in the Principality. The top graduates from across Regular territory almost always found themselves assigned to the First Hussars.

Since its formation, the First Hussars never suffered from lack of skill or manpower, but the Principality's light level of industrialization often left the Hussars lagging behind the rest of the League in BattleMechs and other battlefield technology. During the Civil War between Elise and Oliver Marik, the Principality sided with Elise Marik. As a reward, the Hussars were flooded with war materiel from the Marik Commonwealth. The usually cautious, but skilled, Hussars MechWarriors were finally able to use their skills to the fullest.

In one of the final battles of the Civil War, the First Hussars struck at an Oriente munitions supply dump on New Delos in 2733. Facing off against the Second Fusiliers of Oriente, the Hussars used any opening they could find to strike at exposed positions. Unlike the Hussars of just a decade before, the First's new advanced equipment allowed them to capitalize on each and every tactical mistake they spotted in the Fusiliers' defense, and they went on to savage their opponents, securing the munitions dump with minimal casualties of their own.



LYRAN COMMONWEALTH

Compared to most of the Great Houses in the Star League, the first half of the twenty-eighth century was almost blissfully quiet for the Lyran Commonwealth. The comparative peace that reigned over the Inner Sphere since the creation of the Star League opened up economic opportunities for Lyran corporations as far distant as the Federated Suns and the Taurian Concordat. But by the middle of the century, tensions with the Draconis Combine began to rise once again, verging on war. Beginning with a sharp surge in banditry along the coreward Commonwealth-Combine border in the 2730s, these tensions peaked in 2241, when a band of pirates equipped with BattleMechs attacked a small settlement on the Lyran world of The Edge, killing 500 civilians and destroying any equipment they could not take with them.

The Lyran Intelligence Corps tracked the attacking band back to an operating base in the Rim Worlds Republic system of Butte Hold. LIC commandos, attached to the Twelfth Lyran Regulars, attacked the pirate encampment, and discovered strong evidence that the bandits were, in actuality, mercenaries in the employ of the Draconis Combine. This first real evidence of the Combine's involvement in the raiding of Lyran assets sent shock waves all the way back to Tharkad. Fearing a public outcry for vengeance, Archon Michael Steiner responded quickly—and somewhat rashly—to the crisis. The usually calm and collected archon publicly denounced Coordinator Takiro Kurita in the Star League council chambers, accusing the Coordinator of being party to war crimes by directly supporting unlawful activities against a fellow League member-state. In addition, he moved the LCAF closer to war footing, bringing more BattleMech regiments from deep within the Commonwealth to their shared border with the Combine. Coordinator Kurita responded in kind, accusing the Archon of supporting bandits on his side of the border before leaving Terra for Luthien to plan for the inevitable war.

The war had yet to begin before First Lord Simon Cameron sent Star League divisions along the Commonwealth-Combine border and launched diplomatic and intelligence initiatives to settle the dispute and identify the true nature of the pirate raiding. Despite these efforts, Houses Steiner and Kurita continued to gird for war through the latter

half of the 2740s. As more and more “bandit raids” plagued the various member-states, Cameron would eventually act, beginning his fateful peace tour in 2750 with stops across the Lyran Commonwealth.

Unlike the other Great Houses, the Lyran Commonwealth had only begun expanding its military forces since the crisis with the Draconis Combine. Losses sustained during the brief border clashes with the Combine opened up legal areas in which more technologically advanced ‘Mechs could be produced and deployed under the Star League Council Edict of 2650. The upgrading of the LCAF's more aged designs also borrowed an idea from the Federated Suns' playbook. By shuffling older BattleMechs into militia forces, the Commonwealth was able to expand its military further, and present its arms manufacturers with additional customers, creating an economic boom that further strengthened the realm after decades of peaceful trade between the Commonwealth and the rest of the Inner Sphere.



FIRST ARCTURAN GUARDS

(Guardians of the Commonwealth)



ward—have been at the core of Lyran military strength.

With the move of the capital and the designation of the First Royal Guards as the honor guard for the Archons, the First Arcturan Guards became the primary force used to carry out planetary assaults and occupations. Even during peacetime, the Guards continually trained in siege and assault tactics, as well as the construction

FACTIONS

of defensive works with or without the use of combat-engineering vehicles. In learning to use their BattleMechs for fortification building, the First Guards naturally developed a preference for the heaviest 'Mech designs produced in the Commonwealth, needing them for their muscle strength as well as their firepower and armor.

The First Guards were last deployed in wartime when, in 2719, Lyran intelligence learned that the Free Worlds League was massing a regiment of BattleMechs on the world of Solaris VII. Though the League denied it, House Marik was planning on using this regiment as a heavy raiding force directed towards Alarion and its surrounding worlds. Unfortunately for the Mariks, their hope that an extra regiment of BattleMechs would go unnoticed on the Game World was not to be.

The Arcturan Guards entered the Solaris system at a Lagrange point near Solaris VII. They performed combat drops around the 'Mech production factories that circled the capital and used their largest 'Mechs to construct temporary entrenchments while the lighter assault and heavy 'Mechs circled around the city, enclosing it totally before the Marik forces could form a plan of attack. The First occupied Solaris VII for a full six months before diplomacy won the day, and the Marik forces were pulled off world.

SECOND LYRAN GUARDS (Walking Hellfire)

Unlike many regiments in the Lyran Commonwealth, the Second Lyran Guards in 2750 was largely made up of a single BattleMech design, the *Firestarter*. This style of deploying a single design in massed formations had been used by the SLDF for a century or more, with some Divisions using battalions of Land-Air 'Mechs, or other trooper machines like the *Shadow Hawk*. In the Second Lyran, each of the regiment's three battalions fielded two companies of *Firestarters* and one company of heavier *Hunchbacks* for support. While this roster of 'Mechs would not fare well against other, more diversely or better-equipped BattleMech regiments, the Second Guards was not designed to be used against them. Instead, their specialty lay in planetary occupation long after the assault is complete, where the light and medium-weight machines would be best used for crowd control or urban pacification.

The Second Guards were last fully deployed in 2746 to the planet Gustrell. Though located inside the territorial space claimed by the Rim Worlds Republic, the heavily populated world of Gustrell had declared itself independent, but lacked any BattleMech forces of its own. Unwilling to accept aid from the Republic, the government of Gustrell hired less-than-noble mercenary outfits to protect itself against bandit raiders. LIC determined that one of Gustrell's mercenary commands was involved in a particularly brutal attack on a Lyran research facility in the Dark Nebula. The Second Guards



were deployed alone, as there were no hostile BattleMech forces on planet at the time. Almost immediately upon landing, the Lyrans were engaged by Gustrell militia forces.

The Walking Hellfire lived up to its name and burned through the infantry and light armor forces that Gustrell sent at them. The two-day battle ended with the Second Guards capturing the planetary senate building and would later become known as "The Gustrell Massacre" thanks to the images of thousands of militia troops burned beyond recognition. While it was found that the mercenaries were operating independently from the government of Gustrell, the Second Guards did not leave for Commonwealth space until a Rim Worlds force was assigned to garrison the world, in order to lessen the possibility for bandits to use the planet as a base of operations in the future.

FIRST DONEGAL GUARDS (Scrios Frithpháirteach Dearbhaithe)

The Protectorate of Donegal was neither the largest economic force nor the largest military power bloc of the three states that formed the Lyran Commonwealth in 2341. In fact, its small military was spread out across dozens

of worlds and over huge tracts of uninhabited lands. Like most BattleMech regiments that could trace their roots back to those early centuries, the First Donegal Guards began as an armor formation. When it was first mustered into the LCAF, it was a reinforced regiment of armor with four battalions of four companies each, backed up by nearly twelve regiments of infantry. Such a large size was needed when attempting to garrison solar systems spread throughout whole parsecs of inhabited space, but it was a logistical nightmare to behold.

The advent of the BattleMech saw additional Donegal Guards regiments formed, but the First would continue practicing the skills that won its successes throughout the twenty-fourth and twenty-fifth centuries: rapid deployment and response. Containing a large portion of light and medium-massing BattleMechs in order to widely deploy across continental and planetary surfaces, the First Donegal Guards excelled at seeking out its enemies and then surrounding them, pinning them in place until larger or more numerous allies could arrive on the scene and ensure the kill.

As tensions rose on the Combine front in the 2740s, the First Donegal Guards were seen deployed along the border between the Draconis Combine and the Camlann Shire of the Tamar Pact. Operating in small groups, the First Guards maintained garrisons across as much as they could of the worlds they were tasked to defend. This dispersed deployment allowed them to quickly intercept any landings by hostile troops, while also keeping an eye on all important facilities or tactically important areas at once.





FOURTH SKYE RANGERS (Albion)

The heavy industrialization among the Lyran worlds closest to the Hegemony was a boon to the military forces of the Federation of Skye and a nightmare to the rest of the Lyran Commonwealth. The Fourth Skye Rangers were formed from newly trained MechWarriors from across

the Federation, and equipped with state-of-the-art BattleMechs during the early twenty-sixth century, when the Dukes of Skye and Tamar supported Margaret Olsen as Archon against the illegitimate nephew of the previous Archon, Robert Steiner.

The Fourth Rangers were assembled in a hurry as Robert Steiner's forces converged on Skye, and had little time to perfect any of the comprehensive tactics that a seasoned regiment would normally have. Desperate, their commanding officer at the time developed a strategy he called "The Squatter's Strike". The Fourth Rangers would rapidly deploy away from an enemy formation to a location of their choosing, hoping to lure the enemy forces there. They would then engage the enemy quickly, and purposely fall back—even when they could press their advantage. They would repeat this tactic several times, stretching out their opponents' force and lulling them into a pattern of fight-and-chase, until finding the best possible moment and terrain to suddenly surge forward and wipe their startled enemies out.

This "cautious-aggressive" style of warfare played well against Commonwealth forces during the brief civil war, at the time when opposing commanders would often hesitate to destroy troops who had been friendly to each other mere years before. After the war, the Fourth Skye Rangers continued to practice this style of warfare, often with mixed results. By the mid-2700s, the Fourth found itself stationed in different systems along the border between the Commonwealth's Federation of Skye region and the Free Worlds League, where they continued to receive the most advanced technologies that Commonwealth factories could provide.



FIRST ROYAL GUARDS (The Archon's Own)

The four regiments of the Royal Guards represent different areas of the Commonwealth (plus the Commonwealth itself, in the case of the Fourth Royal Guards). The First Guards represent the Protectorate of Donegal, home of the realm's capital world of

Tharkad, and thus their primary duty includes the protection of the Archon. As their other duties include providing security to the Estates General, and inside the massive royal palace complex, serving in the First Royal has long been one of the most prestigious positions in the LCAF. Indeed, the highest honor of all in the Royal Guards is also the most visible: manning one of the two blue and gold-painted *Griffin* BattleMechs that stand to the sides of the Archon's throne.

Although most of their duties became ceremonial during the days of the Star League, the First Guards always found time to train. As most of their duties entailed working in and around the densest populated areas of Tharkad city, the Guards became specialists in urban fighting. Of course, the last time this capability was used in combat was during the Lyran Civil War in early 2506, on the planet Tamar.

In the final days of that conflict, Robert Steiner pursued the rebel Duke Gilderoy and Margaret Olsen—the woman who claimed the Archonship—to Tamar. Robert stood at the head of the First Royal Guards when his other loyalist regiments succeeded in driving back most of the rebel forces. Only the First Tamar Fusiliers, the household guard of the Duke of Tamar, remained to contend with, holed out in Tamar City. The First Guards pushed through the capital towards the Parliament bunker where the Duke was hiding. After an eighteen-hour street-to-street firefight that laid waste to much of the downtown area, the Duke and the remnants of his household guard surrendered.

FACTIONS

STAR LEAGUE DEFENSE FORCE

The SLDF was the largest military force ever assembled in the history of humankind. In 2750, it boasted nearly 500 divisions, a WarShip fleet of over 2,000 vessels (not counting support ships, DropShips, and JumpShips), and over 100,000,000 active-duty soldiers. Except for the Royal units—comprised solely of nationalized Terran Hegemony divisions—the SLDF operated multicultural formations, with soldiers from all ten states represented. Ironically, despite its massive size and the support of some of the most sophisticated technologies ever devised for conventional warfare, the SLDF of the early twenty-eighth century was also perhaps one of the least combat-experienced military of the time. While the various member states were engaged in their hidden wars, the relative peace and prosperity of the Star League left the SLDF to rely largely on war games for its primary form of combat experience.

Some encountered more realistic combat scenarios in the Martial Olympiad, while others experienced true life-and-death combat hunting bandits. But the most experienced soldiers of the day came from postings in the Draconis Combine, where fifty years of dueling “*ronin*” warriors created many MechWarriors that excelled in one-on-one combat, but had never seen small unit combat, much less large-scale engagements. It was, therefore, a resounding testament to the SLDF’s training regimen, technology, and sheer numbers that the divisions involved in Operation SMOTHER handily overcame resistance by battle-hardened veterans of the DCMS. Indeed, it would be more than twenty years before the rest of the SLDF would earn its fair share of combat experience.

The SLDF was outfitted with the best technology available, cycling newer equipment down from the Royal formations to the Regular Army. Whenever a Royal unit received upgrades, its surplus equipment was passed on to another needy Royal unit; if no Royal units were in need, the equipment moved on to a regular SLDF command. These trickle-down upgrades were still superior to the latest models then produced by the Houses, thanks to the lengths the Camerons took to preserve the supremacy of both the Hegemony and the Star League.

The SLDF’s first major combat since the Reunification War took place in 2729, at the end of the War of Davion Succession. Under the direction of Commanding General Rebecca Fetladral, five SLDF divisions deployed to the Federated Suns/Draconis Combine border. Each was assigned to a contested world and ordered to end combat by any means necessary. On Lima, Klathandu IV, and Wapakoneta, the mere arrival of the SLDF forces ended the conflict. On Breed, the badly damaged and undersupplied Fourth Sword of Light Brigade engaged the SLDF First Jump

Infantry Division—only to surrender after a month of combat. On Royal, the Sirius Division—with help from Davion forces—defeated the Sixth and Fourteenth Benjamin Regulars and the Third Galedon Regulars after almost two months of fighting.

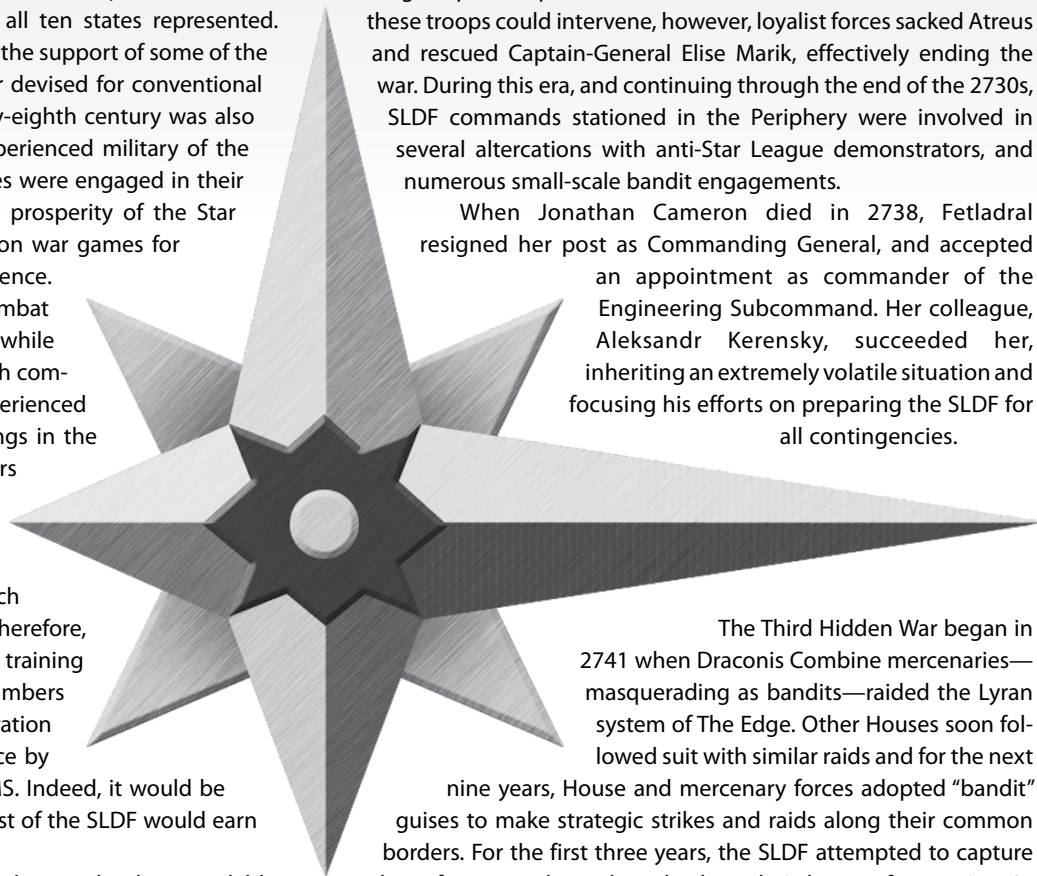
Five years later, several SLDF Divisions deployed to Free Worlds League space to put an end to the Marik Civil War of 2729. Before these troops could intervene, however, loyalist forces sacked Atreus and rescued Captain-General Elise Marik, effectively ending the war. During this era, and continuing through the end of the 2730s, SLDF commands stationed in the Periphery were involved in several altercations with anti-Star League demonstrators, and numerous small-scale bandit engagements.

When Jonathan Cameron died in 2738, Fetladral resigned her post as Commanding General, and accepted an appointment as commander of the Engineering Subcommand. Her colleague, Aleksandr Kerensky, succeeded her, inheriting an extremely volatile situation and focusing his efforts on preparing the SLDF for all contingencies.

The Third Hidden War began in 2741 when Draconis Combine mercenaries—masquerading as bandits—raided the Lyran system of The Edge. Other Houses soon followed suit with similar raids and for the next

nine years, House and mercenary forces adopted “bandit” guises to make strategic strikes and raids along their common borders. For the first three years, the SLDF attempted to capture these forces or chase them back to their bases of operation. In 2744, the SLDF presented irrefutable evidence regarding the true nature of these “bandits”, but the Council Lords shrugged off the evidence, attributing the activity to the misanthropy of a few wayward nobles. Once it was clear that the Council Lords would not stand down their irregulars, Cameron ordered the SLDF to shoot any bandits on sight and take no prisoners.

Cameron’s efforts in diplomacy had failed and Kerensky’s SLDF was busy suppressing small-scale skirmishes throughout the Star League. Together Cameron’s and Kerensky’s chief concern was that these actions would soon escalate into full-blown warfare. Cameron focused on political solutions, while Kerensky focused on the SLDF. He toured bases and fortifications and personally met as many soldiers as possible for the perspective on the ground. The General eliminated inept officers, and rewarded their more competent peers with greater responsibility. He also vigorously eliminated corruption, and instituted rigorous war games and drills to hone the SLDF’s edge. Cameron’s short-term goal was to prevent a war; Kerensky’s was to win it.





SEVENTH ROYAL BATTLEMECH DIVISION (The Keid Division)

The Star League Defense Force consisted of a large number of light- and medium-weight BattleMechs and armor when it was first formed from the militaries of the Great Houses of the Inner Sphere. This caused the tacticians in the SLDF many problems during the Reunification War, where SLDF forces often had to face off against much heavier Periphery counterparts. The skill of the new SLDF won out during that conflict more often than not, but as losses were replaced with newer and heavier designs, some tactical analysts suggested that light and medium BattleMechs should continue to be used together in what would quickly become known as "striker" formations. The Seventh Royal BattleMech Division was the first to be composed almost entirely from "striker" regiments.

While it was common for striker regiments to possess some Land-Air 'Mechs for special ops, as well as attached aerospace fighters, each of the Seventh's regiments replaced their aerospace fighters with a full battalion of LAMs, split evenly between the popular *Phoenix Hawk*, *Wasp*, and *Stinger* designs. The vast majority of the Seventh Brigade's 'Mechs were also jump-capable, with only a company or less in each regiment that was not so equipped. This large number of LAMs and jump-capable 'Mechs made the Seventh an extremely mobile ground force, often surprising its opponents with its ability to intercept and engage the enemy anywhere on a planet in hours.

The Seventh's high mobility would normally give it a mission profile where it would be used to intercept and pin down enemy forces for larger battle or heavy-assault regiments to destroy. Instead, the Seventh was used as a hunter-killer division, using their fastest units to scout out the enemy and identify its command structure. Once the rest of the force would engage, these units would then seek out the enemy commanders and destroy them in preference to others, thus weakening their opponents' ability to communicate and coordinate their actions.



500TH BATTLEMECH BRIGADE (The Phoenix)

Soon after the formation of the Star League and the SLDF, military advisors on Terra suggested that a special command be set up in order to

showcase the new League's best and brightest, a unit in which to place MechWarriors, pilots, and soldiers who were more valuable as public relations instruments than as frontline soldiers. The 500th BattleMech Brigade became that outfit. Though nominally placed outside of the normal chain of command and designed more for show, each regiment of the brigade employed state-of-the-art BattleMechs of all weight classes, with three squadrons of aerospace fighters attached to each regiment.

Staffed entirely by charismatic officers and enlisted, it was easy for critics to see the Phoenix as just a band of pretty faces and little else, but these same critics inevitably ate their words when they saw these warriors perform in Star League 'Mech parades and planetary air shows. In one of the Phoenix's most famous performances, a two-man aerospace fighter wing would execute precision aerobatics, flying less than a meter apart while performing a series of high-g maneuvers. At the climax of this performance, the fighters would then make a low pass over the parade grounds, passing through a formation of BattleMechs that would jump as the fighters wove around them.

The Phoenix enjoyed measurable success during its lifetime, boosting SLDF recruitment drives across the Inner Sphere.

[Editor's Note: As tensions escalated after the death of Simon Cameron, the Phoenix was disbanded, and its members were ultimately reassigned to Regular Army forces. Although the deactivation of the brigade was meant to be temporary, the Amaris Crisis and its aftermath prevented its reactivation before the Star League's collapse.]

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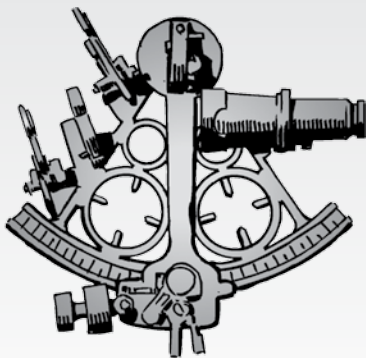
STAR LEAGUE EXPEDITIONARY BRIGADE (The Seekers)

Many people would assume that as humanity expanded outwards into the stars there would be fewer unknowns around each star system, that every system between those fit for life was checked and rechecked for its potential. Few people outside of the astrophysical community understand that, even by the thirty-first century, there remained many unexplored systems within the former boundaries of the Terran Hegemony alone—let alone across the entire Inner Sphere. With hundreds of new stars discovered for every system colonized, early colonial and exploratory missions tended to focus only on those stars where life-bearing worlds were most likely, leaving hundreds—even thousands—of stars in between to be studied only through telescopes.

After the founding of the Star League and improvements in technology revived widespread interest in colonization, the SLDF saw a need for a specialized scientific-support brigade with the ability to adapt to combat in unknown conditions. The Star League Expeditionary Brigade was the result. Not to be confused with the original Star League Expeditionary Force that preceded the SLDF as history remembers it, the SLEB was a combat force equally capable of exploring unknown solar systems with potentially exploitable new resources, or engaging hostile bandit forces hiding in these unexplored parts of known space.

The majority of the combat elements of this brigade consisted of aerospace fighters and jump infantry platoons highly trained in zero-gravity combat. In addition, the Expeditionary Brigade also maintained a permanent double-sized attachment of JumpShips; the extra vessels were typically used in stellar exploration by the brigade's non-combatant astronomy and geology teams. Furthermore, the SLEB was permanently assigned the SLS *Pioneer*, a heavily modified *Avatar*-class cruiser that devoted nearly half of its normal cargo capacity to extra crew quarters, laboratories, and augmented astronomic sensors.

[Editor's Note: As with the *Phoenix*, the Star League Expeditionary Brigade was shut down as tensions escalated after Simon Cameron's death, and the brigade was never reconstituted.]

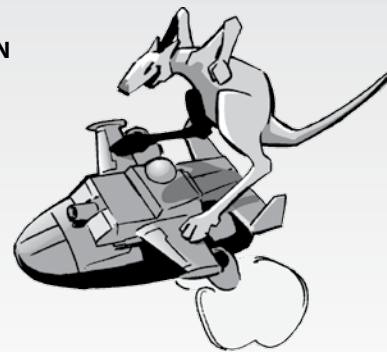


TWENTY-FIRST ROYAL JUMP INFANTRY DIVISION (The Roo Brigades)

Even though the BattleMech always took center stage, the vast majority of the SLDF consisted of more conventional combat elements such as armor and infantry. While Star League technology would rapidly make its way into BattleMech formations and continue to enhance their combat effectiveness, the same technologies also made their way into the hundreds of armor and infantry regiments, quickly increasing the strength of the SLDF at an almost exponential rate. One of the most advanced of these brigades was the Twenty-first Royal Jump Infantry Division.

Often known as the "Roo Brigades," the Twenty-first was stronger than most standard infantry divisions in that its constituent brigades consisted of four full regiments each. Two of these regiments consisted of jump infantry and light infantry transport, while the other two regiments consisted of two battalions of the unique Kanga Hover Tank, a sophisticated vehicle capable of using jump jets for unparalleled mobility. The final battalion of each regiment consisted of a company of *Wasp* and *Stinger* Land-Air 'Mechs, plus two companies of artillery support.

During the War of Davion Succession, the Roo Brigades were deployed on the contested world of Breed where they had to face off against the Draconis Combine's Fourth Sword of Light. As the Fourth was pushed forward across the rocky Panopticon Desert they hoped that the dangerous terrain would slow the SLDF forces. The sight of the First's Kangas sailing over boulders and ravines the Combine's own BattleMechs had struggled over shook their morale to its core. Finding themselves trapped between the oncoming tanks and an encircling force of LAMs, the Fourth sued for peace even as the SLDF's jump infantry closed in for the kill.





THIRD ROYAL BATTLEMECH DIVISION (The Trinity Division)

As one of the first BattleMech divisions formed for the Star League, the Trinity Division had more than enough time to develop its reputation as the best sharpshooters of the SLDF. A homegrown Hegemony force, the Third

was based on Mars, its sprawling training facilities adjacent to what eventually became the parade grounds for the Martial Olympiad, and only an hour's march from the War College of Mars. The warriors of the Third were so skilled at marksmanship that the division became the virtual focus of the SLDF's Gunslinger Program (the popular name for the Star League's Advanced Combat and Maneuvering Skills Project). MechWarriors graduating from the ACMS program were assigned to the Third Royal, trained for a further six months on Mars, and then deployed to postings in the Draconis Combine to face the dueling challenges issued by the alleged *ronin* of the DCMS.

While most of these duels would last anywhere from mere minutes up to an hour, some could last for days as each MechWarrior would struggle to gain a better firing position over the other. Once an advantage was achieved the battle proper would last only minutes as one 'Mech was quickly reduced to rubble. These days-long contests were often likened to the sniper duels of the Battle of Stalingrad in Terra's Second World War. By the fall of the Star League, when the Gunslinger Program ended, the warriors of the Third Royal had performed to expectations, but the duelists of the Combine had won a total of forty-nine percent of the contests, and the Third had won forty-seven. Even with this result, the MechWarriors of the Combine could not deny the true skill of the SLDF.

[Editor's Note: After suffering significant damage interdicting a "bandit" attack in 2755, the Third Royal BattleMech Division was disbanded, and its members integrated into other SLDF forces prior to the Periphery Uprisings of 2765.]



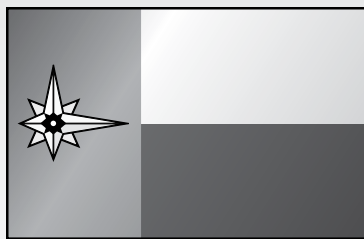
THIRTEENTH ROYAL INFANTRY DIVISION (The Superstition Division)

Thirteen isn't an unlucky number for the Thirteenth Royal Infantry Brigade. The Thirteenth were the winners of the 2664 and the 2684 Martial Olympiads, giving their entire corps (XXXV Corps of Fifteenth Army) the honor of parading across the slopes of Olympus Mons in full colors. At each medal ceremony it was a drastic contrast to see a lone infantryman, often one of the division's enlisted men or women, receiving the medal while standing between BattleMechs and armor. The Thirteenth was one of the most rigorously trained and exclusive infantry brigades in the Royal forces.

As a part of Fifteenth Army, the Thirteenth Royal Infantry was largely based in the Draconis Combine, with its Divisional headquarters on the planet of Midway. As a Royal Division, the Thirteenth received a great deal of experimental technologies for field-testing, despite its normal duty station so deep in Kuritan space. Indeed, it is believed that the ISF made at least one attempt to glimpse what new magic the researchers on Terra had developed for the Thirteenth by boarding their supply JumpShips, but that marines attached to the Thirteenth foiled these efforts. Rumors persist even into the modern era that the Thirteenth was one of the first divisions to use the Nighthawk power armor system and that they field tested it against another unknown Royal infantry division somewhere inside the Draconis Rift, where they often conducted secret weapon tests.

Bad luck would later catch up with the Thirteenth, however. During the Exodus, the Thirteenth told General Kerensky that they would leave with him, but that they required to stop inside the Rift for unspecified reasons and they would meet up at a mustering point later. It was assumed for centuries that the Division left with Kerensky's loyalists, but Clan records made available to modern researchers show that the Superstition Division never met with the rest of the Exodus fleet. Their fate is still unknown.

FACTIONS



SEVENTY-SEVENTH ROYAL BATTLEMECH BRIGADE

(Foul Weather Fiends)

Mustered together in the early twenty-sixth century in the British Isles of Terra, the Seventy-Seventh

Royal BattleMech Brigade took its name from the home village of the brigade's first commanding officer. When it was initially formed, the Seventy-seventh was heavily staffed with officers and enlisted who hailed from the more hostile environments in the Hegemony. Officers that grew up on worlds undergoing terraforming were also highly sought-after as the Seventy-seventh would be the first of many brigades in a special forces corps, the new All Weather Combat Corps.

Their initial training took place in the Shetland Islands of the far north of Scotland on Terra. War games were continually held where the Seventy-seventh had to use their BattleMechs in combat that flowed from island to island, with fighting even occurring underwater. The Foul Weather Fiends were then rotated through some of the most hostile environments in the Terran system: the hydrocarbon lakes of Titan, the microgravity and vacuum of the large asteroid Ceres, and the brutal radiation and lava flows of Jupiter's moon Io.

This series of training exercises was continued through the brigade's entire history, but changed slightly after the formation of the SLDF when the Seventy-seventh was attached to the Special Forces Command, initially in an advisory position. Later, it was seen that the Foul Weather Fiends' skills continued to outmatch any other BattleMech brigade in the SFC, and along with the Special Forces Aero Wing (the Flying Lions) and the Special Arms Services (Blackhearts), the Fiends became the core of the BattleMech brigades of the SLDF special forces. In their earliest combat action, the Seventy-seventh saw heavy action in the Hyades Cluster during the Reunification War, fighting against the Taurian Special Asteroid Forces that formed one of the Taurian Concordat's last lines of defense.

[Editor's Note: As a special forces group, the Foul-Weather Fiends operated outside of the normal chain of command, going so far as to often be omitted from the SLDF rosters. Nevertheless, the Fiends were reportedly still active all the way through the Amaris Crisis, but it is unclear whether or not they joined Kerensky's Exodus as the Star League collapsed.]

331ST ROYAL BATTLEMECH DIVISION (The North American Division)

As BattleMech regiments were introduced into the armor and infantry brigades of the Hegemony Armed Forces, the displaced armor and infantry regiments were joined with other BattleMech regiments to form new

brigade-level formations. Over the course of a century, the HAF went from brigades composed of entirely of armor or infantry to truly combined-arms forces. As new technologies and units were produced almost faster than they could muster out of front-line service, the Hegemony military expanded at an almost exponential rate.

One of the many new-style combined-arms forces was the North American Division, named after the Terran continent where the unit was initially formed in 2576. What made the 331st Royal such a unique formation when compared to the hundreds of regiments in the SLDF at the time was that its component regiments contained vehicle and BattleMech designs produced from across the Inner Sphere rather than just those made within the Hegemony. In addition, each of the Division's regiments were over strength, consisting of four battalions: two of BattleMechs, one of armor and infantry transport, and one of jump infantry.

The North American Division (then at only brigade strength) was put to the test when, in 2581, it was assigned first to the Outworlds Alliance theater of combat and then later to Taskforce Mailed Fist during the Reunification War as an independent command. During Mailed Fist, the North American Division assisted in the planetary assault against the Rim Worlds capital of Apollo. In the heavy fighting, the 331st suffered heavy losses while covering allied forces in the SLDF's IV Corps. The damage was so severe that it took nearly fifty years before the Division achieved its optimal strength and troop quality.





FORTY-SECOND ENGINEERING BRIGADE (The Impossible Brigade)

The Terran Corps of Engineers was one of the most under-appreciated sections of the original Hegemony Armed Forces. While the Terran CoE easily made the transition from Hegemony to Star League command, the original Corps

had suffered from long periods of neglect and under-funding by several past Terran directors-general. This trend continued under the Star League, as several First Lords—especially Jonathan Cameron—placed greater emphasis on the League's combat might than its engineering. Because of this, many Corps often worked harder to perform their duties to the high standard expected of them.

One of the premier groups in the Star League Corps of Engineers was the Forty-second Engineering Brigade. Nicknamed the "Impossible Brigade" for its almost superhuman ability to complete even the most impossible tasks well before the strictest expectations, this command was attached to the Forty-second Mechanized Infantry Division.

The core officers in the original Forty-second were not career military men, but were instead graduates of Terra's more prestigious engineering universities; all of them possessed at least one PhD in engineering or physics. When they were recruited into the SLDF, these men and women underwent an accelerated basic training and officer training school before being assigned to the Engineering Brigade. Fully staffed and equipped by 2602, the rest of the brigade's units consisted of engineering and construction vehicles, IndustrialMechs, sappers and specialized infantry, with only a single company of BattleMechs in the entire brigade. The Forty-second was also assigned specially modified *Jumbo*-class DropShips that could be used for heavy lifting or whose cargo bays could be quickly changed into mobile BattleMech repair facilities. (The *Jumbos* would later be replaced with *Mule*-class DropShips just prior to 2750.)

After Simon Cameron's ascension to the position of the First Lord of the Star League, the Forty-second found itself on semi-permanent deployment with the SLDF's XXXIX Corps, assisting in the construction of Castles Brian across the Inner Sphere. The largest and most impressive of the Forty-second's projects was the construction of a Castle Brian on the Free Worlds League world of Helm in 2743. The Nagayan Mountain Complex was one of the largest munitions dumps the SLDF had ever funded, and would be filled with one of the largest stockpiles of tactical nuclear weapons that the Star League ever collected in one place.



TWENTIETH ROYAL CAAN MARINE REGIMENT (The Saipan Regiment)

The expansion of humanity into the stars was not something that was seen as a military challenge at first. But as the nature of the settled worlds varied, with more and more colonies built in exotic environs, such as underwater, underground, or on floating cities, the need for units that could fight effectively in such unique terrains became more urgent. Formed on Titan, the larg-

est moon of Saturn in the Terran star system, the Twentieth Royal CAAN Marine Regiment was already very familiar with harsh planetary conditions from the constant pounding of hydrocarbon rains against the colony domes they called home.

Even as the Department of Mega-Engineering continued to change Titan's climate, the Terran Hegemony established it as an ideal site for exotic-environment training. The hostile weather conditions and the tight urban environment of the Titan colony domes made for an ideal locale for the CAAN (Cavalry, Armored, Aerospace, and Naval) marines to operate, and they took their nickname from the name of the militarized arcology where they were based (Saipan). Shortly before their initial deployment with the SLDF in 2582, the Twentieth received much media attention as an example of the versatility of the Hegemony military elite. In one notable event covered by Hegemony media, one of the regiment's *Locusts* broke the land-speed record for BattleMechs by taking advantage of Titan's low-gravity and sprinting up to 1,005 kilometers per hour before the 'Mech's legs tore apart from the strain. (This record would stand until the thirty-first century.)

Trained as much for hostile environments as for urban combat (thanks to the enclosed-dome settlements they often found themselves based in), the Saipan Regiment was well versed in street-to-street and house-to-house combat. Where many Star League forces would shy away from combat in population centers and fragile habitats, the Twentieth was in its element, and was often used to handle hostage crises and uprisings within such sensitive areas. Unfortunately, as time went on, this also led to a reputation—perpetuated by the media—for putting civilians in harm's way, even though military analysts could watch battle footage and see the care in which the warriors of the Twentieth avoided damaging buildings and infrastructure, or how nimbly they danced around civilian vehicles.

FACTIONS

TERRAN HEGEMONY

The mid-twenty-eighth century was a golden age for the core worlds of the Star League. The citizens of the Hegemony enjoyed the highest standards of living, had extensive access to technological marvels that verged on pure magic, and had enjoyed over 150 years without hostile military action on their home soils. An interest in medievalism (owing to several products from the entertainment sector) swept the Star League in the early 2740s, and dominated popular culture, taking root even among the ruling Cameron dynasty. MechWarriors were styled as knights and their BattleMechs took on the role of valiant steeds.

Innovation was the catchphrase de jour. The success of hyperpulse generator technology provided timely communication with the furthest reaches of human space. Portable HPGs gave the SLDF unprecedented connectivity regardless of where they deployed. Thanks to advances in medicine, the average lifespan of a Hegemony denizen was 120 years. Many diseases with previously high mortality rates were treatable; some had even been cured entirely. Educational opportunities were unparalleled, and the Hegemony had more advanced degrees in sciences and mathematics per capita than any other realm. The industrialization of Hegemony worlds continued unabated. Water-purification and terraforming technologies opened doors to many previously inhospitable worlds. Jointly administered worlds provided raw materials for Hegemony businesses, while demand for Hegemony technology created profitable trade with the other member states and paid high dividends. Mega-corporations evolved around shipping and manufacturing.

Terra and most of the Hegemony's key worlds were further protected by the ultimate achievement in artificial intelligence: the SDS network. The best minds of the Hegemony had designed the system to be infallible and almost completely autonomous. Comprised of satellites, space stations, ground based installations, and the amazing *Caspar* drones, the SDS was believed unbeatable.

In 2690, First Lord Jonathan Cameron launched a program of military renaissance with three goals: furthering the Hegemony's technological edge over the other member states, improving its existing technologies to maintain that edge, and securing the Hegemony against any foreign threat. After just a few years, new prototype weapon systems were undergoing field trials, and the Royal units—Hegemony-aligned military formations subsumed into the core of the SLDF—received the first pick of these upgraded war machines. As the first decade of the

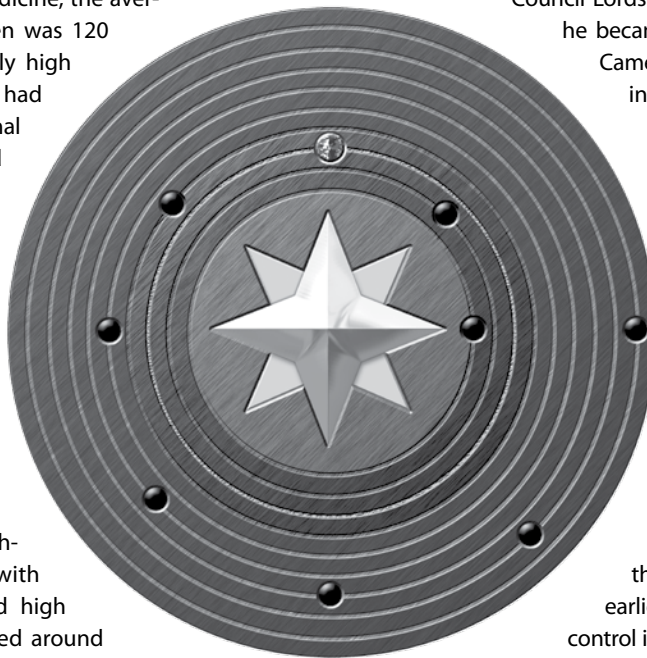
twenty-eighth century drew to a close, Hegemony technology was more than thirty years ahead of the Houses' cutting edge, serving as the core of the SLDF's might.

These impressive accomplishments only fueled Cameron's fears of a danger only he could perceive. The more secure he made the Terran Hegemony, the more he feared the Star League's collapse. Though he would not show symptoms for several years yet to come, the First Lord's mental state was rapidly deteriorating. When the War of Davion Succession erupted in the twenties, fear of leaving the Hegemony vulnerable paralyzed Cameron, and it took an attempted coup d'état for him to realize how sick he had become. Cameron's sister, Jocasta, had long been his most trusted advisor, but in the mid-2720s she became the unofficial co-ruler of the Star League. Publicly,

Cameron continued to rule the Hegemony, but privately the Council Lords increasingly worked with Jocasta while he became more reclusive and paranoid. When Cameron was incapable of taking action during the Marik Civil War of 2729, he secretly handed full control of the Star League to his sister. She ruled in all but title until his death in 2738, when his son Simon assumed the throne.

Simon Cameron had excelled as the director-general of the Terran Hegemony, but he struggled with ruling the Star League. Within a year, he ordered the construction of numerous, massive fortifications in the Periphery, an action that enraged the territorial states. Sentiments in the Periphery had been growing fervently anti-Star League since the passage of Directive 41 sixteen years earlier. Billed as giving the Periphery more control in its economy, this directive deregulated business between the Great Houses and the territorial states, opening them up to predatory practices that savaged their economies. Growing unrest engulfed the Star League with the start of the Third Hidden War in 2741. When a frustrated Cameron ordered the SLDF to shoot the "bandit raiders" on sight, it only escalated the simmering conflict. In the late 2740s, "bandit" aggression between the Lyran Commonwealth and Free Worlds League intensified, and open warfare seemed imminent. Only Cameron's timely deployment of SLDF naval assets defused the situation.

Simon Cameron feared that the Star League was crumbling. After repeated failings at diplomacy, he hoped to save it with a grandiose gesture. Gathering over half the WarShips from the Terran Military Region as escorts, he embarked on a personal tour of the Star League, believing that if he directly connected with the common citizens of the Star League, he could shame their liege lords into behaving.



RIM WORLDS REPUBLIC

Founded on 8 September 2250 by Hector Worthington Rowe, the Rim Worlds Republic was centered on the planet Apollo, a world that Rowe discovered on the coreward side of the Dark Nebula. Fleeing from Terran Alliance forces after massacring the 151st Altairian Fusiliers on Lucianca, Rowe wanted to have little to do with what he felt was the oppressive Terran regime, and thus, from its very founding, the Rim Worlds Republic was hostile to the Terran central government. Seeking to expand its planetary holdings as quickly as possible—in order to dissuade any sort of military adventurism from humanity's birthplace—the Republic would become the largest Periphery state in history, easily rivaling the size of some of the smaller Great Houses in its day.

Republic hostility toward Terra changed dramatically when a former Terran Intelligence officer named Terens Amaris became First Consul of the Republic in 2463, after having been named heir-apparent by the previous First Consul, Heather Durant. This transition, made possible by a deep friendship and love between Durant and Amaris, effectively placed a Terran citizen on the Republic's throne without war or violence. Relations between Apollo and Terra thus warmed considerably.

After the formation of the Star League, First Consul Gregory Amaris was set to rule the Rim Worlds Republic as a loyal protectorate of the League (the only Periphery state to do so willingly), but unfortunately not all of the Republic's citizens felt the same love towards Terra that their First Consul did. As the Star League increased taxes on its member states, and levied even higher tariffs against the Periphery realms, protests and riots against League exploitation began to occur on the more heavily populated Republic planets. These anti-Star League demonstrations reached a breaking point in 2573, when a large demonstration outside of the Efrimal Long maximum security prison got out of hand and the protestors stormed the prison in an attempt to free political prisoners being held there by Star League forces.

Gregory Amaris was forced to impose martial law and quickly enacted a new law—the Universal Act of Loyalty—which forced all Republic citizens to swear an oath of loyalty to both the Republic (and, by extension, Amaris himself) and the Star League. It also stripped the citizens of their right to appeal when dealing with Star League courts. So fierce was Gregory's loyalty to Terra that the Act

also included provisions that allowed the confiscation of property and the loss of all legal rights by Republic citizens who refused to swear the oath. This excessive measure produced the very opposite result of what Gregory intended, and by early 2575, many worlds were in open rebellion, and Amaris was effectively deposed. The uprisings only came to an end when the SLDF and the rest of Task Force Mailed Fist occupied revolting worlds and destroyed rebel Rim Worlds Army regiments.

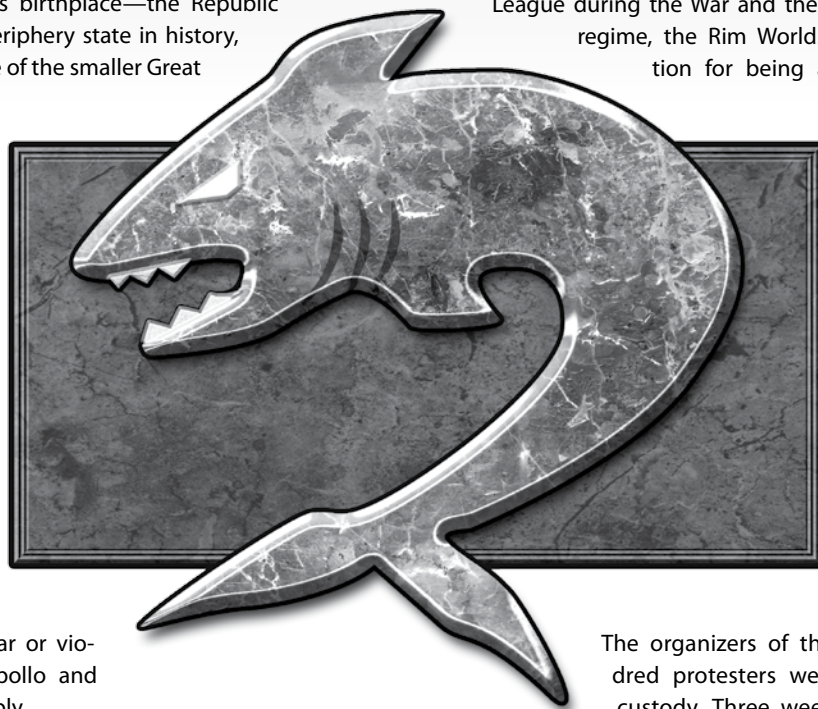
Because of the elimination of forces hostile to the Star League during the War and the re-installation of the Amaris regime, the Rim Worlds Republic gained a reputation for being a staunch supporter of the

Star League. Rim Worlds media sources continually touted the fact that allegiance to the Star League was as much a way of life for a Republic citizen as it was for someone who hailed from the Hegemony.

But problems remained. The Periphery Freedom movement, a notoriously anti-Star League organization, held its first and only rally in the Republic on 10 September 2723.

The organizers of the protest and all two hundred protesters were arrested and taken into custody. Three weeks later, the protesters had been sentenced to ten years of hard labor in a prison camp. The five organizers were executed for sedition on 17 September.

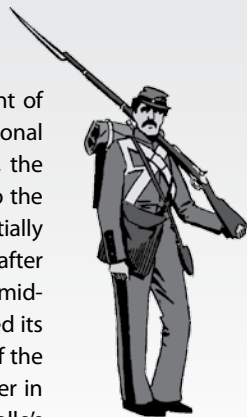
Beneath the surface, a different kind of Republic was brewing. Prior to the Council Edict of 2650, the Rim Worlds Republic engaged in a rapid buildup of military forces, going from eight to fifteen regiments in three months. After the Edict, the Republic was forced to disband several of these regiments. Decades later, President Stefan Amaris discovered a loophole that would enable him to continue building his forces so long as they were not part of his standing army. Concern about the increasing hostility from the Star League towards the Periphery had been growing, and unrest was once again causing concerns in his own realm. By 2730, the Republic's military was four times its allowed size when reserves and militia were included. In 2739, the Star League responded by building many Castle Brian-style fortifications on key worlds in the Republic, a decision they would later regret when forces loyal to Stefan Amaris would seize control of many of these facilities and use them against the SLDF itself.



FACTIONS

AMARIS REPUBLICAN GUARDS (Apollo's Python)

As the premier BattleMech regiment of the Rim Worlds Republic and the personal guard of the President of the Republic, the Amaris Republican Guards had access to the best equipment available to the RWA. Initially formed as the "Republican Guards" soon after the formation of the Republic in the mid-twenty-third century, the Guards changed its name to include the new ruling house of the Republic when Terens Amaris took power in 2463. During the Reunification War, Apollo's Python remained on its homeworld of Apollo, guarding then-First Consul and Lord of Apollo, Gregory Amaris. Suffering close to no losses in the uprising, the Amaris Republican Guards Brigade spent the postwar years training and upgrading their own BattleMechs to as close to Star League standards as they could.



As of 2750, the Guards were the most technologically-advanced and best-trained formation on the RWA's rosters, and easily among the most advanced regiments in the entire Periphery. The three battalions that comprised its core consisted of a company each of assault-class BattleMechs and two companies of heavy 'Mechs. This heavy mass was seen as a necessity when faced with possible incursions from the Lyran Commonwealth. Paradoxically, the revamp of Rim Worlds' training programs after Stefan Amaris' ascension provided a great challenge for this brigade; it was considered such a great honor to serve in Apollo's Python that there were few open slots for academy graduates to fill. As a result, the Amaris Republican Guards benefited much less from the increasing skills of the average new recruit, and so the brigade began to stagnate.

FIRST AMARIS ARMORED (The Timbuktu Terrors)

Much like most Periphery realms, especially in the post-Reunification War period, the army of the Rim Worlds Republic was primarily composed of armor and infantry units as vehicles were far easier to produce and maintain in large quantities than BattleMechs and infantry were easy to train and replace. After the formation of the Republic's Timbuktu Province, a need arose to expand the RWA's frontline forces to more prominently show the flag and prevent military adventurism from the Lyran Commonwealth and Free Worlds League. Among the first of these new regiments was the First Amaris Armored.



Nicknamed the "Timbuktu Terrors" due to their formation on the hot and steamy world of Timbuktu, where they terrified the local bandits with overwhelming firepower, the First Armored actually stayed on the sidelines during the Reunification War. To avoid the Star League, Lyran, and Free Worlds brigades, they split up into company-sized formations and attach themselves to planetary

garrisons from Nightwish to Mahrah. Only nominally loyal to First Consul Amaris, the Timbuktu Terrors were potential targets for the Star League troops, but they were more concerned about protecting the far-flung settlements of their province against bandit and pirate attacks, and thus determined to maintain the act of being common militia when League invaders came calling.

By the twenty-eighth century, the core of each Timbuktu Terrors battalion still contained only a single lance of *BattleMaster* 'Mechs produced by the factories on on Apollo. The rest of these forces were primarily tracked units massing at least sixty tons with a large quantity of Rhino tanks, Mobile Long Tom Artillery pieces, and armored infantry.

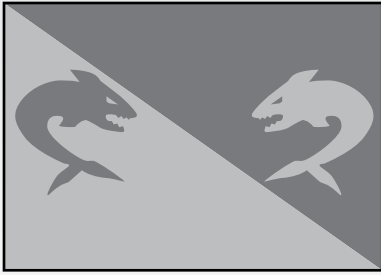
FIFTH AMARIS FUSILIERS (Perdition's Gates)

The rise of Stefan Amaris to the position of President of the Rim Worlds was a boon to the Republic's military-industrial complex; Amaris' efforts to increase the size of the RWA required the creation of hundreds of new regiments over the duration of his rule, and with it came heavy demands on factories throughout the realm. The vast majority of the new regiments were classified as light horse formations, as the factories of the Rim Worlds were able to produce advanced light and medium BattleMechs far faster than the more massive designs.

One of these new formations was the Fifth Amaris Fusiliers, formed on the world of Bone-Norman in 2744. Organized around a core of *Phoenix Hawk* and *Shadow Hawk* BattleMechs, with *Wasp* and *Stinger* 'Mechs employed for scouting purposes, the Fifth also included a wing of aerospace fighters and a single company of *Stinger* Land-Air 'Mechs. Combined, this mix of mobility and firepower allowed the Fifth to stand out amongst the other light horse formations.

The Fifth Fusiliers had its taste of combat when elements of the regiment were deployed to the world of Icar, close to the Lyran border. An unknown bandit force of nearly a battalion in size had made planetfall there, and was feeding itself off the agricultural stockpiles of Icar's major wheat farms. The local garrison felt unable to stand up to these bandits and waited for the Fifth to arrive. The Perdition's Gates made a low-orbital pass with their DropShips and followed that with the combat drop of a full two battalions of troops. Using their fighters and LAMs to strafe the enemy positions, the Fusiliers killed over half of the bandits before they could get their 'Mechs powered up—and even before their 'Mechs had finished landing. It took less than a week for the Fifth to round up the bandits that escaped their initial assault. While the bandits were skilled MechWarriors, the Fifth Fusiliers lost only a single *Stinger* to the entire encounter.





THIRD AMARIS LEGIONNAIRES (Red Dot Riders)

After witnessing the success of the SLDF's 500th BattleMech Brigade as a recruitment and PR tool, President Selanta Amaris used the military buildup ordered by her cousin to build a demonstration regiment to increase the interstellar reputation of MechWarriors of the Republic. The Third Amaris Legionnaires was formed on Apollo and staffed solely from the top ten percent of graduates from the Apollo Military Academy. In the years after its formation, the "Red Dot Riders" continually sparred against the best brigades in the RWA.

The Third Amaris Legionnaires were more than just a demonstration regiment, however. In addition to their showmanship, these Legionnaires were also meant to serve as a frontline command in the RWA. The Third's skills were put to the test in 2635, when its Alpha Battalion was on the Republic world of Vulture's Nest for a recruitment performance. A bomb detonated in the crowd that was gathered to watch the Red Dot Riders perform their feats of marksmanship, swiftly followed by an attack by armored elements later traced back to anti-Amaris rebels left over from the Reunification War.

Enraged by the civilian deaths around them and still under fire, the Legionnaires quickly formed their BattleMechs into ranks and engaged the enemy. The extraordinary marksmanship and accuracy shown by the Legionnaires, even as they engaged rebel armor inside the heavily populated capital city, minimized civilian deaths from their own laser and autocannon fire. The Third did take losses in the initial confusion, but the professionalism of their MechWarriors would not be soon forgotten as the battlecam footage was shown across the Republic for decades to come.



EIGHTH REPUBLICAN LEGIONNAIRES (The New India Irregulars)

The infantry formations of any modern military are the largest in terms of manpower out of all the services. This held true during the height of the Rim Worlds Republic and its use of massive militia brigades. While most of the Great Houses could afford to have planetary garrisons—often made up of volunteers from the local populations—the Rim Worlds Republic was forced to expand recruitment across many worlds in order to draw up enough manpower from some of its more lightly populated planets. Sometimes, these extra personnel were forced into the militia for being too disruptive in other assignments; in other cases, it was merely a matter of not living up to expectations. The Eighth Republican Legionnaires was a good example of these infantry formations.

The Eighth was initially raised on the world of New India when it was formally incorporated into the Republic in 2415. Initially, the formation was only a battalion in size, and was tasked with performing garrison duties on nearby worlds, including Fallen Stars and Milvano, both of which were undergoing terraforming and were thus very sparsely populated at that time. After the formation of the Republic's Erdvynn Province, and recognizing the number of systems needed to be garrisoned within it, the RWA began to send its less reliable soldiers to serve in the Eighth in order to increase its numbers while simultaneously weeding troublemakers out of other, more reliable units.

This habit spread through the small RWA, and the Eighth quickly became the dumping ground for poor officers, enlisted men and women who might normally have wound up in a military prison, and reservists just trying to squeak by long enough to receive veteran's benefits. By 2750, this brigade was tasked with garrisoning nearly ten Republic worlds, with five full regiments of foot and motorized infantry numbering over 4,000 men and women.

FACTIONS

MAGISTRACY OF CANOPUS

Soon after its founding by Kossandra Centrella in the twenty-sixth century, the Magistracy of Canopus developed into a realm whose peoples were devoted to political and personal freedoms as well as the pursuit of happiness. With few social mores to restrict them, the denizens of this Periphery state were free to explore what it meant for them to be personally happy, whether that happiness came through poetry and art, or through the baser pleasures of sex and drugs. Sadly for them, after their conquest by the Star League in the Reunification War, the Canopian people of the mid-twenty-eighth century found this pursuit of happiness to be more elusive than ever.

The Canopian economy had faltered after the money being pumped into the realm's economy for reconstruction finally halted in 2722. Standards of living plummeted and inflation was on the rise. Businesses went under, especially those that catered to the more exotic and expensive tastes engendered by centuries of Star League tourism, and left behind empty storefronts as increasing Star League taxation outstripped the Canopians' ability to generate revenue. On some of the newly colonized worlds, up and coming havens of commerce quickly became ghost towns. Some new colonies dried up and blew away almost overnight, while some cut off all communications with their neighbors and were never heard from again. Anti-Star League demonstrations grew larger and more frequent in many of the Magistracy's major cities, consistently drawing more vociferous crowds as the economy continued to plunge.

The cause of this ongoing catastrophe was the combination of two Star League directives that all but shattered the Magistracy's growth in the opening years of the twenty-eighth century. The first was Directive 38, passed in 2714, which imposed a ten percent tariff on all goods exported from the Periphery to the Star League for sale in the member states. Magistris Jehan Centrella vehemently opposed the Directive, but could only persuade the Archon of the Lyran Commonwealth, Jonathan Steiner, to vote against it. Many of the Magistracy's major high tech industries faltered and collapsed almost overnight as their costs skyrocketed and the Free Worlds League—then among their biggest customers—canceled orders for weapon systems and high tech medical supplies and equipment they could produce more cheaply at home.

In 2722, Directive 41 was passed, eliminating the Bureau of Star League Affairs' oversight of the Great Houses' business dealings with the Periphery. The removal of BSLA oversight opened up the Canopians to predatory business practices not seen since the early reconstruction period of the early twenty-seventh century.

Magestrrix Jehan Centrella took a leave of absence in 2738 to deal with a substance abuse problem exacerbated by the problems of her realm. Her daughter, Vanura, became the acting Magestrrix in her stead, only to become the permanent ruler of the state six months later when the Magistracy's Central Committee concluded the Jehan was unfit. Vanura had not been well prepared for leadership, and was particularly weak at economics. With the realm already in the midst of a financial crisis, Vanura's ill-advised decisions, egged on by advisors who did not have the welfare of the state as their primary concerns, triggered a full-blown recession by the mid-2740s.

During Vanura's reign, the Canopian education system suffered from neglect and their highly praised medical and biology programs began to show signs of underfunding. To add to the problem, a "brain drain" caused by a lack of jobs saw the brightest minds of the Magistracy leave for employment elsewhere across the Inner Sphere. Vanura regularly budgeted funds to support the arts, believing that this also supported other forms of education. Unfortunately, the way the money was actually allocated, only ten percent ever reached other programs.

When it came to managing the military, Vanura demonstrated similar ineptitude. Against the wishes of the career military officers who attempted to make her see reason, her advisors at court suggested forced retirement, mandatory rotations to militia units and other boondoggles that ended up spaying the MAF and reducing them to a shell of what they once were. By 2750, the Canopian military had regressed to a pre-Reunification War state even though its population had skyrocketed, a technological renaissance was under way, and much of the rest of the Inner Sphere was seeing a surge in military recruitment.



OUTWORLDS ALLIANCE

Since its founding in 2417, the Outworlds Alliance was a realm of limited central government. Each world, with small populations even by Periphery standards, was empowered to manage its own affairs so long as its policies and decisions did not interfere with or pose a danger to the other Alliance worlds. This stalwart desire for local autonomy—beyond even that of the Free Worlds League's confederation-style government—was an indivisible part of Outworlds culture, but this same lack of central authority also made the Alliance a state that was difficult for the Great Houses to deal with. After all, even the Alliance's elected President oftentimes could not guarantee the enforcement of diplomatic deals or treaties.

The weak central government was made worse by its inability to reliably enforce its own standard currency, the *escudo*. Indeed, whenever a single Alliance world showed remarkable economic growth for any reason, that world would often resort to printing its own currency to separate itself from the weakness of the rest of the Outworlds economy. When times got tough on those same planets, they would switch back to the *escudo* to cover their devalued currency. The on again—off again nature of Alliance economics made foreign investment nearly worthless; investors simply could not be sure when (or where) the *escudo* would collapse.

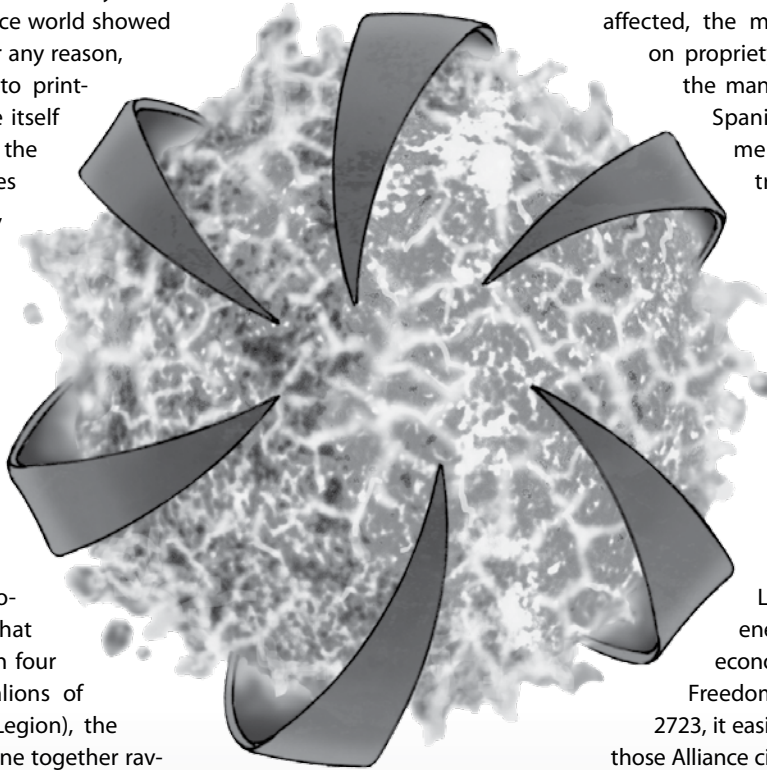
The Reunification War did not do the Alliance any favors. Even with the successful negotiations with House Davion that covertly provided the realm with four armor divisions and four battalions of BattleMechs (plus the Pitcairn Legion), the Star League and Draconis Combine together ravaged the Alliance over five years of bitter war. Civilian casualties of the war in the Alliance ran over twelve million, mainly due to the savage tactics employed by SLDF General Amos Forlough. While these losses would pale in comparison to the ravages of the Amaris Civil War centuries later, when taken in context of the tiny populations on typical Alliance worlds (for example, the capital world of Alpheratz only had a population of eight million at the time) the proportions were monstrous.

Despite the realm's weaknesses and the brutality of the Reunification War, by the beginning of 2709 the Outworlds Alliance had enjoyed nearly six decades of stability under a single ruler. Beatrice Avellar had ascended to the Alliance presidency on her

eighteenth birthday, after her father, Davis Avellar, resigned for health reasons three years earlier. From the start of her reign, the Outworlds Alliance saw unprecedented expansion and colonization, and extended as far as three hundred light years spinward of Alpheratz, into a region then called the Blommestein Province. Thanks to the Star League, the Alliance saw technological innovations and growth in production and export by high-tech industries such as Lushann Industrials Limited.

In addition to these improvements, Beatrice's reign brought with it a focus on strong family values and irreproachable etiquette (especially concerning ethics and morals), and these became a staple of Outworlds society. While some Alliance citizens chafed under these restrictions, and called them priggish and affected, the majority appreciated the focus on propriety, even if they disagreed with the mandate for every citizen to learn Spanish. Socio-economic improvements, while occasionally controversial in coming from the puritanical President Beatrice, helped further solidify the Outworlds Alliance into the productive protectorate that the Star League intended it to be.

The twenty-eighth century was largely quiet for the Outworlds Alliance, but not without some tensions. The effects of Directive 41, eliminating the Bureau of Star League Affairs, once again threatened the stability of the Alliance economy. Thus, when the Periphery Freedom movement was forming in 2723, it easily found interested members in those Alliance citizens who had grown weary of the economic issues that plagued their nation and laid the blame for their woes at the feet of the Star League. By 2734, anti-Star League protests on the Alliance world of Sevón, in the Ramora Province, intensified. Protestors gathered outside the SLDF garrison. Armed with Molotov cocktails, hunting rifles, and melee weapons, and carrying signs with a variety of anti-Star League slogans, the protestors attacked the SLDF base. The SLDF MechWarriors and tank crews opened fire on the protestors with heavy weapons, killing or maiming hundreds of people in seconds. This disproportionate reaction only further fanned the flames of anti-Star League sentiment in the Periphery, while contemporary political theorists looked at the Outworlds as a likely flashpoint in a new Periphery conflict.



FACTIONS

TAURIAN CONCORDAT

The Taurian Concordat has always had an antagonistic relationship with the Great Houses of the Inner Sphere. From its origins in Samantha Calderon's idealistic vision of a free society, the Concordat was a blend of a strong central government (located on the planet Taurus, discovered by Samantha in 2253) with a *laissez faire* attitude towards planetary governance. Each world was permitted to rule itself as long as it continued to work with the central government to provide protection in the form of the Taurian Defense Force and allowed the Protector to administer international matters.

Fighting against the repressive governments and policies of the Great Houses and Terra became almost second nature to the Taurians during their early history. The discovery of a large group of slave laborers in the Federated Suns in 2355, the commandeering of Taurian JumpShips by forces from the Tikonov Union in 2368, and the Federated Suns' naval incursion into the Concordat in 2371—all helped reinforce the belief that the worlds closer to Terra were just as bad as they expected.

In the lead up to the formation of the Star League, the Concordat shied away from the constant fighting that defined the Age of War, but by no means remained a passive observer. During the twenty-fifth and twenty-sixth centuries, the central government expanded the Taurian Defense Force and, more significantly, expanded its naval assets to the extent that its WarShip fleet was larger than the Federated Suns' and the Capellan Confederations' fleets combined. Unlike its two closest interstellar neighbors, the Concordat also maintained a strong focus on education. Prior to the Reunification War, the citizens of the Concordat claimed one of the highest literacy rates and number of post-graduate degrees per capita in the Inner Sphere. Indeed, the Concordat education system was so successful that Houses Davion and Liao would later model their own after it.

These advantages contributed to the ferocity of the attacks against the Concordat during the Reunification War. With its large and well-trained military, a strong and well-developed industrial base, and a well-educated and fiercely loyal population, the

Taurians were seen as a threat unlike any other to the power of the newly formed Star League. Of all the fronts of the Reunification War, the Taurian front was by far the bloodiest. The Battle for Tentativa, a total of five separate engagements in 2577, would be the largest naval battle fought until the Amaris Civil War, involving over one hundred WarShips, almost two hundred combat DropShips, and uncounted numbers of aerospace fighters. By the time the Star League fought its way into the Hyades Cluster, suffering tremendous losses along the way, the Taurian Concordat knew that continued fighting would only devastate the civilian population of its worlds. They finally surrendered in 2596, after eighteen years of continual warfare.

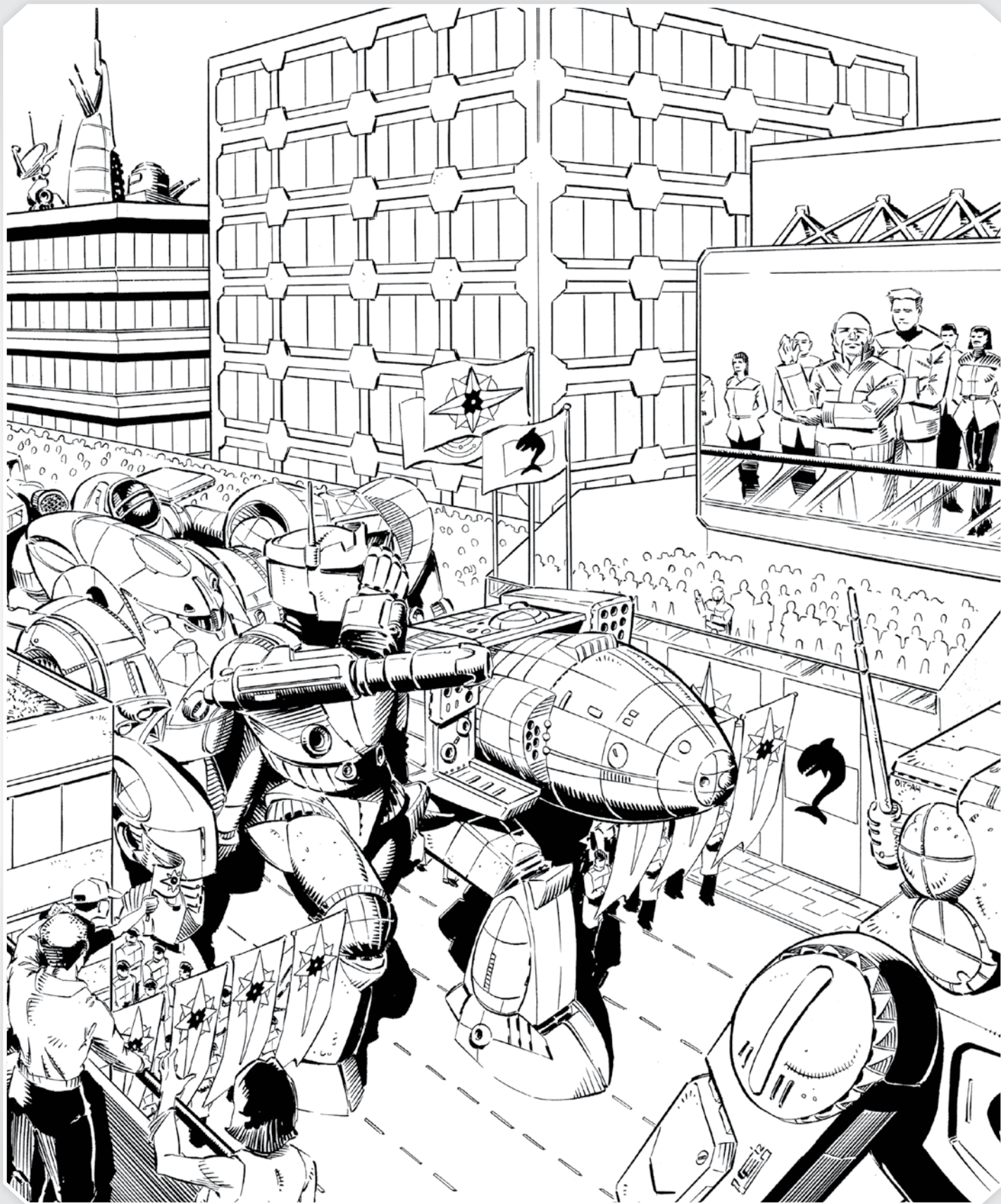
After the war's end, Taurian national identity was threatened. While the Concordat's educational system was intact and functioning, one of the mandates of the surrender was that there would be a Star League-sponsored curriculum. While supporting education as a whole, the Concordat government saw the sponsored schools as little more than propaganda factories, tools to brainwash their children. The weakening of the realm's industrial base from high tariffs savaged their economy—as it did in most of the other Periphery states. Economic growth slowed to a crawl as native industry could not compete with cheap imports from the rest of the Inner Sphere.

After the assassination of Protector Hampton Calderon, his niece Nicoletta took the reins of a long-repressed Taurian Concordat in 2726.

In the years leading up to the Amaris Civil War, Nicoletta spent much of her time attempting to isolate her realm both economically and culturally from the rest of the Inner Sphere, hoping to restore pride in the Taurian way of life. Her diplomatic efforts to the rest of the far-flung Periphery states were hailed in the Concordat as the first step to standing up to the Star League without having to resort to war—but the rapid growth of the Taurian Defense Force quickly proved that the Taurian people still lived by the ancient motto *si vis pacem, para bellum*: "If you wish for peace, prepare for war".



MAJOR PERSONAS



MAJOR PERSONAS

CAPELLAN CONFEDERATION

WAREX LIAO

Rank/Title: Duke of Sian, Chancellor of the Capellan Confederation (2719-2760)

Born: 2691 (59 in 2750)

Warex Liao was only twenty-eight when he became chancellor of the Capellan Confederation. He was the last of the Sundermann Liaos, and the most influential chancellor since Calvin the Mad.

Born to Androsar Liao and Ardath Winter, Warex graduated from the Capella War College in 2713, and rose to the rank of major before his sister's unexpected death in 2715. He spent the next four years preparing to assume the Celestial Throne, which he did on 29 June 2719.

Warex was shrewd logistician but an uninspired politician. He transformed the disparate branches of the CCAF into a unified and organized modern military. In 2721, he integrated Capellan aerospace and naval forces and instituted biannual joint exercises with the Capellan army. He lobbied for—and received—access to Hegemony technology and brought several new 'Mech designs to the CCAF. To support his new military, Warex reformed the Procurement Division, expanded indoctrination programs in second-

ary education, and increased tariffs on consumer goods. This earned him the animosity of the House of Scions and many Capellan citizens. Tensions grew during the late 2730s, when underground political missives lampooned Warex as stealing from citizens and giving to the military. By the 2740s, Warex routinely employed Maskirovka agents to silence vocal dissidents.

Warex wed Gaetana Sung in 2714, but their first child, Barbara, was not born until 2731. Having children strangely agreed with militaristic Warex. He continued fathering them until well into his fifties and was rewarded with a total of seven.

LI MING LING

Rank/Title: Duchess of Tikonov/CEO Earthwerks Limited-Tikonov (2728-2751)

Born: 2689 (61 in 2750)

The niece of Warex Liao, Ling was a savvy businesswoman and, at the time, the youngest CEO of Earthwerks. Ling graduated from Sian University with an MBA in 2712. She was Director of Acquisitions at Prestige Imports on Sian from 2714-2718, and director of client relations at Firmir Commercial from 2719-2723



MAJOR PERSONAS

before joining Earthwerks in 2724. After a stint as VP of strategic planning, she was appointed to the board of directors and ultimately as CEO.

Ling leveraged her relationship with the Chancellor to pursue Hegemony contracts. As Warex gained access to Hegemony technology, Ling inked contracts for Earthwerks. By 2740, Earthwerks was manufacturing over two-dozen components for the Hegemony, many of them exclusively. Producing items for the Terrans also gave Earthwerks an opportunity to reverse-engineer Hegemony technology. Although Earthwerks could not directly use these items, the tech they unlocked went into future designs: ten years after assembling new communications systems for the Hegemony, Earthwerks debuted a product with similar capabilities; five years after retooling for a new Hegemony armor fabrication process, Earthwerks began using the same processes for their armor production.

Ling was renowned for her cool, collected demeanor, but she also had a serious gambling problem. While her business sense was impeccable, her personal life was dominated by this addiction. Ling's favorite vice was dog races and, at various times throughout her life, she would be buried under a mountain of debt. Only her uncle's compassion kept her out of serious trouble. Although Li Ming sought counseling several times in her life, she was unable to ever fully overcome her addiction.

SHARI BEATRICE MADSEN

Rank/Title: Duchess of Glasgow/Member House of Scions (2738-2750); President (2742-2750)

Born: 2695 (55 in 2750)

Madsen was a competition skier in her youth and won the silver medal in the 2712 Warlock Champions of Winter Tournament. While training for the 2720 Tharkad Games, Madsen misjudged her landing in the half-pipe and suffered multiple compound fractures, including her right femur and pelvis. Although she recovered completely from her injuries, she never returned to competition.

After her father abdicated in 2723, Shari became duchess of Glasgow. Growing up in the limelight, she was powerfully charismatic, and well prepared for the scrutiny and unique demands of her station. Madsen was a shrewd negotiator, insightful diplomat, and adroit statesman. Inexperienced in economics and foreign policy, she employed knowledgeable advisors to her utmost advantage. Where many of her peers depended upon the aegis of their political commissar, Madsen encouraged publication of critical remarks and spun them into favorable impressions.

Madsen was appointed to the House of Scions in 2738. With her gregarious nature and social acumen, she quickly amassed allies and won her bid for president in 2742. The capstone of her political career came three years later, when Duke Joshua Ridzik died unexpectedly, leaving a vacancy in the Prefectorate. The Chancellor nominated Eammon Coughlin as his replace-



ment. Although Coughlin was widely despised, confirmation was practically a given; in 374 years, the House of Scions had never rejected a nominee. Nevertheless, Madsen and her allies lobbied for thirty days, finally acquiring the necessary supermajority with four hours to spare. After the unprecedented rejection, Madsen met privately with the Chancellor. One week later, he issued the Decree of Appointment, giving the House the right to appoint new members of the Prefectorate from within its ranks and eliminating the Chancellor's nomination process.

MAYLIN LORIX

Rank/Title: Head of the Lorix Order (2737-2783)

Born: 2701 (49 in 2750)

The daughter of Kalvar Lorix, Maylin was born four years after the Lorix Order collapsed under the weight of megalomania in 2697. From an early age, Kalvar instilled in Maylin the values he sought to create with the Lorix Order. She learned to value MechWarriors above all other classes, and became an accomplished MechWarrior by the mid-2720s. She and Kalvar talked at length about rebuilding the Order, but they were unable to garner enough support to make it feasible.

MAJOR PERSONAS

In 2721, Maylin and Kalvar met Hiritza Hikaru, a colonel in the CCAF with dreams of grandeur. Hikaru had been moved by Loric's ideology and had the government connections to give the Order legitimacy, but Hikaru was neither an accomplished speaker nor a MechWarrior. He needed a spokesman. Kalvar leapt at the opportunity and the trio set to work resurrecting the Order. When Kalvar died from a stroke in 2722, Maylin reluctantly took over and began making public appearances to drum up support for the Order. Maylin had never before spoken publicly, but she had an innate talent for connecting with her audience that would eventually make her a commanding orator. She made five appearances her first year. By the early 2730s she was enthusiastically spending the bulk of her time touring the Capellan Confederation speaking at all the major military academies. Her ability to engage a crowd and rally people to a cause became legendary.

After more than a decade of hard work, the Loric Order returned, with the full support of the Capellan Confederation, in 2737. Maylin served as its president and Hikaru as its chief executive. The inaugural inductees of 2737 included representatives from every major military academy in the Confederation, and within five years the Order tripled in size.



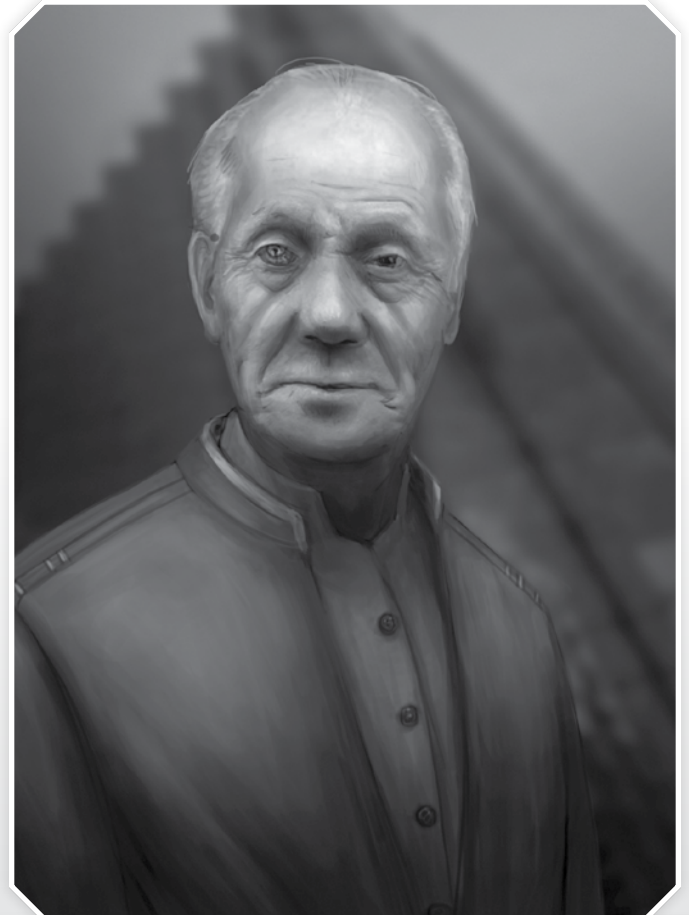
TAI YANG GWAK

Rank/Title: Colonel (Retired)/Director of the Maskirovka (2720-2771)

Born: 2673 (77 in 2750)

When Gwak was twenty-seven he was nearly killed during a live-fire exercise. Shrapnel tore through his cockpit, ruined his right eye, and damaged his cerebellum. Gwak spent two years learning to walk again, but never recovered the balance and hand-eye coordination necessary for a MechWarrior. Devoted to the Confederation, he spent his convalescence looking for ways to return to active duty in the CCAF. After exploring several options, Gwak rekindled his love of psychology. In 2708, he earned his doctorate from Sian University and moved to the CCAF's intelligence branch. His first posting was the R&D branch of PsyOps, where he evaluated different psychological warfare tactics. His background lent insight to his studies, and he developed several successful techniques for breaking captured MechWarriors. Later, he moved to covert operations, where he trained operatives in resisting interrogation.

Gwak excelled at his job. He was a master at reading and manipulating people and, owing to those talents, he quickly moved up through the ranks. Surprisingly, Gwak's opposition never met with the all-too-clichéd "accident." Instead, his strongest detractors would often just suddenly reverse their stance and become staunch advocates. Bolstered by abundant support for his ideas and abilities, he became director of the Maskirovka after only twelve years.



MAJOR PERSONAS

Gwak often said, "Leadership is getting people to do what you want them to do, because they want to do it." He had a knack for digging up dirt on people. It was commonly joked that Gwak was so good that even Death was afraid to pay him a visit. Gwak personally managed a large stable of operatives and assets for many years. Under his guidance, the Maskirovka made significant gains in intelligence gathering.

DRACONIS COMBINE

TAKIRO KURITA

Rank/Title: Duke of Luthien, Coordinator of the Draconis Combine (2691-2767), Unifier of Worlds

Born: 2646 (104 in 2750)

Takiro was the oldest of five children. As the heir-designate to the Draconis Combine, Takiro's father, Urizen, raised him to be a practical and conscientious ruler. He had a natural commanding presence and his impeccable sense of honor helped quickly win over his people when he took the position of coordinator in 2691. Many in the Combine felt the Council Edict of 2650 had been created to limit the rise of House Kurita, and Takiro felt it was both a moral and spiritual insult that demanded action to restore Kuritan honor.



By the time of Takiro's ascension, the First Hidden War was a decade old, and the first SLDF Gunslingers were beginning to best the Combine's *ronin* MechWarriors. Takiro recognized the importance of the duels and devoted considerable resources to ensuring that his MechWarriors could outperform their SLDF counterparts. To this end, he personally oversaw the development of the dueling curriculum that swiftly found its way into the Combine's various MechWarrior academies.

Takiro Kurita also insisted that each academy graduate be exposed to the philosophies of Buddhism, Confucianism, and Shinto in order to better allow the graduates to better understand the precepts of *bushido*. Takiro stressed two aspects of *bushido* more than any others: loyalty and courage; these were the virtues he wished instilled in the new warriors who would help strengthen the realm.

His stewardship of the Draconis Combine lasted nearly eighty tumultuous years, during which he saw both the zenith and nadir of the Star League and led the conflict against the Federated Suns known as the War of Davion Succession.

ICHIRO OSHIRO

Rank/Title: Minister/Department of Indoctrination (2736-2770)

Born: 2690 (60 in 2750)

Oshiro spent his youth learning how to intimidate and coerce people, while shedding his own fears of just about everything. By his late teens, Ichiro was moonlighting as an amateur boxer while attending the University of Hachiman, where he majored in educa-



MAJOR PERSONAS

tion, with a minor in business administration. Oshiro aspired to be a university professor, but a chance meeting with Aneko Gima (whom he would marry in 2721) put his life on a different path. Gima was majoring in sociology, and she instilled in Oshiro an interest in political sciences. After graduating, he accepted a civilian posting at the Bureau of Official Information, where he worked for ten years. Using connections he made during his tenure, Oshiro obtained a high-level position at Department of Indoctrination. In the year of his forty-sixth birthday, he was appointed the department's minister.

Oshiro had grandiose plans for the agency and started implementing them almost immediately. Subsequent to the Council Edict of 2650, the department's primary concern was preventing Combine youth from enlisting in the SLDF, despite the presence of League recruitment offices at every major university in the Combine. With a number of independent offices that catered to Combine demographics outside of the university market, the SLDF also held multiple events a year to create interest in service, the most popular of which was Star League Day. Oshiro arranged competing events, which intimated that service in the SLDF was tantamount to denying one's own Combine heritage. He paid people to attend the Star League events to loudly support the Combine or denounce the Star League. Additionally, Oshiro began developing new curricula to teach younger children the importance of keeping put the Combine ahead of the League in all matters. By the mid 2740s Oshiro's techniques had delivered a twenty-three percent drop in SLDF recruitment across the Draconis Combine.

RIKI KURITA

Rank/Title: Keeper of the House Honor (2721-2770)

Born: 2693 (57 in 2750)

Riki looked more like a soldier or bodybuilder than an administrator. In his spare time, he competed in mixed martial arts tournaments—winning the Isesaki Belt twice, the Paracale Belt once, and the prestigious Tatsuno Tournament once. Outside of his martial arts interests, he was a *karesansui* (rock gardening) enthusiast.

Riki was the ninth Keeper of the House Honor since Omi Kurita's death in 2355, but he was only the second male. He came about his unusual appointment in a remarkably straightforward way—he asked for it. Riki began studying the *Dictum Honorium* as a child and was fascinated by the elaborate code of conduct. After university he worked for the Order of the Five Pillars as a librarian. Six years later, the incumbent Keeper, Kiaria Kurita, retired, citing growing health concerns. Most assumed that Yukako Kurita would attain the position, but Riki knew that his uncle Takiro and Yukako had never gotten along. Seizing his opportunity, Riki met with his uncle and asked for the position. Coordinator Takiro Kurita carefully considered Riki's request and agreed to appoint him, if he could demonstrate his candidacy was superior to Yukako's.

The Coordinator tasked Kiaria with conducting an examination to designate the better candidate. The test would cover practical and applied knowledge, establishing not only which candidate knew the document better, but also indicating which was more adept at



interpreting its meaning and adjudicating the gray areas. Riki easily bested Yukako and began a lengthy service to the Combine. With his comprehensive grasp of the *Dictum*, Riki expeditiously resolved complex matters, earning a reputation as a living copy of the document. Four years after becoming Keeper, Riki's interpretation of the *Dictum* would provide Takiro clear and incontrovertible evidence that Victor Kurita should inherit the Federated Suns' throne.

SATOSHI NAKAMURA

Rank/Title: Ronin MechWarrior

Born: 2720 (30 in 2750)

Satoshi Nakamura was born on New Samarkand to parents who were famous across the former capital of the Draconis Combine for their two-person performance of the twenty-second century Japanese *bunraku* drama "Mankind's *Kimigayo*." He grew up with surroundings that steeped him in tradition, knowledge, and unfortunately a celebrity culture. Satoshi spent his childhood learning the family trade, performing *bunraku*, reciting poetry, and practicing the art of *shodo*. He matured into a handsome young man, and like most men he wished to become a MechWarrior.

With the blessing and the influence of his parents he was accepted into the Sun Zhang MechWarrior Academy when he was

MAJOR PERSONAS



AYAKI FUJIWARA

Rank/Title: General, Warlord of Benjamin (2746-2779), Knight of the Dragon

Born: 2717 (37 in 2750)

Fujiwara was a tragic tale worthy of the talented *shinpa* artists on Luthien. He was one of the most talented MechWarriors in the DCMS, graduating at the top of his class from the Sun Tzu School of Combat before continuing his officer training at the prestigious Wisdom of the Dragon School. His leadership skills earned him a place high in the command structure of the Third Benjamin Regulars.

In 2744, he was leading a patrol on the planet Tatsuno, searching for a suspected Davion raiding party, when disaster struck. The planet was currently undergoing limited terraforming operations led by the Combine's own Mega-Engineering Corps. The raiders had stolen vital pieces of atmospheric processing equipment and were fleeing the scene when Fujiwara's patrol engaged them. Unknown to any of the combatants, the theft of the atmospheric processing equipment had set up an overload in the gas exchange system. The resulting explosion destroyed the raiders and wiped out all but two of the 'Mechs in Ayaki's patrol—including his own.

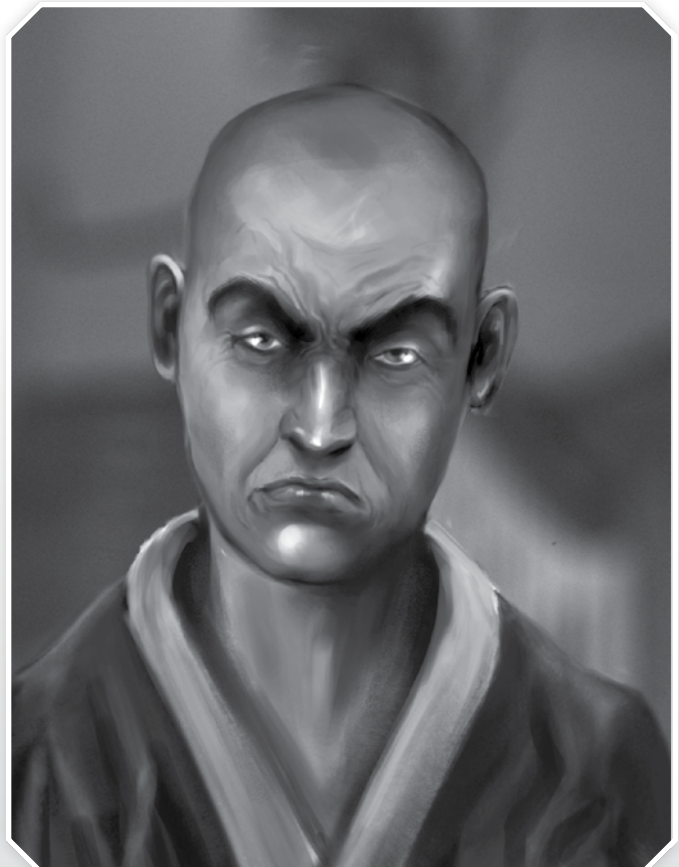
The survivors huddled in the cold marshes surrounding the destroyed center for five days. During this time, Ayaki contracted what would later be called Tatsuno Hepatitis, a deadly single-cell ameboid that attacks a person's liver.

Even with his body being slowly eaten away from the inside, Ayaki Fujiwara continued to prove his skill at leading men on the battlefield. He preferred to lead from the cockpit of his white and red *Archer*, as he felt strong as ever when tied directly to his BattleMech.

seventeen years of age. He excelled at the philosophy courses far more than the martial ones, and after graduation he was assigned to a unit on the Lyran Commonwealth border. Satoshi participated in defending against over a dozen cross-border raids before an ill-fated raid by pirates struck while he was stationed on Goito. The pirate band attacked one of the smaller industrial towns he was tasked to guard, and was unusually well equipped. It ambushed Satoshi's unprepared lance. After a fierce firefight, Satoshi was forced to eject as his 'Mech was destroyed and the rest of his lance was wiped out.

Returning to his HQ using a commandeered civilian vehicle, Satoshi was ordered by his commanding officer to kill himself due to the dishonor of being the sole survivor from his unit. He refused, and said, "the true dishonor would be allowing the Dragon to lose a good warrior so that a bad warrior may save face." When his CO attacked him, Satoshi lashed out with his blade and severed the man's head.

Satoshi Nakamura considered himself loyal to the Combine above all else, but the DCMS considered him *ronin*. By 2749, Satoshi had acquired an old *Wolverine* that he painted matte black and named "Shadow Dancer". He used sympathetic civilian transport to move along the Lyran-Combine border, attempting to guard small towns against attack by bandits.



MAJOR PERSONAS

FEDERATED SUNS



JOHN DAVION

Rank/Title: Duke of New Avalon, First Prince of the Federated Suns (2745–2797)

Born: 2719 (31 in 2750)

John Davion succeeded to the throne of the Federated Sun when his uncle, First Prince Richard Davion, was killed in a 'Mech accident. John surrounded himself with people that he knew shared his personal view that the good of the Federated Suns and its citizens should come before any political or personal considerations—even those of the Star League. The people of the Federated Suns saw John's domestic policies as benefiting the entire realm, rather than just lining the pockets of the nobility.

Once in power, Prince John continued Richard Davion's focus on military growth. Increasing the strength of the AFFS, a necessity after the disastrous War of Davion Succession, was of paramount concern since the Star League had failed to get involved soon enough to save the Suns from serious casualties—including one first prince. This build-up caused tension between John and the Star League, but John remained resolute in his belief that the Federated Suns should always come first.

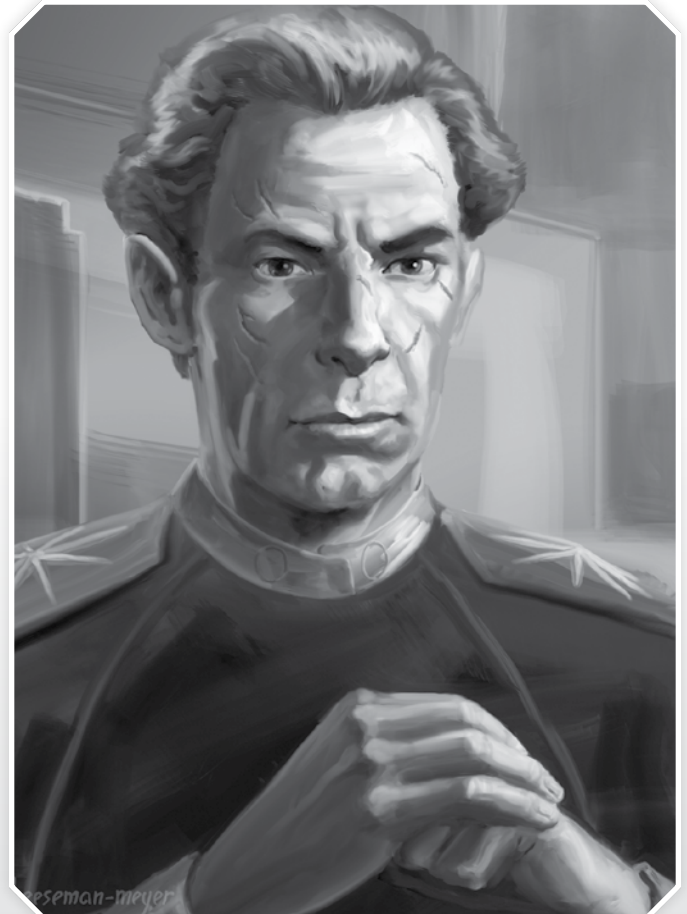
Because the other Council Lords felt that John was new to statesmanship, they often underestimated his capabilities as a leader and an equal. John's skillful oratory, charisma, and even-handed leadership proved them wrong, and his strength of will swayed many of his political opponents over the years. What surprised the other Council Lords most was John's honesty and deep sense of honor, something that he and First Lord Simon Cameron held in common. Unlike many leaders, John was even known to change his voting position and admit himself wrong if evidence could prove that he was. This made John the focus of many Star League Council debates, and his voice often turned the tide in critical votes.

THOMAS GREEN-DAVION

Rank/Title: Regent of New Syrtis (2745-2753), Field Marshal and March Lord of the Capellan March

Born: 2688 (62 in 2750)

Thomas was the product of two powerful families in the Federated Suns and as such, could choose his path in life and be assured of attaining his goals. Though born on New Syrtis, he was educated on Terra because of his family's intention to have him follow in his mother's footsteps as a Star League state administrator in the Federated Suns. Instead, he took after his father and joined the AFFS, putting his diplomatic and problem-solving skills to use on the battlefield.



MAJOR PERSONAS

During the War of Davion Succession, Thomas proved himself a cunning officer and a shrewd tactician. He came into the limelight during the Battle of Royal in 2729, when First Prince Joseph Davion was killed fighting the forces of the Draconis Combine. As the Davion troops were routed, Thomas piloted his *Wolverine* behind the enemy's lines to recover the dead prince's body. Because of this act of valor, he was given the then-vacant position of regent of New Syrtis. Before the war was over, Thomas Green-Davion achieved the rank of field marshal and took his position as a March Lord until the rightful heir, Rita Hasek, was able to take his place in 2753.

Green-Davion held close ties with his mother's family, and provided much-needed input to the state administrators in how best to enforce and adjust Star League laws to both the Federated Suns and the Capellan March.

VASILY SANDOVAL

Rank/Title: Duke of Robinson (2731-2782), Field Marshal and March Lord of the Draconis March

Born: 2697 (53 in 2750)

Vasily Sandoval was sent to the New Avalon Military Academy even though he showed little interest in military matters. The instructors at NAMA saw that he was not a natural MechWarrior. Only his sharp wit and an almost-photographic memory of astrocartography

and geography allowed him to complete his course of study and graduate from the academy—albeit near the bottom of his class.

When the War of Davion Succession broke out, Sandoval found himself in command of a lance of BattleMechs on Benet III. It was common practice during the Golden Age to destroy any navigational or positioning satellites during the initial stages of invasion and replace them after the occupation was complete. Almost immediately, all the AFFS forces on-world lost accurate positioning and started to rely on sometimes-incorrect topographical survey maps. Sandoval thus became the golden child of the resistance forces on Benet III by coordinating unit movements and locations in his head.

This same skill was used repeatedly during the war after he was evacuated. Vasily was moved up the chain of command, anticipating enemy troop movements over the worlds he was familiar with. He personally took part in the liberation efforts of almost half of the Kurita-occupied worlds taken during the war, and assisted in planning for even more. For his brilliance and contribution to the Federated Suns, he was awarded his title and position as March Lord of the Draconis March.

MITCHEL STOPEC

Rank/Title: Prince's Champion, Colonel and CO of the Fourth Davion Guards

Born: 2707 (43 in 2750)

Mitchel Stopec was one of the youngest commanding officers of the Fourth Davion Guards since its formation, taking command in 2740. The Fourth Guards were badly mauled during the War of Davion Succession, and rebuilding the regiment's morale and skill were his top priorities, as along with updating its materiel. One way he proposed to achieve this was to have the Fourth Guards stage war games with the Star League's regimental champions of the 2736 Martial Olympiad, the 320th Dragoon Regiment. After eight years of training and re-equipping, the Fourth Guards were the cream of the AFFS. It was during this time that Stopec became a close friend of John Davion, as the first prince was impressed with his positive attitude and ideas on rebuilding the AFFS.

Although the Olympiad ended in 2736, Stopec and his Guards tested themselves against the 320th Dragoon Regiment in many of the war games' most grueling events—including the extreme Hades Event, which took place in the 100-plus temperatures and hyper-thick atmosphere surrounding terraformed Venus' Sapas Mons volcano. It was during this event that Mitchel Stopec was grievously wounded, when a well-placed autocannon round struck his *Rifleman's* cockpit just as it was clearing a steam cloud on the mountain slopes. The resulting environmental breach caused a cascading failure of the BattleMech's cooling systems, and a spray of boiling coolant permanently blinded him before the automatic ejection system launched him from the cockpit and safely away from the "hot zone". Even though Stopec was left in agonizing pain, he refused sedation and continued to give orders to his command lance through a remote commlink. His force soon regained



MAJOR PERSONAS



the upper hand and went on to defeat the SLDF company pitted against them, ultimately winning the mock challenge. This victory provided the surge in morale the AFFS desperately needed, and thus a grateful First Prince John Davion awarded Stopek the position of Prince's Champion and had gold-plated cybernetic eye replacements crafted for him to honor his dedication and heroism.

DANA BANCROFT

Rank/Title: Doctor, Chief of MI2, Analysis and Speculation (2740-2789)

Born: 2673 (77 in 2750)

Unlike most intelligence operatives, Dana Bancroft was approached for recruitment well after she had completed her PhD and was the research director at the University of Galax. With a specialty in hyperspace physics, she oversaw research into advanced Kearny-Fuchida technology. As her research became more in-depth, she began to use academic contacts that she had developed during her undergraduate career to acquire K-F communication equipment designs from the Terran Hegemony. This flagged her name in the Terran Hegemony intelligence network, as well as the military intelligence of the Federated Suns. The Terran Hegemony was very secretive about technology, as it wished to keep an upper hand against the other member-states of the Star League.



Before she was able to complete her research into a compact K-F generator for use in field communications, she was swept up by MI5 and put into protective custody to avoid an assassination attempt by Star League Intelligence in 2714. She took advantage of her situation and volunteered to work for military intelligence as a foreign-technology analyst. Her innovative research and deep understanding of K-F technology allowed her more freedom and control of her projects inside of MI2 over the years she spent there.

FREE WORLDS LEAGUE

EWAN MARIK

Rank/Title: Duke of Atreus, Captain-General of the Free Worlds League (2746-2763)

Born: 2714 (36 in 2750)

Never taking his role as the successor to the position of captain-general seriously, Ewan was a brutal man. His solution to most disputes during his time as an officer in the Marik Militia was to beat the person he disagreed with into unconsciousness. Even his superior officers were not safe from his drunken rants and fights. He often boasted that the jail cell he spent most nights in felt more like home than his barracks.

MAJOR PERSONAS



After taking the reins of power, he changed very little. Social niceties were, according to him, “As useless as brains in a Capellan.” Star League Council meetings were often punctuated by his insults and taunts, particularly against Archon Michael Steiner. The Archon’s dignified behavior and fashionable clothing reminded Ewan of his former superior officers, and he commonly referred to his Lyran counterpart as “Lady Steiner,” even during interviews with Terran news organizations. More often than not, his contribution to Council meetings was limited to being as disruptive to the debate as he could manage, and interrupting other Council Lords with tales of his drunken escapades.

His behavior even pushed one incident that normally would have been handled quickly and quietly all the way to the brink of war. In March of 2749, Lyran patrol DropShips attacked a Free Worlds League merchant vessel suspected of smuggling illegal drugs. While the Free Worlds vessel was innocent of the charges, Archon Steiner was unable to make an apology before Ewan publicly denounced him and made outrageous demands for reparations, issuing barely veiled threats for good measure. It was not until a fleet of Star League WarShips was dispatched to the border zone between the two realms that matters began to work themselves out. By that time, of course, Ewan’s attention had drifted to “more pressing matters” he could deal with now that the Council’s attention was focused elsewhere.

KENYON MARIK

Rank/Title: Heir-Designate to the Captain-General

Born: 2734 (16 in 2750)

By sixteen years of age Kenyon Marik achieved more than anyone would have expected of a boy with his parentage. Conceived during a night of heavy drinking while Ewan was on leave from the Marik Militia, Kenyon’s mother convinced Ewan to marry her, to make their future child legitimate. After Kenyon’s birth, his mother was quickly shipped off to a new colony world on the Canopian border; something that Kenyon never forgave his father for.

As the heir-designate of the Free Worlds League, Kenyon faced high expectations from his father (and a Parliament that already wished to replace him). Struggling to escape his father’s boorish reputation proved a long and difficult journey.

By the time he was ten, he could recite whole works of Shakespeare and, by twelve, was able to hold his own in discussions about ancient Terran history. Having proved he was smarter than his father, he then moved to prove he was a better warrior. He applied and was accepted, with his father’s blessing, to the Allison MechWarrior Institute on New Olympia at age thirteen.

After a humiliating tactical blunder in 2749 during a war game exercise, Kenyon was summoned back to Atreus. He was dragged back to the family estates, where Ewan Marik personally beat Kenyon, breaking his ribs and jaw for the insult against his



MAJOR PERSONAS

name. While still in the hospital recovering from his injuries, Kenyon began summoning members of Parliament that he knew wished to see his father removed from power. If a father could almost kill his own son, Kenyon knew that it would not be long before the whole of the Free Worlds League would suffer as he did.

DAVID STEWART

Rank/Title: Earl of the Stewart Commonality (2745-2798)

Born: 2699 (51 in 2750)

Born on his family's massive estate on their homeworld of Stewart, David Stewart grew up in wide-open spaces and developed a love of nature. He grew into a passionate man whose passion for many outdoor pastimes included falconry, horseback riding, and big game hunting. He held no interest in becoming a MechWarrior, and preferred performing the works of Shakespeare over real swordplay. He once claimed that, "the mind can be honed much sharper than the sword," and indeed his wit and wisdom propelled him to the seat of House Stewart's power.

By the mid-2700s, David was not only the most influential Stewart; he was one of the most powerful men in the Free Worlds League. He represented Stewart in the Free Worlds Parliament, and exerted strong influence on all Stewart Commonality worlds. While on Atreus, he was the man who exposed a young Kenyon Marik to the Bard and passed his passion for classical literature along to him.

David was unable to have children of his own, and while Ewan was away at the Star League Council on Terra, he assumed the role

of father figure to young Kenyon. He knew that if the League continued with rulers such as Ewan, the Lyrans and Capellans would devour it in short order. Thus he made it his mission to ensure a wise man would inherit the throne. After Ewan's attack on Kenyon Marik in 2749, David Stewart was the first to respond to his surrogate son's call to action, and would become a trusted advisor and friend to the future captain-general.

MARTIN ALLISON

Rank/Title: Grand Duke of Oriente (2700-2753), Princes of the Order of Atreus

Born: 2652 (98 in 2750)

When an important vote was about to come before the Senate, there were few MPs more influential than Martin Allison. Like many of the Allison clan, Martin studied economics and interstellar corporate law. He received his PhD in economics from the prestigious Terran School of Business in the ancient city of London. His progressive ideas on corporate taxation and economic policy quickly gained him a high position at the Star League Stock Exchange. There, he was able to influence foreign investment where he felt he could produce the largest benefits for his investors—namely the worlds that he would soon control as the Grand Duke of Oriente. The Duchy of Oriente benefited immensely from Martin Allison's economic machinations on Terra, and by the time his father died



MAJOR PERSONAS

and he returned to Oriente, the Duchy had become the Free Worlds League's center of high technology and industrial production.

Even as a Grand Duke, Martin Allison never stopped using his skills at seeing patterns in human endeavors; his focus simply changed from interstellar commerce to interstellar politics. Once Ewan Marik came to power on Atreus, Martin saw market futures becoming more uncertain and private investments across the League shifting toward arms manufacturing. Seeing this as a possible advantage for Oriente and a means to acquire more worlds and natural resources, Martin agitated the captain-general and other MPs to begin a limited campaign against the systems of the Capellan Confederation bordering the Duchy. Martin knew that Ewan was an unstable man, but war was good for business.

ELSA CAMERON-JONES

Rank/Title: Countess of Harmony, Duchess of Regulus (2728-2802)

Born: 2716 (34 in 2750)

As the third child born to her parents, Elsa Cameron-Jones never expected to take on a political role. In an interview, she was once asked what sort of education she received after finishing her primary schooling, and replied with a laugh, "How to be the best eye candy I could be." Though she was trained to "be a good wife to a powerful man" in order to expand her family's power base, she privately used every resource at her disposal to further her grasp

of politics and manipulation. It is rumored that she never traveled without a copy of Niccolò Machiavelli's *The Prince*.

Elsa became duchess of Regulus and leader of the second-largest voting bloc in the Free Worlds Parliament after her two older sisters were killed in a boating accident on the notoriously dangerous waters of Harmony's Leonid Sea. As ruler of the Principality of Regulus, Elsa continued the harsh crackdown on dissent that had long been a hallmark of the Cameron-Jones dynasty.

Seen as sympathetic to the position that Kenyon Marik found himself in as heir-apparent to Ewan Marik's legacy, Elsa was approached at the same time as David Stewart by Kenyon's agents, but surprised them with her reticence. She felt that unless Kenyon's plans were proven to be in the best interests of Regulus, she would continue to maintain the status quo.

LYRAN COMMONWEALTH

MICHAEL STEINER II

Rank/Title: Duke of Tharkad, Archon of the Lyran Commonwealth (2729-2760)

Born: 2675 (75 in 2750)

Suffering from the common affliction of the second-in-line of succession throughout human history, Michael Steiner spent his youth doing little else but sating his desires. He performed well during the period he spent at the Nagelring Academy on



MAJOR PERSONAS

Tharkad, followed quickly by his research position at Tharkad University, but he never truly stood out in any meaningful way. It seemed as though he would become another in a long line of Steiners who held an officer's rank in the LCAF but added little to the pool of talent: the classic armchair general. All of that changed overnight when Michael's older brother, Jonathan, was killed in a BattleMech accident and he was named the new Archon of the Lyran Commonwealth.

The burden of leadership over the Lyran state visibly aged Michael. In his first years as Archon he took every opportunity to add another medal or award to his dress uniform, pretending to be the soldier that his brother was, but soon those dozens of medals seemed to cause him more grief than pleasure. He was often the butt of jokes both from his critics at home and more openly from Ewan Marik, who considered him an effeminate coward. His inability to deal with the continued pirate raids across the Commonwealth's Periphery borders only added to his image as an old man who was out of touch. His supporters, however, were quick to point out that under Michael's rule, the Commonwealth saw an upsurge in foreign investment and economic growth, and that he was rational enough to refuse to rise to Ewan's insults and threats, thus avoiding war with House Marik without ever backing down.



JOAN LESTRADE

Rank/Title: Duchess of Summer (2702-2752)

Born: 2675 (75 in 2750)

Appointed to rule the Federation of Skye by the Steiner family in the early 2500s, the Lestrade family remained closely involved with the political machinations on Tharkad. Joan Lestrade was one of many of her line to marry a close relative of the Archon, but what made her different from the others was that she was a citizen of the Terran Hegemony and the noble ruler of the world of Summer—and that she was Archon Michael Steiner's wife.

Joan met her future husband while visiting her distant cousin's estates on Skye. As the young heiress to the planet Summer, she had just begun a grand tour of her extended family's worlds across the Terran Hegemony and Lyran Commonwealth. She was immediately smitten with Michael's good looks, quick mind and sense of humor when they met at a social event welcoming the officers of the Royal Guard to Skye. They quickly became an item and were never seen apart at any social event on Skye. Before Michael left Skye with the Royal Guards he proposed marriage. More than fifty years later, they were still together.

Joan was an intelligent woman, educated as both a diplomat and as a businesswoman. She complimented her husband well, and there were many who thought that she was the real brains behind the throne on Tharkad. This feeling that she was in control made many Lyrans nervous because of her dual citizenship in the Terran Hegemony, and for the strained relationship between the Federation of Skye and Tharkad since the Reunification War.

PAUL STEINER

Rank/Title: General and CO of the First Royal Guards (2750-2761)

Born: 2725 (25 in 2750)

Paul Steiner was the youngest of the children born to Archon Michael Steiner and Duchess Joan Lestrade, but while his older siblings were closer to inheriting the throne than he was, Paul never took his position for granted. At an early age he played at the feet of the *Griffin* BattleMechs in the throne room on Tharkad; his father may have been a powerful man that people bowed to, but those machines towered over any man that stepped before them. Games of "Star League and Bandits" with his childhood friends slowly changed into MechWarrior training simulations in the Royal Guard barracks near the Royal Palace. When he was old enough, he was accepted into the Nagelring on his aptitude alone, without having to resort to pressure from his father.

At eighteen, Paul graduated from the Nagelring at the top of his class and was awarded the rank of hauptmann in the Fifth Lyran Guards. His command was deployed to New Caledonia, a world then near the border of both the Rim Worlds Republic and the Draconis Combine. The year previous, relations between Houses Kurita and Steiner had deteriorated due to bandit raids along the Lyran side of their shared border, and Archon Michael determined

MAJOR PERSONAS



that deploying his own son to the front lines would show the Combine that he was deadly serious about resolving the matter through force. During the raids that followed, Paul demonstrated his uncanny ability to outmaneuver the BattleMech forces he found himself fighting, an unusual skill for a warrior hailing from a realm known more for slow and heavy forces.

After seven years of securing the Lyran border and several promotions, Paul's skill was rewarded with command of the First Royal Guards.

RINZEN HUMPULA-SERFASS

Rank/Title: Duke of Alarion (2740-2799), Priest of the Missionaries of La Salette

Born: 2695 (55 in 2750)

Rinzen Humpula-Serfass—"The La Salette Duke"—was one of very few missionaries of the Catholic Church to also hold a significant political position in the Commonwealth. Early in life, he heard the calling of service to God and left Alarion to join a remote La Salette monastery on Mercedes. He took the vows of poverty, chastity, and obedience very seriously and abdicated his place as the heir to the duchy of Alarion.

Over the next fifteen years, Rinzen studied scripture, theology and the science of agriculture. He took this knowledge and, as a

missionary of his order, passed along the fruits of his work. He traveled from world to world, settling down for years at a time among the various new settlements in the lightly populated colonial systems bordering the Rim Worlds Republic. On almost every frontier world he visited to aid the locals and teach the words of Christ, he saw the scars of war, as bandits found these lightly guarded colonies easy pickings. Rinzen preached forgiveness and helped the colonists as best as he could before the Church would bid him to move on.

In 2731, he arrived at a colony on the planet of Alekseyevka to find its entire population of 500 massacred. His faith shaken to the core, he returned to Alarion where he petitioned the government to deploy more police forces. He would return along with the new garrison forces to each world he had visited, making sure that the garrisons knew the people they were guarding, and that the populations of the smaller settlements knew that the soldiers were only there to help.

Rinzen's popularity soared, and when his father died, the people of the province pleaded with him to take up his position as duke and continue to help the needy as their liege. He reluctantly accepted and left the Church, but continued to hold his vow of poverty. Instead of the Ducal Palace, he lived in a small one-room apartment and donated all of the taxes collected in his name to fund hunger programs on newly settled worlds.



MAJOR PERSONAS

MONIQUE KELSWA

Rank/Title: Duchess of Tamar (2735-2755)

Born: 2722 (28 in 2750)

Monique Kelswa was one of the youngest duchesses of Tamar. Her father was infected with a rare amoeboid parasite when she was only ten years old while on holiday on Maxie's Planet. He slowly lost the use of his limbs and quickly slipped into a coma. As the eldest daughter, Monique took the position her father once held and was one of the most powerful women in the Tamar Pact by the time she was thirteen (although a regent assisted her in her political duties until she reached majority).

During her reign, Monique had to deal with the brunt of the pirate raiding that plagued the Lyran Commonwealth's coreward border with the Draconis Combine. Her knowledge of military matters was rudimentary at best, but she had enough common sense to appoint military advisors who were willing to work with her on improving the Tamar Pact's readiness against any threat. Her domestic policies included tax breaks to arms manufacturers and state-sponsored grants for higher education on the Pact's more rural worlds. These policies paid off with a boom in new planetary university enrollments and unemployment steadily decreased. Monique was seen in many social circles across the Commonwealth as one of the most promising leaders for the future growth of the Lyran economy.



TERRAN HEGEMONY



SIMON CAMERON

Rank/Title: First Lord of the Star League (2738-2751), Director-General of the Terran Hegemony

Born: 2709 (41 in 2750)

Destined to become the most powerful man across thousands of worlds, Simon Cameron had no shortage of difficulties growing up. His mother died when he was barely a year old. When he turned six, his father sent him to boarding school, where he spent the remainder of his childhood. Cameron had difficulty making friends, due to the omnipresence of his security detail. Because of this, he became withdrawn, introverted, and bookish—but he came to understand human nature to a degree that might have made a Machiavellian proud. He also developed a keen interest in medieval chivalry and, during his late teens and young adulthood, this grew into a strict creed. He spent much of his life struggling to adapt his ideology to the modern world he lived in.

In 2734, Cameron became Director-General of the Hegemony, and held that position a scant four years before his father died and he was thrust into the role of First Lord of the Star League. At twenty-nine, Cameron was the second-youngest First Lord at the

MAJOR PERSONAS

time of his coronation. Within the first six years of his reign, he had leveraged the SLDF to prevent two wars, ordered aggressive shoot-first procedures to deal with the growing bandit problem of the Third Hidden War, and spread his interest in medievalism widely across the Star League.

By the latter half of the 2740s, Cameron's frustration with the Council had grown to a point of hopeless despair. Tensions between the Lyran Commonwealth and the Draconis Combine remained on the rise, with heavy raiding almost an everyday occurrence as each side blamed the other. Even his closest philosophical ally, First Prince John Davion of the Federated Suns, worked against the ideals of the Star League—specifically the Council Edict of 2650—by increasing his realm's military strength.

As a new decade began, Simon Cameron decided to embark on a tour of the entire Star League, to better understand and appeal to the diversity of people and cultures that he ruled over. He felt that by doing so, he might appeal to the commonalities between the realms of the Inner Sphere, and bring all of humanity closer together again by appealing to the masses, rather than the petty lords who ruled them. Sadly, his death on New Silesia during that very same tour would ultimately be the catalyst that brought down the very unity he sought to protect.



JOCASTA CAMERON

Rank/Title: Mother Superior / First Lady of the Star League (2704-2752/2729-2738)

Born: 2663 (died in 2742)

Jocasta Cameron was the younger sister of Jonathan Cameron. At seventeen years old, she became a devout Catholic. She spent the next year distancing herself from the pomp and ceremony of the Star League Court, preparing to join the cloistered Benedictine Order at the Abbey of St. Joan in Scotland, on Terra. On her eighteenth birthday, she said her goodbyes to most of the outside world and began a life in service to God. After her postulancy, she became a choir nun and performing social justice work on behalf of the abbey for twenty-three years before she became Mother Jocasta in 2704.

In the late 2720s, as her brother's mental condition continued to deteriorate, Jocasta became increasingly (albeit reluctantly) involved in Star League affairs. By 2730, day-to-day operations occupied most of her time. In 2735, the Star League Council met at her abbey in Scotland, and she chaired the meeting. With that session, Jocasta became the *de facto* First Lady of the Star League, executing the authority of the First Lord, but never formally accepting its title. She continued to do so until 2738, when her brother died of a stroke, at which point she gladly relinquished the reins to her nephew, Simon Cameron, and returned to seclusion in her abbey.

In the fall of 2741, Jocasta was diagnosed with breast cancer. By the time of her diagnosis, the cancer had metastasized to her lymphatic system. She died peacefully under hospice care at her abbey on 27 March 2742.

MINA SAMUELS

Rank/Title: Ethics Advisor to Simon Cameron (2738-2751)

Born: 2697 (53 in 2750)

Born on Woodstock, Mina Samuels began writing while still in her teens and graduated university with a double major in English and archaeology, with a focus in medieval studies. After university, she emigrated to Terra, where she worked part-time as an editor for a prestigious Terran publisher and also acted as a research assistant at an archaeological dig in Belgium. In 2729, Mina published *An Arthurian Knight in Cameron's Court*. This highly influential novel sparked the medievalism craze (sometimes called the neo-chivalrist movement) in the Star League and propelled Mina from relative obscurity to interstellar celebrity.

Mina spent the 2730s attending book signings, and appearing on talk shows, and the lecture circuit, where her ideas on modern chivalry and propriety were well received. In 2732, she formed the Plebs Moral Reformation Company as a platform for her ideals. Mina saw this as a means to share her love for a pious and honorable lifestyle and help bring about positive changes in a particularly cynical age. By 2738, the PMRC had offices on thirty Hegemony worlds, and a dozen more in the realms beyond those borders.

The strength of her convictions, attention to detail, and accomplishments in instilling strong chivalric values led her to a meeting with Simon Cameron in October of 2738. Cameron

MAJOR PERSONAS



asked her to serve as his advisor on all ethical dilemmas, and she enthusiastically accepted. While Mina resigned her position in her company, PMRC used her prestigious appointment to expand its operations because of fame through association, and by 2745 had opened offices on just over a hundred worlds.

In her memoirs, Mina stated that, after she and the First Lord had discussed the matter at length, the best solution for the growing disturbances in the Star League was to win over the common people. Subsequent to that discussion, Cameron planned his goodwill tour. Mina accompanied him on the first two months of the journey arranging public appearances through her company, but was not traveling with him during his ill-fated visit to the Silesia Mining Colony in 2751.

RANVEIG GANDESTAD

Rank/Title: Director, Hegemony Research and Development; Experimental Projects Division (2733-2755)

Born: 2685 (65 in 2750)

Gangestad was an accomplished researcher whose name was often mentioned in the company of Einstein, Kearny, Fuchida, and Atlas. The sciences came easily to her, as if she had an innate ability to comprehend complex concepts and myriad of variables. She was also highly competitive, and renowned for making friendly wagers regarding the outcome of her experiments.

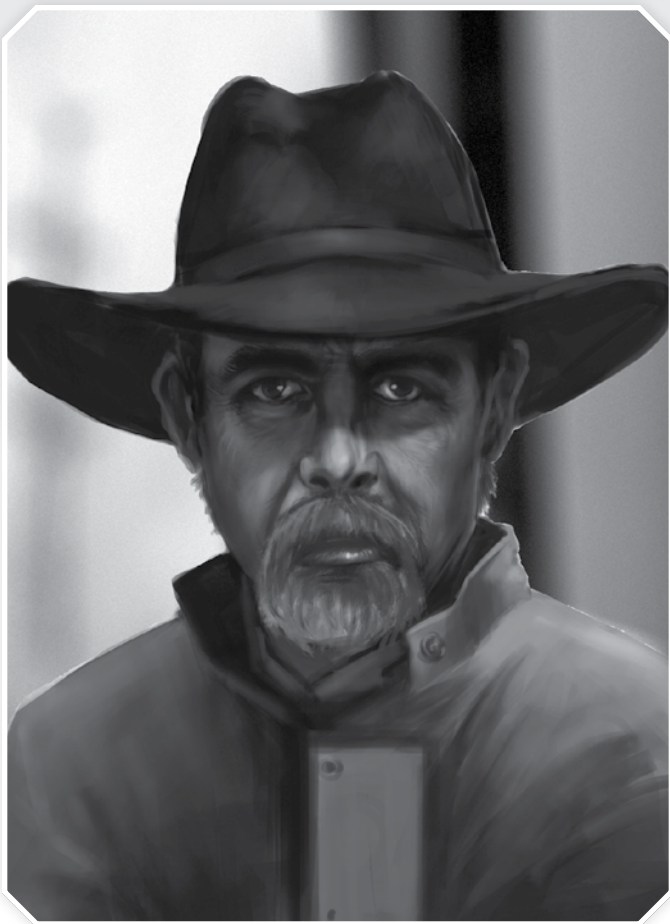
Born into a minor noble house on New Earth, Gangestad completed her primary education by the age of thirteen and had her doctorate by the time she was twenty-six. Her family's connections earned her an R&D appointment with New Earth Trading Company, where she made several breakthroughs in applied thermodynamics. The results of her experiments brought her to the attention of the HRAD Director Gustav Aranda. She accepted his sponsorship and, in 2718, joined the Hegemony R&D labs. Her first research project was the development of the snub-nose PPC. Although early prototypes had been delivered in 2692, the project languished for years without any real progress. Gangestad's work led to a thirty percent reduction in the prototype's failure rate and eventually facilitated moving it into standard production.

Although Gangestad excelled at performing research, her true gift proved to be in management. By 2722, she was in charge of three classified projects, and eight years later became vice president of HRAD's experimental projects division. When Aranda retired in 2733, his endorsement weighed heavily in Gangestad's selection as his replacement. Gangestad approved several revolutionary projects during her tenure, and was directly or indirectly responsible for several advances in Star League military technology.

Gangestad never married, though she did enjoy a long-term relationship with Aranda (after his retirement), despite the fifteen-year age difference between them. They had two children together.



MAJOR PERSONAS



DANIEL ALLISON

Rank/Title: SLDF Colonel (Retired)/Vice President of BattleMech Design at Kallon Industries (2743-2775)

Born: 2668 (82 in 2750)

Allison was a fourth-generation MechWarrior who grew up touring the Hegemony via his mother's duty stations. He attended the War Academy on Mars and shipped out to his first post with the 135th Royal BattleMech Division in 2690. Allison quickly distinguished himself in the SLDF as an exceptional marksman and an astute tactician. His prowess in hunting bandits on Hazelhurst garnered the attention of General Ellis Wilfred, the 135th's commander. In 2692, Allison was one of three MechWarriors the 135th sent to Aphros for Gunslinger training, where he became the only trainee to defeat all of his instructors in one-on-one combat. Allison's last match, against Colonel Jack Henry Fiesta, lasted a fierce forty-eight seconds.

By 2701, Allison had been promoted to colonel and command of the Twenty-ninth Royal Dragoon Regiment. The next year, the Twenty-ninth rotated to Annapolis, where the Kuritan duelists had an impressive record of thirty-one wins and no losses. Allison's first duel was against *Sho-sa* Tomo Fukuhara. Although Fukuhara got off the first volley, Allison evaded most of the laser and missile fire.

In return, Allison fired a single PPC shot that severed the opposing 'Mech's left leg. His next shot breached the ammunition magazine for Fukuhara's LRM 10 and gave the SLDF its first win on Annapolis. Forty-two years and twenty worlds later, Allison's dueling record stood at 59–0–1.

On his seventy-fifth birthday, Allison retired from the SLDF and went to work for Kallon Industries as vice president of BattleMech design. He worked on many prestigious projects, but he is often remembered as the father of the Garret D2j targeting and tracking system.

STAR LEAGUE DEFENSE FORCE

REBECCA FETLADRAL

Rank/Title: SLDF Commanding General (2729-2738)/SLDF General, CO of Engineering Sub-Command (2738-2759)

Born: 2696 (54 in 2750)

The seventh commanding general of the SLDF, Fetladral came to power in 2729 after General Fredasa was hanged for treason. She was tasked immediately with ending the War of Davion Succession, for which she planned Operation SMOTHER—an ostentatious show of force that cowed both Davion and Kurita forces. After her successful campaign, Jonathan Cameron ordered Fetladral to prepare the SLDF for every possible contingency, should a similar conflict develop in the future. She implemented the majority of his



MAJOR PERSONAS

requests, increasing the size of the SLDF, building new SDS bases and fortifications, and honing the SLDF through a battery of additional training and war games.

When Jonathan Cameron died in 2738, Fetladral resigned her post as commanding general and endorsed her deputy, Aleksandr Kerensky, as her replacement. She then accepted a new assignment to the Engineering Sub-Command as its CO, where she continued her work in building bases, forts, and ammo dumps across the Inner Sphere to expand the reach of the SLDF. The massive complex under Nagayan Mountain on Helm in the Free Worlds League was one of the greatest projects undertaken on her watch, stockpiling the largest quantity of munitions in the Inner Sphere at the time of the Star League's collapse.

Despite Fetladral's excellent record and impressive accomplishments, her zeal in implementing Cameron's plans indicated that she might have suffered from a delusional disorder. The fact that she firmly believed only Kerensky could protect the Star League from Jonathan Cameron's disturbing visions of "Terra scarred and mutilated," and "Terra dimmed and no longer the bright beacon of the Human race," further substantiated this diagnosis. She would later become a major contributor to (and devout follower of) the "Believers of Saint Cameron" during the Star League's final years.

IFFAT NADVI

Rank/Title: SLDF Vice Admiral, Director of Communications Command (2720-2748)

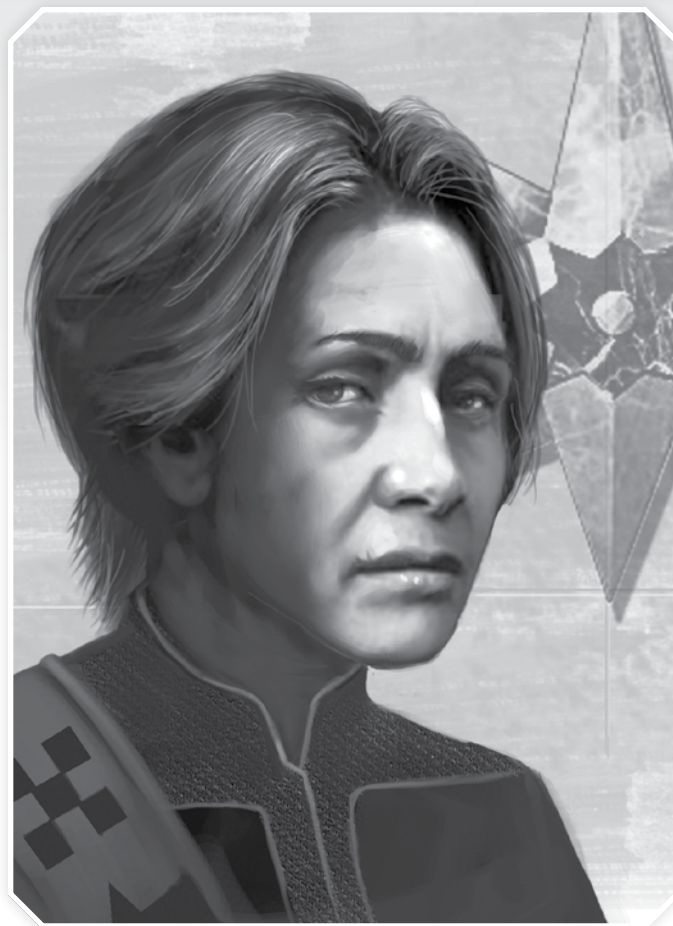
Born: 2661 (died 2748)

Nadvi was born into a wealthy family on Wapakoneta and spent her childhood exploring its vast oceans. After completing her primary education, Nadvi attended the University of Proserpina, where she studied communications technologies. Her first SLDF duty station was the SLS *Prinz Eugen* (a *Texas*-class WarShip) as a communications officer.

Nadvi moved swiftly up through the ranks, and in 2695 she was put in charge of Project Mercury—a quantum cryptography communications platform that would ultimately protect the Reagan SDS from packet injection, man-in-the-middle, and other impersonation vulnerabilities that third-parties might exploit to gain control of the system. After successfully delivering the system for the maiden voyage of the first *Caspar* drone in 2710, Nadvi moved to Communications Command as its XO. In 2720, she became Director of Communications Command. Nadvi devoted the last twenty years of her life to safeguarding and improving the SLDF's mobile HPG technology.

In addition to her work with HPGs, Nadvi also shepherded the development of many conventional communications technologies, including the SLDF infantry communications array that kept foot soldiers in contact with their chain of command during battlefield operations.

Politically, Nadvi was a conservative who supported Jonathan Cameron's *laissez-faire* approach to the War of Davion Succession



and the Marik Civil War of 2729. Although she shared Simon Cameron's desire for a strong military, Nadvi objected to the construction of forts and bases in the Periphery. In the early 2740s, she allied with General Dalton Heyl, Director of the SLDF Quartermaster Command, and campaigned strongly for defense spending within the Hegemony. She was ostracized for these efforts, and spent the twilight of her life helplessly watching the political base she built under Jonathan Cameron erode under his son's leadership.

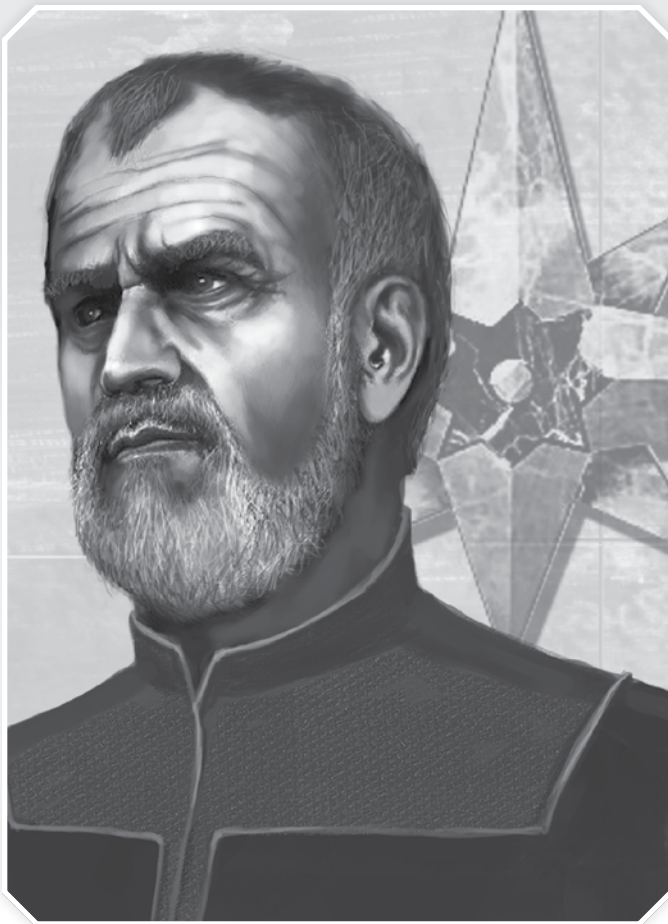
ERIC STAND

Rank/Title: Lieutenant General/Commandant, War Academy of Mars (2703-2745)

Born: 2651 (99 in 2750)

Eric Stand grew up wanting to be a firefighter, not because he enjoyed putting out fires, but because he found a certain beauty in the destruction it caused, a natural art of chaos. Stand began his military career because he "wanted to blow things up, and they'd let [him]." After several years as a sapper, learning the art of demolitions, he was offered a position at the Nagelring Military Academy as an instructor. Stand reluctantly accepted, since his youthful fascination with chaos had faded and the wisdom of years began to take shape, and so he started a slow transition into a career as an educator.

MAJOR PERSONAS



He taught at the Nagelring for ten years before departing for the Combat College of New Earth, where he demonstrated a wide range of interests across all aspects of the military. At CCNE he focused on infantry tactics, and five years later, he relocated to Mars and finally settled to teach specialized anti-Mech tactics at the War Academy of Mars. This would be his last permanent change of station. As the Commandant of one of the SLDF's most prestigious academies, Stand possessed considerable influence with the Star League's Department of Education and Information.

Though almost a century old in 2750, Mars' low gravity and Star League biotech kept Stand fit, but he began to show his age nevertheless. In 2747, his heart was replaced with a cybernetic version after he suffered a series of massive heart attacks. Because of this, cadets came to call him "Grandfather Clock."

CRAIG KOVAC

Rank/Title: CEO of Blue Nose Clipperships (2710-2741)

Born: 2673 (77 in 2750)

"Owning the premier WarShip manufacturing company in the Star League demands special attention." That was Craig Kovac's manifesto, and he was not shy about it. He was often ridiculed in the media as an arrogant blowhard, but it failed to

discourage his behavior. Kovac acquired and discarded trophy wives (all with iron-clad prenuptial agreements) as often as other people did shoes, and he was often the subject of pejorative exposés that fueled his critics' hatred and cemented his supporters' loyalty.

Kovac had cronies in many branches of Star League government, and he leveraged his influence to ensure that BNC stayed ahead of its competition. When the SLDF put out a request for proposals to replace the *Avatar*-class cruiser, Kovac leaned on his contacts, ensuring that his allies at Mitchell Vehicles and their *Luxor*-class heavy cruiser design would win over Nicholas Spacecraft's *Soyal*-class offering. Kovac loved to party, and often threw extravagant bashes. From dukes to admirals to movie stars, his attendees were a who's-who of A-list celebrities from across the Terran Hegemony and beyond.

In the 2730s, Kovac began showing signs of Gravenhedge Syndrome. As his symptoms progressed, he began withdrawing from the public circle, and finally stepped down as CEO in the fall of 2741. Despite this, he remained active in company business for another five years—albeit in a reduced capacity.



MAJOR PERSONAS

NORRAN BOHLEY

Rank/Title: SLDF Vice Admiral, Director of Naval Planning and Strategy Subcommand (2723-2762)

Born: 2683 (67 in 2750)

Often dubbed “the Nostradamus of the Twenty-eighth Century”, Norran Bohley led the Star League Navy’s military think-tank. Naval Planning and Strategy employed massive computerized assets including data-analytics and artificial intelligence, along with legions of statisticians, forecasters, economists, even psychiatrists—all combined in a largely successful effort to second-guess the actions of every major naval power in the Star League. All the computational power and intelligent analysis could only offer projections; it took an astute individual to review those projections and recommend suitable courses of action to the commanding general as the information dictated. Bohley’s predecessors had comported themselves admirably, but his successes eclipsed theirs.

Among his more astonishing predictions, Bohley successfully foretold the War of Davion Succession and correctly identified all of the forces deployed in the initial engagements. His analysis also predicted that the Davions would ultimately launch a full-scale war if the situation was left unchecked. Prince Joseph Davion’s death on Royal apparently prevented that grave outcome, and many conspiracy theorists since have accused Bohley of somehow orchestrating that outcome. Bohley also predicted the terms and conditions of the Treaty of Verona

(which ended the Free Worlds’ Civil War), correctly identifying Bertram Marik as the next captain-general. In the 2740s, Bohley’s recommendations led to Simon Cameron dispatching SLDF fleets to quell threats of a Lyran-Combine war and later, a Lyran-League war.

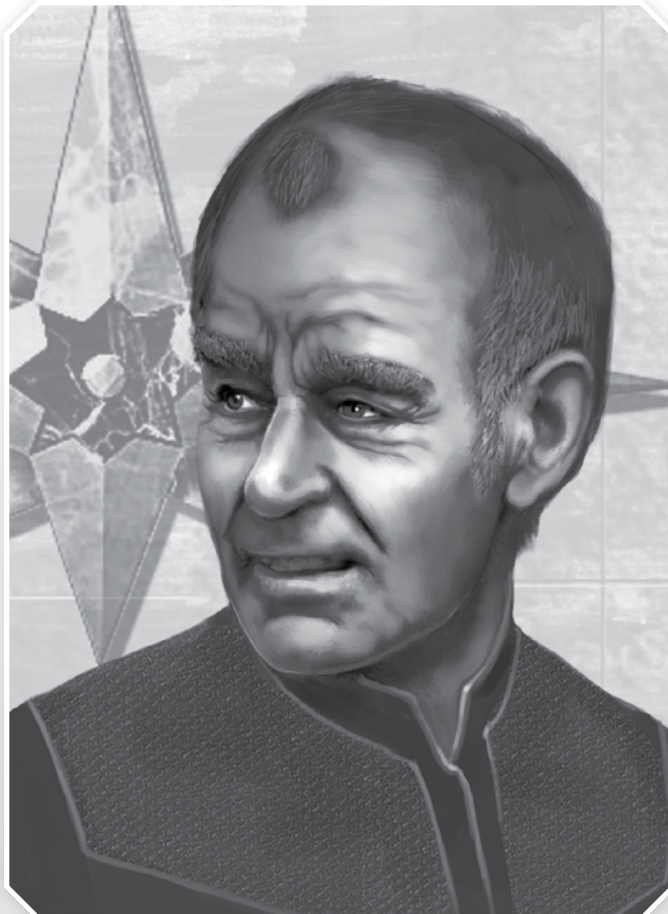
In 2733, Bohley’s wrote the Hyacinth Hawk/Pitcairn Presage, an eyes-only briefing for the SLDF High Command and the commanding general. It was named after a fiercely territorial New Vandenburg avian and the Federated Suns officer who defended Sevon during the Reunification War. It warned that if tensions with the territorial states continued unabated, either New Vandenburg or Sevon would secede from the Star League by 2745; the butterfly effect would ultimately cause a second Reunification War. Thankfully, time proved him wrong. Relations with the Periphery were highly stressed in 2750, but neither world renounced Star League membership.

MAGISTRACY OF CANOPUS

VANURA CENTRELLA

Rank/Title: Duchess of Canopus, Magestrix of the Magistracy of Canopus (2738-2760)

Born: 2712 (38 in 2750)



MAJOR PERSONAS

In the spring of 2738, Magistratrix Jehan Centrella took a six-month leave of absence in an attempt to overcome her difficulties with alcoholism. Her daughter, Vanura, was provisionally appointed Magistratrix. On that same day, the very pregnant Vanura Centrella was in labor, and delivered her daughter Janina at 2323 hours. She would not learn that she was the acting Magistratrix until the following morning. By 1 August of that same year, Jehan's alcohol dependency gripped her more firmly than ever, and Vanura's temporary appointment became permanent.

Vanura struggled with her newfound position. Although every effort had been made to prepare her for leadership, she was introverted and reserved by Canopian standards (particularly so for a Centrella). She had a soft-spoken manner that many people misinterpreted as weakness. She also had a stubborn streak. It took a significant bit of needling to turn this latter trait loose, but once unleashed her stubbornness controlled her actions. Vanura's greatest weakness was her inability to make sound character judgments. She appointed many advisors to her administration, but many of her appointments were often based solely upon experience or skill, with no accounting for politics, ambition, or trustworthiness.

Magistratrix Vanura was capable, but not astute, when it came to economics. She passed a number of unwise policies, which—on the surface—looked to improve the Canopian economy, but in reality only passed increased costs to the average citizen, while lining the pockets of her economic advisor's supporters. Her handling of the military was similarly inarticulate. By 2750, her policies had depleted the ranks of experienced soldiers by just over thirty percent and increased the number of ill-prepared militia and reserves. Education suffered similarly, while the entertainment sector saw record profits and expansion in foreign markets.

Although Vanura is often criticized, she was a devoted conservationist and successfully preserved many of the Magistracy's natural wonders for posterity. During her reign, over five hundred national parks and an equal number of wildlife refuges were established across the Magistracy.

JOHN RAVENTHIR II

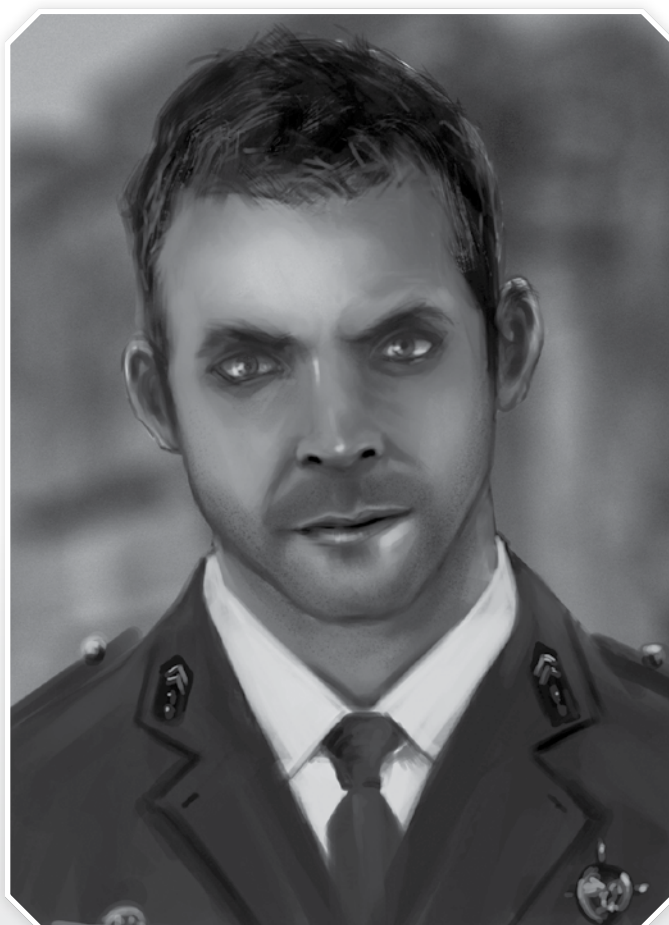
Rank/Title: Colonel, Duke of Fanardir (2739-2796), Guardian of the Garter

Born: 2718 (32 in 2750)

The first son of Carmen Raventhir and cousin to the Magistratrix, John Raventhir was born four months after his uncle died in a tragic misjump accident. It was only after his uncle's death that the males of the Raventhir line were appointed noble honors by the Central Committee, thus John became the first duke of Fanardir, from which he received a sprawling estate and a modest stipend, both held in trust until his majority. Upon his twenty-first birthday, Raventhir used a portion of his trust to purchase a commission in the MAF as a colonel. Although he lacked formal training, Raventhir was an accomplished MechWarrior, and his purchase made him the commander of the Canopian Fusiliers' Third Regiment.

As the Third Hidden War began, Raventhir distinguished himself in action against bandits. He led the Third to victory numerous times and solidified his reputation as a battlefield commander. Raventhir fought passionately against the policies of his cousin Vanura, and argued for the retention of senior officers and veterans in the MAF. Although ultimately unable to stop the attrition, his efforts helped retain many key personnel and mitigate the loss of others. Raventhir's reputation also earned him an advisory position in the MCC, where he had a hand in drafting plans to deal with future incursions along the Marik and Liao borders. His plans were first tested on Zathras, where the Fusiliers successfully repelled an attack by Capellan raiders. A Marik raid on Bass was similarly turned away in 2746.

Raventhir married Colonel Chloe Zaske (of the Canopian Grenadiers) in 2747, and the couple had two children, John III in 2748, and Oriole in 2750. John remained close with his brother William, the duke of Royal Foxx, and the two families often vacationed together on Canopus IV.



MAJOR PERSONAS

NADINE DEVONSON

Rank/Title: Duchess of Adherlwin, Crimson Council member (2712-2761)

Born: 2693 (57 in 2750)

Devonson's rise to power was atypically Machiavellian for Magistracy politics. In the 142 years of the Crimson Council's history, no member had ever been deposed by the Magestrix. Duchess of Nobel Cassandra Eustis was the first, when a young Jehan Centrella came to power in 2712 and immediately eliminated her perceived rivals. Centrella's ousting of Eustis was hotly debated in the media, until Jehan appointed her close friend, Devonson, to the Council. The Devonsons and Eustises had been at odds for over fifty years. Media backlash was garish and castigating, but Devonson astutely refused to discuss her appointment, and the outcry quickly ran its course.

Political maneuvering was Devonson's stomping ground. Her position gave Jehan tacit control of the Council and disabused the notion that the remaining members were safe in their positions. Devonson used that threat to great advantage, systematically stripping the Eustises of their titles and holdings and bestowing them upon her own lineage. Irrespective of how the media portrayed her schemes, Devonson was a shrewd negotiator and competent moderator. Under her "guidance", the Crimson Council demanded more accountability from the nobility, and many privileges were redefined to create a more-equitable arrangement.



Once Devonson had secured cooperation from the Council, she focused her energy on the remaining fundamentals. As Jehan's reign continued, her substance abuse problems steadily grew worse, as did her administration. Devonson could not bring Jehan to seek treatment, and she did not have the power of the Central Committee, but she did have considerable influence with the Canopian nobility and used it to lessen the impact of Jehan's rash decisions.

OUTWORLDS ALLIANCE

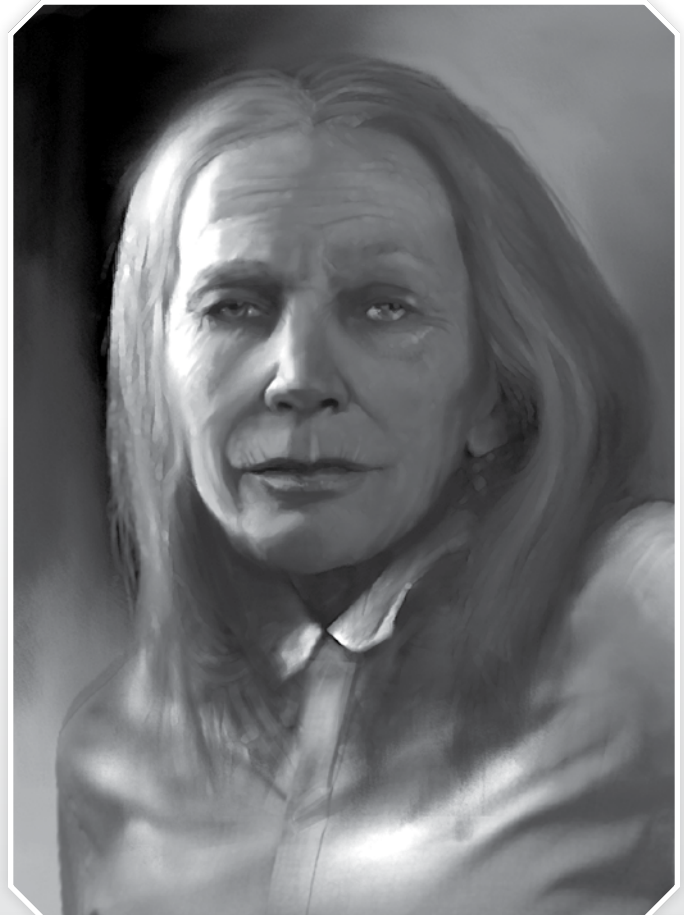
BEATRICE AVELLAR

Rank/Title: President of the Outworlds Alliance (2709-2765)

Born: 2691 (59 in 2750)

If asked to choose one word to describe Avellar's reign, most historians reply, "antagonizing." Avellar began her rule under her aunt Heather, after her father died of a heart attack when she was only fifteen. Beatrice presided over a number of significant events in Outworlds history, and her decisions galvanized her constituents for good or ill.

One of her more popular positions was her stance on interstellar exploration and expansion. She increased the funding of expeditions deep spinward from the Alliance both to look for many of the previous centuries' lost colony ships and to find more suitable worlds for



MAJOR PERSONAS

her economically weak nation to exploit. Research opportunities also increased, as these expeditions would often bring back new creatures with unique pharmaceutical properties. During her rule, the Alliance saw large growth in its tech industries, as limited as they were.

Unfortunately, many of her positions on interstellar concerns and social programs were limited by her strict puritanical beliefs. Many of her political decisions were advised more by Alpheratz's various religious leaders than they were by those with actual government experience. Her refusal to have media interviews in any form other than print (so her picture would never be taken) was seen as a strange quirk, while her insistence that everyone in the Outworlds Alliance learn and speak Spanish raised eyebrows—especially since she never became fluent herself.

DANIEL LADD

Rank/Title: CEO of Lushann Industrials Limited (2741-2800)

Born: 2699 (51 in 2750)

In 2750, Lushann Industrials Limited was a regular feature on the Star League's list of growing companies. Much of this success could be laid at the feet of CEO Daniel Ladd. Born in the Outworlds Alliance, but schooled in the Draconis Combine, where he graduated from the Arlington School of Industrial Advancement, he joined LIL as a mid-level manager as soon as he returned to his native realm.



Unlike many of the managers and supervisors at LIL, Ladd had been outside of the Alliance and saw the potential that most of its stunted industries had yet to tap. Not only was Lushann a rich world, but also the technology being produced at LIL could bring even more prosperity to the world and the Alliance, especially with the right media attention. Ladd pushed his superiors hard on many of his marketing ideas and growth models during the 2730s, and as many of his ideas bore fruit for the company, he won promotion after promotion.

One of Ladd's best-known ad campaigns was a series of commercials called "The Outlaw," which depicted a non-descript "bandit" on the run from law enforcement. Everywhere the bandit hid, he was driven out of his hiding spots by ever increasing amounts of firepower from LIL-designed laser systems. The final commercial showed the bandit hiding in a bunker that was then destroyed by a *Phoenix Hawk* armed entirely with LIL lasers.

Once he was the CEO, Daniel Ladd continued to play an active role in his company's media presence. This helped to ensure that Lushann Industrials Limited would continue to hold a respectable share of the major markets in the Combine and Federated Suns, while still supplying the growing need for weaponry and optics at home.

OMPRAKASH JURN

Rank/Title: Chairman/Commanding Officer Alliance Borderers (2748-2773)

Born: 2704 (46 in 2750)

Chairman Jurn was one of the most successful commanders the Alliance Borderers had seen since it was rebuilt after the Reunification War. Unlike most officers in the AMC's ranks, Chairman Jurn trained as a MechWarrior in the Federated Suns, a rare opportunity given to him as a foreign national due to the sponsorship of a wealthy uncle living in the Draconis March. As a graduation gift, his uncle purchased for him a battle-damaged *Wasp* left over from the War of Davion Succession. When Jurn returned to the Alliance to submit his application to join the AMC as an officer, he did so by walking his *Wasp* off the DropShip and marching to the planetary garrison on Alpheratz.

The sight of even a light 'Mech was rare in the Alliance after the Reunification War, and a trained MechWarrior willing to serve in the AMC rather than joining one of the dozens of bandit groups that raided the Alliance on a semi-regular basis ensured that Ompakash was given the rank of supervisor in the Alliance Borderers, a regiment with few BattleMechs and fewer people willing to function in its newly developing combined-arms formations.

The training Jurn received in the Federated Suns helped him immensely when dealing with the armor and infantry formations attached to the Borderers. During the 2730s and 2740s, he proved himself time and again against raiders on the spinward edge of Alliance space, and received several promotions as his victories

MAJOR PERSONAS



added up. In 2748, he was promoted to chairman of the Alliance Borderers, and though with his rank he could have had access to any BattleMech in the Alliance he wished, he chose to stay in the cockpit of his trusty *Wasp*.

RIM WORLDS REPUBLIC

STEFAN AMARIS

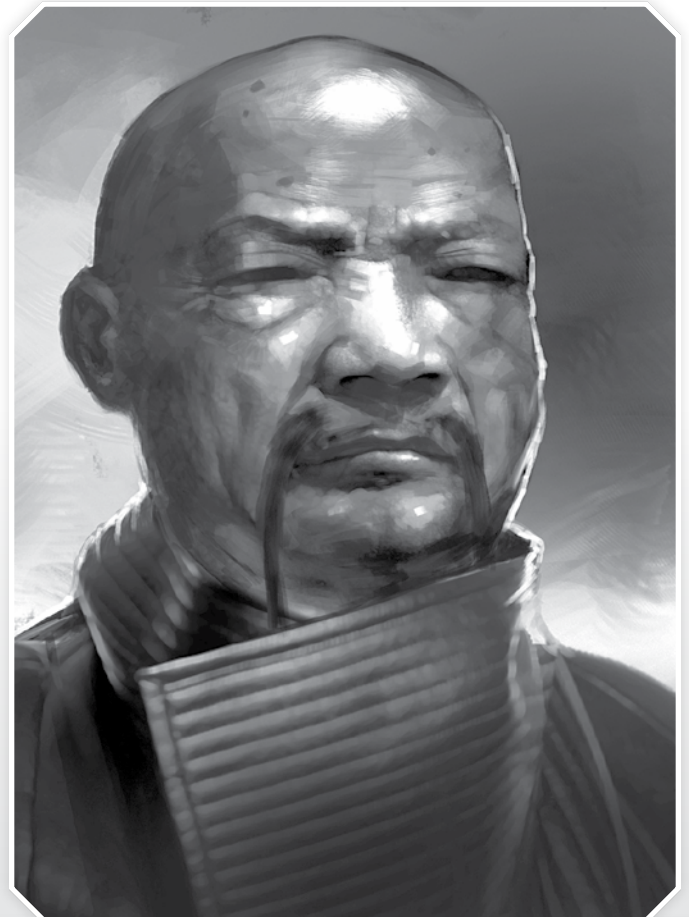
Rank/Title: Duke of Apollo, President of the Rim Worlds Republic (2738-2779)

Born: 2717 (33 in 2750)

Groomed from birth by his mother Cynthia, who was frightened of bearing a child who could not effectively rule, it was said that Stefan Amaris knew how to manipulate and lie even before he left the nursery. Stefan was highly intelligent; he was always asking questions about anything that interested him, and if he felt he did not get a good answer then he would take it upon himself to learn the truth for himself. This single-mindedness earned him a reputation as an insightful leader and a borderline obsessive-compulsive personality.

Even before ascending to the position of president of the Rim Worlds Republic, Stefan had already deemed the Council Edict of 2650 unfair and unenforceable in its current form. He began to use the power of his future position to make backroom deals with major industrialists across the Republic in order to begin building stockpiles of weapons and munitions. He knew it would only be a matter of time before the Star League looked to the Periphery again as enemies of the state, and he wished to have a strong enough military to defend his realm against foreign aggression.

After his mother's death in 2738, Stefan set in motion many of the more subtle aspects of the plans he had developed over the previous decade. One of these steps involved funding raids into the Lyran Commonwealth and the Draconis Combine through a number of false fronts designed to suggest that the other side was responsible. This effort made the secret war between Houses Kurita and Steiner far more serious than it was on its own. Another aspect was funding massive infrastructure improvements across the entire Republic, providing much-needed economic growth and employment, while providing the Republic a means to mobilize more of its work force into a more industrialized and militarized society.



MAJOR PERSONAS

TABORRI AMARIS

Rank/Title: First Lady of the Republic (2746-2779), Countess of Black Earth

Born: 2724 (26 in 2750)

Born the fourth of six children to a wealthy industrial family, Taborri never intended to do anything in life other than manage a division of the petrochemical corporation she stood to inherit on her homeworld of Black Earth. She never took her studies seriously, and as she matured she became a stunning young woman who felt that using her looks to get ahead was much easier than working. After barely graduating from primary school, Taborri decided to use the money she was gifted as a graduation present to take a grand tour of the Republic. It was during this tour in 2743 that she had the fortune of meeting Stefan Amaris.

While attending a celebration for the graduation of new officers from the Apollo Military Academy, she caught Stefan's eye. Realizing that fate had presented her with a golden opportunity to leave behind a life of certain boredom, she made sure that between Stefan's lust and her own beauty, they became inseparable over the next couple of years. The pair married in 2746 on Apollo, in a ceremony that spared no expense, and while every planetary ruler in the Rim Worlds League was in attendance, no foreign leaders were present. Taborri never allowed Stefan to forget that slight.



JASMINE AMARIS

Rank/Title: General, Commander of the Rim Worlds Army (2741-2752)

Born: 2692 (58 in 2750)

As the younger sister of Cynthia Amaris, Jasmine decided from an early age to defy the common vocations of the Amaris family women and joined the Rim Worlds Army. Her name easily granted her entry into the prestigious Apollo Military Academy, but it was her inheritance of the cunning so common in her family that fueled Jasmine's true success there, and afterwards her military career.

Jasmine Amaris quickly rose to the highest rank in the RWA more for her strategic skills than for her bloodline. At forty-nine years of age, she was one of the youngest generals since the Reunification War, and also the only serving female of that rank between 2741 and 2755. As a military advisor to her nephew Stefan, Jasmine was privy to the secret military buildup that the RWA experienced in the 2740s.

Jasmine was also deeply involved in revising officer-training programs across the Republic's military academies. With the expansion of the RWA, the need for skilled officers and command staff was high, and it was on this effort that she grew increasingly focused as the decade drew to a close. In the last years of Simon Cameron's rule as First Lord, Jasmine spent most of her days in classrooms and offices rather than the battlefield.



MAJOR PERSONAS

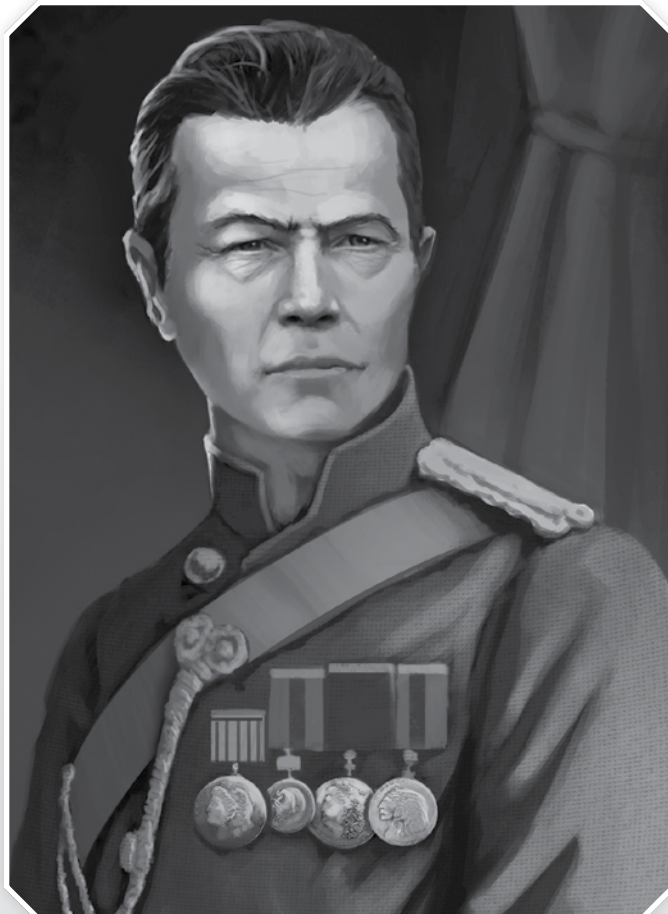
XATT DAGUE

Rank/Title: Colonel, Commander of the Fourth Amaris Dragoons (2740-2775)

Born: 2696 (54 in 2750)

Xatt Dague hailed from a long line of MechWarriors that stretched back to the early twenty-sixth century. The Dague estates on the Republic world of Timbuktu were a virtual museum, holding the largest collection of privately owned 'Mechs in the Rim Worlds. A young man in that sort of environment was all but destined to follow his family tradition and enter into the Apollo Military Academy, and it thus came as no surprise that Dague could already pilot the family's vintage *Locust* when he was only twelve—four years before formally joining the military.

Graduating from MechWarrior training at the age of twenty, Dague was immediately assigned to the Fourth Amaris Dragoons and deployed to the region around Star's End. There, he distinguished himself during the aftermath of the Gustrell Massacre when his unit was deployed to Gustrell to coordinate with the Second Lyran Guards. Between regular joint patrols with the Lyran force occupying the planet he would challenge the Lyran MechWarriors to Gunslinger-style duels. His *Shadow Hawk* against the Lyrans' *Hunchback* and *Firestarter* 'Mechs did not seem like much of a challenge at first, but Dague's marksmanship with his autocannon proved nothing short of legendary, earning him the nickname of "Eagle Eye."



In the years after the Second Lyran Guards left Gustrell, Dague made a name for himself by performing at military parades to draw more interest in the RWA. He also spent time at the Apollo Military Academy teaching courses in ballistics and BattleMech piloting.

JERICO JAYCOX

Rank/Title: CEO Rim Worlds Media (2735-2778)

Born: 2700 (50 in 2750)

Media analysts called Jericho Jaycox "the Golden Child", not because he lived a charmed life, but because he was the epitome of the rule: "He who has the gold makes the rules." Jaycox was already a wealthy media tycoon when he performed a hostile takeover of Rim Worlds Media in 2735, the largest tri-vid and print news corporation in the RWR. He immediately cleaned out all the top-level managers and editors that he did not trust (or who openly disagreed with him politically) and set about remaking RWM into more of a money-making platform than a news provider. Always a staunch supporter of the Amaris family, Jaycox made much of his fortune helping put into the public view only those opinions and stories that would help strengthen the Amaris' domestic and foreign policies.

When Stefan Amaris came into power in 2738, Jaycox made an offer to the new president. Rim Worlds Media would only publish or



transmit stories that showed Stefan and his ideas in a positive light and allow Amaris to filter needed stories through RWM in exchange for exclusive interviews, scoops on important political stories, and monetary compensation for himself and RWM. Stefan Amaris agreed, ensuring that Jaycox and RWM could shut out almost all competition in news broadcasting at the Republic level. After ten years of this partnership, many of the new recruits to the Rim Worlds Army could point to an ad they saw on RWM for recruitment or one of the many patriotic tri-d programs they watched as the reason they volunteered.

TAURIAN CONCORDAT

NICOLETTA CALDERON

Rank/Title: Duchess of Taurus, Protector of the Taurian Concordat (2726-2801), Keeper of the Veil of Samantha

Born: 2708 (42 in 2750)

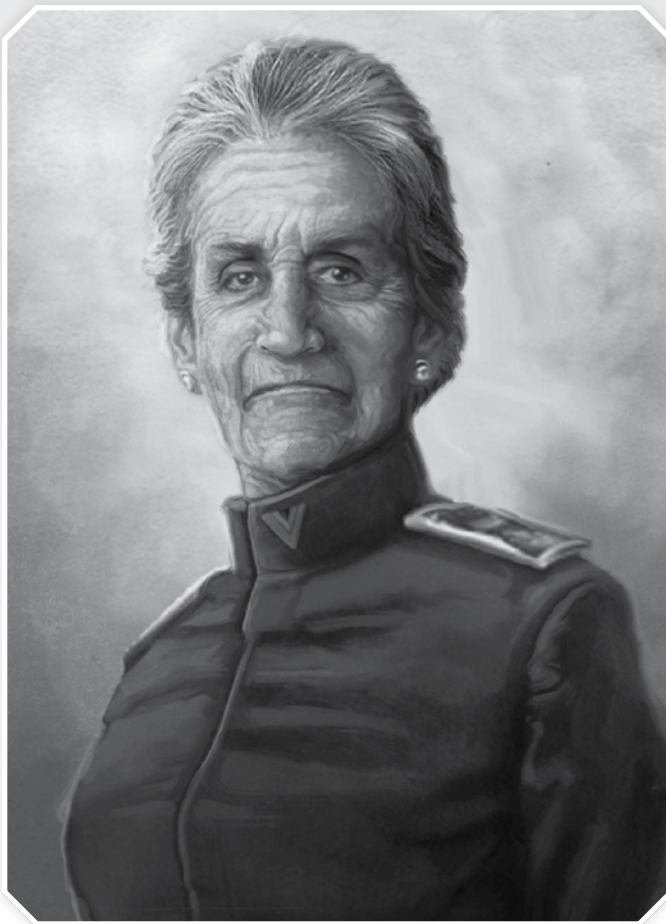
The assassination of Hampton Calderon came as a shock to the entire Concordat in 2726, but none more so than his daughter Nicoletta, who was only eighteen years old at the time. While she knew that she was in the line of succession, she felt that she still had years to prepare herself for the task. Despite her fears of being unready, Nicoletta's early reign was characterized as a time of alliance-building. She knew that the Star League had placed an unfair burden on the entire Periphery, and her realm was suffering more than most due to its strong industrial backbone and large population.

She spent much of the late 2720s and '30s touring the Concordat's star systems, listening to local governments and trying to understand how best to help her people. One of her more notable domestic policies became known as the "Taurian Mandate," where she put forth the idea that to pay the taxation imposed on the Concordat by the Star League, new mining colonies should be established to produce ore that would cover the costs of maintaining the colony and help offset the loss of income from taxes. This produced a surge in exploration in her early years, with some of those mining outposts evolving into fully functioning colonies decades later.



Even more important were her foreign policies. She used the diplomatic skills she gained from her tour of the Concordat with the other Periphery leaders, seeking ways to improve all of their positions with the Star League by creating an informal pan-Periphery alliance. Through her policies on self-sufficiency, focus on education, and expansionism, Nicoletta ensured that the Taurian Concordat was one of the best-prepared realms in the Inner Sphere for the calamities to come.

MAJOR PERSONAS



AMBER LYNN DYNES

Rank/Title: Marshal, Commander Concordat Navy (2705-2779)

Born: 2671 (79 in 2750)

It takes a unique individual to be chief engineer on a WarShip, a brilliant tactician, and charismatic to the point of having fans in the civilian population. Amber Lynn Dyness was that unique. She joined the Taurian Navy right out of primary school and entered the engineering program, where she excelled in math and physics. It was apparent that she was not only skilled at taking apart drive systems and repairing equipment in stressful situations, but also excellent at coordinating whole teams of engineers, keeping each task they needed to do in her mind and reassigning people from team to team as situations developed.

Dyness' skill at handling so many changing technical details in her mind and directing engineers proved to be just the tip of the iceberg. During military exercises, she demonstrated the same talents in tactical situations as well. She had a knack for keeping track, in three dimensions, of where every WarShip, DropShip and aerospace fighter was in a given flotilla, as if fitting together pieces of a broken fusion engine was almost the same to her as keeping WarShips in formation during combat maneuvers.

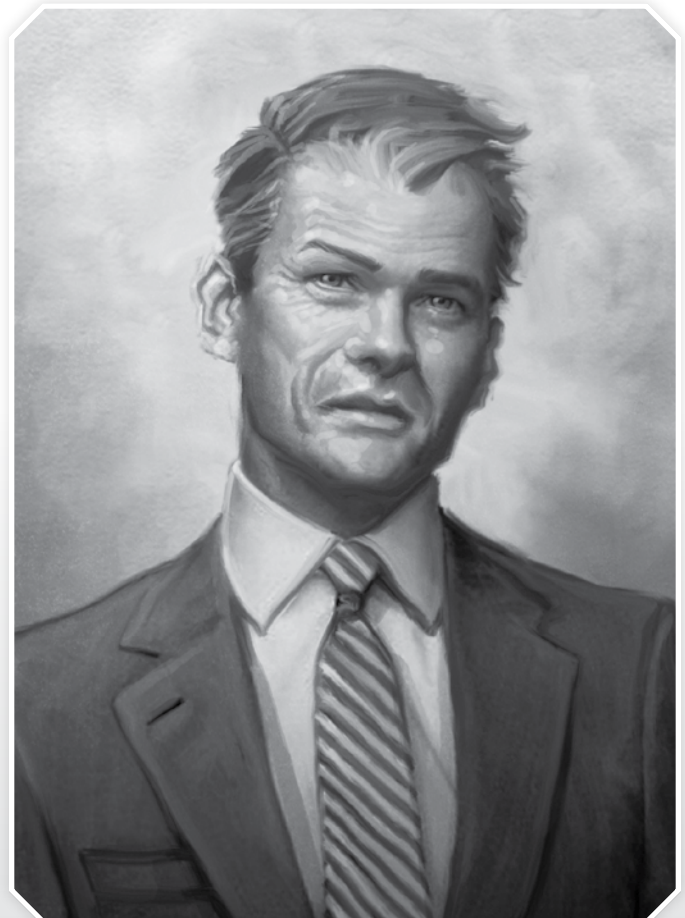
While shy at first outside of high-pressure command situations, Dyness quickly learned how to better interact with her people, talking to fellow crewmates constantly to know what everyone was doing and what they could do better, and as she was promoted that circle of communication continued to grow. Over a fifty-year career, Amber Dyness became commander of the Concordat Navy, where her skills at WarShip tactics and her brilliant strategic mind put her at the same level as some of the most skilled admirals in the Star League Defense Force.

MADISON UNCAPHER

Rank/Title: Director, Propaganda Division (2729-2760)

Born: 2695 (55 in 2750)

A skilled spin-doctor, Madison Uncapher could turn any bad news into something that the Taurian people were glad to hear. He was hired as the director of the Concordat's Propaganda Division soon after the War of Davion Succession because of Nicoletta Calderon's attention to Uncapher's daily political vid "Taking the Bull by the Horns." Madison relied on little else except his oratory skill, and he shunned special effects and fancy graphics on his program. He had a talent for painting exactly the kind of picture he wanted his audience to see about the dangerous Federated Suns;



MAJOR PERSONAS

how each victory the Concordat had, no matter how small, was a disaster for the common folk of House Davion; and how each defeat against the oppressive Star League just made all the Periphery states—and the Concordat in particular—that much stronger.

As director of the Propaganda Division, Uncapher received almost unlimited access to artistic talent and a microphone that brought his voice to more than just the people of Taurus. During the 2740s and '50s his oratory skills were often put to the test in press conferences. His popularity continued to rise and he released two books: *Terran Double Speak: A Guide to How They Lie* (2748) and *The Hand That Holds the Sword: The Dark Secrets in the Davion Closet* (2750). While both books were filled with obfuscations and outright lies, the popular ideas expressed in them helped keep the Taurian population seeing how much better things would be without the Great Houses and Terra interfering with Concordat affairs.

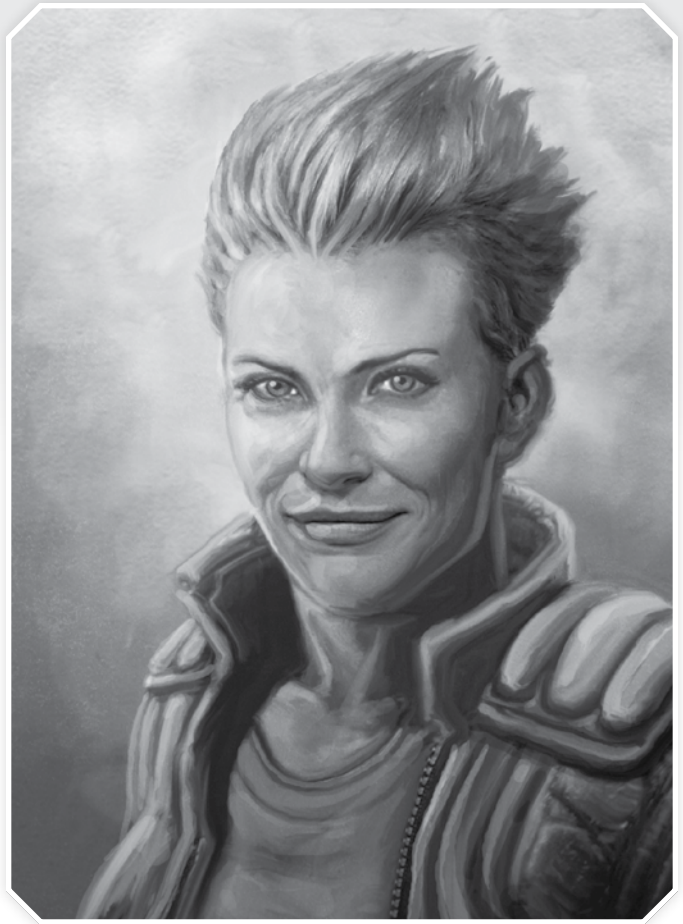
FYRNE HAGLEY

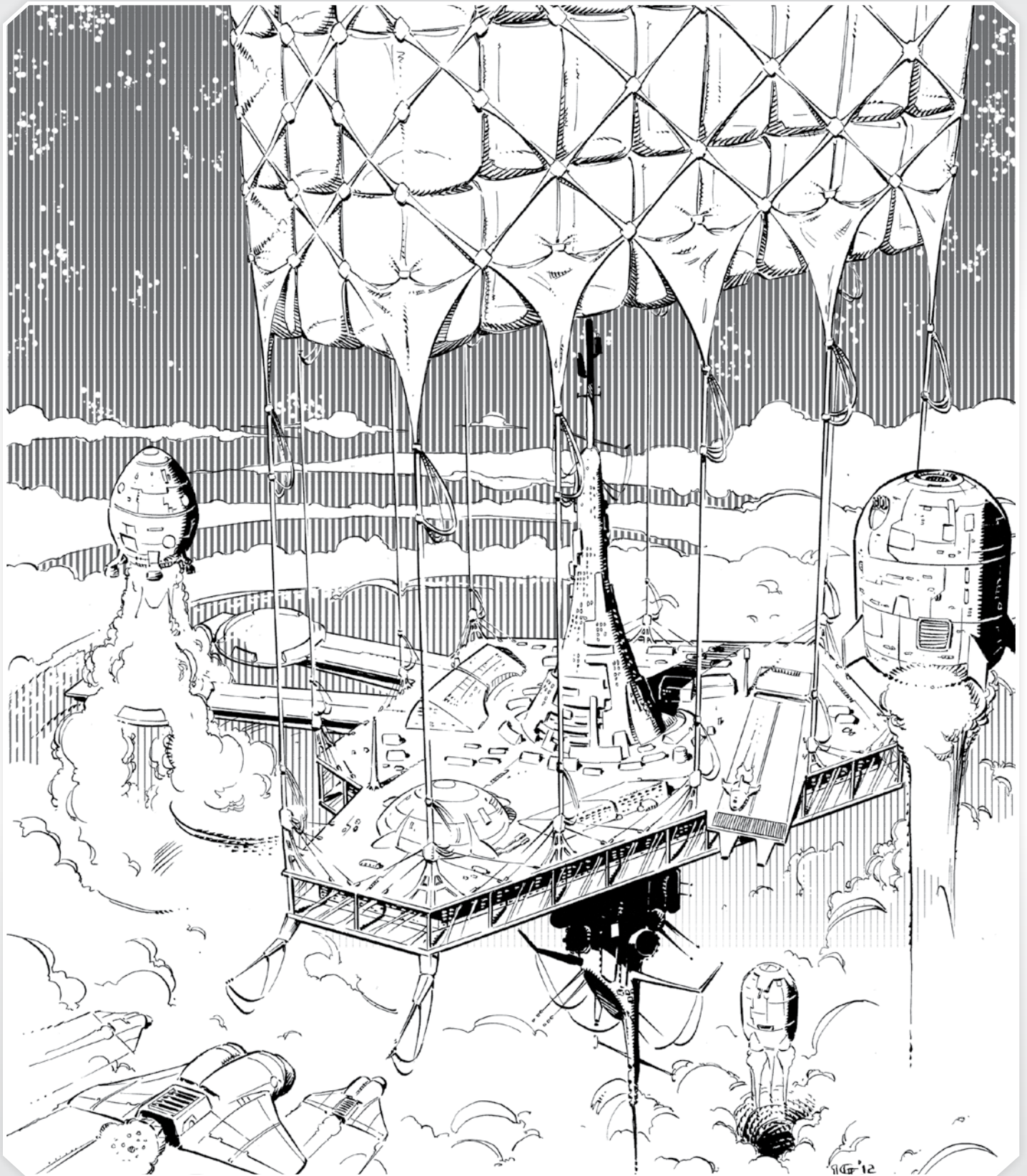
Rank/Title: Space Master, CO of the Taurian Special Asteroid Support Force (TASF) (2745-2775)

Born: 2715 (35 in 2750)

Fyrne was born and raised in zero gravity; her parents were merchants who owned their own JumpShip and traveled between mining colonies and permanent settlements from the Hyades to the Badlands Clusters. She saw firsthand the types of difficulties and cultures that were slowly developing amongst the newly settled worlds, and in her introductory book for zero-g combat, *Sick Bags and Stun Guns*, she recounted how she met a retired TASF soldier while her family's JumpShip was under attack by bandits. She was so impressed by the heroism he showed when helping her family fight off the boarding party that she swore she would join the TASF and help those space-dwellers that needed protecting like her parents. True to her word, Fyrne joined the Taurian military. Her experience in microgravity earned her the obvious posting in the navy as an ensign.

It took a further five years, but Fyrne finally tested into the TASF. Her skill in zero-g combat and determination to make the civilians of the Concordat safe in deep space propelled her up the ranks until she finally took command of the TASF in 2745.





MUSEUM TECHNICA

The Star League was the high point of human technological development. While the various Successor States, ComStar, and the SLDF's Clan descendants would later develop unique technologies of their own, never again would there be such a rapid pace at which non-military technologies would develop. Military technology that was lost during the early Succession Wars would take centuries to be rediscovered.

The earliest technological innovations made by the Terran Hegemony would slowly leak to the Great Houses of the Inner Sphere. By 2750, the research and development budget of the Terran Hegemony outpaced the combined budgets of the rest of the Great Houses research and development departments combined. The technological gap that kept Terra—and by extension, the Star League military—ahead of the pack was growing wider.

OFFENSIVE MILITARY TECHNOLOGIES

The Star League Defense Force had a constant need for advanced weapons to replace aging combat equipment. The continual conflict with bandit raiders wore out men and machines quickly. The need to garrison the major states of the Periphery caused a strain on even the well-developed supply chains of the Star League. The economics of warfare drove technological development in strange directions.

AUTOCANNONS

Autocannons were the logical evolution of the primary weapons found on the combat vehicles of Terra's twentieth and twenty-first century. While maintaining the same essential principles behind the original ballistic cannon, the autocannon boasted an increased rate of fire made possible by more efficient firing mechanisms, improved metallurgy, lightweight munitions casings and a higher-velocity propellant. Together, these refinements made it possible to fire bursts of anti-armor rounds into a target far faster and more accurately than ever.

LB-X AUTOCANNON

At first the Star League regarded the autocannon as a technological stopping point, with little reason to improve the design any further. With the continued spread of BattleMech technology, and the crucible of the Reunification War, Star League researchers on Terra began development on new autocannon technology in 2595 with the LB 10-X autocannon under the project name CROATOAN. A highly advanced weapon system, the LB-X could switch between ammunition like standard autocannon rounds or fire a shotgun style round that would split into hundreds of explosive sub-munitions. This style of submunition was particularly effective against vehicles, but also proved effective for short-range anti-aircraft flak, and for dispersing attacking infantry.

By 2680, the LB 10-X was being built in every Star League member state. The major non-Terran producers—Oriente Weapon Works of Oriente and the Mydron Corporation—produced limited numbers of these weapons for export even to the Periphery states, where the possibilities for expansion were immense. The LB 10-X was so effective in its role that the Star League allowed research into other autocannon calibers to stagnate.

ULTRA AUTOCANNON

Another later direction of the Star League's autocannon research was an increase in the already-high rate of fire found in most models of autocannon. Material engineers began to test refined aluminum being produced at orbital factories for use in structural members of large orbital habitats, WarShips, and space-based mega-engineering projects. An extremely lightweight combination of aluminum alloys and foamed titanium made the round lighter, and thus gave it a higher muzzle velocity. One further refinement used a highly magnetic iron-based material in the case of the round itself, which allowed a magnetic loading mechanism to force rounds into the firing chamber faster than normal mechanical loading techniques.

The Ultra autocannon project finished in 2640 with production of the standard-caliber Ultra autocannon used on SLDF BattleMechs. It was only after this extensive field deployment that flaws in the weapon design soon came to light. Under sustained rapid fire, the magnetic firing mechanisms would start to suffer thermal expansion and fuse a round into the firing chamber, locking up the weapon. This failure meant that resources earmarked for producing other calibers of Ultra autocannons eventually moved to other areas, and the UAC/5 never fully replaced the standard AC/5, as many MechWarriors feared losing much of their firepower to an unexpected lock-up.

The perceived failure of this weapon system made security around its design lax, and it quickly spread across the Inner Sphere and Periphery. Major non-Terran producers of the UAC/5 included General Motors of Kathil and Arc-Royal, Armstrong Weapons of Sterope and Dunianshire, and Imperator Automatic Weapons of Atreus.

GAUSS RIFLE

The Gauss rifle was based on a weapon concept dating back to the rail gun of Terra's pre-spaceflight past. The first rail guns were deployed on naval vessels on Terra during the blockade of Japan in 2023. Development on rail guns was put aside when other, more efficient weapon systems were developed that wouldn't interfere with the sensitive electronic systems of the time.

The Terran Hegemony began research in adapting a rail gun system to be mounted on their combat JumpShips in the early twenty-fifth century. By the middle of that century, naval-scale Gauss rifles were produced that used the massive power outputs

from the fusion drive systems. Research continued to scale down Gauss systems to a smaller battlefield scale to be used on combat vehicles and, later, the newly developed BattleMech. More efficient superconducting materials and the compact and efficient fusion engines of the Terran Hegemony finally allowed the use of a small-scale Gauss system in 2590.

The breakthrough in superconducting coils came from research into microwave power converters used by the Department of Mega-Engineering on huge orbital solar collectors. These almost perfectly efficient coils could produce an intense and compact magnetic field that would accelerate a small ferric projectile to supersonic speeds in milliseconds.

The zero-gravity production techniques for making the superconducting coils limited the corporations and realms that could easily produce the Gauss rifle, but ground based manufacture of the weapon system was feasible. A dozen manufacturers across the Terran system, as well as Yankee Weapons systems of New Earth, produced the Gauss rifle for the SLDF. Across the rest of the Inner Sphere, Norse-Storm Technologies of Loxley, and Johnson Industries of New Syrtis were other major manufacturers.

LASER SYSTEMS

Laser weaponry has a long history on the modern battlefield. During the Second Soviet Civil War, lasers were used to detonate mines and booby traps across the battlefields of Europe and Asia. Low-powered laser systems were installed on early interplanetary and interstellar spacecraft to be used against small particles and larger rocky bodies.

The modern small- and medium-size laser systems seen across the Inner Sphere today were introduced during the Age of War. These lasers were powered from military vehicles' fission or fusion engines as free electron lasers rather than the more common chemical laser systems used previously. It took a further sixteen years of development to produce the largest modern laser system. The large laser system required a much stronger power plant able to produce an immense pulse of energy that fired a laser by first producing high-energy plasma from the unit's fusion engine, then channeling the plasma into a pre-firing chamber where the plasma was then focused to produce a powerful gamma-ray burst laser.

ER LARGE LASER

The extended-range (ER) laser large was one of the first real advancements in military laser technology made in decades. Designed to overcome the diffusive effects of atmospheric particulates and thermal-optical effects, the weapon used a firing sequence that began with an optical targeting laser pulse, sent through a meta-material developed by Star League engineers in the early 2600s. A second, stronger pulse would then fire from the main laser lens nanoseconds later, to destroy any small particles and dust in the line of fire before the final energy emission would emit from the primary laser itself. The development of this system was a huge—but expensive—success. Although the amount of

power needed for the laser system to cycle through all of its stages was almost fifty percent greater than normal, translating to a corresponding increase in the waste heat generated, the result was an increased range over standard large lasers by almost a third. The SLDF weapons researchers declined to research ER small and medium laser systems; they did not see the need for more laser systems with overlapping effective combat ranges.

The ER large laser was widely produced across known space during the Star League. One of the major producers was Lushann Industrials, Limited in the Outworlds Alliance. The Alliance's ability to produce the advanced meta-materials and other laser components is on par with Diverse Optics of the Free Worlds League.

PULSE LASERS

Pulse laser development programs ran concurrently with the Star League's ER large laser project, but saw returns much more quickly than their sister program. Star League researchers on Mars were able to develop an advanced capacitor array and a complex mesh of power relays. Micro-controllers allowed the laser to draw small amounts of energy from each capacitor individually for only a small amount of time. This gave the laser system a longer firing period, allowing the gunner to strafe and to better ensure damage being placed on the target.

The drawback of this rapid stream of laser pulses was that each burst of energy transferred a portion of its energy into the surrounding atmosphere, making thermal distortions a serious problem for later pulses. This dispersed the laser energy much sooner than a standard laser of comparable size. The end result was a shorter-range laser system that could transfer more damaging energy to a target in a shorter period of time.

The complex nature of the interlinking capacitors and control circuitry limited production to corporations with the most advanced laser production facilities. Beyond Terra, these manufacturers included: Lushann Industrials, Limited in the Outworlds Alliance, Diverse Optics of the Free Worlds League, and Precision Weaponry on Tancredi IV in the Federated Suns.

MISSILE SYSTEMS

Ever since the advent of rocketry on Terra in the thirteenth century, humanity has never ceased its attempts to improve the science for both scientific endeavors and as weapons of war. Multistage rockets that would take mankind to Luna and beyond could also be armed with nuclear warheads. Missiles have been used on the battlefield since Terra's Second World War. Developments continued from the German V-2 rocket through the Soviet BM-30 *Smerch* and the Western Alliance's M270 MLRS.

Modern missile technology, the SRM and LRM systems common on most combat units, was not developed until the twenty-fourth century on Terra. A breakthrough was made in the use of a metal composite/high explosive mix that allowed the warhead of the missile to be made entirely of highly explosive material. Later designs crafted the missile systems' frame from composite explo-

sive material. This allowed each missile to be produced much smaller, so that a warhead that once measured four meters in length now measured less than a meter. The amount of missiles a battlefield unit could carry was increased by a massive amount—a particularly valuable feature as armor technology continued to improve.

NARC MISSILE BEACON

The leap forward that the standard SRM and LRM systems made over old missile systems was so great that it was not until the late twenty-sixth century that the Terran Hegemony began research on a wide-range EM beacon under the codename TATTLETALE. It was to be a short-range missile that, instead of an armor-piercing explosive warhead, would contain the TATTLETALE beacon. All SRM and LRM missiles normally have a self-guidance system in their noses that allow them to keep a target. The TATTLETALE system was a small adjustment to the smart core that allowed the missile to more accurately home in on the beacon.

The combined beacon and beacon launching system was renamed Narc Missile Beacon on its initial deployment in 2587. The ten-centimeter radius beacons, when attached, would make the target light up across the entire EM spectrum. The pulses and strobes in the visible light spectrum were powerful enough to track even in daylight, but before full-scale deployment could begin, designers returned to the drawing board to remove this visible light feature after it proved to be a tactical cue for enemy and friendly units alike. The final product was a large step forward in enhancing the accuracy of battlefield missiles.

STREAK SHORT-RANGE MISSILES

While autocannon rounds were cheap and easy to produce, the complex targeting, tracking and guidance systems found in most modern missile systems were not. Efficiency and accuracy in missile munitions was high on the priority list of the Star League, as the SLDF consumed tens of thousands of tons in missile munitions every year across the Inner Sphere.

A solution eventually emerged in the form of an advanced system that used a multi-lens “compound eye” sensor mated to a microwave targeting laser array. This targeting blister in the missile launching system would bounce multiple coherent light pulses off the target, accepting a positive lock only if over ninety percent of the pulses returned a signal. Only then would the launcher’s combat computer release the missiles with a constant feed of telemetry to ensure optimal delivery. In practice, this multi-layered targeting and tracking system ensured that, once the missile system fired, all of its missiles would impact their target.

The new Streak system was first deployed on a two-tube launcher, where it saw immediate success in 2647. While SLDF research teams quickly sought to further the system’s use in larger short-range and all long-range missile system launch racks, the compound-eye targeting system lost its effectiveness too quickly with more missiles in the air. Rumors persisted of breakthroughs throughout the latter years of the Star League, but few solved the

problems completely or at an acceptable cost in added weight and bulk to the launch systems.

Production of the Streak SRM 2 was limited, as most warriors found it easier to rely on their own personal judgment rather than pull the trigger and hope their launchers agreed to fire. The Holly Streak system was one of the most widespread brands in use and was produced in the Terra system and beyond after the technology spread to the Federated Suns, Free Worlds League, and the Magistracy of Canopus. The second most popular brand of Streak launchers came from Hovertec, who produced these weapons for the Capellan Confederation, Free Worlds League, and the Lyran Commonwealth’s Federation of Skye.

COMBAT EQUIPMENT

Offensive systems are only part of a combat unit, be it infantry, armor, aerospace, or the mighty BattleMech. A ‘Mech without an engine to power its myomer and weapon systems is little more than a work of abstract lawn art. The development of advanced support and defensive systems proceeded at a much higher pace than weapons technology.

ANTI-MISSILE SYSTEM

The Terran Hegemony felt that standard anti-missile systems were not performing adequately against new tracking and target acquisition systems available across the Inner Sphere. Development of a new advanced anti-missile system for use on BattleMechs began on Terra in 2608. The development teams at Blankenburg Technologies, the main SLDF contractor for this project, decided to look backwards rather than forwards in their design. The anti-missile system they devised was based on the old Western Alliance Phalanx systems found on the wet-navy vessels of the time. The scaled down Phalanx anti-missile system was named McArthur, after a river in North America where one of the Blankenburg Technologies laboratories was located, and released for production and deployment in 2617.

An independent targeting and tracking system allowed the AMS to function without any input from the pilot. A targeting array, much like what was later used in the Streak SRM system, was tied to a single, rotating multi-barrel machine gun. Unlike a standard machine gun, the AMS system required a much higher rate of ammo expenditure to ensure that its rounds would connect with the incoming missiles. Despite the heavy ammunition requirements, the anti-missile system was deemed a success.

The Star League installed the systems in its Navy at first, allowing them to double as anti-impact devices, protecting JumpShips and WarShips against meteoroid impacts. But as the technology spread across the SLDF, the ease at which the old Phalanx idea was modified allowed the rest of the major powers of the Inner Sphere to quickly develop their own models. By 2750, the major producers of the AMS system included Blankenburg Technologies of Terra, Cal-Boeing in the Federated Suns, and Earthwerks, Inc of the Capellan Confederation.

BEAGLE ACTIVE PROBE

"In order to kill an enemy, one must see the enemy." This simple idea was brought to the forefront of Terran research and development by the middle of the twenty-sixth century. By this time, active camouflage and other electronic warfare systems had made it more and more difficult for common sensor suites to detect hostile hidden units until it was too late. An SLDF think tank on Luna began to research ways to make the already-complex BattleMech sensor packages even more robust and effective. The Beagle Active Probe was the end result.

The Beagle suite centered on a large computer core that then tied into the 'Mech's or vehicle's standard battle computer and sensors. The development team also added input from secondary radar, visible light, thermal, and seismic sensors placed throughout strategic areas on the operating unit. As the unit scanned with its standard sensors, the returning data from each input source was analyzed by the Beagle's computer core and cross-referenced with the Beagle's independent sensors to filter out interference from electronic warfare and local terrain. Any anomalies flagged by the Beagle were then subjected to targeted sensor sweeps to verify authenticity and, if possible, identify any threats. These active sweeps and data processes completed every millisecond, requiring a heavy computer core for adequate cooling and combat resilience.

The Beagle Active Probe first deployed in 2576 to great fanfare. Unfortunately, the mass of the computer core and extra sensors made the Beagle difficult to install in most armored units and BattleMechs without substantial redesign. Thus, few units outside of dedicated scouting 'Mechs and vehicles were ever equipped with the device. The primary manufacturer, Clear Sight, Inc. of Luna, was able to keep up with all purchases from the HAF, while minor manufacturers across the Inner Sphere—such as Imstar Aerospace and Diplan Electronics—fulfilled the demands from the Great Houses.

CASE

The idea of an ammunition storage system that would contain an internal explosion and vent its destructive energy safely away from the battlefield unit before it tears itself apart is an old one. Such storage was not as feasible with the advances in armor protection and the need for better sealing systems in the interstellar age. In the mid-2400s, however, the SLDF decided that enough men and machines were being lost each year to catastrophic ammunition explosions that research and development on improved safety systems was essential. The end result of CASE—Cellular Ammunition Storage Equipment—was ready for widespread manufacturing in 2476.

Instead of the standard blow-away panels that earlier technologies used to focus the blast away from the internal structure of the machine, CASE added a honeycombed internal lattice that grouped rounds into individual salvos of munitions. The lattice-work was built from BattleMech grade armor with diamond-fiber

lacing that was strong enough to withstand the blast of exploding ammunition that a single cell could produce. Thus, when ammunition began to "cook off," the explosion would be contained to a single cell, spreading no further. After the explosion was contained, automatic feeding systems would then cycle the rest of the munitions out of the unit since it was likely the lattice was too damaged to contain another explosion.

The complex network of cells and the construction of the diamond-fiber material for CASE limited the production of the equipment outside of the Terran Hegemony.

CHAMELEON LIGHT POLARIZATION SHIELD / NULL-SIGNATURE SYSTEM

The SLDF had always been on the cutting edge of defensive battlefield equipment, with its development of better armor, anti-missile systems and electronic warfare suites. They authorized the development of a stealth system for BattleMechs, something that had previously been deemed impossible.

It took over twenty years, but two separate systems that worked in tandem were developed by Cessna-AAI on Terra by 2630: the Null-Signature System (NSS) and the Chameleon Light Polarization Shield (CLPS). The NSS worked on the simple principle that hostile sensors needed to know a target's exact location and its speed in order to judge a proper firing solution. The NSS consisted of a large number of thermal baffles, closed circuit data transmission routes, and powerful EM emitters that were designed to generate destructive interference of the BattleMech's EM output through the principle of superposition of waves. In this way hostile units had a very difficult time gaining a weapon lock except at rather close ranges.

But this did not solve one problem: the pilot. The human eye itself is one of the most sophisticated sensor suites available. A regular soldier can easily pick out the outline of a BattleMech moving through any sort of terrain, even with an NSS active. Thus, Cessna-AAI added the Chameleon Light Polarization Shield.

The Chameleon LPS was built around extra visual and near-infrared sensors placed across the armored surface of the BattleMech. Thousands of times a second, each sensor sampled incoming light to form a picture of the surrounding terrain. The CLPS computer would then process this information and send all relevant data to the cutting-edge chromo-ferric laminate on the exterior of the BattleMech, shifting its reflective qualities to closely match the colors of its surroundings. A sharp eye could still pick out a CLPS active BattleMech, but it was much more difficult.

This technology was highly prized by the Terran Hegemony and the SLDF, and was only deployed for special covert missions so the technology would have less of a chance of falling into the hands of the Great Houses and Periphery states. Even by 2750 the Great Houses had only begun to decipher the mechanisms and principles behind the CLPS/NSS systems.

DOUBLE HEAT SINKS

The double heat sink was a Terran development of the mid-twenty-sixth century. Almost all large BattleMechs of the era were mounting more and more weaponry and putting more thermal load onto the machine's systems. The development of the particle projection cannon (PPC) a century before had contributed quite a bit to this problem. Engineering teams went back to the drawing board to look at what new materials and alloys could be used in order to better transfer the heat generated by a BattleMech into the surrounding environment.

Another innovation of the Department of Mega-Engineering contained the answer. DoME was building massive heat exchanger units on dozens of worlds that were too cold for agriculture or which circled dim stars whose output could be minimally augmented by standard solar reflectors. The geothermal pumps they used to transfer heat from the planet's mantle to the surrounding atmosphere were so rugged and elegant that SLDF engineers decided to simply scale down the pumping mechanisms and replace the coolant fluids with more efficient materials rather than the simple water that DoME used.

The result was a bulky heat exchanger that could also use the waste thermal energy to help recharge capacitors for use in surrounding myomer bundles. The simplicity of the design allowed the Terran Hegemony a monopoly on the design for only a decade before independent researchers on Tikonov were able to copy the technology. The ease with which the double heat sink can be built ensured that even the poorest Periphery world had the ability to produce it for its armed forces so long as the endo-steel frame for the heat sink was available.

ENDO-STEEL STRUCTURE

The wide spread use of orbital manufacturing and construction spurred on the development of many technologies that would have a direct impact on the battlefields of the Star League era. The need for strong, but lightweight construction materials was of paramount importance to spacecraft manufacturers and by the end of the twenty-fifth century (2487), researchers at the Vespa Manufacturing Collective in Terra's asteroid belt had discovered a technique to produce what is now called Endo-Steel.

Endo-Steel begins with a ferrous alloy that was produced and then bombarded by sonic pulses in a micro-gravity environment, setting up a resonance wave inside the spinning ball of molten alloy. As the alloy cooled it was then laced with a material made up of carbon nanotubes spun around long strands of titanium and aluminum. The resulting material was then formed into its final shape and coated in an aramid layer for added protection. The result was a very bulky metallic material that could withstand the same amount of stress as standard structural materials, but for half the cost in mass.

While the technical specifications for endo-steel had been available to the entire Inner Sphere for two hundred years, the ability to manufacture the structural material remained rare due to the complexity involved. Thus, by as late as 2750, the majority of all endo-steel production remained in Terra's asteroid belt, and was

used almost exclusively by the SLDF. Minor manufacturers in all of the Great Houses nevertheless struggled to keep up with demand, including Buckboard Ltd. of the Free Worlds League, and Tunguska Industries of the Draconis Combine.

FERRO-FIBROUS (FERRO-ALUMINUM) ARMOR

The development of endo-steel at the end of the twenty-fifth century was an amazing leap forward in the construction of lightweight BattleMechs. Terran arms manufacturers continued to research new and better ways to produce BattleMech-grade armor more efficiently, but by 2550 the Terran Hegemony had decided that standard BattleMech armor had made no progress forward in being any more effective than it had been at the beginning of the century. The Hegemony government then started funding research into zero-gravity manufacturing techniques for armor plating in much the same way as endo-steel was then being produced.

Ferro-fibrous (FF) and ferro-aluminum (FA) armors were the end result of this research—although it would turn out that micro-gravity was hardly as necessary for the creation of either one. In 2571, the first Star League BattleMech with the new armor was debuted with much fanfare. Ferro-fibrous and ferro-aluminum armor were made possible by adding a specially-protected inner diamond-fiber layer to what was otherwise the standard grades of existing armor plates. Although initial experiments into the process used microgravity and sonic pulses similar to the endo-steel manufacturing process to shock diamond crystals in a special steel alloy, more reliable techniques that obviated these techniques quickly took their place. The goal of these processes was the same: to enhance the resilience of the armor with a layer of diamond fiber without dissolving that same layer of protection in the armor's steel alloy. The protective layers needed to pull this off produced a bulkier form of layered armor, but one that was ultimately lighter for the same amount of protection.

As of 2750, few manufacturers outside of the Terran Hegemony had the complex and highly advanced production facilities needed to integrate diamond fiber into steel without the diamond dissolving into less effective carbides. The primary producers were Krupp Armament Works in the Terra system, Corean Enterprises of New Avalon (which produced the StarGuard brand ferro-fibrous under a Hegemony license), and Hellespont 'Mech Works of the Capellan Confederation.

GUARDIAN ECM SUITE

Ironically, soon after developing the Beagle Active Probe to combat the sophisticated ambient ECM packages of the day, the SLDF felt that a better electronic countermeasure suite would be needed for the day when the Beagle Probe's technology might fall into the hands of the member states. It took a little more than twenty years, but in 2597, the Guardian ECM suite appeared in SLDF forces across the Inner Sphere. The strength of this ECM suite was such that some Periphery units claimed that SLDF 'Mechs running active Guardian ECM suites were mere sensor ghosts.

The Guardian ECM used sensitive EM sensors scattered across the operating unit's exterior. These sensors registered any sort of electro-magnetic wave produced by incoming missile systems and radar at a range of almost 200 meters. The Guardian's dedicated countermeasures computer would then identify and adapt to the device and signal input, before "firing" a focused EM pulse toward the hostile scanner. The end result was an overwhelming burst of noise that either confused and misdirected the enemy sensor's computers, or forced their entire targeting system to reboot entirely.

The Guardian ECM Suite found its way out of the Terran Hegemony before the end of the Star League. What frustrated the Great Houses and the Periphery nations was that the highly adaptable software needed to operate the Guardian required constant patching and custom recoding for each model of BattleMech it was installed in. The massive computer complexes available to the Terran Hegemony made this a trivial issue, but for the rest of the Inner Sphere it was time consuming.

MASC

Myomer Accelerator Signal Circuitry—MASC—was developed in 2740 by the Terran Hegemony for use on scout BattleMechs or 'Mechs with short-range weaponry. The MASC system comprises an extra set of capacitors on each myomer that sits between the artificial muscles and the standard capacitors used to facilitate the unit's walking and running actions. When engaged, the MASC system sends a second pulse into the myomer bundle, forcing the muscles to contract twice as fast as normal. If overused, this process could produce enormous amounts of strain on the bundles, and even cause them to rupture or seize up entirely, but when managed properly, the overall effect was a boost of extra running speed that could make even a mediocre BattleMech a speed demon.

Many Terran test pilots gave the MASC system the nickname "eight-ball," in a reference to old Terran slang for a type of narcotic amphetamine.

TAG

Target acquisition gear (TAG) was a concept that had already been established by the time of Terra's Second Soviet Civil War. Infantry would "paint" a target with an infrared or visible laser beam, so that a bomb or missile equipped with optical sensors could then home in on the designated point, avoiding radio-based interference. By the time mankind had expanded into space, electronic countermeasures had already worked up an effective defense by using fiber-optic sensors to detect a laser dot and then emit other dots at the same light frequencies in the surrounding terrain, easily misleading any such smart weapons.

To solve this, the Terran Hegemony developed its new TAG technology around three separate systems. The first was a multi-frequency laser emission diode on the exterior of the BattleMech that would paint the target. The second system used a similar, but more complex, multi-frequency laser diode that would be used as a direct communications link to the smart weapon. The third system was a sensitive

polarized EM sensor that could detect any counter-laser painting on or around the intended target. As the TAG system detected countermeasures, the targeting laser would shift through frequencies quickly and randomly, making any counter-laser systems unable to keep up with the TAG system. Meanwhile, information on the changing frequencies continually transmitted to the smart weapon, assuring that the incoming round knew which target was real and which was not.

TAG, while complex, was fairly straightforward to produce and install on both vehicles and BattleMechs, though it was rarely seen due to the scarcity of TAG-enabled munitions.

XL FUSION ENGINE

It was over 550 years after the development of the military grade fusion power plant that research and development on Terra produced the next step in the evolution of the fusion engine: the extralight (XL) engine. Though easily the most vital component in any combat machine, the fusion engine also counted among a BattleMech's heaviest components. The tonnage of weaponry and equipment any 'Mech could carry was always reduced by the amount of strain its engine put on its motive structures. Using materials developed for the manufacture of endo-steel and ferro-fibrous armor gave Star League research teams a leg up in its attempts to lighten fusion power plants.

The XL fusion engine halves the mass of a standard fusion engine by replacing the largest portion of its mass—its reactor shielding—with lighter materials. The new shielding, built using a thin layer of titanium and steel alloys on the exterior, was in turn surrounded by layers of lightweight metamaterials better able to distribute and direct waste energy inward, toward the reactor plasma itself. Though light in weight, these materials had to be bulky to achieve the same protective qualities a standard reactor wall would have, thus giving the XL engine a much larger volume over standard engines.

After the deployment of the XL engine in 2579, the advantages to using them in all vehicles of war became rapidly apparent to even the most backward of military commanders. Covert operations from all the Great Houses were able to obtain XL engine technology by the end of the twenty-sixth century.

SCIENTIFIC ACHIEVEMENTS AND NEW TECHNOLOGIES

Not all of the advances in science and technology fit neatly into military applications of BattleMechs or other combat vehicles. Some, in fact, were so unique that they generated a whole new class of combat units. Below are the highlights of new military technologies the Star League debuted.

POWERED ARMOR

Shortly after ascending to the throne of the Terran Hegemony in 2690, First Lord Jonathan Cameron launched a program aimed at building up the Hegemony's defenses. Integral to this was a crash series of advanced technology developments designed to maintain the Star League's military edge over the Great Houses. The development of a powered exoskeleton for use in combat and covert

operations behind enemy lines received top priority, and by 2725 the Nighthawk Powered Armor was put into use.

Desperate to maintain the technological edge of this new power armor, the First Lord sent a rather extreme message to the member states that attempted to steal the Nighthawk. After months of intelligence gathering on the espionage activities of each House, a list of individual targets (along with a handful of prototype powered-armor suits) was provided to several SAS cells. The order was given and the targets were then “liquidated” with ruthless efficiency on 14 February 2725. In order to avoid any confusion about what had happened, a terrestrial rat was stuffed into the victims’ mouths. The dramatic reduction of espionage after these killings suggested that Cameron’s message was received by the member states, though many historians instead cite the outbreak of the War of Davion Succession as the cause.

In 2725, the War of Davion Succession between Kurita and Davion began and Jonathan Cameron refused to commit SLDF forces to ending the skirmish. However, having proven the Nighthawk’s worth as a tool for covert operations a month earlier, Major Tatiana Molotov of the SAS Blackhearts traveled to Marduk for a live-fire test of the Nighthawk’s combat capabilities. For months, the Blackhearts carried out guerrilla actions that cost the Combine several high-ranking officers and intelligence resources, cementing the Nighthawk’s reputation as a premier tool for headhunting missions. The Blackhearts were then tasked with providing intelligence regarding troop strengths, locations and movements for both combatants, in preparation for General Fetladral’s Operation SMOTHER. The use of Nighthawk powered armor during the War of Davion Succession was not revealed until decades later.

LAND-AIR ‘MECHS

Land-Air ‘Mechs, or LAMs, were first proposed in 2680 when Admiral David Peterson became the SLDF’s commanding general. Concerned that the Star League navy’s role had grown secondary to that of the regular army, leaving aerospace forces comparably weaker, he proposed a new type of BattleMech that could fight on the ground, in the air, or in the vacuum of space. It only took ten years before the first LAM—a heavily modified *Shadow Hawk*—rolled off the production lines of Allied AeroSpace, Inc.

Convertible between a fighter mode and a BattleMech mode, the LAM was designed to optimize its configuration for aerospace combat and ‘Mech combat as the situation warranted. Its largest expense, in terms of both time and money, was spent on the development of BattleMech actuators and myomer bundles that could withstand the acceleration stresses a ‘Mech frame would encounter in aerospace mode. The actuators also needed to be able to bend into positions standard BattleMech actuators simply were never designed to go, so that the LAM’s limbs could fold away for protection from high velocity friction and atmospheric reentry.

The *Shadow Hawk* LAM met all of its demands on paper, and was able to transform from a BattleMech into a fighter and back again, but just barely. Its initial designs were heavily flawed, and of the first four

LAM prototypes, the first was scrapped due after it developed airframe fractures, and crashed when its landing gear failed on its maiden flight. The third was lost while attempting to convert into ground mode while in midair. Allied AeroSpace attempted to fix the fatal design flaws, but scrapped the entire *Shadow Hawk* LAM project.

The first fully functional LAM was the *Stinger* LAM produced by LexaTech Industries. Harvard Company, Inc, produced soon after another light LAM design, the *Wasp* LAM, and Allied AeroSpace finally succeeded with a heavily modified *Phoenix Hawk* LAM. Full production of each of these designs wasn’t started until 2701.

The Land-Air ‘Mech defined the concept of a “jack of all trades and master of none.” Its ability to adapt to multiple environments meant that it could not excel in any specific one. With a sizable fraction of the LAM’s mass consumed by the conversion technology and large actuators, less equipment could be mounted on the frame, and a lot of the Star League’s more advanced structural technologies—including extralight engines and endo-steel structure—simply could not be used in LAM designs. Nevertheless, the versatility of the LAM won it a place in every SLDF Division.

By 2750, LAMs could be found in each of the Great Houses’ militaries as well. While the SLDF used its LAMs as special forces, striking behind enemy lines and attempting to disrupt supply lines that would normally only be hassled by partisan forces, each of the Great Houses used theirs slightly differently. The Free Worlds League, which possessed the second largest number of LAMs in its ranks, deploying them in full battalions as rapid-reaction and fast-strike forces. Houses with fewer LAMs, meanwhile, tended to use them as scouts, their ability to shift from air to land mobility enabling them to quickly enter a hard-to-access location and leave before the enemy even knew they were there.

DEPARTMENT OF MEGA-ENGINEERING

When humanity began its expansion into the stars in the early twenty-second century, it found that Terra-like worlds were more common than originally believed. Of the star systems within a single jump of Terra, more than thirty contained planets hospitable enough to require no special domes or breathing apparatus. In those initial surveys it was also seen that there were more than fifty additional solar systems with planets that could theoretically be engineered, or “terraformed.”

The Terran Alliance, and later the Terran Hegemony, continued to send colonists to planets that needed a minimum amount of infrastructure to become viable. However, prior to finding dozens of habitable worlds so close to Terra, the Alliance had been faced with settling only the Terran system and its bevy of uninhabitable planets and moons. Previous studies on the feasibility of terraforming Mars showed that the timescale of terraforming could be as low as 300 years given unlimited resources. As funding was not an issue and immense amounts of raw material was returning to

Terra from its new colonies on Luna, the Terran government gave the go ahead to the Department of Mega-Engineering to begin to make another home for humanity. DoME oversaw Projects Lowell and Aphrodite, which transformed Mars and Venus into habitable worlds in barely 100 years, accelerated by the increasing amounts of resources thrown into the projects from new colonies outside the Terran solar system after the development of the K-F drive.

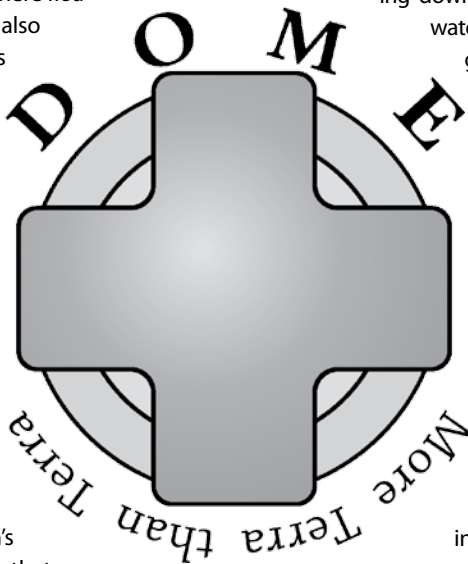
The technologies developed for the Lowell and Aphrodite Projects were technologies that would go on to be used at the same time across hundreds of solar systems of the Inner Sphere by both the Star League and the Great Houses.

ASTEROID/COMET MINING AND BOMBARDMENT

As any Belter will say, "There's gold in them there floatin' rocks." They are correct, there is gold... and also uranium, titanium, iron, aluminum—more or less any element. In the initial stages of terraforming a world, DoME DropShips would burn to a system's asteroid belt or to rogue asteroids and tow them into a nearby Lagrange point. Automated mining and refining facilities were set up to get at the raw materials needed to construct more complex machinery. The convenience of having all the necessary raw material already in orbit meant that time and energy was not wasted in dragging material up out of the planetary gravity well.

Once all the valuable material was extracted from an asteroid, there were two options to get rid of the waste byproduct. The first was to deorbit the material into the system's primary star. The second was used on worlds that were far too cold for habitation and needed to be warmed: deorbiting the waste rock onto the planet itself. The energy transfer from a huge mass of rock re-entering the planet's atmosphere and the impact itself would help warm the planet slightly. Hundreds of such impacts, spread out over many years, could make a huge difference. Mars was one such world that this technique was used on; asteroids from Terra's main belt were mined and then flung into the Martian atmosphere to accelerate the warming of the planet.

The only difference with cometary mining was the material produced. More than just balls of dusty ice used for water, comets also provided DoME with gases such as carbon dioxide, ammonia, and methane. Most of these gases would be introduced into a planetary atmosphere in order to augment its greenhouse effects, helping to warm the planet faster—as was needed on worlds like Mars. The water, of course, remained one of the most valuable commodities in the early days of humanity's expansion. In all cases DoME would deorbit cometary bodies, providing huge amounts of water with each impact. With each comet, Mars' atmosphere would get thicker and more humid.



SOLAR MIRRORS AND SOLAR SHADES

The Department of Mega-Engineering's most important orbital technologies were constructed from the material mined and refined from asteroids, mainly carbon and iron. Huge solar shades would be constructed at the planet's L1 Lagrange point, a gravitationally stable point in space that is commonly used by pirates and more adventurous JumpShip pilots. Solar mirrors were constructed closer to the planet and placed in either geosynchronous orbit or a closer stable orbit determined by the planet's moons.

In the case of Mars, two solar mirrors were built between the orbits of Phobos and Deimos in synchronous orbit on opposite sides of the planet. This increased the amount of energy entering the Martian system, quickly warming the planet now that three suns were shining down on its surface. With the increased gasses and water on the surface, the greenhouse effect was greatly enhanced, further melting the Martian ice caps and adding to the atmosphere's carbon dioxide and water vapor. At first this caused massive planetary dust storms, but over a decade these calmed down into more regular Martian weather patterns.

At the same time, a solar shade was being built at the gravitationally stable point between Venus and the Sun. DoME constructed the shade with its sun-facing side covered with solar panels that converted the collected energy and transmitted it to Mars via microwave. These solar collectors often produced more energy than DoME could use; the surplus was channeled into melting asteroids to extract useful materials as quickly as possible. The solar shade itself blocked a small portion of incoming solar radiation, thus allowing Venus to slowly cool. This technique would be used around many planetary bodies considered too warm for colonization. Examples of such solar shades remain even in the thirty-first century, still shading planets enough to make habitation possible, and occasionally acting as focal points for space-based research projects.

ORBITAL FACTORIES AND HABITATS

During the solar mirror and solar shade construction phases around Mars and Venus, DoME began to use much of the more useful metals and alloys it was refining to construct orbital habitats for its workers. Instead of having the workers spend all their time in freefall, which could be detrimental to their health, these massive ringed structures would be rotated to simulate gravity. These habitats would often go on to be used as the primary orbiting space facilities for the world and, later, by colonists to support their settlements and trade. The Martian Orbital Habitat was named Dyson and the Venus Orbital Habitat was named Niven, both after historical thinkers who originated concepts of mega-engineering.

The engineers of DoME also saw a way to make their supply chains more efficient and reduce the need for parts and equipment to be brought from Terra or other nearby inhabited star systems. Once enough habitats were built to house their workers, scientists, and families, DoME produced orbital factories to construct any mining equipment or replacement parts they needed. These factories were used to help construct massive solar shades and mirrors that were hundreds and thousands of kilometers wide. The Titan shipyards of the Terra system were constructed with material produced by DoME during the terraforming of Venus and Mars.

BIOLOGICAL SEEDING AND ATMOSPHERIC PROCESSING

Once there was enough moisture available on the surface of the planet and the orbital bombardment of the planet with asteroids and comets was complete, DoME would deploy special drop pods. Large vats of single-celled organisms would be grown in orbit, and each of these pods was then filled with blue-green algae and other hardy single-celled life bio-engineered to better survive harsh planetary environments. Thousands of drops would occur in the first month of biological operations alone, and as oxygen levels on the planet's surface rose and temperatures approached Terran normal, more complex life was transported down to the surface. On Mars, algae began to be used in 2110 and by 2151 more complex life was begin transferred to the surface as colonists were already flooding onto Mars. By 2160 there were over 15,000 permanent residents on the surface, but they still needed pressure suits and breathing apparatus for another four decades.

On Venus it was a different story. The ultra-thick atmosphere posed a problem, even though DoME had been able to cool the average surface air temperature by 30 °C in forty years with the solar shade. Scientists on Terra developed modifications to the automated mining and refining facilities that DoME was already using. These new atmospheric processors were dropped from orbit, landed, and anchored themselves before engaging their fusion power plants. These skyscraper-sized facilities would "breathe in" the dense atmosphere of carbon dioxide and use the massive energy of the fusion power plant to split the gas into oxygen and carbon. It would then "breathe out" the oxygen and compress and store the carbon deep underground. Hundreds of these units were constructed in Venusian orbit and dropped. The harsh, dense atmosphere began to clear as even the sulfur dioxide and sulfuric acid rains in the upper atmosphere were drawn out. The carbon extracted was compressed for use in industrial diamonds, or processed into nano-fibers for JumpShip solar sails once those became commonplace.

These same atmospheric processors were used, with minimal modification, for geothermal heat exchangers. On Mars, this was accomplished by allowing the processors to drill deep down into the stable Martian crust. As the drills met the upper mantle, huge amounts of carbon dioxide, water vapor, and geothermal energy could be extracted from the planet itself. Many of the first Martian cities were built near these structures, including the early Martian capital of Lowell City.

FLOATING CITIES

Planets with very dense atmospheres, like Venus, made any type of surface work very difficult. On such worlds large balloon-like cities that floated high in the atmosphere could be constructed. The benefit of these habitats was that fewer safety measures were needed for atmospheric pressure as compared to a space habitat. These cities could also be maneuvered across the globe to places where the workers and researchers were needed the most.

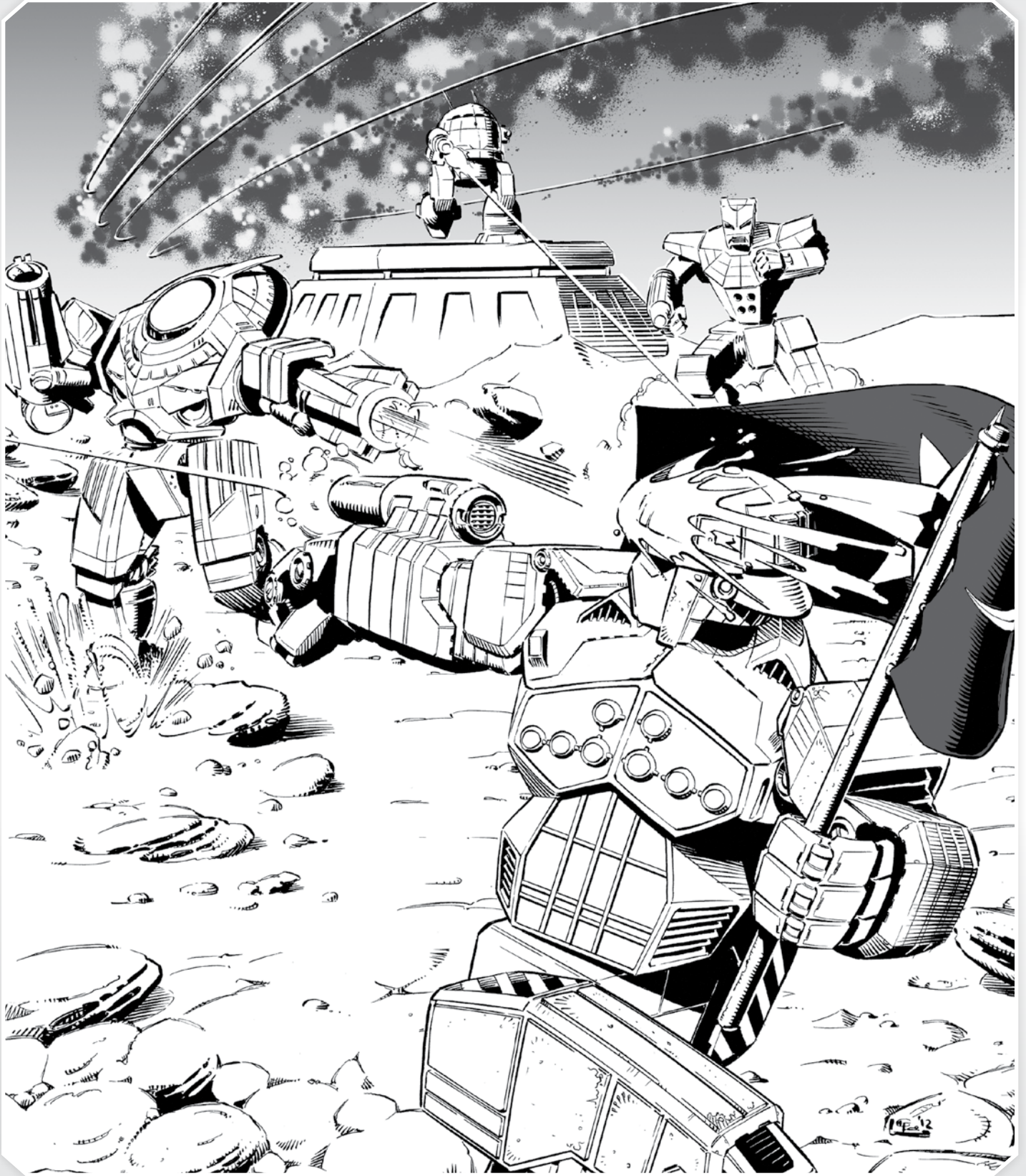
As sulfuric acid rains on Venus became less frequent, floating cities were deployed in the upper atmosphere. Many of the cities of the early terraforming of Venus remained operational for centuries. The first DoME-built floating city, Aeneas, had an active population of 10,000 in 2750. It was small when compared to the capital, Aphros, with its population of sixteen million.

THE IMPACT OF MEGA-ENGINEERING

The success of the Department of Mega-Engineering on Mars was apparent. By the beginning of the twenty-third century, Mars had an atmospheric pressure equivalent to Terra's at a height of three kilometers and an atmospheric composition that meant that colonists no longer had to wear rebreathers or special pressure suits while on the surface. Even Venus was habitable by the middle of the twenty-third century, a feat that no one had expected to be accomplished in such a short time. In the census of 2750, Mars had 70 million people; Venus had over 200 million people.

The overpopulated Terra now had more worlds in its own solar system to spread onto, and the future of DoME was assured. Even before the rise of the Star League, the Department of Mega-Engineering had expanded its operations to over three dozen star systems, opening up even more worlds for mankind. The rapid expansion of humanity across the stars could be attributed directly to DoME, its research in water purification, terraforming and habitat construction, and the orbital manufacturing facilities it provided to civilian businesses once its operations were complete in a solar system.

ERA TRACKS



STAR LEAGUE CAMPAIGN: 2750

Era Report: 2750 provides a campaign framework that allows players and gamemasters to run either forces from the Star League Defense Force or the forces of the Great Houses. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their force to take. Players may use the Random Assignment Tables on pp. 145-147 to build the force they have decided to play, or can use their own custom force structures.

Because the player group decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces, and even outcomes every time. Additionally, players can choose to just play a track as a stand-alone game if they desire. Ultimately, the route, gameplay and depth of detail are up to each group of players.

Record Sheets: The *Star League Campaign: 2750* assumes that players have access to the *BattleTech Introductory Box Set* and *Total Warfare*, the Tournament rules reference. Many more units are available in resources such as *Technical Readout: 3039 Upgrade*, *Technical Readout: 3050 Upgrade*, *Technical Readout: 3085* and the many *Record Sheets* PDFs and print books available at your local game store.

www.battletech.com: This is the official website for *BattleTech*, where players can get the lowdown on what's happening in the *BattleTech* universe, be the first to preview new products, download exclusive *BattleTech* files, and exchange ideas with other fans from around the world and more!

TRACKS

There are three types of tracks in the Star League campaign: Missions, Touchpoints, and Martial Olympiad.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e. “Recon” is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track deals with a specific event that occurs during the time period and is playable by either Star League or one of the Great Houses forces. All Touchpoint tracks do not need to be finished to complete the campaign, but they do bring a level of detail to the campaign and players will find their campaign experience that much richer if used. Once a Touchpoint track has been used, it may not be repeated during the course of the campaign.

A *Martial Olympiad* track deals with the premiere sporting competition in the Inner Sphere. The Martial Olympiad is only playable by Star League or Terran Hegemony forces. All Martial Olympiad Tracks are playable in addition to or separately from the other Mission and Touchpoint tracks. Once a Martial Olympiad track is played, all other Martial Olympiad tracks should directly follow each other. Players may wish to have non-Star League or Terran forces participate in the Olympiad, similar competitions are held inside each Great House and

between Great Houses and defense contractors on a semi-regular basis. While winning these events is a great honor, the fame pales in comparison to the actual Olympiad winners.

Missions, Touchpoint, and Martial Olympiad tracks follow the same format, though more detail is given in Touchpoint tracks, and Martial Olympiad tracks contain unique instructions for the event represented. Each track contains Game Set-Up information, Warchest cost, Options, Objectives, the base Warchest reward and any Special Rules in use.

Game Set-Up gives details on how to set up the battlefield, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Tables (see pp. 145-147) to use and a small table to use to determine the total number of units. Players are not required to use these tables or forces unless specified by the track—they are there only to provide a quick reference for those players who prefer to get started quickly.

The *Warchest Point System* (see p. 111) describes in detail how many Warchest Points (WP) a track costs, additional difficulty options with corresponding bonus WP and the basic objectives the players must meet to win that track's WP. Track bonuses only accrue if the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The *Next Track* section of the Touchpoint tracks indicates the next track options from which the players may choose. Because the Mission tracks are designed to be reusable as many times, in as many campaigns, as the players like, they do not include Next Tracks. Touchpoint tracks also include a brief fictional introduction (to help “set the mood”) and an in-universe report that sets up the situation. The Martial Olympiad tracks have a set progression once they have been started, the next track section will explain in detail where the player may go next.

PLAYER FORCE SIZE

A player's force may be the Attacker or Defender in each track, as defined in the track's description. A suggested size will be indicated for the players to use—it is up to them to select the units they feel are best suited for each Mission, Touchpoint, or Martial Olympiad. For added enjoyment, players may opt to track their own player-units and create a realistic “campaign” feel. At the discretion of the gamemaster, additional units may be added, but in consequence, additional units may be added to their opposing forces for a semblance of fair play. In addition, Martial Olympiad tracks may include a suggested opposing unit as a commanding officer for the opposing force. These are advanced BattleMechs modified using the rules provided for in the Rules section (see p. 148). No record sheets are provided for these 'Mechs, and they are entirely optional.

For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF available at www.battletech.com.

ERA TRACKS

OPPOSING FORCES

Each track will indicate how to determine the composition and type of the opposing force. If the player's force size is within the recommended size listed, no modifications are required to increase the opposing force's size. However, if the gamemaster chooses to increase the player's allotted force, he should also increase the size of the opposing force to keep the game as balanced as possible. For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF download from www.battletech.com.

FORCE COMPOSITION TABLE

FORCE TYPE	SKILL LEVEL (INNER SPHERE)	SKILL LEVEL (STAR LEAGUE)
Planetary Militia	Gunnery 5, Piloting 5	Gunnery 4, Piloting 5
Mercenary	Gunnery 3, Piloting 5	N/A
House	Gunnery 4, Piloting 4	Gunnery 3, Piloting 4
Bandit/Pirate	Gunnery 4, Piloting 5	N/A

RANDOM OP-FOR TABLE

1D6	PLAYER UNIT (SLDF)	PLAYER UNIT (INNER SPHERE)	PLAYER UNIT (PERIPHERY NATION)
1	Rim Worlds Republic	SLDF	SLDF
2	Taurian Concordat	Nearby Periphery†	SLDF
3	Magistracy of Canopus	Bandits/Pirates	Bandits/Pirates
4	Bandits/Pirates	Bandits/Pirates	Bandits/Pirates
5	Great House*	Great House*	Great House*
6	Player's Choice**	Player's Choice**	Player's Choice**

*The SLDF is intervening in a conflict between two Great Houses. The Opponent is (roll 1D6): 1=Capellan Confederation, 2=Draconis Combine, 3=Federated Suns, 4=Free Worlds League, 5=Lyrans Commonwealth, 6=Players Choice.

**Players choice means that the player(s) that are controlling the Op-For for the scenario may choose their opponents as long as they are a valid choice on the table normally; for example, the SLDF would not be fighting the SLDF (except in Martial Olympiads that is)

†Viable combinations are: Magistracy of Canopus vs. Capellan Confederation, Free Worlds League, or Taurian Concordat; Outworlds Alliance vs. Draconis Combine or Federated Suns; Rim Worlds Republic vs. Draconis Combine or Lyrans Commonwealth; Taurian Concordat vs. Capellan Confederation or Federated Suns

PLAYING YOUR GAMES

The *Star League Campaign* has been designed to carry small player-character units through battles set during the Star League era, but players are not required to follow it exactly. Instead, players and gamemasters should feel free to adjust or adapt the tracks and rules as they see fit to enrich their own games.

For instance, most tracks are built to not involve units larger than a lance or company. This is to keep the size of the games to a manageable level and increase the speed of gameplay and progression through the campaign. If players wish to use larger units, or add more complexity to their games, we encourage them to visit www.classicbattletech.com and download the free *Chaos Campaign* rules set in PDF, which expands on the Tracks and Warchest system used here. *Chaos Campaign* includes a more robust and detailed structure for using Warchest points in between tracks and provides more realistic campaign play.

Players using larger forces may wish to use the Random Assignment Tables and Force Composition Tables found in *Total Warfare* to quickly generate lances and companies, and assign them applicable Skill Levels. These resources can be added to the existing *Star League Campaign* without taking away from the gameplay modeled within it.

The most basic rule of any of these system is to have fun; whether you choose to follow the simplified rules presented in *Era Report: 2750* or adapt the more detailed rules of *Chaos Campaigns* or even construct a full-fledged *A Time of War* role-playing campaign is up to you and your gaming group, and we encourage you to choose whichever option you desire.

There are four types of forces: Planetary Militia, House, Mercenary, and Bandit/Pirate. Star League forces will not employ Bandit/Pirate forces nor will they employ Mercenary forces, and generally have a greater skill level than other units. The type of force determines the skill level of the opposition. For each track, the Force Composition Table will indicate the type of force to be used. To determine that force's skills, refer to the following table, unless the track specifies otherwise. In some cases specific modifications to skills will be stated such as a force being "Elite, subtract 2 from Skill Levels listed on Force Composition Table". The opposing force composition is rolled from one of the tables included in the tracks themselves.

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

FORCED WITHDRAWAL

Most military forces will not fight to the last man. Instead, once they have taken appreciable amounts of damage, they will begin to retreat. The Forced Withdrawal rules help simulate this situation. Players are free to play any of the scenarios without the Forced Withdrawal rules; the scenarios are enjoyable to play as described under *Types of Scenarios* (see p. 258, *TW*). However, the forced withdrawal rules add variety for enjoyable replay, heighten the human element and bind players to the warriors represented by the playing pieces in a game.

Under Forced Withdrawal, crippled units must retreat from the battlefield when damage has rendered them useless or they are in imminent danger of being destroyed (see *Crippling Damage*, below). A unit making a Forced Withdrawal must move toward its home map edge as designated by a scenario. However, a unit need not spend Running, Flanking or Maximum Thrust MP; it can also move backward if the controlling player wishes. Also, a unit equipped with MASC need not engage that system when forced to withdraw.

Withdrawing units may still attack an enemy unit that closes within range of a weapon or physical attack. The following guidelines cover the many circumstances that may occur. Within these guidelines, the gamemaster's decision is final. If no gamemaster is present and players cannot come to a consensus, simply roll 1D6 to determine a resolution and get back to play, your time is better spent playing than debating! All players should agree to the use of the forced withdrawal rules in a given scenario before play begins.

In *Martial Olympiad* tracks, units under forced withdraw operate differently due to the honor and respect the MechWarriors show to each other. Any unit in Forced Withdrawal may not attack another unit under any circumstances. Hostile units may not attack a unit currently under forced withdrawal. If a player does attack a unit under forced withdrawal, their force is given a penalty. This penalty is equal to 10 percent of the Tracks WP cost (rounded down), which is then subtracted from the WP rewards for completion of the *Martial Olympiad* track.

Crippling Damage

Any unit that suffers crippling damage must withdraw from the map board. Crippling damage is defined as follows:

A 'Mech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Internal structure damage in either three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also render a 'Mech crippled, as does the loss of all the 'Mech's weapons to damage or ammunition depletion. If

all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.

With the exception of infantry, all of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. If a unit begins the game without the ability to do this, then this does not apply.

A vehicle is considered crippled if it loses all its armor in a single location or if all its weapons are destroyed.

An aerospace unit is considered crippled if it suffers a critical hit to its engine or fuel tank; if all its weapons are destroyed; if it loses more than half its original Structural Integrity; or if its pilot/crew suffers four or more hits.

A conventional infantry platoon is considered crippled if it loses 75 percent (round down) or more of its troopers.

A battle armor unit is considered crippled if it loses half or more (round up) of its members.

Vehicles and 'Mechs that are immobilized—usually through motive, leg or gyro damage—are shut down and typically abandoned (though abandonment places the crew at the mercy of the battlefield). Only the most fanatical crews or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element to keep fighting. Units immobilized such as this in a *Martial Olympiad* track will automatically be abandoned except where specifically noted otherwise.

A LAM is considered crippled if any of the above mentioned conditions are applicable for BattleMechs (when fighting a ground battle on ground maps) or for aerospace fighters (when fighting in atmosphere or space).

SALVAGE

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their forces participated. Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, at left). In a *Martial Olympiad* track, players unable to achieve a single objective still are able to salvage their own units. Opposing forces will never salvage the other teams' equipment or units.

Salvage may be sold using the Warchest system (see p. 3, *Chaos Campaigns*).

STAR LEAGUE FORCE STRUCTURE

The Star League Defense Force used homogenous companies and battalions of BattleMechs and armor. If players wish to have a more Star League feel to their SLDF units, instead of rolling on the Unit Composition Table for 'Mech and vehicle mass they may roll 1D6 for the mass of the entire lance. Roll 1D6: 1 and 2: Light Lance, 3 and 4: Medium Lance, 5: Heavy Lance and 6: Assault Lance. After the lance mass is chosen, a single 'Mech or vehicle is rolled for the lance on the appropriate Random Assignment Table.

ERA TRACKS

OFF-MAP MOVEMENT

Some forces are proficient in tactical movement behind the lines of combat. Commands with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may use this ability unless the specific scenario says otherwise.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running MP rating (rounding fraction up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before all their friendly off-map units can return, the battle is lost.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech or other combat unit.

The complete rules for the Warchest Point System can be found in the free PDF download *Chaos Campaigns* (available at www.battlecorps.com) or in *Blake Ascending* (see pp. 136, BA). Additional special campaign expansion rules are found below.

WP-BASED CAMPAIGN PURCHASABLE SPECIAL ABILITIES

These rules may only be used if both players agree to their use beforehand. None of the following Special Abilities may be bought for use in a *Martial Olympiad* track. Either player may purchase these abilities when indicated by the track or scenario; players may spend WP to block the other player from using a special ability by expending 1.5 times the WP cost (rounded down). Both the purchasing player's and the blocking players' WP pools are reduced.

Special Abilities purchased in this way are only retained for one track or scenario; players wishing to re-use them (assuming they are allowed by the track or scenario) must purchase them anew for each use.

When rolling for Purchasable Special Abilities randomly, the rolling player must pay 50 WP per roll (to the allowable maximum listed in the track or scenario) regardless of the roll's outcome. If a player rolling randomly rolls an ability he or she lacks the WP to purchase, the player's force fails to receive any special abilities.



RANDOM PURCHASABLE SPECIAL ABILITY TABLE

ROLL	WP COST	SPECIAL ABILITY
2	200	Sabotage
3	200	Eyes in the Sky
4	*	Turncoat
5	300	Combat Veterans
6	300	Friends in High Places
7	100	Off-Map Movement
8	100	Banking Initiative
9	500	Marksman
10	400	Wealthy Benefactor
11	400	Breakdown
12	500	Cowards

**Cost is variable. See description for details.*

SABOTAGE

The controlling player may reduce the opposing player's force by 10% of its number of units (rounding down). This reduction is taken before play begins, but after all units are chosen. The player controlling the reduced force may choose which units are removed from play. These removed units are not included in tallying any bonus or objective totals, and may not be salvaged. In campaign play, the crews or pilots of these units are not killed and may be used in later tracks or scenarios.

EYES IN THE SKY

Regardless of the instructions for game setup in the track or scenario, the controlling player may force his or her opponent to deploy all of the opposing player's units in advance of the controlling player. This ability always negates any Hidden Units (see p. 259, *TW*) or Off-Map Movement (see p. 192, *TO*) special advantages that occur before game play begins. Only units deployed at the start of play under more than Level 2 (fully submerged) may remain hidden.

TURNCOAT

The controlling player may choose one of the opposing player's units and assume control of it before gameplay begins. The unit will deploy and begin play as one of the controlling player's units rather than the opposing player. The controlling player may choose any unit he or she can match in comparable weight: for instance, if the controlling player has no assault 'Mechs in his initial force, he may not suborn an opposing player's assault 'Mech. The cost for this Special Ability is 50 WP for a Green (gunnery skill of 5 or more) skilled unit, 100 for a Regular (gunnery skill 4) skilled unit, 150 for Veteran (gunnery skill 3) skilled units, and 200 for Elite (gunnery skill 2 or less) skilled units.

COMBAT VETERANS

The controlling player may choose up to 25% of the units chosen for the track (rounded down), and improve the Gunnery and Piloting Skill of their pilots by 1 point. (Thus, a MechWarrior with a Piloting of 5 and a Gunnery of 4 would become a Piloting 4, Gunnery 3 MechWarrior.)

If players are keeping track of specific pilots across multiple Tracks, the modification of skills may only be performed in the first Track, and the warriors then tracked as normal. In addition, as long as the players' force contains at least 4 of these combat veterans, a +1 Initiative roll modifier will apply.

FRIENDS IN HIGH PLACES

If using the optional Golden Age of Technology rules found in *Playing the Star League Era* (see p. 148) to allow standard units access to advanced Star League Equipment, the player may increase the number of Upgrade Points they receive by 2. Thus, if the player uses a Star League force, each unit under his command would receive 10 Upgrade Points (8 Upgrade Points + 2 Points for Friends in High Places).

OFF-MAP MOVEMENT

The controlling player may add the Off-Map Movement special ability to his or her entire force (see pp. 192-193, *TO*). If the player's force already has this special ability then the player receives a +1 Initiative bonus for the duration of the track instead.

BANKING INITIATIVE

The controlling player may add the Banking Initiative special ability to his or her entire force (see p. 192, *TO*). If the player's force already has this special ability, then the player receives a +1 Initiative bonus for the duration of the track instead.

MARKSMAN

The controlling player may add the Marksman special combat ability (see p. 220, *AToW*) to 25% percent of the units in his force (rounding down).

WEALTHY BENEFACITOR

If the controlling player successfully completes the primary objectives of the track or scenario, the WP reward for those objectives is doubled. If the track objectives are not completed, the controlling player still receives fifty percent of the WP reward.

BREAKDOWN

The controlling player may make one possible critical hit check to 50% (round down) of the units in the opposing player's force before play begins. To assign the hit, first make a critical hit chance as normal, then roll on the unit's Front Hit Location table for as many times as the critical hit check resulted in, then roll on the Critical Hit Table for that location. Re-roll any critical hits that would cause ammunition explosions or render the unit destroyed. Any damage caused by the hit (Gauss rifle capacitor discharge, for example) should also be applied, unless it would cause the unit to be destroyed.

COWARDS

If, at any time, the controlling player destroys 1 of the opposing player's units, whichever of the opposing player's units is closest to the opposing player's home map edge will immediately retreat as if it had been Forced to Withdraw. If more than 1 unit is destroyed per turn, a like number of units must withdraw. Destroyed infantry and battle armor units do not count toward this ability. This special ability may not be used during a *Martial Olympiad* track.

WP-BASED STRATEGIC MOVEMENT

Players wishing to build and continue to use units across several worlds or battles can use the following rules to transport their units from planet to planet. This system of WP-based movement and transport does not replace or modify any of the existing transport rules found in *Field Manual: Mercenaries, Revised*, *Strategic Operations*, or *Interstellar Operations*. They simply offer a simplified campaign model.

For the purposes of these rules it is presumed that the player group possesses—or can locate and hire—sufficient DropShip and JumpShip assets to move its entire force. Players wishing to add more authenticity should consult the rules mentioned above as well as *Technical Readout: 3057, Revised* for DropShip and JumpShip carrying capacities.

ERA TRACKS

To move a unit between two planets that are 1 jump apart, simply total all the necessary WP and deduct that value from the unit's available WP pool. Units may enter WP-debt to move between worlds.

Chuck is moving his small force of Star League Special Forces from New Syrtis to assassinate a Taurian command officer that has been causing problems for the Star League on the Federated Suns held planet of Horsham. Taking time to find the shortest route he sees that it is 19 jumps away. His special forces consist of two squads of Nighthawk battle armor (2×0.5 WP per jump = $1 \times 19 = 19$), two Exterminator BattleMechs (2×2 WP per jump = $4 \times 19 = 76$), and two Phoenix Hawk LAMs (2×2 WP per jump = $4 \times 19 = 76$) for a total of $19 + 76 + 76 = 171$ WP. It is expensive to travel from the birthplace of humanity to its edge.

TRACKING TRAVEL TIME

For players tracking travel time, assume two standard weeks (14 days) to travel from a jump point to the inhabited planet and back and one standard week (7 days) per jump to allow for recharge to jump between jump points of each star system. Any additional jumps beyond one add 1 week (7 days). Players wishing more detail can check to see if there is a listed spectral class for a star on their jump path and cross-reference that spectral class with the Jump Sail Recharging Table (see p. 87, SO) and use that time instead for that leg of the journey.



WP-BASED STRATEGIC MOVEMENT TABLE

UNIT TYPE	WP COST PER JUMP
'Mech	2
Fighter	2
LAM	2
Heavy Conventional Vehicle (50 tons or more)	1.5
Light Conventional Vehicle (49 tons or less)	1
Support Vehicle (101 tons or more)	Tonnage/50
Nighthawk Power Armor Squad	0.5
Infantry Platoon	0.5

*Sum all totals and then round up to find the total WP cost



HOW TO USE THE CAMPAIGN

This campaign is designed for a minimum of two players—one player uses either the Attacker or the Defender force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) to spearhead track setups and answer any rules questions that arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare (TW)*, *Tactical Operations (TO)*, or *Strategic Operations (SO)*. An ideal example is using the build-ings rules from *Total Warfare* during certain tracks, or the advanced weather and environment rules from *TO* and *SO*. If using additional rules not presented in this product, all players must agree to their use. A neutral GM or group consensus should decide any questions arising from using those rules. As a last resort, players may simply roll the dice to settle an issue.

THE CAMPAIGN

The Tracks section of *Era Report: 2750* is divided into three separate sections: the Mission Tracks, which can be used in any campaign the player-group desires (including those outside of this book), the Touchpoint Tracks of each mini-campaign, and the Martial Olympiad tracks. The wide range of conflicts and combatants in the 2750 time period make a unified campaign course is

impossible; therefore, players may choose to take part in none, some, or all of the Touchpoint tracks.

Unlike most other campaign supplements, it is difficult to play all of the mini-campaigns (or sometimes even all of their tracks) with a single player unit. Instead, we encourage players and gamemasters to use the Touchpoint tracks as a springboard for a custom-built campaign, using additional Mission tracks to build a fun and enjoyable storyline with which to frame your gaming sessions. For players who prefer a touch of friendly competition, the *Martial Olympiad* offers combat between different regiments of the vast Star League Defense Force.

RUNNING YOUR GAMES

While players and gamemasters are free to design and play these tracks (and the campaigns as a whole) however they wish, a basic method may be played to give players some feel for the actual events of the Star League era. The beginning enumerated in *The Setup* before each mini-campaign offers one way to launch your player groups into the campaigns; certainly enterprising gamemasters and players can find their own ways in, and the *Next Track* section of each offers suggestions of where to take the player-character groups after they have finished that track. The *Mission* tracks may be combined, replayed, or skipped in any order you wish: since they represent experiences rather than specific engagements there will be little repetition.

▽△ BRUSH WARS

There were many small-scale protracted conflicts during the Star League Era, most notably the War of Davion Succession. To better simulate these conflicts, a specific series of Missions may be taken, in progression, to give the players a better feel for the conflict.

War of Davion Succession (2728-2729)

Mission Progression

Attacker: *Draconis Combine*; **Defender:** *Federated Suns*

Tracks: Mission: Probe, Mission: Ambush, Mission: Headhunting, Mission: Assault, Touchpoint: Death of a Prince

Attacker: *Federated Suns*; **Defender:** *Draconis Combine*

Tracks: Mission: Defend, Mission: Ambush, Mission: Assault, Mission: Probe in Force, Touchpoint: St. George Strikes Again

Dragons, Fists, and Sharks (2740-)

Mission Progression

Attacker: *Rim Worlds Republic or Draconis Combine backed Bandits/Pirates*; **Defender:** *Lyran Commonwealth*

Tracks: Mission: Ambush, Mission: Assault, Touchpoint: Rasalhague Rumble

Attacker: *Lyran Commonwealth*; **Defender:** *Rim Worlds Republic or Draconis Combine backed Pirates/Bandits*

Tracks: Mission: Raid, Mission: Defense, Mission: Probe in Force, Touchpoint: Waldorff Warfare

Attacker: *Draconis Combine*; **Defender:** *Lyran Commonwealth*

Tracks: Mission: Assault, Mission: Ambush, Mission: Assault

Attacker: *Lyran Commonwealth*; **Defender:** *Draconis Combine*

Tracks: Mission: Raid, Mission: Assault, Mission: Headhunting

MISSION: PROBE

Scouts have reported back that the enemy has been seen close to our position, within striking distance if they knew we were here. Intel is hazy, and do not make a wise crack about "military intelligence", I've heard it all before. From now until I say otherwise you're our intelligence, so swallow the gallows humor.

The next fly over of our intelligence satellite would not be for another four hours and our aerospace scouts are busy making sure our flank is not exposed, so we need eyes on the ground to let us know the numbers. Make sure you take a good look around and make it back alive. You still owe me 200 Dollars from the last officers' poker game.

GAME SET-UP

The Attacker places two map sheets randomly chosen from Table 1: Flatlands Terrain (see p. 263, *TW*) in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to six units. All units enter the board on the first round.

Defender

The Defender is a portion of the enemy force. Roll 1D6 to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables.

The Defender sets up one half of its force (round down) on the map closest to the Defender's home map edge. The other half of the force enters the board via the Defenders map edge on the first round.

WARCHEST

Track Cost: 50 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Rain Storm: Rain obscures vision and prevents observation satellites from using visual wavelengths to assist in combat. This uses

the rules for Moderate Rainfall (see p. 59, *TO*). Apply a +1 to-hit modifier to all weapon attacks. Moderate rainfall automatically includes all modifiers and effects of mud (see p. 50, *TO*) in any clear, Depth 0 water, or dirt road hex on the playing area. This effect cannot be used on planets with Thin, Trace, or Vacuum Atmospheric Pressures.

+25 Rainy Season: This rain just is not letting up, its shame we are in this position during the planets monsoon season. Apply a +1 modifier to all Piloting skill rolls.

+25 Cats and Dogs: I wish I'd packed a pair of waterproof underwear.... Heavy winds are causing guided missiles to struggle to keep on target. Apply a -2 to the Cluster Hits Table for all Missile weapon attacks.

Note: If all three optional bonuses are taken and at least one Objective is completed, the player gains a total of 100 WP rather than the listed total of 75 WP.

OBJECTIVES

1.) It's Time for the Probe... At least one player unit must move to within three hexes of the Defenders home edge in order to make sure all hostile units have been discovered. (**Reward: +50 WP**)

2.) Return the Data. At least half of the player units must survive until round 8. (**Reward: +50 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is not in a good position to resist the attackers push forward. They are more willing to run away and fight another day then to fight to the death. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

The players may choose one of the following tracks, applying any special track modifiers indicated:

1.) Mission: Probe in Force. If the player achieved both objectives in this scenario then the intelligence they gathered on the defending forces has given them an edge in the next conflict. The player is awarded a +1 modifier to their Initiative in the *Probe in Force* track.

2.) Mission: Ambush. If the player achieved both objectives in this scenario then the intelligence that the player gained about the defenders allows them to set up a very effective ambush. The player is thus allowed to deploy 25% of the units his force (round down) as hidden units (see p. 259, *TW*)



DEFENDER FORCE COMPOSITION

1D6	INNER SPHERE	SLDF	UNIT TYPE
1	3 Light, 1 Medium	3 Light, 1 Medium*	Militia/Militia
2	3 Light, 1 Medium	2 Light, 2 Medium*	Militia/Militia
3	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit/Militia
4	1 Light, 3 Medium	1 Light, 3 Medium*	House/Frontline
5	4 Medium	1 Light, 3 Medium*	House/Frontline
6	3 Medium, 1 Heavy	4 Medium	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

MISSION: PROBE IN FORCE

I have to say I'm impressed by your performance out there. It could have gone a lot worse...stop rolling your eyes at me. You know just as well as I do that no plan survives contact with the enemy and no hope is too small to be dashed to pieces by combat.

Your intel gave us where their flanks are, and we now have a clear enough picture to know about where their main force is located. Since you did so well scouting out the last group I'm putting you in charge of this operation too. Let's just hope our luck holds out...I mean...I'm sure you'll be able to handle anything they throw at you!

GAME SET-UP

The Defender places two map sheets: one randomly chosen from Table 1: Flatlands Terrain and one from Table 2: Hill Terrain (see p. 263, TW) in any legal position and designates one edge as the Defender's home edge. The Attacker's home edge is opposite the Defender's.

Attacker

The Attacker consists of a small portion of the player force and may use up to eight units. All units enter the board on the first round.

Defender

The Defender is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous Mission, the Defender's affiliation and Unit type is suggested to be kept the same.

The Defender sets up their entire force on the map closest to the Defenders home map edge.

WARCHEST

Track Cost: 75 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 The Monsoon Continues: Rain obscures vision and prevents observation satellites from using visual wavelengths to assist in combat. Apply a +1 modifier to all weapons fire.

+25 Lowlands: The bad weather has really swamped the local terrain. Each player may designate one hex for each two (round down) units they are currently deploying to be Swamp (see p. 51, TO). These hexes may not be adjacent to each other and should generally avoid being placed on higher elevation terrain.

+50 Slip and Landslide: Sliding in mud would be much more fun if it was at a party and there was drinking involved. The heavy rains have made the hills in the area unstable and prone to collapse. In addition to following the rules for Mud (see p. 50, TO), any time a 'Mech or non-WiGE/hover vehicle unit changes elevation, the underlying terrain may give way, forcing the unit to make a Piloting/Driving Skill Check with a +1 target modifier. If this roll fails, the 'Mech will fall in the mud and become bogged down (see pp. 62-63, TO). Vehicles that fail this check simply become bogged down.

Note: If all three optional bonuses are taken and at least one Objective is completed, the player gains a total of 125 WP rather than the listed total of 100 WP.

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	3 Light, 1 Medium	3 Light, 1 Medium*	Militia/Militia
2	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit /Militia
3	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit/Militia
4	1 Light, 3 Medium	1 Light, 3 Medium*	House/Frontline
5	4 Medium	4 Medium	House/Frontline
6	3 Medium, 1 Heavy	4 Medium	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

OBJECTIVES

1.) Stay on Target! The Attacker must not fail a Piloting Skill roll until after the Defender fails their first Piloting skill roll. **(Reward: 75 WP)**

2.) Get Physical! The Attacker must perform at least one successful charge, push, or death from above physical attack. **(Reward: 50 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

The players may choose one of the following tracks, applying any special track modifiers indicated:

1.) Mission: Headhunting. If the player has achieved both objectives in this scenario they have gained even more intel about the opposing forces deployment and understand where the commanding officer is. For one round of the attacking players choice during *Mission: Headhunting* they may use the Special Ability Overrun Combat. The round in which this is used must be chosen before initiative is rolled.

2.) Mission: Ambush. If the attacking player achieved both objectives they have gained intelligence through intercepting communications from the enemy headquarters about future troop movements. During *Mission: Ambush* the attacking player may deploy an extra twenty-five percent of their force as hidden units.

3.) Mission: Raid. If the attacking player achieved both objectives in this scenario, if they choose to play *Mission: Raid* next they gain a bonus of 1 to their initiative during that track.

MISSION: AMBUSH

Keep it up, hotshot! When you're face to face with the bad guy like that a few things become apparent. First is if you really are cut out for being on the front lines and a close second is that it does not matter if you put on clean underwear this morning or not. But I have to say, command is happy with the signal intelligence that you brought back.

HQ just sent down some new orders to us and since you've already gotten your nose into it, they thought you'd be best to go back. We know where some munitions are going to be and when, so we need to get your unit into position. We ca not let those munitions and spare parts fall into those bastards' hands. If you pull this off I owe you a full case of Timbiqui Dark.

GAME SET-UP

The Defender and the Attacker each must choose which Random Map Table to roll from before selecting mapsheets (see p. 263, *TW*). The maps are then placed in any legal position. The Defender designates one edge as his own home edge. The Attacker's home edge is opposite the Defender's.

Attacker

The Attacker consists of a small portion of the player force and may use up to 8 units. Half of the players force (round down) may deploy on the map closest to their home map edge as hidden units (see p. 259, *TW*).

Defender

The Defender is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender's force, and then another 1D6 to

determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous Mission, the Defender should use the same Affiliation and Unit type as in the previous track.

Half of the Defender's force enters on the Defender's home edge at the beginning of the game. The other half enters via the Defenders home edge at the beginning of round 3.

WARCHEST

Track Cost: 125 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+75 These Aren't Amateurs! Half of the Defender's units are increased in skill to Gunnery Skill 3 and Piloting Skill 4. If the Defenders are already Inner Sphere Mercenaries or Star League House Unit in skill then award the Defenders a permanent +1 Initiative roll bonus instead.

+50 Don't Stand Up: Instead of half the Attackers units beginning the game hidden, only one quarter (round down) of the Attackers units may start the game hidden.

+50 We Come in Peace (Shoot to Kill): Objective 1 (Lock and Load) is changed to the following: The Attacker must now destroy 100% of the Defender's forces before the Attacker loses 50% of his own.

Note: If all three optional bonuses are taken and at least two Objectives are completed, the player gains a total of 225 WP rather than the listed total of 175 WP.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	3 Light, 1 Medium	3 Light, 1 Medium*	Militia/Militia
2	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit /Militia
3	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit/Militia
4	1 Light, 3 Medium	1 Light, 3 Medium*	House/Frontline
5	4 Medium	4 Medium	House/Frontline
6	3 Medium, 1 Heavy	3 Medium, 1 Heavy	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

OBJECTIVES

1.) Lock and Load. The Attacker must destroy 75% (round down) of the Defender's force before suffering the loss of half of his own (round down). **(Reward: +75 WP)**

2.) Bullet Time. The attacker must complete the track without a friendly pilot death caused by any means. For example: A cockpit critical hit, MechWarrior damage through failed Piloting Skill Rolls, ammo explosions, falling, and so forth. **(Reward: +100 WP)**

3.) Last Man Standing. At the end of round 8, the Attacker has destroyed more tonnage of equipment then the Attacker has lost. Remember, units that have left the board through forced withdrawal count as being "destroyed" for both sides. **(Reward: +50 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Company Commander

One of the Defender units is the Company Commander (an officer in charge of approximately 12 units). This unit has a piloting and gunnery skill one less than the rest of the Defenders force. The player controlling the Defending units should attempt to place the Commander in a Heavy unit (60-75 tons) if there are heavy units available, otherwise a medium unit will suffice.

If the Company Commander is forced from the field of battle and his unit is not destroyed—such as being forced from the field through Forced Withdrawal—he may automatically be placed in the next scenario as an added bonus for the Op-For, piloting the same unit.

Suggested units: HBK-4G Hunchback, PHX-1 *Phoenix Hawk*, TDR-5S *Thunderbolt*, WHM-6R *Warhammer*, LCF-R15 *Lucifer* (Aerospace Fighter), or a Manticore Heavy Tank.

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

The players may choose one of the following tracks, applying any special track modifiers indicated:

1.) Mission: Raid. If the attacking player achieved all objectives *and* lost less than half of their forces, then they have spooked the Defending player's forces. During the next *Mission: Raid*, the attacking player gains a bonus of 1 to their initiative for the first 4 rounds of combat. If the Attacker achieved all objectives and lost more than half their forces, they gain a bonus of 1 to their initiative for only the first 2 rounds.

2.) Mission: Defense. You really poked the hornets' nest this time. If the Attacking player achieved all objectives, during the next *Mission: Defense* the Attacker (then becoming the new defender) is allowed to choose which table *all* the maps are randomly rolled from.

MISSION: HEADHUNTING

HQ was more than impressed with the intel you brought back to us. It looks like we now know where a command officer is holed up. If we can get you and your units there we may be able to take the bastard out before he knows what hit him. I ca not stress how important it is that you do not come back until we see an enemy officer sleeping with the fishes.

GAME SET-UP

The Defender chooses which Table to roll a random map on (see p. 263, *TW*). Use 2 mapsheets for this scenario if there are four lances or less (16 units) involved in this scenario. If there are a more than 4 lances in play, use 4 mapsheets. The mapsheets are then placed in any legal position.

The Defender then chooses one mapsheet for his “home map”, and selects the two exterior sides of that map sheet for his home edges. The Attacker’s home edges are the opposite two map sheet edges.

Attacker

The Attacker consists of a small portion of the player force and may use up to twelve units (three lances). The Attacker enters the map from his home edges on the first round.

The Attacker must designate one of their own units as their Command Officer.

Defender

The Defender is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender’s force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit’s affiliation to assist in determining random forces on the Random

Assignment Tables. If the player is continuing from a previous Mission, the Defender should use the same Affiliation and Unit type as he had in the previous track.

The Defender must designate one unit to be a Command Officer. This Officer has a better gunnery and piloting skill then the rest of the enemy force of 1 point. For instance, if the enemy force has a 4 Gunnery Skill and a 5 Piloting Skill, its Command Officer has a 3 Gunnery Skill and a 4 Piloting Skill.

The Defender may deploy all of their units in any valid hex on their home map.

WARCHEST

Track Cost: 200 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+75 Conscientious Objector: Sanctioned assassination is never something that goes over well among honorable warriors, and there is always at least one guy in the unit who takes honor to heart. One unit from the Attacker’s force—chosen by the Defender—will *not* attack the Defender’s Command Officer. The unit will otherwise behave normally. The Defender may choose any of the Attacker’s units except for the Attacker’s Command Officer to be the conscientious objector.

+75 Man of all Seasons: The Command Officer of the Defender’s force is an experienced tactician. The Defender’s force receives the special ability: Forcing the Initiative (see p. 192, *TO*).

+75 Trained on Terra: The Defender’s Command Officer may roll his unit on the Star League Random Assignment Table (see pp. 145-147) instead of the table for his normal affiliation. If the Defender is already the SLDF, the player controlling the Defender may choose the Command Officer’s unit from the table, rather than rolling randomly for it.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	2 Light, 2 Medium	2 Light, 2 Medium*	Militia/Militia
2	2 Light, 2 Medium	1 Light, 3 Medium*	Bandit /Militia
3	1 Light, 3 Medium	1 Light, 3 Medium*	Bandit/Militia
4	4 Medium	4 Medium	House/Frontline
5	4 Medium	3 Medium, 1 Heavy	House/Frontline
6	3 Medium, 1 Heavy	3 Medium, 1 Heavy	Mercenary/Frontline

*If both players agree up to one light ‘Mech may be replaced with a LAM, or two light ‘Mechs with two vehicles each.

Note: If all three optional bonuses are taken and at least two Objectives are completed, the player gains a total of 300 WP rather than the listed total of 225 WP.

OBJECTIVES

1.) Blitzkrieg! The Attacker must destroy (or disable) 25% (round down) of the Defender's units by round 4. **(Reward: +75 WP)**

2.) Honor Duel. The Attacker's Command Officer must deliver the attack that either destroys the Defender's Command Officer, or forces the Defender's Command Officer into forced withdrawal. **(Reward: +100 WP)**

3.) Brave Sir Robin. The Attacker's Command Officer unit must remain on the field until after the Defender's Command Officer is defeated or withdrawn. **(Reward: +50 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Company Commander

One of the Defender units is the Command Officer. This unit has a piloting and gunnery skill one less than the rest of the Defender's force (as stated above in Game Set-up). The player controlling the Defending units should attempt to place the Commander in a Heavy unit (60-75 tons).

If the Company Commander is forced from the field of battle and his unit is not destroyed, i.e. he was forced from the field through Forced Withdrawal, he may automatically be placed in the next scenario as an added bonus for the Op-For piloting the same unit.

Suggested units: HBK-4G *Hunchback*, PHX-1 *Phoenix Hawk*, TDR-5S *Thunderbolt*, WHM-6R *Warhammer*, LCF-R15 *Lucifer* (Aerospace Fighter), or a Manticore Heavy Tank.

Forced Withdrawal

No unit from the Defender's force (except the Defender's Command Officer) will enter Forced Withdrawal while the Defender's Command Officer is still active on the field. Once the Command Officer has been destroyed or forced to withdraw, then the standard Forced Withdrawal rules will affect the remaining Defenders as normal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

The players may choose one of the following tracks, applying any special track modifiers indicated:

1.) Mission: Assault. Now that you've destroyed a link in their chain of command I think it's time we showed them who owns this world. If the Attacking player achieved all objectives, during the next mission the Defending player will not be able to use the Forcing the Initiative Special Ability (see p. 192, *TO*) unless otherwise stated.

1.) Mission: Defense. How were you to know that the guy we just killed had a big brother who also knows how to knock our teeth in? If the Attacking player achieved all objectives, during the next *Mission: Defense* the Attacker (then becoming the new defender) is allowed to choose which table *all* the maps are randomly rolled from.

MISSION: RAID

The Quartermaster has been having problems keeping some munitions and material in stock and the chow hall really wants to have a few pounds of Tikonov Scaly Paprika for what Master Sergeant Donald is calling his "Hull-Breach Alarm Chili". Personally I think we need autocannon rounds and short-range missiles more, but I'm not about to argue with the guy who provides me with new boots and the man who serves me food every day.

One of our observation satellites pinpointed a munitions dump about an hour's jaunt from here. If you leave now you can make it back before dinner and I'm sure that Chef will be happy enough to see you that there'll be a bottle of Scotch in it for you.

GAME SET-UP

The Defender chooses which Table to roll a random map on (see p. 263, *TW*). Use 2 mapsheets for this scenario if there are four lances or less (16 units) involved in this scenario. If there are more than 4 lances in play, use 4 mapsheets. The mapsheets are then placed in any legal position.

The Defender then chooses one mapsheet for his "home map", and selects the two exterior sides of that map sheet for his home edges. The Attacker's home edges are the opposite two map sheet edges.

Note: The player may choose to be the Defender in this Mission instead of being the Attacker. Raiding occurs no matter who is the aggressor.

Attacker

The Attacker consists of a small portion of the player force and may use up to twelve units (three lances). The Attacker enters the map from their home edges on the first round.

Defender

The Defender is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous Mission, the Defender should use the same Affiliation and Unit type as in the previous Track.

The Defender must designate four adjacent hexes as the supply dump on their home map. These hexes are considered paved and clear for purposes of line-of-sight since they are being used to store ammunition, spare parts, and personal equipment. Movement through the hexes is the same as though they were light woods. This is due to units needing to move slowly so as to not step on anything explosive.

WARCHEST

Track Cost: 250 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+75 Cover Story: Defending units may use the munitions dump as a "pillbox". Each hex provides a partial cover bonus (see p. 102, *TW*) for units from the Defender's force only, as they have prepared positions ahead of time. Missed shots will not affect the munitions or make them explode.

+100 Guard Dogs: The Defender has defense turrets set up. The Defender may place four turrets inside the munitions dump, or in adjacent hexes to the munitions dump. These turrets have 10

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	2 Light, 2 Medium	2 Light, 2 Medium*	Militia/Militia
2	2 Light, 2 Medium	1 Light, 3 Medium*	Bandit /Militia
3	1 Light, 3 Medium	1 Light, 3 Medium*	Bandit/Militia
4	4 Medium	4 Medium	House/Frontline
5	4 Medium	3 Medium, 1 Heavy	House/Frontline
6	3 Medium, 1 Heavy	3 Medium, 1 Heavy	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

points of armor each and contain *one* of the following weapon systems: Large Laser, SRM-6, LRM-10, 4 x Machine Guns. These weapon turrets are considered to have an experience level equal to that of the Defender's force. These turrets will never receive a partial cover bonus from terrain or from the optional bonus *Cover Story*.

Note: If both optional bonuses are taken and at least two Objectives are completed, the player gains a total of 225 WP rather than the listed total of 175 WP.

OBJECTIVES

1.) Grab the Goods. The Attacker must capture goods from at least 2 of the 4 munitions dump hexes. (See *Capturing Goods*, below) **(Reward: +100 WP)**

2.) Was That a Crate of Miss Star League '49 Calendars? The Attacker must capture goods from all 4 of the munitions dump hexes. (See *Capturing Goods*, below) **(Reward: +100 WP)**

3.) The Great Escape. Destroy any chance of pursuit (See *Disabled Pursuit*, below) **(Reward: +150 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Capturing Goods

In order to capture goods from one of the dump hexes, the Attacker must spend a full round with a unit in that hex (not counting the round the unit enters or exits the hex). While a unit is spending the round "capturing goods", it may not make any weapon attacks, but is not considered immobile. Once the full round is complete, the unit is considered to have somehow lashed or stolen the goods.

Once a unit has captured goods, it must immediately withdraw per the normal Forced Withdrawal rules. If they successfully flee the board then they are counted towards the Objectives of this Mission. If they are destroyed while leaving, another unit must enter the destroyed unit's hex to pick up the goods as before.

Forced Withdrawal

Standard Forced Withdrawal Rules are in effect with the addition of the Capturing Goods Special Rule above.

Disabled Pursuit

The final Objective for this Mission is to destroy any chance of pursuit. In order to accomplish this, the Attacker must do the following:

All Defender units capable of jump movement must be disabled or destroyed.

All Defender VTOL units must be disabled or destroyed.

All Defender units capable of faster movement than the Attacker units that stole the goods must be disabled or destroyed.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

The players may choose one of the following tracks, applying any special track modifiers indicated:

1.) Mission: Assault. Now that you've destroyed a link in their chain of command I think it's time we showed them who owns this world. If the Attacking player achieved all objectives, during the next mission the Defending player will not be able to use the Forcing the Initiative Special Ability (see p. 192, *TO*) unless otherwise stated.

2.) Mission: Defense. How were you to know that the guy we just killed had a big brother who also knows how to knock our teeth in? If the Attacking player achieved all objectives, during the next *Mission: Defense* the Attacker (then becoming the new defender) is allowed to choose which table *all* the maps are randomly rolled from.

MISSION: ASSAULT

This is it, the big one. We've finally got the bastards pinned down where we think we have the best chance at knocking their teeth in. We are going to send you in with a larger chunk of our force. We need to make sure that after the dust-up they do not have enough firepower left to try and break through to their rally point. HQ wants them to throw down their guns and put up a white flag. So do not hold back, soldier.

GAME SET-UP

This Mission calls for 4 mapsheets. The Attacker chooses which Table each mapsheet is from (see p. 263, TW), but the Defender is allowed to choose each mapsheet from those tables with no need for a random roll. The mapsheets are then placed in any legal position. The Defender then chooses one map edge for his home edge. The Attacker's home edge is opposite of the Defender's.

Attacker

The Attacker consists of a moderately sizable portion of the player force and may use up to sixteen units (four lances). The Attacker enters the map from their home edge on the first round.

The Attacker must designate one of their own units as their Command Officer. If the Attacker has over twelve units then the Attacker must also designate a Company Command Officer. See Special Rules for details.

Defender

The Defender is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous

Mission, the Defender's affiliation and Unit type is suggested to be kept the same.

The Defender must designate a unit to be the Command Officer for their force. If the Defender has more than 12 units, the Defender must also designate a Company Command Officer. See Special Rules for details. The Defender enters from their home edge on the first round.

WARCHEST

Track Cost: 400 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+150 Queensbury Rules: The Attacking player's force may not use any of the special abilities listed for his Commanding Officer or Company Command Officer during this Mission.

+50 The Terror that Lurks in the Night: The Assault takes place after the planet's primary star has set, with minimal moonlight. Use the rules for Moonless Night (see p. 58, TO).

+150 A Cut Above the Rest: The Defender's units are exceptionally well trained and suited for the battle that lies ahead of them. All Defender may improve the Piloting and Gunnery skills for all of his units by 1 point.

Note: If all three optional bonuses are taken and at least two Objectives are completed, the player gains a total of 400 WP rather than the listed total of 350 WP.

OBJECTIVES

1.) Mission: Accomplished The Attacker must destroy (or disable) seventy-five percent (round down) of the Defender units. **(Reward: +300 WP)**

2.) Style and Grace. The Attacker loses less than fifty percent of their force. **(Reward: +150 WP)**



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	1 Light, 3 Medium	1 Light, 3 Medium*	Bandit/Militia
2	1 Light, 3 Medium	4 Medium	Bandit /Militia
3	4 Medium	3 Medium, 1 Heavy	House/Frontline
4	3 Medium, 1 Heavy	2 Medium, 2 Heavy	House/Frontline
5	2 Medium, 2 Heavy	2 Medium, 1 Heavy, 1 Assault	House/Frontline
6	2 Medium, 1 Heavy, 1 Assault	1 Medium, 2 Heavy, 1 Assault	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.



SPECIAL COMMAND ABILITY TABLE

1D6	ABILITY
1	Apply a +1 Initiative modifier while Officer is active on the battlefield
2	Officer has Marksman Special Pilot Ability (see p. 220, ATOW)
3	Officer provides his force with Overrun Combat Special Ability (see p. 193, TO)
4	Officer provides his force with Banking the Initiative Special Ability (see p. 192, TO)
5	Officer has Melee Master Special Pilot Ability (see p. 223, ATOW)
6	Officer has Speed Demon Special Pilot Ability (see p. 224, ATOW)

SPECIAL RULES

The following rules are in effect for this track:

Command Officers

Both the Attacker and Defender have the opportunity to use both a Command Officer and a Company Command Officer. Both of these Officers have a piloting and gunnery skill 1 better than the force they are a part of. In addition, if a player has both Officers fielded due to having enough units, then the Command Officer also gains a random ability indicated in the Special Command Ability Table to the left:

Forced Withdrawal

Standard Forced Withdrawal Rules are in effect.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

Players Choice or *Mission: Strategic Withdrawal*

MISSION: DEFENSE

Our forces are spread far too thin for HQ's liking. That means we get the dirty job of trying to keep the attention of the enemy forces until the rest of our force can redeploy. I ca not say how long it'll take, but hopefully less time than it takes for our ammo bins to run dry. I know that you and the men like being on the offensive, but just try and think of this situation as being on the offensive in a static location.

GAME SET-UP

This Mission calls for 4 mapsheets. The Attacker chooses which Table each mapsheet is from (see p. 263, TW), but the Defender is allowed to choose each mapsheet from those tables with no need for a random roll. The mapsheets are then placed in any legal position. The Defender then chooses one map edge for his home edge. The Attacker's home edge is opposite of the Defender's.

Attacker

The Attacker consists of a moderately sizable portion of the enemy force and may use up to 16 units (4 lances). The Attacker enters the map from their home edge on the first round.

The Attacker must designate one of their own units as their Command Officer. If the Attacker has over twelve units then the Attacker must also designate a Company Command Officer. See Special Rules for details.

Roll 1D6 for each full lance (4 units) that the Attacker is deploying to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Defender may be randomly chosen on the Random Op-For Table (above) based on the player units' affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous Mission, the Defender should use the same Affiliation and Unit type as he had in the previous Track.

Defender

The Defender is a sizable portion of the attackers force. The Defender must designate a unit to be the Command Officer for their force. If the Defender has more than 12 units, the Defender must also designate a Company Command Officer. See Special Rules for details.

The Defender may set up anywhere within 5 hexes of their home edge (if using four map sheets) or within 3 hexes of their map edge (if using less than four map sheets). The Defender units begin the game in those locations.

WARCHEST

Track Cost: 400 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

ERA TRACKS

+200 Reinforcements: The Attacking Player has an additional lance of units over what they would normally be allocated for this Mission.

+100 Kudzu is Not Your Friend: Thick vines cover all forested areas. All woods hexes are considered Jungle Hexes of equal density (i.e. Light Woods are considered Light Jungle and heavy Woods are considered Heavy Jungle) as seen on p. 32, TO. If no woods hexes are present (you are playing in space or in desert like terrain), each player may choose one hex for each two units they control. These hexes are considered Light Jungle, or obstacles in the way in space (use the asteroid rules on pp. 44-45, SO).

+100 Flankers: The Attacking player's units gain the Off-Board Movement Special Ability (see pp. 192-193, TO).

Note: If all three optional bonuses are taken and at least two Objectives are completed, the player gains a total of 500 WP rather than the listed total of 400 WP.

Objectives

1.) Hold...HOLD! The Defender must not lose more than 50% of their units. **(Reward: +300 WP)**

2.) Cover Me! The Defender must not have any units destroyed through attacks into the unit's rear arc. In other words, do not die from getting shot in the back! **(Reward: +200 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Back Against the Wall

The player force may not receive any bonuses to their initiative rolls for this Mission. Having to hold a static location works against you sometimes. If the random Command Officer roll results in a bonus to initiative, the player may re-roll that result.

Command Officers

Both the Attacker and Defender have the opportunity to use both a Command Officer and a Company Command Officer. Both of these Officers have a piloting and gunnery skill 1 point better



SPECIAL COMMAND ABILITY TABLE

1D6	ABILITY
1	Apply a +1 Initiative modifier while Officer is active on the battlefield
2	Officer has Marksman Special Pilot Ability (see p. 220, ATOW)
3	Officer provides his force with Overrun Combat Special Ability (see p. 193, TO)
4	Officer provides his force with Banking the Initiative Special Ability (see p. 192, TO)
5	Officer has Melee Master Special Pilot Ability (see p. 223, ATOW)
6	Officer has Speed Demon Special Pilot Ability (see p. 224, ATOW)

than the force they are a part of. In addition, if a player has both Officers fielded due to having enough units, then the Command Officer also gains a random special ability, roll 1D6 and consult the Special Command Ability Table above.

Forced Withdrawal

Standard Forced Withdrawal Rules are in effect.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

Players Choice or *Mission: Strategic Withdrawal*



ATTACKER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	1 Light, 3 Medium	1 Light, 3 Medium*	Bandit/Militia
2	1 Light, 3 Medium	4 Medium	Bandit /Militia
3	4 Medium	3 Medium, 1 Heavy	House/Frontline
4	3 Medium, 1 Heavy	2 Medium, 2 Heavy	House/Frontline
5	2 Medium, 2 Heavy	2 Medium, 1 Heavy, 1 Assault	House/Frontline
6	2 Medium, 1 Heavy, 1 Assault	1 Medium, 2 Heavy, 1 Assault	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

MISSION: STRATEGIC WITHDRAWAL

Rise and Shine buckaroo! It's time to get the hell out of Dodge. We've got what we've come for and we should pull off-world before the hostiles get it into their heads that they can hit us back hard. We'll call in the heavies to take over the long-term project. HQ has bigger and better things for us to handle.

GAME SET-UP

The Defender and the Attacker each choose which Random Map Table is used to determine mapsheets from (see p. 263, *TW*). The mapsheets are then placed in any legal position. The Defender designates one edge as his home edge. The Attacker's home edge is opposite the Defender's.

Attacker

The Attacker is a portion of the enemy force. Roll 1D6 for each full lance (4 units) that the Defender is deploying to determine the composition of the Defender's force, and then another 1D6 to determine the Unit Type. The Attacker may be randomly chosen on the Random Op-For Table (above) based on the player unit's affiliation to assist in determining random forces on the Random Assignment Tables. If the player is continuing from a previous Mission, the Attacker's Affiliation and Unit type should be the same as used in the previous Track.

The Attacker's units enter from their home edge at the beginning of the first round.

Defender

The Defender consists of a small portion of the player force and may use up to eight units. Half of the players force (round down) may deploy on the map closest to their home map edge as hidden units (see p. 259, *TW*).

WARCHEST

Track Cost: 100 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Siberian Chill: Freezing rain has wreaked havoc with the terrain, covering everything in a thick, slick coating of ice (see p. 50, *TO*).

+50 Sprinters: 25% of the Attacker's units have pilots who can eke out extra speed from their units. Increase the maximum running/flanking speed of these units by 1.

Note: If both optional bonuses are taken and both Objectives are completed, the player gains a total of 150 WP rather than the listed total of 100 WP.

OBJECTIVES

1.) Bob and Weave. Half of the Defending player's units must survive until round 7. **(Reward: +50 WP)**

2.) Survival. Half of the Defending player's units must survive until three-quarters (round down) of the Attackers units have been destroyed. **(Reward: +50 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

Player's Choice

ATTACKER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	SLDF	UNIT TYPE
1	3 Light, 1 Medium	3 Light, 1 Medium*	Militia/Militia
2	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit /Militia
3	2 Light, 2 Medium	2 Light, 2 Medium*	Bandit/Militia
4	1 Light, 3 Medium	1 Light, 3 Medium*	House/Frontline
5	4 Medium	4 Medium	House/Frontline
6	3 Medium, 1 Heavy	3 Medium, 1 Heavy	Mercenary/Frontline

*If both players agree up to one light 'Mech may be replaced with a LAM, or two light 'Mechs with two vehicles each.

TOUCHPOINT: DEATH OF A PRINCE



"I cannot describe how I felt when the report came across the command comms. The First Prince's Marauder had been knocked out and instead of the automatic ejection system taking him away from those Dragon bastards, it jammed up. We watched the battle-cam and saw the Prince's Champion in his Hammerhands throwing himself at a Wolverine that had leveled its arm-mounted autocannon at the cockpit. He did not make it before the stream of depleted uranium rounds and tracer fire punched straight through Joseph Davion's cockpit.

"It was almost like watching your own father killed in front of you. The screams over the comms that I heard were not from the dying, they were from the mourning."
—Thomas Green-Davion, Duke Regent of New Syrtis, March Lord of the Capellan March.

SITUATION

Rothchild Plains

Royal

Draconis March, Federated Suns (Disputed)

14 July 2729

The lowest point in the entire War of Davion Succession was the Battle for Royal where First Prince Joseph Davion was killed. The forces of the Draconis Combine had already laid waste to a large portion of the Draconis March and its military forces and it was felt that one last large push against House Kurita would restore morale to the already strained AFFS.

What the First Prince did not count on was his own death and the staggering blow that it would cause to his realm. Can the Federated Suns forces hold back the Draconis Combine long enough for reinforcements to arrive to recover the First Prince's body? Can the AFFS pull a victory out from the jaws of the Dragon?

GAME SET-UP

Recommended Terrain: Flatlands, Hill (Tables 1 and 2; pp. 263, TW)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home edge. The Defender's home edge is opposite of the Attackers.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Both the Attacker and Defender must designate a command lance. The Draconis Combine Command Lance should contain a minimum of one assault 'Mech. This unit is the force commander and is considered an Elite

MechWarrior. The Federated Suns Command Lance should contain three 'Mechs, one of which is a HWH-3D *Hammerhands* and the pilot is the Prince's Champion of the now dead First Prince. He has a Gunnery Skill of 1 and a Piloting Skill of 2. Of the other three 'Mechs, two should be Heavy 'Mechs.

Attacker

The Attacker consists of elements of the Fifth Benjamin Regulars Regiment of the DCMS. The Attacker consists of 125% if the Defender's force. The units of the Fifth Benjamin Regulars are considered Veteran.

Defender

The Defender consists of elements of the Davion Heavy Guards of the AFFS. The units of the Heavy Guards are considered Elite. The Heavy Guards may field no more than 12 units (3 lances).

WARCHEST

Track Cost: 800 WP

Optional Bonuses:

+200 He Went Down Fighting:

During the death of First Prince Joseph Davion, the First Prince was able to kill the 'Mechs surrounding him. Instead of the Fifth Benjamin Regulars having 125% of the Defender's strength, they only have 100% of the Defender's strength.

+300 Lionhearted: While the death of the Prince has broken the AFFS' morale as a whole on Royal, the First Prince's loyal followers are furious and the anger is fueling a blitz. For the first 5 rounds of play, the Defender's units receive a -1 to-hit modifier for all weapons fire.



ROYAL

Noble Ruler: Baron Monty Tennant II
Star Type (Recharge Time): G2V (183 hours)
Position in System: 1
Time to Jump Point: 9.12 days
Number of Satellites: 2 (Crown, Scepter)
Surface Gravity: 1.00
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30 C (Hot)
Surface Water: 71 percent
Recharging Station(s): Nadir
HPG Class Type: B
Highest Native Life: Reptiles
Population (2750): 1,050,000,000
Socio-Industrial Levels: C-D-A-C-B

Objectives

1.) Fall of Avalon: The Attacker must destroy the Prince's Champion and the other 3 of the former First Prince's command lance before the Attacker loses. **(Reward: +400 WP)**

2.) Snapping Excalibur: The Attacker must lose less than 50% of its forces (round down) before the Defender loses 50% of its forces (round down). **(Reward: +400 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Advanced BattleMechs

The former First Prince's Champion has a HWH-3D *Hammerhands* that has been upgraded with advanced Star League technology. Both AC/10's have been replaced with LB 10-X AC's, all jump jets have been removed and three additional heat sinks have been added. The two remaining tons have been added to the BattleMech's armor.

The Command Officer of the Fifth Benjamin Regulars has a VTR-9B *Victor* that has been upgraded with advanced Star League Technology. The AC/20 has been replaced with an AC/10 with two tons of ammo. The 'Mech has double heat sinks, but only 10. Both medium lasers have been upgraded to medium pulse lasers with an additional medium pulse laser added. Finally, the remaining tonnage has been dedicated to extra armor plating.

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

TOUCHPOINT: ST. GEORGE STRIKES AGAIN



"The strategic situation across the entire March was dismal. At the worst point in the War over half of my worlds were either directly under threat or currently being occupied. All of the enemy force movement led me to believe only one conclusion; the Combine was going to make a push towards New Avalon.

"There will be those in the AFFS that will spit at my feet for saying so, but with the First Prince dead and our forces a shambles we could not have stopped them. Thank God that the Star League finally decided to get involved. It took them almost two years for them to see that their entire purpose was threatened if they would not protect a Great House like the Federated Suns against an illegal military action.

"Once we knew the Star League stood at our side, the men and women of the AFFS took it upon themselves to kick the jagged teeth of the Dragon straight down its throat. One battle in particular I took an interest in was the retaking of the Olympus XL fusion engine production facilities on Fallon II. It was time to take the fight to the Combine."

—Vasily Sandoval, Duke of Robinson, March Lord of the Draconis March.

SITUATION

Jamtara City

Fallon II

Draconis March, Federated Suns (Disputed)

26 August 2729

The Federated Suns had almost fallen apart in the time since the death of the First Prince on Royal. Once the Star League stepped into the middle of the war to try and slow things down things changed. The Federated Suns pulled together regiments from the planetary militias of the Crucis March and reserve forces that had yet to see active duty. With the Dragon's momentum halted, the Davion forces would now attempt to take back the territory they had lost over the past two years.

GAME SET-UP

Recommended Terrain: Light Urban, Heavy Urban (Tables 7 and 8; p. 263, TW)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home edge. The Defender's home edge is opposite of the Attackers.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Both the Attacker and Defender must designate a command lance. The Draconis Combine Command Lance should contain a minimum of one Assault 'Mech. This unit is the force commander and is considered an Elite MechWarrior. The Federated Suns Command Lance should contain at least one Heavy 'Mech. This unit is considered the force commander and is considered to be an Elite MechWarrior.

ERA TRACKS

Attacker

The Attacker consists of elements of the First Avalon Hussars. The units of the First Hussars are considered Elite. For this Track, the Attacker may field between 8 to 12 units (2 to 3 lances).

Defender

The Defender consists of elements of the Fourth Sword of Light Brigade. The units of the Fourth are considered Elite. This force must be 100% of the Attacker's in strength.

WARCHEST

Track Cost: 800 WP

Optional Bonuses:

+250 Dust Storm: The terraforming of Fallon II is still taking place, and massive storms sometimes rip across the landscape, kicking up dust storms that rival those of pre-terraformed Mars. Use the rules for Blowing Sand (see p. 62, *TO*).

+/- 100 Cyber War: The battle for the planet's observation satellites and orbital military intelligence assets is fierce and ongoing. The Defending player chooses to incur a bonus or penalty to initiative. For each +1 Initiative roll modifier, add 100 WP to the Track cost; for each -1 Initiative roll modifier, subtract 100 WP.

-200 Vasily Sandoval: The First Avalon Hussars have the strategic genius of Vasily Sandoval helping them in the retaking of the planet. This gives the Attackers the Overrun Combat Special Ability (see Vasily Sandoval on p. 157)

Objectives

1.) Sword of St. George: The Attacker must destroy the heaviest 25% percent of the Defending units by round 6. See Special Rules. **(Reward: 400 WP)**

2.) Hearts and Minds: The Attacker must not enter any buildings in order to avoid civilian casualties. See Special Rules. **(Reward: 300 WP)**

3.) Slaying the Dragon: The Attacker must destroy 75% of the Defender's force before the Attacker has lost 75% of his own force. **(Reward: 100 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Advanced BattleMechs

The Command Officers for both the First Avalon Hussars and the Fourth Sword of Light should have Advanced BattleMechs with Star League era equipment. Suggestions for these units are:

FALLON II

Noble Ruler: Baroness Heather Lozier
Star Type (Recharge Time): F6V (177 hours)
Position in System: 2
Time to Jump Point: 13.87 days
Number of Satellites: None
Surface Gravity: 0.96
Atm. Pressure: Standard (Tainted), High concentrations of ozone and carbon dioxide
Equatorial Temperature: 39 C (Arid)
Surface Water: 20 percent
Recharging Station(s): Zenith
HPG Class Type: B
Highest Native Life: Single Cell
Population (2750): 142,000,000
Socio-Industrial Levels: B-A-B-B-D (Terraforming underway)

First Avalon Hussars:

BLR-1Gd BattleMaster: The new BLR-1Gd *BattleMaster* has 16 double heat sinks. It removes the Machine Guns and its ammo and replaces all forward facing Medium Lasers with Medium Pulse Lasers.

TDR-5Sd Thunderbolt: The Davion built *Thunderbolt* replaces the LRM-15, Machine Guns and their ammunition with an Ultra AC/5 with two tons of ammo. It upgrades the Heat Sinks to 12 Double Heat Sinks, upgrades the Large Laser to a Large Pulse Laser and adds an additional medium laser.

DV-6Md Dervish: The new DV-6Md *Dervish* has upgraded its engine to an XL engine with 12 single heat sinks. It replaces the LRM-10s with two LRM-15's with 3 tons of ammo and adds CASE to protect the ammo in a single torso.

Fourth Sword of Light:

STK-3Fk Stalker: The new STK-3F *Stalker* upgrades its heat sinks to having 18 Doubles. It replaces the SRM-6's with 4 Streak SRM-2s and adds an Artemis IV FCS to the LRM-10s.

WHM-6Rk Warhammer: This Combine-built *Warhammer* upgrades the Engine to an XL Fusion Engine and increases its speed to 5/8. Its heat sinks are also upgrades to having 15 double heat sinks. All remaining tonnage is dedicated to extra armor protection.

PHX-1Kk Phoenix Hawk: The PHX-1Kk *Phoenix Hawk* upgrades its heat sinks to having 11 double heat sinks, upgrades its Large Laser to an ER Large Laser, and upgrades its two Medium Lasers to Medium Pulse Lasers.

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

Sword of St. George

The Objective, Sword of St. George, is dependent on the forces of the Draconis Combine. Take all of the Draconis Combine units, sort them by weight, and then take the heaviest 25% of them. These are the units that the First Avalon Hussars must destroy by round 6.

For example: *Carl is controlling the Draconis Combine forces and has 8 units. He sorts them by mass and sees that he has (in tons): 30, 35, 35, 50, 50, 75, 80, 95. Thus his opponent must kill 2 units, the 95-ton machine and the 80-ton machine.*

TOUCHPOINT: WALDORFF WARFARE



"The continued attacks on the innocent civilians of the Lyran Commonwealth cannot stand! I have come to Terra, outside of the normal diplomatic schedule for the Star League Council to stand before the First Lord of the Star League. I have come here to voice the pain and grief that my fellow Lyran's feel when they see their factories smashed, their fields burnt, and their husbands, wives. . . daughters and sons killed... killed by butchers in the employ of the Draconis Combine.

"I stand here with one hand open in peace: held out to the Star League to help us resolve this situation with no more bloodshed. But I also stand with one hand on my sword knowing that if Terra does not stand with us then the Lyran Commonwealth will ensure that it will end to our satisfaction."

—Archon Michael Steiner II of the Lyran Commonwealth, Speech to Terran press corps

SITUATION

Astoria Planitia

Waldorff

Trellshire, Tamar Pact, Lyran Commonwealth

1 Mar 2742

The continual bandit and pirate activity across the coreward regions of both the Lyran Commonwealth and the Draconis Combine has long since past the point where a diplomatic solution was possible. While some of these bandit raids were clearly funded by the Draconis Combine (much like some raids against the Combine were clearly funded by the Lyran Commonwealth), many are independent pirates or mercenaries hired by an unknown power.

Following an attack at a copper mine on the outskirts of the Astoria District on Waldorff, elements of the First Donegal Guards attempted to intercept the bandits before they could make it to their LZ. Will they be able to catch them in time to gain the intel needed to prove what planet they came from?

GAME SET-UP

Recommended Terrain: Flatlands, Hill, or Light Urban (Tables 1, 2, and 7; p. 263, TW)

Arrange four map sheets in any legal configuration. The Defender should choose one map edge as the Defender's home edge. The Attacker's home edge is opposite of the Defender's. At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

The Attacker consists of elements of the First Donegal Guards. The units of the First Guards have a skill level of Veteran, and may field between 4 to 8 units (1 to 2 lances).

Defender

The Defender consists of elements of a mercenary unit hired by the Draconis Combine, the Rabid Coyotes. The Coyotes have a skill level of Veteran. The Defender should have 100% of the Attacker's strength. The Rabid Coyotes may roll 50% of their units from the Periphery Random Assignment Table and 50% of their units from the Draconis Combine Random Assignment Table (see pp. 145-147).



WALDORFF

Noble Ruler: Baron Wilhelm Truder

Star Type (Recharge Time): GOV (181 hours)

Position in System: 2

Time to Jump Point: 10.43 days

Number of Satellites: 1 (Nikola)

Surface Gravity: 0.97

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 28 C
(Temperate)

Surface Water: 69 percent

Recharging Station(s): Nadir, Zenith

HPG Class Type: B

Highest Native Life: Plants

Population (2750): 875,000,000

Socio-Industrial Levels: B-B-C-C-C

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

+150 Howl at the Moon: The Coyotes have been more nimble at avoiding the fight that has been coming. The battle takes place while Waldorff's large moon is high in the sky, creating Full Moon conditions (see p. 58, TO).

+150 Pack Mates: The Rabid Coyotes have 150% of the Attacker's force instead of the normal 100% of the Attacker's strength.

Objectives

1.) Clothesline: The Lyran Commonwealth needs to capture the pilots of units for interrogation on their employers. **(Reward: +50 WP for each unit destroyed on the battlefield; units that leave the battlefield do not apply.)**

ERA TRACKS

2.) Warheads on Waldorff: The Attacker must destroy 50% of the Defender's forces before the Attacker loses 50% of his own force. **(Reward: +300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Clothesline

If using the optional Golden Age of Technology rules found in *Playing the Star League Era* (see p. 148), every 2 units destroyed in the Clothesline Objective will award units friendly to the defending Lyran Commonwealth 1 extra point for use in modifying their units. In addition, for every 4 units destroyed, the Lyran-friendly side will receive a

+1 initiative modifier as well. These bonuses apply the next time the players play the *Touchpoint: Rasalhague Rumble* mission below.

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.



TOUCHPOINT: RASALHAGUE RUMBLE



"Our two nations are on a precipice, both looking down in the dark waters of oblivion. I ask my fellow Council Lord to take one step backwards and see that the hands of the Combine hold no sword. We hold no hate. We only wish peace for our own people the same as those that look to you for courage. We have lost men and women just the same as you.

"I do warn my fellow Council Lord, I have heard whispers of revenge from your military. If the Eyes of the Dragon see a Steiner Fist on the soil of my nation, the Archon can be assured of feeling the Dragon's Teeth."

—Coordinator Takiro Kurita of the Draconis Combine, Response to Archon Steiners' press statement.

SITUATION

Great Glacier Park

Rasalhague

Trondheim Prefecture, Draconis Combine

26 September 2742

The cycle of strike and counterstrike continues between the proxy forces of the Commonwealth and the Combine. The last raids on the Commonwealth heavily damaged agricultural processing facilities along with razing the primary spaceport on a minor border world near the shared border with the Combine and the Rim Worlds Republic. The Lyrn military hired an eager bunch of pirates to take revenge, and now it's time for the Combine to nail down the newest addition to the list of war criminals of the twenty-eighth century.

GAME SET-UP

Recommended Terrain: Flatlands, Hill, or Light Urban (Tables 1, 2, and 7; p. 263, *TW*)

Arrange four map sheets in any legal configuration. The Defender should choose one map edge as the Defender's home edge. The Attacker's home edge is opposite of the Defenders. At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

The Attacker consists of elements of the Alpha Ophiuchi Brigade with a skill level of Regular. As a state of the art Brigade, the Alpha Ophiuchi Brigade, when rolling randomly for units, may choose to roll on the Star League Random Assignment Tables for one unit out of every four deployed.

Defender

The Defender consists of elements of a mercenary force hired by the Lyrn Commonwealth, the Terrible Twenties. The Twenties have a skill level of Regular and should have 100% of the Attacker's

strength. The Terrible Twenties may roll 50% of their units from the Periphery Random Assignment Table and 50% of their units from the Lyrn Commonwealth Random Assignment Table (see pp. 145-147).

WARCHEST

Track Cost: 600 WP

Optional Bonuses:

+200 Yeti Weather: The weather on the glacier has been terrible for the past week and the blizzard is just getting worse. All Blizzard conditions apply (see p. 60, *TO*).

+200 Pack Mates: The Terrible Twenties are considered to have a Veteran skill level rather than having a Regular skill level.

Objectives

1.) Honor of the Dragon: The Alpha Ophiuchi Brigade wants to prove its honor to the rest of the Pillar of Steel. This objective is achieved if each Attacker unit only ever fires on a single target until it's destroyed. Once that target is destroyed, that unit must attack an enemy unit not currently engaged or wait until a friendly unit is destroyed and take that unit's target. This functions in a similar manner to Clan Honor Rules. **(Reward: +250 WP)**

2.) Ferocity: The Attacker must destroy 50% of the Defender's forces before the Attacker loses 50% of their forces. **(Reward: +300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Standard Forced Withdrawal rules are in effect. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.



RASALHAGUE

Noble Ruler: Duke Mia Lothar

Star Type (Recharge Time): K4V (195 hours)

Position in System: 6

Time to Jump Point: 4.31 days

Number of Satellites: 1 (Sigurd)

Surface Gravity: 1.10

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25 C
(Temperate)

Surface Water: 75 percent

Recharging Station(s): Nadir, Zenith

HPG Class Type: A

Highest Native Life: Mammal

Population (2750): 4,068,000,000

Socio-Industrial Levels: A-B-A-A-C

MINI-CAMPAIGN MARTIAL OLYMPIAD

The Martial Olympiad is the premiere BattleMech combat event in the Inner Sphere. More people have tuned into the broadcasts of the Olympiad than any other media event in human history.

GAME SET-UP

Each Martial Olympiad event takes place in a standard location either on Terra, with the major ceremonies held on Mars, and later on Outreach. Some of the other, more extreme events, such as the Hades Event and the Armstrong Endurance Challenge, take place in more hostile environments (Venus and Luna in the previous examples). Unless otherwise stated, all planetary conditions should remain at Terran normal (1.00 G, standard atmospheric pressure, breathable atmosphere).

Attacker and Defender

Both sides in the Martial Olympiad are drawn from the massive rosters of the Star League Defense Force. Rare, but not unheard of, are units from the Great Houses that are also allowed to take part in the events

In all Martial Olympiad events, the players for both the sides in the conflict may make forces drawn from the Random Assignment Table for the Star League. At the players' discretion, either the Attacker or the Defender's assumed Star League forces may be replaced with a player-character unit or detachment from units of a Great House. In general the skill level of the forces should be Veteran or Elite. Each side should be balanced and equal via any means agreeable to all players

Specific units are not given except in the case of a "Gold Medal Commander" for the Gold Medal bouts for each event. These are specifically tailored to the event and are there for flavor for the player of a NPC unit. Otherwise, only unit requirements and suggestions are made to better give the feel of each event. This custom 'Mech can be awarded to a player unit as a reward for succeeding in winning a Gold Medal in that event if all players agree.

WARCHEST

The Martial Olympiad events have no Warchest cost associated with them.

▽△ NON-TERRAN STANDARD CONDITIONS AND MARTIAL OLYMPIAD EVENTS

LUNA

Only Moon of Terra, third planet of Terra System

Surface Gravity: 0.17 G

Atm. Pressure: Vacuum

Equatorial Temperature: Nightside: -173 C (Cryogenic), Dayside: 117C (Super-Hot)

Martial Olympiad Events: Armstrong Endurance Challenge, Mare Serenitatis Relay, Tycho Brache Dragoon Memorial Assault and Defense, more.

VENUS

Second planet, Terra System

Surface Gravity: 0.9 G

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 35 C (Arid)

Martial Olympiad Events: Aphrodite's Assault, Hades Event, Phaethon Challenge, more.

MARS

Fourth planet, Terra System

Surface Gravity: 0.38 G

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 19 C (Temperate-Cold)

Martial Olympiad Events: Opening and Closing Ceremonies, Phobos - Deimos Aerospace Slalom, Unpowered Skip Reentry Challenge, more.

TITAN

Largest moon of Saturn, sixth planet of Terra System

Surface Gravity: 0.14 G

Atm. Pressure: High (Toxic, Nitrogen and methane atmosphere)

Equatorial Temperature: -180 C (Cryogenic)

Martial Olympiad Events: Cassini Memorial Combat Hurdles, Low-Gravity Freestyle BattleMech Melee, more.

Optional Bonuses

A small list of optional bonuses is listed in each Martial Olympiad event. Players may agree to take one, none, or all. As they apply equally to both sides in the bout, no bonus WP points are awarded to either side even though they may benefit one side over another dependent upon specific units and weapon loadouts.

The WP Scoring Table defines additional Warchest Point awards the players' force may receive that reflect the judges' recognition on martial ability, crowd appeal, and sportsmanship. These bonus WPs are awarded to the entire force.

Objectives and Competition Tiers

Not all competitions on the scale of the Martial Olympiad go immediately to the "finals" and the gold medal. In *Era Report: 2750*, it is assumed that the players' forces have already qualified to make it to the bronze, silver, and gold medal brackets. Just making it that far means that your pilots are some of the best trained in the Inner Sphere, congratulations!

In order to "go for the gold", each player must first complete the bronze and silver medal bouts. Starting at the Bronze medal bout there is a single objective. Once the match has ended by one force destroying/disabling the other, the winning team may progress to the Silver medal match. At the Silver medal level the same

Bronze level objective applies, but a second, more difficult objective is added. Finally, the Gold Medal bout has three objectives, the final the most difficult. Each of these Objectives awards WP when achieved by either side. A bout ends once one entire force has been destroyed or forced from the battlefield.

The winner of each match is determined not by who is the last 'Mech standing, but by the amount of points scored as determined in the WP Scoring section above.

SPECIAL RULES

The following rules are in effect for this mini-campaign:

Forced Withdrawal

As stated previously in this *Era Report*, units in Forced Withdrawal are "protected" by the judges. Units withdrawing from the field of battle may not fire on enemy units nor may they be fired upon. Infractions of this rule are punished severely as stated above.

Salvage

All forces are allowed to salvage their destroyed units if they may normally be salvaged. The typical forces of the SLDF have no need to capture units in a friendly competition such as this.



WP SCORING TABLE

WP SCORE	EVENT
+1 WP	Per point of internal structure damage dealt to an opponent
+5 WP	Per each successful critical hit against an opponent
+5 WP	Per each opposing unit that leaves the field due to Forced Withdrawal
+10 WP	Per each opposing unit that is destroyed while on the field (and not in Forced Withdrawal)
-10%* WP	Per attack on a unit or by a unit in forced withdrawal or the death of an enemy pilot

*Percentage of entire force's WP bonus

MARTIAL OLYMPIAD: ROCKY MOUNTAIN RECON



"Atop the tallest of earth's peaks dwell the gods of earth, and suffer not man to tell that he hath looked upon them. Lesser peaks they once inhabited; but ever the men from the plains would scale the slopes of rock and snow, driving the gods to higher and higher mountains till now only the last remains."

H. P. Lovecraft, 'The Other Gods', 1921, Terra

SITUATION

Near Colorado Springs, North America

Terra

Terran Hegemony

Rocky Mountain Recon is one of the more watched events of the Olympiad. The scenic views of the surrounding peaks of the Rocky Mountain Chain are both photogenic and deadly to those that are unprepared.

GAME SET-UP

Recommended Terrain: Mountain Terrain (Table 3; p. 263, TW)

Arrange four map sheets in any legal configuration. The Defender should choose one map edge as the Defender's home edge. The Attacker's home edge is opposite of the Defender's. Both forces enter from their respective home edges at the beginning of the first round.

Each player chooses two hexes and places them within 6 hexes of his force's home edge. These are scouting objectives for the Silver Medal level.

Attacker and Defender Unit Requirements

Minimum and maximum number of units per force: 4 to 8

Minimum and maximum unit mass: 5 tons to 50 tons

OPTIONAL BONUSES

Moderate Snowfall. All units suffer a +1 modifier to hit to all weapons fire. This automatically includes the effects of a temperature of -50C (see pp. 60 and 62, TO).

Light Fog. Units must spend an extra 1 MP to enter any hex. This is also dependant on *Careful Movement* (see pp. 57 and 63, TO).

Objectives and Medal Tiers

1.) Bronze: All units must move to within 3 hexes of their opponents' home edge. **(+100 WP)**

2.) Silver: Scout both enemy objectives **(+200 WP)**

3.) Gold: Destroy all units with jump jets or with VTOL movement. **(+300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Gold Level Advanced Unit

CRB-27sl *Crab*. Engine is upgraded to XL with 14 double heat sinks. 5 Jump Jets are added. Both Large Lasers are upgraded to Large Pulse Lasers, the Medium Laser is upgraded to a Medium Pulse Laser, the Small Laser is upgraded to a Medium Laser.

Scouting

In order to consider an objective scouted, a unit must spend a full round in that objectives' hex, in other words, the round in which the unit enters the hex does not count. While a unit is spending the round "scouting", the unit may otherwise act normally and is not considered immobile.

MARTIAL OLYMPIAD: CAVALRY ON THE CAUCASUS



*"Half a league, half a league,
Half a league onward,
All in the valley of Death
Rode the six hundred.
'Forward, the Light Brigade!
Charge for the guns' he said:
Into the valley of Death
Rode the six hundred."*

—Charge of the Light Brigade by Alfred, Lord Tennyson

SITUATION

Caucasus Region, Eurasia

Terra

Terran Hegemony

The Martial Olympiad event of "Cavalry on the Caucasus" stems from ancient battles on Terra like the Battle of Kursk in the Second World War, the Valley of Tears during the Yom Kippur War and the Battle of Moscow during the Second Soviet Civil War. Fast, well-armed machines having a battle based on tactical movement as well as the caliber of the weapons they used.

GAME SET-UP

Recommended Terrain: Flatlands Terrain (Table 1, p. 263, *TW*)

Arrange four or six map sheets in any legal configuration. The Defender should choose one map edge as the Defender's home edge. The Attacker's home edge is opposite of the Defender's. Both forces enter from their respective home edges at the beginning of the first round.

To represent the more open terrain and few large trees in the area, any hex labeled as Light Woods is considered Rough. Any hex labeled Heavy Woods is considered Light Woods.

To be used for the Gold Medal Objective, on each map sheet used, the players designate a point on each map to be used as a waypoint. In order to achieve the gold medal objective a single BattleMech must visit each of these points before being destroyed. This is to represent the idea of combat on the move across the wide-open spaces of the Caucasus.

Attacker and Defender Unit Requirements

Minimum and maximum number of units per force: 4 to 8

Minimum and maximum unit mass: 20 tons to 75 tons

OPTIONAL BONUSES

Dusk/Dawn. All units suffer a +1 modifier to hit to all weapons fire (see p. 58, *TO*).

Moderate Rainfall. Apply a +1 modifier to hit to all weapons fire (see p. 59, *TO*). Mud (see p. 50, *TO*) is as indicated. If Players choose to use Moderate Rainfall, each player may choose 1 hex per unit deployed to designate as Mud.

Objectives and Medal Tiers

1.) Bronze: Successfully execute a charge attack (once for every four units the enemy has deployed). **(+100 WP)**

2.) Silver: Destroy 50% of enemy units. **(+200 WP)**

3.) Gold: Finish relay points. **(+300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Gold Level Advanced Unit

LNC25-01sl *Lancelot*. Armor is upgraded to Ferro-Fibrous. PPC is upgraded to an ER Large Laser. Both Large Lasers are upgraded to ER Large Lasers. The remaining tonnage is dedicated to extra double heat sinks.

MARTIAL OLYMPIAD: ENEMY IN THE EVERGLADES



*"Mud and rain and wretchedness and blood.
Why should jolly soldier-boys complain?
God made these before the roofless Flood –
Mud and rain."*

—"Mud and Rain", by Siegfried Sassoon

SITUATION

Everglades Planetary Wilderness Park, North America

Terra

Terran Hegemony

"Enemy in the Everglades" has always been a popular event. The beauty and rot of swamps have always drawn upon the imaginations of people across the history of mankind. Danger lurks just under the water's surface and death comes from cold-blooded reptiles in their powerful jaws or by poison to the heart. The images of BattleMechs pushing their way through the vine wrapped trees and trading laser fire had made this event one of the highest rated in the past century.

GAME SET-UP

Recommended Terrain: Wetlands Terrain (Table 5, p. 263, *TW*)

Arrange four map sheets in any legal configuration. Two of the maps should be River Delta/Drainage Basin #1 and #2. The Defender should choose one map edge as the Defenders home edge. The Attacker's home edge is opposite of the Defender's. Both forces enter from their respective home edges at the beginning of the first round.

Each player may place one 20-point command detonated minefield for every unit the enemy has deployed once the player has achieved the Silver Medal level (see p. 209, *TO*).

Attacker and Defender Unit Requirements

Minimum and maximum number of units per force: 4 to 8

Minimum and maximum unit mass: 40 tons to 100 tons

OPTIONAL BONUSES

Light Fog. All hexes cost an extra 1 MP to enter (see p. 57, *TO*).

Heavy Rainfall. Apply a +1 modifier to hit to all weapons fire and a +1 Piloting/Driving Skill modifier (see p. 59, *TO*). Mud (see p. 50, *TO*) is as indicated. If Players choose to use Moderate Rainfall, each player may choose 1 hex per unit deployed to designate as Mud.

Objectives and Medal Tiers

1.) Bronze: Show off your ability at piloting 'Mechs. Fail no piloting skill rolls that would make your 'Mech fall or vehicle lose control for the first 4 rounds. **(+100 WP)**

2.) Silver: Disable twenty-five percent (round down) of enemy units by destroying the units leg or propulsion system. **(+200 WP)**

3.) Gold: Suffer less than seventy-five percent losses (round down) before your opponent suffers seventy-five percent losses. **(+300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Gold Level Advanced Unit

WVE-5Nsl *Wyvern*. Heat sinks are upgraded to having 10 Double Heat Sinks. The Large Laser is upgraded to an ER Large Laser. An extra Small Laser is installed in the Head. The SRM-6 is upgraded to 3 x Streak SRM-2's with a single ton of ammo.

MARTIAL OLYMPIAD: DESERT WARS



"They cannot scare me with their empty spaces between the stars, on stars where no human race is. I have it in me so much nearer to home to scare myself with my own desert places."

—Robert Frost

The center of the Arabian Peninsula has been one of the most harsh and deadly locations on Terra for the entirety of human history. The Olympiad event of "Desert Wars" dates back to 2028, before the first Martial Olympiad. In the aftermath of the Second Soviet Civil War there were massive amounts of military hardware left abandoned in the desert wastes of the Middle East from both the Soviet and Western Alliance armies. What started off as small groups of mechanics and former military officers taking control of abandoned or damaged T-95s and M1A3 Abrams' soon became more with the crews piloting them to duel for money.

The event caught on and started to gain a more codified rules set. By the end of the century, Desert Wars was a yearly event that was the testing ground for new military technology and to showcase new designs and ideas by arms manufacturers. After the development of the BattleMech, it was only five months until the first *Mackie* blazed its way across the sands of the Arabian desert. The images of the massive BattleMech named "Kill-Roy" and painted as a clown with its off-putting yellow grinning face were burned into the memory of anyone watching that fateful event. "Kill-Roy" became the mascot for Desert Wars and is still deployed as the 'Master of Ceremonies' even today.

Because of this long history dating back to far before the Star League, Desert Wars is the only Martial Olympiad event to be held every year, outside of the normal MO schedule. When Desert Wars is not a part of the Martial Olympiad, no medals of any sort are awarded to the winners. Instead the winners of Desert Wars are given platinum trophies with a miniature "Kill-Roy" made from BattleMech armor as the top piece.

GAME SET-UP

Recommended Terrain: Badlands Terrain (Table 4, p. 263, TW)

Arrange 4 to 6 mapsheets in any legal configuration (six map sheets should be used if both sides are using 10 or more units each). The Defender should choose one map edge as the Defenders home edge. The Attacker's home edge is opposite of the Defender's. Both forces enter from their respective home edges at the beginning of the first round.

Attacker and Defender Unit Requirements

Minimum and maximum number of units per force: 8 to 12

Minimum and maximum unit mass: 50 tons to 100 tons

OPTIONAL BONUSES

Sand. All hexes cost an extra 1 MP to enter. All Piloting skill rolls are given a penalty of 1 due to bad footing with the shifting sand (see p. 39, TO).

Blowing Sand. All Direct and Pulse energy weapon attacks gain a penalty of 1 to hit (see p. 62, TO).

Objectives and Medal Tiers

1.) Bronze: Achieve 1 "Through-Armor-Critical" (such as by rolling a 2 on an attack's hit location) for every 4 units the opposition has deployed. This plays up to the more bloodthirsty crowd. **(+100 WP)**

2.) Silver: Destroy the heaviest 25% of the opponent's force by the end of round 8 **(+200 WP)**

3.) Gold: Destroy the fastest 25% of the opponent's force by the end of round 8 **(+300 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Gold Level Advanced Unit

MSH-9HKR *Mackie* – "Kill-Roy's Little Buddy". 13 double heat sinks cool this design. The AC/20 is replaced by two LB 10-X AC's with 4 tons of ammo spread between both side torsos. The Beagle Active Probe has been removed, and both side torsos are equipped with CASE.

MARTIAL OLYMPIAD: HADES EVENT



*"And when he goes to Heaven
To Saint Peter he will tell:
Another Marine reporting, Sir;
I've served my time in Hell!"*

—Epitaph of PFC Cameron, USMC, Guadalcanal

Of all the Martial Olympiad events, the Hades Event has the highest incidence of pilot death. The event started during the first Martial Olympiad and takes place on Venus, but because it's so recent, the Hades Event has never seen Venus at its most hellish as the planet has been fully terraformed by DoME. The battle takes place on the slopes of Sapas Mons, a shield volcano near the equator of the planet. The lava flows and continual eruptions make the environment scorching hot for the now terraformed Venus, but also unbreathable.

The Hades event is one of endurance and fierce combat. MechWarriors attempt to defeat their opponents before their 'Mechs are overwhelmed by the environment itself. The regiment that wins the Hades Event is often put as the front-runner for the award for best regiment of the Martial Olympiad. Do you have what it takes?

GAME SET-UP

Recommended Terrain: Flatlands, Hill, and Badlands Terrain (Tables 1, 2, and 4; p. 263, TW)

Arrange four to six map sheets in any legal configuration (six map sheets should be used if both sides are using 10 or more units each). The Defender should choose one map edge as the Defenders home edge. The Attacker's home edge is opposite of the Defender's. Both forces enter from their respective home edges at the beginning of the first round.

For the Silver and Gold Medal tiers both players may select a number of hexes equal to the number of units they are deploying to be filled with liquid magma under a crust (see p. 35, TO). These hexes are chosen and designated at the beginning of the game. Follow the stated rules for units breaking through the surface crust and falling into liquid hot magma.

Attacker and Defender Unit Requirements

Minimum and maximum number of units per force: 8 to 16

Minimum and maximum unit mass: 20 tons to 100 tons

Required Terrain Modifications

Gravity: The Hades Event takes place on Venus. The surface gravity of Terra's sister planet is 0.9 G's. This can modify the movement values for units (see p. 55, TO).

Vegetation and Water: The extreme temperatures on the slopes of Sapas Mons make any type of plant life impossible. Any forest hexes or water hexes are considered rough terrain for purposes of this Event.

Temperature: The vast majority of Venus has temperatures that are tolerable to humans. The active volcano this event occurs on raises the ambient surface air temperature much higher. Air temperatures for this Event are considered 100 C, and thus add 5 heat to all units that track heat each turn. Vehicles that do not track heat have their cruising speed reduced by 5 and their flanking speed recalculated accordingly (see p. 62, TO).

Optional Bonuses

Venusquake. Battling on an active volcano can sometimes result in 'Mechs falling over. A strong eruption occurs a hundred kilometers away and produces an earthquake with a strength value of +3 (see p. 55, TO). To determine when this event occurs, at the beginning of each round roll 2D6. On a result of 4 or lower the venusquake occurs for that round. This event can occur multiple times during a scenario.

Ash Fall. This uses the same rules as blowing sand: All Direct and Pulse energy weapon attacks gain a penalty of 1 to hit (see p. 62, TO).

OBJECTIVES AND MEDAL TIERS

1.) Bronze: Ride that heat curve! Have no 'Mech shut down or unit become immobile due to heat before the event has concluded. (+200 WP)

2.) Silver: Have no unit destroyed through exposure to Magma. (+400 WP)

3.) Gold: Loose less than 50% of your unit by the time the enemy loses 50% of theirs. (+600 WP)

SPECIAL RULES

The following rules are in effect for this track:

Gold Level Advanced Unit

BLR-1GHE *BattleMaster* ("HellSlinger"). 16 Double Heat Sinks. Machine Gun systems are removed. SRM-6 and ammo is upgraded to 3 x Streak SRM-2's with a single ton of ammo. Two forward facing Medium Lasers are removed and an additional PPC is added to the left arm. The half-ton of remaining weight is added to the unit's upgraded ferro-fibrous armor.

PLAYING THE STAR LEAGUE ERA

The last decades of the Star League found humanity at its peak. Technological development had never been faster; new equipment that would be seen as magical in centuries before (and some centuries since) was almost commonplace. The terraforming of planets opened to humankind previously uninhabitable worlds that were rich in easily reached raw materials. Medicine not only helped humanity conquer most of the new bacteria and viruses on the thousands of new worlds that had been settled, but also increased the average life expectancy of people on industrialized worlds far beyond 100 years.

But at the same time, beneath the wonders of Humanity's Golden Age, the worst of mankind's greed and pride still lurked. Beneath the veneer of diplomacy, the Great Houses turned mercenaries, and bandits upon each other. Born in this age were the seeds of the Star League's own destruction; it was merely a matter of time before it all fell down.

The following special rules allow players to add the feeling of the later part of the Star League era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional, thus players and gamemasters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *TW* (*TW*), and *TO* (*TO*). The second—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War* (*AToW*).

BATTLETECH RULES

The following rules for the Star League era cover war game campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the Star League era. These rules are designed for compatibility with the special commander abilities found in *TO*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat, are found in the same section (see pp. 191-193, *TO*).

Capellan Confederation

The following rules reflect special command abilities for some of the CCAF's most noteworthy regiments.

Eighth Liao Lancers: As skilled combat engineers, the Old Kentucky Home Guard has a stockpile of landmines at its disposal. In any scenario in which the Eighth Liao Lancers deploys as the

Defender, the Lancers' controlling player is allowed to deploy one 10-point command detonated land mine per friendly unit fielded (see p. 209, *TO*). In campaign play, the Eighth Lancers' techs reduce the skill modifier for repairs made on the Master Repair Table by 1 (see p. 183, *SO*).

First Capellan Chargers: As one of the best-trained commands in the Capellan Confederation, the First Capellan Chargers have some of the heaviest and most advanced units available to the Confederation. When randomly assigning 'Mech forces, apply a +2 modifier when rolling to determine random lance type. Also, when rolling on the Random Assignment Table for specific units, the player may adjust the roll result by 1 point in any direction they wish. *A Time of War* characters attached to the First Capellan Rangers Brigade receive a +3 TP Reputation Trait as well.

Third Chesterton Cavalry: Expert scouts, the Third Chesterton has excelled in its ability to find, detail, and avoid large enemy formations. To reflect this, the Third Chesterton may use the Off-Map Movement special ability in any scenario where they are the attacker (see p. 192, *TO*). Additionally, the Third is also skilled in combined arms tactics. When the Third deploys a mix of 'Mechs, vehicles, and/or infantry, it receives a +1 Initiative modifier. When fielding a formation of only one unit type, the Third Chesterton suffers a -1 Initiative modifier instead.

Andurien Heavy Guard: One of the newly minted brigades in the CCAF, the Andurien Heavy Guard has yet to form a cohesive bond between the fractured elements of the regiments that were united into their current state. To reflect this, whenever deployed in forces greater than 8 units in size, the Andurien Heavy Guard suffers a -1 Initiative modifier.

Sixteenth Sian Dragoons: Poorly trained and equipped, the Sixteenth Sian Dragoons are used on the Periphery border in the Confederation and rely heavily on the Star League Defense Force to patrol for them. When randomly assigning 'Mech forces, apply a -2 modifier to determine random lance type. Also, when rolling on the Random Assignment Table for units, the Sixteenth Sian's player must re-roll any 2 or 12 results, to represent the lower quality units available to them.

Draconis Combine

The following rules reflect special command abilities for some of the DCMS's most noteworthy regiments.

First Galedon Regulars: Trained as a light scouting force, the First Galedon is not trained in fighting large formations of enemy units. In any engagement where the First Regulars are deployed against an enemy formation larger than a company (12 units) they will suffer a -1 Initiative modifier. When randomly assigning 'Mech forces, apply a -2 modifier when rolling to determine random lance type for the First Galedon Regulars.

Fourth Sword of Light: As a Sword of Light regiment, the Fourth is one of the most elite commands outside of the Star League Defense Force itself. The warriors of the Fourth are experts at open field combat. When fighting in a scenario where half (round down) of the maps can be found on the Flatlands Terrain Table (see p. 263, *TW*) the Fourth receives a +2 modifier to its Initiative roll, and also receives the Overrun Combat special ability (see p. 192, *TO*).

Fifth Benjamin Regulars: Trained to quickly adapt to an enemy's tactics, the Fifth Benjamin can confuse even the most experienced opponents. In any scenario against the Fifth Benjamin, the opposing force will lose any of the following Special Abilities, if they possess them: Overrun Combat, Forcing the Initiative, and Banking the Initiative (see pp. 192-193, *TO*).

First Rasalhague Regulars: As one of the newest DCMS formations, the First Rasalhague Regulars possesses state-of-the-art weapon systems and equipment. When rolling on the Random Assignment Table for units, the First Rasalhague Regulars player may replace one unit out of every four (round down) with a unit from the Star League Random Assignment Table. Unfortunately, the Combine knows that the DCMS allowed other units go *ronin* to allow the First Rasalhague to be formed, so many see this regiment as a dishonorable trick. To reflect this, *A Time of War* characters attached to the First Rasalhague Regulars receive a -2 TP Reputation Trait (see p. 107, *AToW*).

First Proserpina Hussars: The First Proserpina Hussars is always on the move, continually being shifted from one border region to another for patrols or raids. Because of this the First Proserpina Hussars suffers a -1 modifier to all initiative rolls when acting as the Defender in any scenario. When acting as the Attacker, the First Proserpina receives a +1 Initiative roll modifier. Furthermore, when deployed in forces of 8 units or less, the First Proserpina Hussars receives the Combat Overrun special ability (see p. 192, *TO*).

Federated Suns

The following rules reflect special command abilities for some of the AFFS's most noteworthy regiments.

Davion Heavy Guards: When randomly assigning 'Mech forces to the Davion Heavy Guards, apply a +3 modifier when rolling to determine random lance type. The Heavy Guards may use Forcing the Initiative, Banking the Initiative, and Overrun Combat special abilities (see pp. 192-193, *TO*). All *A Time of War* characters assigned to the Heavy Guards receive a +3 TP Reputation Trait and a +5 Connections Trait for as long as they remain in the Heavy Guards (see p. 107, *AToW*).

Fourth Davion Guards: When randomly determining maps, the Fourth Davion Guards' opponent may choose all of the mapsheets for any scenario, but the Fourth Guards player may then choose his own home edge first, and may begin the game in any legal hex within 3 hexes of this home edge. When randomly assigning 'Mech forces to the Fourth Davion Guards, one of every four units may be rolled on the Star League Defense Force RAT.

Sixth Syrtis Fusiliers: When the Sixth Syrtis Fusiliers are the Defender in a scenario and mapsheets are randomly determined, the Sixth's controlling player may choose all of the maps for the scenario rather than rolling for them, and may then deploy up to a quarter of his units (rounded down) in hidden locations. Additionally, due to their long-term garrison on New Syrtis, any opponent facing the Sixth Fusiliers on New Syrtis may not use the Communications Disruption special ability against them.

First Avalon Hussars: Due to their continual conflicts with the Draconis Combine, when randomly assigning 'Mech forces, one of every four light- or medium-weight First Avalon Hussars units may be rolled from the Draconis Combine Random Assignment Table. In addition, the First Hussars may use the Banking the Initiative special ability (see pp. 192-193, *TO*).

Seventh Tancredi Loyalists: The Seventh Tancredi Loyalists may use the Forcing the Initiative and Overrun Combat special abilities (see pp. 192-193, *TO*). Due to the Loyalists' dispersed command structure, it is more difficult for them to keep track of all hostile units moving around them. To reflect this, up to one-quarter (rounded down) of any force facing the Seventh Tancredi will gain the Off-Map Movement special ability. (If the opposing force already has an Off-Map Movement special ability that allows for more units to be off-map, there is no effect.)

Free Worlds League

The following rules reflect special command abilities for some of the Free Worlds League's most noteworthy regiments.

First Free Worlds Guards: The First Free Worlds Guards are adept at firing on the move, and so the units of this force suffer only half of the standard to hit modifiers for attacker movement (no modifier for walking; +1 for running and jumping). When randomly assigning 'Mech forces to the First Guards, apply a +2 modifier when rolling to determine Random Lance Type.

Tenth Atrean Dragoons: When randomly determining the BattleMechs used by the Tenth Atrean Dragoons in a scenario, the Dragoons' controlling player may choose the Random Assignment Table for any one other non-Free Worlds affiliation (except for the Star League), and roll up to half of his force's BattleMechs on that table. (For example, if the player wishes to roll on the Federated Suns RAT, up to half of his units must be rolled on the Free Worlds RAT, and the other half must come from the Federated Suns' RAT.) When rolling on the non-Free Worlds tables, however, all roll results of 2 or 12 must be re-rolled.

Sixth Marik Militia: The Sixth Marik Militia specializes in planetary assault operations and orbital combat drops. This regiment may use the Overrun Combat and the Forcing the Initiative special abilities (see pp. 192-193, *TO*). Additionally, all units in the Sixth Militia receive a +1 modifier to the roll results when executing a Combat Drops (see pp. 22-24, *SO*). When randomly assigning 'Mech forces to the Sixth Militia, apply a +3 modifier when rolling to determine random lance type.

Ducal Guard: The skill and reputation of the Ducal Guards gives them an intimidating presence on the battlefield. At the start of any turn in which the Ducal Guard outnumbers its opponent by two-to-one or more, the Ducal Guards automatically win the Initiative for that round. Additionally, the Ducal Guards are experts at zero-g combat and deployment, and its warriors suffer no penalties to Piloting skill rolls when operating in zero-g.

First Regular Hussars: The cautious First Regular Hussars are used to waiting to find a weakness in an enemy's position, making them a more effective defensive force. Any force opposing the First Regular Hussars loses any Forcing the Initiative and Banking Initiative special abilities that they may have. Due to the poor quality of BattleMechs the Hussars have received, all members of the First Hussars receive a free level of the Technician/Electronic, Technician/Mechanics, or Technician/Weapons Skills (see pp. 157-158, *AToW*).

Lyran Commonwealth

The following rules reflect special command abilities for some of the LCAF's most noteworthy regiments.

First Arcturan Guards: The First Guards are trained in the use of defensive positions. At the beginning of any scenario in which the First Guards are acting as the Defender, the First Guards' controlling player may designate 1 non-paved and non-water hex for every 4 First Guards' units as a "defensive position". These defensive positions may be anywhere on the map except within 8 hexes of an opponent's home edge. These hexes will provide a +1 to-hit modifier for any weapon attacks against a Guards unit that ends its turn within the position, though it will not provide the full effects partial cover as leg location hits need not be rerolled. In addition to this, the First Guards apply a +3 modifier to the roll result when rolling to determine random lance type.

Second Lyran Guards: All BattleMechs in the Second Guards are *Firestarter* or *Hunchback* variants, typically used in homogenous lances (lances consisting of a single type of unit). As a result, no random assignment table rolls are needed for this force (although 'Mech forces of more than 1 lance—4 units—in size should alternate between *Firestarter* and *Hunchback* lances). Additionally, the Second Guards ignore the usual +1 to-hit modifier for attacking infantry formations. In *A Time of War* games, all MechWarrior characters assigned to the Second Lyran Guards receive a -3 TP Reputation Trait that affects their dealings with Star League or Rim Worlds Republic characters (see p. 107, *AToW*).

First Donegal Guards: The First Donegal Guards is trained in fast attack and rapid response, and as such, may use the Forcing the Initiative special ability (see pp. 192-193, *TO*). The First Donegal is also far more adept than usual in harassing larger forces, and tends to get in its own way when fewer targets are available. To reflect this, whenever the First Guards outnumber an opponent at the beginning of the round, they suffer a -1 Initiative roll modifier. Additionally, when randomly assigning 'Mech forces to the First Donegal, apply a -2 roll modifier when determining random lance type.

Fourth Skye Rangers: The Fourth Skye Rangers are masters of waiting for their enemies to make strategic mistakes. To reflect this, the Fourth Skye may use the Banking the Initiative special ability (see pp. 192-193, *TO*), and may also choose half (round down) of the mapsheets used in a scenario rather than rolling randomly. If mapsheets are to be drawn from a specific list or table, the Fourth Rangers must choose the maps from that list.

First Royal Guards: The First Royal Guards receives a +1 Initiative roll modifier and a -1 modifier to all Piloting skill roll targets when fighting in urban terrain. To qualify for these modifiers, at least half (rounded down) of the mapsheets used in the scenario must be found on the Light or Heavy Urban Terrain Mapsheet tables in *Total Warfare* (see p. 263, *TW*) or—such as in the event that miniatures terrain is used instead of mapsheets—when all players agree that the environment is urban. *A Time of War* characters serving in the First Royal Guards receive a +3 TP Reputation Trait and a +3 TP Connections Trait (see p. 107, *AToW*).

Star League

The following rules reflect special command abilities for some of the SLDF's most noteworthy forces.

Seventh Royal BattleMech Division: The Seventh Royal BattleMech Division is particularly adept at seeking, identifying, and killing enemy commander officers on the battlefield. In any scenario where the Seventh's opponent has a unit (non-player or otherwise) on the field whose pilot provides a special ability to, the Seventh's warriors receive a -1 to-hit modifier for all weapon attacks made against that unit.

500th BattleMech Brigade: As the SLDF's demonstration team, the 500th BattleMech Brigade includes some of the most skilled pilots in the Inner Sphere. Though all warriors in the 500th's force are already considered Elite, an additional -1 applies to their base Piloting/Driving skill target numbers to reflect their emphasis on demonstration piloting (-2 for every lance commander in the brigade). *A Time of War* characters serving in The Phoenix also receive a +3 TP Reputation Trait (see p. 107, *AToW*), and—if they meet all prerequisites and complete 1 full year of service in the brigade—they receive the "Natural Grace" Special Pilot Ability at no cost (see p. 224, *AToW*).

Star League Expeditionary Brigade: The Seekers are well equipped with JumpShips and DropShips. Any travel costs in tracks using the WP-Based Strategic Movement rule (see p. 112) are halved for this force. All *A Time of War* characters serving in the SLEB receive one free skill level of Zero-G Operations after completing 3 months of service among this force (see p. 159, *AToW*).

Twenty-First Royal Jump Infantry Division: The warriors of the Roo Brigades are particularly adept at using jump jets for maximum maneuverability. If more than half (round down) of this division's ground units have jump movement at the start of a given scenario (including Kanga jump tanks, LAMs, and jump infantry) the Twenty-first receives a +1 Initiative roll modifier for the duration of the scenario. This modifier increases to +2, and the force gains the Overrun Combat special ability (see p. 192, *TO*) if all of the Twenty-first's ground units have jump capability.

Third Royal BattleMech Division: With so many Gunslingers among its ranks, the Third Royal is known for its crack shots. All MechWarriors from this division are considered not only to be of Elite skill level, but an additional –1 applies to their base Gunnery skill target numbers to reflect their emphasis on demonstration piloting (–2 for every ‘Mech lance commander in the division). All non-player characters in the third Royal also possess the Marksman special pilot ability (see p. 220, *AToW*); player characters attached to this force will also gain the Marksman special ability for free after a year of service in the Third (if they have the prerequisites).

Thirteenth Royal Infantry Division: The Thirteenth Royal has been far luckier in its history than its name suggests. Often among the first forces entrusted to test experimental weaponry, the Thirteenth is one of the most well equipped divisions in the SLDF. When following the Golden Age of Technology rules below (see p. 148), the Thirteenth’s units receive a base of 10 upgrade points per unit, instead of the usual 8 for SLDF/Terran forces.

Seventy-Seventh Royal BattleMech Brigade: Specifically trained to do battle in all manner of adverse weather and atmospheric conditions, the Seventy-Seventh Royal suffers half (rounded down) of the normal weapon attack modifiers applied due to weather and atmospheric pressure variations. *A Time of War* characters attached to the Seventy-Seventh Royal for more than a year receive a free level in the Survival Skill of the player’s choice (see p. 156, *AToW*).

331st Royal BattleMech Division: The 331st Royal Division is especially skilled in combined arms tactics, and receives a +1 Initiative roll modifier any time they field a force that mixes BattleMechs, vehicles, and/or infantry. (If the 331st fields only one unit type in the scenario, no Initiative modifier applies.) The North America Division also has a very diverse roster of ‘Mechs and vehicles. To reflect this, for every lance (4 units) of ‘Mechs or vehicles the 331st brings to the battlefield, 2 of the units may be chosen from the Star League Random Assignment Table, rather than being randomly rolled.

Forty-Second Engineering Brigade: While the Forty-Second does have combat units, this Brigade is not truly trained for combat operations. In a combat scenario the Forty-Second finds itself in, this force will suffer a –2 Initiative roll modifier. In campaign play, any friendly unit deployed on the same world as the Forty-Second receives a –2 target modifier for all rolls made on the Master Repair Table (see p. 183, *SO*); furthermore, the repair and recovery time of all friendly units is reduced by half, rounded down (see p. 191, *SO*).

Twentieth Royal CAAN Marine Regiment: The Twentieth Royal CAAN Marine Regiment specializes in urban warfare. In any scenario where half or more (round down) of the mapsheets used are found on the Light Urban or Heavy Urban Terrain Tables (Tables 7 and 8; p. 263, *TW*), the Twentieth receives a –1 Initiative roll modifier. Furthermore, the Twentieth also suffers (and causes) 1 less point of damage for entering or exiting building hexes.

Rim Worlds Republic

The following rules reflect special command abilities for some of the RWA’s most noteworthy regiments.

Amaris Republican Guards: The Amaris Republican Guards are among the best-equipped forces in the Rim Worlds military. When assigning ‘Mech units, apply a +3 modifier when rolling to determine random lance type. As the home guard for a major Periphery Power, *A Time of War* characters attached to the Amaris Republican Guards receive a –1 TP Reputation Trait while serving in the Guards.

First Amaris Armored: Trained in armored warfare in order to better use the limited production capability of the Rim Worlds after the Reunification War, the First Amaris Armored uses few BattleMechs. In scenarios where the forces from the First Amaris Armored are used, 50% of the First Armored’s units (round down) must be rolled on the Vehicle Random Assignment Table. All vehicle units from the First Amaris Armored treat Heavy Woods hexes as Light Woods hexes for purposes of movement and terrain restrictions.

Fifth Amaris Fusiliers: The Fifth Fusiliers are trained in light cavalry tactics. When used in a scenario, the Fifth Amaris Fusiliers receive the Overrun Combat Special Ability (see p. 192, *TO*).

Third Amaris Legionnaires: The Third Amaris Legionnaires contain some of the best MechWarriors in the Rim Worlds Republic. All pilots from the Third Legionnaires are not only of Elite skill level, but they also receive a –1 modifier applies to their Gunnery skill target numbers (–2 for company commanders).

Eighth Republican Legionnaires: Barely trained and poorly equipped, the Eighth Republican is the dumping ground for the RWA’s washouts from other commands. When randomly assigning ‘Mech forces to the Eighth, apply a –2 modifier when rolling to determine random lance type. Furthermore, when rolling on the Random Assignment Table for units, re-roll any 2 or 12 results to represent the lower quality units the Eighth has available to them.

RANDOM UNIT ASSIGNMENT TABLES

When randomly determining the unit assignment for combat forces in the Star League era, the Random Assignment Tables beginning on p. 145 replace the equivalent tables found in *TW* and *A Time of War*.

EQUIPMENT AVAILABILITY

Because of the widespread use of high tech weaponry, many of the units that are listed as coming from *Technical Readout 3039* may include upgraded technology from Star League factories. Thus, an accurate random assignment table is impossible. Players wishing for historical accuracy should take note of what *Technical Readout (Technical Readout 3039, Technical Readout 3050 Upgrade, Technical Readout 3055 Upgrade, Technical Readout 3057 Revised, Technical*

Readout 3058 Upgrade, or *Technical Readout: 3060*) their equipment is published in, and use those years listed in the title as a guidelines for when given equipment became available. Units marked as (PP) originally featured in *Technical Readout: Project Phoenix*, but have since been re-published in *Technical Readout: 3085*.

To reflect Star League designs and technology creeping into the rest of the Inner Sphere, any unit on the Random Assignment Table that is noted with an asterisk (*) also has a "Royal" model available for play that is normally only found in Star League divisions, but may appear outside of SLDF ranks due to field modifications or other sources. To determine which model may be used, the controlling player must make a special 2D6 roll after the unit is selected. If this "Royal Check" equals or exceeds 10, the "Royal" model may be used. Otherwise, the player must choose the standard model. These Royal designs may be found in *Record Sheets: Operation Klondike* (RSOK) unless otherwise noted.

Standard BattleMech models often had other factory-produced variants that were common in the military formations of the Great Houses and the Star League. To reflect this, any unit on the Random Assignment Table that is noted with a pound sign (#) also has a variant model available for play. To determine which model may be used, the controlling player must make a special 2D6 roll after the unit is selected. If this check equals or exceeds a target number of 9, the variant model (shown to the right of the slash) may be used. Otherwise, the player must choose the standard model (shown on the left of the slash).

In the case that both a Royal and a variant model are listed, the player must choose a single roll to make, either to receive the Royal model, or the Variant.

If a design or variant found on the Random Assignment Tables is equipped with an ER PPC, replace this weapon with a standard PPC for any unit fielded before 2760. This is considered a "free" downgrade, even if using the Golden Age of Technology rules found on p. 148.

Non-Existent Technologies

While many of the units that exist in the thirty-first century also existed—or even debuted—in the days of the Star League, three key unit types and technologies broadly recognized in the modern ages did not. These key technologies and unit types are described below. For individual components and technologies, players should review the equipment descriptions found in *TechManual* and *Tactical Operations*.

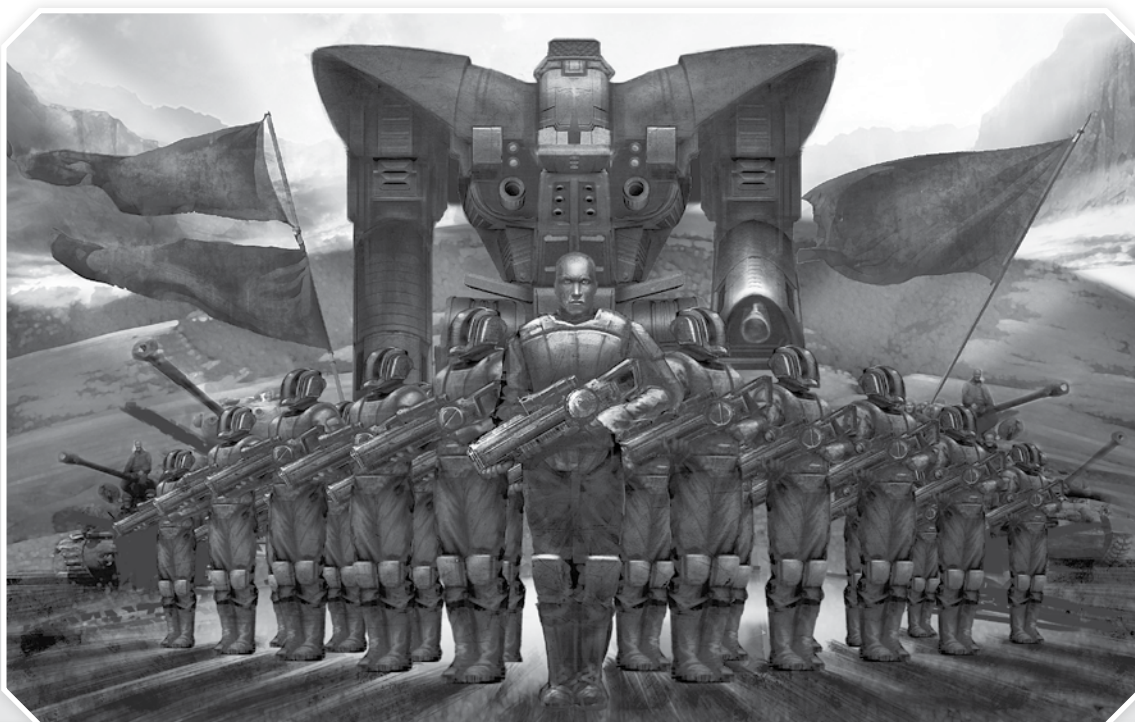
Battle Armor: Except for exoskeletons and very limited prototype runs of power armor suits (known as PA(L) suits in the thirty-first century) that never made it out of SLDF testing grounds in significant quantities, battle armor did not exist in the Star League era.

ProtoMechs: Developed by the Clans centuries later, ProtoMech technology did not exist in the Star League era.

OmniMechs: Modular (Omni) technology did not exist as such during the Star League.

Star League Uniformity

The Star League Defense Force often used homogenous companies and battalions of BattleMechs and armor. If players wish to have a more Star League feel to their SLDF units, instead of rolling on the Random Assignment Table for each unit deployed, roll once for each 4-unit lance, and apply the same model of unit to the entire lance. For larger games, players may choose to roll once per 3-lance company and apply the same model to the entire group instead.



PLAYING IN 2750

RANDOM ASSIGNMENT TABLE: INNER SPHERE (2750)

LIGHT BATTLEMECHS	2D6	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS	FREE WORLDS LEAGUE
	2	FRB-2E Firebee [35] (3075)	FLE-15 Flea [20] (3039U)	UM-R60 UrbanMech [30] (3039U)	COM-2D Commando [25] (3039U)
	3	OTT-7J Ostscout [35]* (3039U)	SRD-5V Spider [30] (3039U)	PNT-8Z Panther [35] (3039U)	OTT-7J Ostscout [35]* (3039U)
	4	FLE-15 Flea [20] (3039U)	WSP-1A Wasp [20] (3039U)	THE-F Thorn [20]* (3039U)	HER-1S Hermes [30]* (3050U)
	5	WSP-1A Wasp [20] (3039U)	WSP-1A Wasp [20] (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)	WSP-1A Wasp [20] (3039U)
	6	LCT-1V Locust [20]* (3039U)	LCT-1V Locust [20]* (3039U)	WSP-1A Wasp [20] (3039U)	LCT-1V Locust [20]* (3039U)
	7	WSP-1A Wasp [20] (3039U)	PNT-8Z Panther [35] (3039U)	WSP-1A Wasp [20] (3039U)	WSP-1A Wasp [20] (3039U)
	8	STG-3G/STG-3R Stinger [20]*# (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)	LCT-1V Locust [20]* (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)
	9	UM-R60 UrbanMech [30] (3039U)	WSP-1A Wasp [20] (3039U)	FLE-15 Flea [20] (3039U)	FLE-15 Flea [20] (3039U)
	10	THE-F Thorn [20]* (3039U)	THE-F Thorn [20]* (3039U)	HER-1S Hermes [30]* (3050U-C)	THE-F Thorn [20]* (3039U)
	11	WSP-1A Wasp [20] (3039U)	HER-1S Hermes [30]* (3050U-C)	SDR-5V Spider [30] (3039U)	SRD-5V Spider [30] (3039U)
	12	HER-1S Hermes [30]* (3050U-C)	OTT-7J Ostscout [35]* (3039U/3075U)	OTT-7J Ostscout [35]* (3039U/3075U)	UM-R60 UrbanMech [30] (3039U)
MEDIUM BATTLEMECHS	2D6	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS	FREE WORLDS LEAGUE
	2	DV-6M Dervish [55] (3039U)	ASN-21 Assassin [40] (3039U)	PXH-1/PXH-1D Phoenix Hawk [45]# (3039U)	WVR-6R Wolverine [55] (3039U)
	3	WTH-1 Whitworth [40] (3039U)	WTH-1 Whitworth [40] (3039U)	WTH-1 Whitworth [40] (3039U)	ASN-21 Assassin [40] (3039U)
	4	GRF-1N Griffin [55] (3039U)	GRF-1N Griffin [55] (3039U)	WVR-6R/WVR-6K Wolverine [55]# (3039U)	STN-3L Sentinel [40] (3050U-C)
	5	PXH-1 Phoenix Hawk [45] (3039U)	STN-3L Sentinel [40]* (3050U-C)	GRF-1N Griffin [55] (3039U)	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)
	6	PXH-1 Phoenix Hawk [45] (3039U)	WVR-6R/WVR-6K Wolverine [55]# (3039U)	DV-6M Dervish [55] (3039U)	PXH-1 Phoenix Hawk [45] (3039U)
	7	HBK-4G Hunchback [50] (3039U)	PXH-1/PXH-1K Phoenix Hawk [45]# (3039U)	PXH-1/PXH-1D Phoenix Hawk [45]# (3039U)	HOP-4B/HOP-4C Hoplite [50] (3039U)
	8	SHD-2H Shadow Hawk [55] (3039U)	HBK-4G Hunchback [50] (3039U)	HBK-4G Hunchback [50] (3039U)	GRF-1N Griffin [55] (3039U)
	9	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	HBK-4G Hunchback [50] (3039U)
	10	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)
	11	WVR-6R Wolverine [55] (3039U)	DV-6M Dervish [55] (3039U)	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	WTH-1 Whitworth [40] (3039U)
	12	ASN-21 Assassin [40] (3039U)	PXH-1 Phoenix Hawk [45] (3039U)	PXH-1/PXH-1D Phoenix Hawk [45]# (3039U)	ASN-21 Assassin [40] (3039U)
HEAVY BATTLEMECHS	2D6	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS	FREE WORLDS LEAGUE
	2	MAD-1R Marauder [75] (3075U)	BMD-12D Bombardier [65] (3050U-C)	ON1-K Orion [75] (3039U)	MAD-1R Marauder [75] (3075U)
	3	RFL-3N Rifleman [60] (3039U)	ON1-K Orion [75] (3039U)	OTL-4D Ostsol [60] (3039U)	CHP-1N Champion [60] (3050U)
	4	WHM-6R Warhammer [70]* (3039U)	RFL-3N Rifleman [60] (3039U)	HMH-3D/HWH-4D Hammerhands [75]# (3075U)	CRD-2R Crusader [65]* (3039U)
	5	CHP-1N Champion [60]* (3050U-C)	WHM-6R Warhammer [70]* (3039U)	CRD-2R/CRD-3D Crusader [65]*# (3039U)	RFL-3N Rifleman [60] (3039U)
	6	CPLT-C1/CPLT-A1 Catapult [65]# (3039U)	ARC-2R Archer [70]* (3039U)	ARC-2R Archer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)
	7	ARC-2R Archer [70] (3039U)	WHM-6R Warhammer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)	ON1-K Orion [75] (3039U)
	8	WHM-6R Warhammer [70]* (3039U)	ARC-2R Archer [70] (3039U)	WHM-6R Warhammer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)
	9	CRD-2R/CRD-3L Crusader [65]*# (3039U)	CRD-2R Crusader [65]* (3039U)	TDR-5S Thunderbolt [65]* (3039U)	OTL-4D Ostsol [60] (3039U)
	10	OTL-4D Ostsol [60] (3039U)	TDR-5S Thunderbolt [65]* (3039U)	TDR-5S Thunderbolt [65]* (3039U)	TDR-5S Thunderbolt [65]* (3039U)
	11	OTL-4D Ostsol [60] (3039U)	TDR-5S Thunderbolt [65]* (3039U)	RFL-3N Rifleman [60] (3039U)	ARC-2R Archer [70] (3039U)
	12	OSR-2C Ostroc [60]* (3039U/3075U)	MAD-1R Marauder [75] (3075U)	MAD-1R Marauder [75] (3075U)	OSR-2C Ostroc [60]* (3039U/3075U)
ASSAULT BATTLEMECHS	2D6	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS	FREE WORLDS LEAGUE
	2	BNC-3E Banshee [95] (3050U)	BLR-1G BattleMaster [85] (3039U)	LGB-0W Longbow [85] (3039U)	BLR-1G BattleMaster [85] (3039U)
	3	LGB-0W Longbow [85] (3039U)	LGB-0W Longbow [85] (3039U)	CGR-1A1 Charger [80] (3039U)	CGR-1A1 Charger [80] (3039U)
	4	CGR-1A1 Charger [80] (3039U)	GOL-1H Goliath [80] (3039U)	STK-3F Stalker [85]* (3039U)	BNC-3E/BNC-3M Banshee [95]# (3050U)
	5	STK-3F Stalker [85]* (3039U)	CGR-1A1 Charger [80] (3039U)	BLR-1G BattleMaster [85] (3039U)	STK-3F Stalker [85]* (3039U)
	6	VTR-9B/VTR-9A Victor [80]# (3039U)	BLR-1G BattleMaster [85] (3039U)	BLR-1G BattleMaster [85] (3039U)	BLR-1G BattleMaster [85] (3039U)
	7	VTR-9B/VTR-9A Victor [80]# (3039U)	VTR-9B/VTR-9A Victor [80]# (3039U)	VTR-9B/VTR-9A Victor [80]# (3039U)	AWS-8Q/AWS-8R Awesome [80]# (3039U)
	8	BNC-3E Banshee [95] (3050U)	VTR-9B/VTR-9A Victor [80]# (3039U)	BLR-1G BattleMaster [85] (3039U)	STC-2C Striker [80] (3058U)
	9	STC-2C Striker [80] (3058U)	STK-3F Stalker [85]* (3039U)	STK-3F Stalker [85]* (3039U)	VTR-9B/VTR-9A Victor [80]# (3039U)
	10	BLR-1G BattleMaster [85] (3039U)	STC-2C Striker [80] (3058U)	VTR-9B/VTR-9A Victor [80]# (3039U)	CP-10-Z Cyclops [90] (3039U)
	11	XNT-30 Xanthos [100] (3075U)	CP-10-Z Cyclops [90] (3039U)	VTR-9B/VTR-9A Victor [80]# (3039U)	CP-10-Z Cyclops [90] (3039U)
	12	BLR-1G BattleMaster [85] (3039U)	BNC-3E Banshee [95] (3050U)	STK-3F Stalker [85]* (3039U)	LGB-0W Long Bow [85] (3039U)

PLAYING IN 2750

RANDOM ASSIGNMENT TABLE: INNER SPHERE (2750)

LIGHT BATTLEMECHS	2D6	LYRAN COMMONWEALTH	PERIPHERY	RIM WORLDS REPUBLIC	STAR LEAGUE / TERRAN HEGEMONY
	2	HER-1S Hermes [30]* (3050U)	OTT-7J Ostscout [35]* (3039U)	OTT-7J Ostscout [35]* (3039U)	THE-F Thorn [20]* (3039U)
	3	FLN-4N Falcon [25]* (3039U)	PNT-8Z Panther [35] (3039U)	PNT-8Z Panther [35] (3039U)	WSP-1A Wasp [20] (3039U)
	4	SRD-5V Spider [30] (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)	COM-2D Commando [25] (3039U)	OTT-7J Ostscout [35]* (3039U)
	5	STG-3G/STG-3R Stinger [20]*# (3039U)	WSP-1A Wasp [20] (3039U)	FLE-1S Flea [20] (3039U)	MON-66 Mongoose [25]* (3050U-C/3075U)
	6	FS9-H Firestarter [35] (3039U)	LCT-1V Locust [20]* (3039U)	LCT-1V Locust [20]* (3039U)	HER-1S Hermes [30]* (3050U)
	7	COM-2D Commando [25] (3039U)	WSP-1A Wasp [20] (3039U)	WSP-1A Wasp [20] (3039U)	HSR-200-D Hussar [30]* (3050U-C/3-75U)
	8	LCT-1V/LCT-1S Locust [20]*# (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)	WSP-1A Wasp [20] (3039U)	LCT-1V Locust [20]* (3039U)
	9	WSP-1A Wasp [20] (3039U)	THE-F Thorn [20]* (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)	WSP-1A Wasp [20] (3039U)
	10	STG-3G/STG-3R Stinger [20]*# (3039U)	WSP-1A Wasp [20] (3039U)	THE-F Thorn [20]* (3039U)	STG-3G/STG-3R Stinger [20]*# (3039U)
	11	PNT-8Z Panther [35] (3039U)	UM-R60 UrbanMech [30] (3039U)	SRD-5V Spider [30] (3039U)	FLN-4N Falcon [25]* (3039U)
	12	OTT-7J Ostscout [35]* (3039U)	SRD-5V Spider [30] (3039U)	HER-1S Hermes [30]* (3050U)	THE-F Thorn [20]* (3039U)
MEDIUM BATTLEMECHS	2D6	LYRAN COMMONWEALTH	PERIPHERY	RIM WORLDS REPUBLIC	STAR LEAGUE / TERRAN HEGEMONY
	2	PXH-1 Phoenix Hawk [45] (3039U)	WVR-6R Wolverine [55] (3039U)	WVR-6R Wolverine [55] (3039U)	CDA-2A Cicada [40] (3039U)
	3	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	PXH-1 Phoenix Hawk [45] (3039U)	PXH-1 Phoenix Hawk [45] (3039U)	SHD-2H Shadow Hawk [55] (3039U)
	4	HOP-4B/HOP-4C Hoplite [50] (3039U)	WTH-1 Whitworth [40] (3039U)	WTH-1 Whitworth [40] (3039U)	ASN-21 Assassin [40] (3039U)
	5	SHD-2H Shadow Hawk [55] (3039U)	PXH-1 Phoenix Hawk [45] (3039U)	PXH-1 Phoenix Hawk [45] (3039U)	HBK-4G Hunchback [50] (3039U)
	6	PXH-1 Phoenix Hawk [45] (3039U)	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	HOP-4B/HOP-4C Hoplite [50] (3039U)
	7	STN-3L Sentinel [40] (3050U-C)	GRF-1N Griffin [55] (3039U)	GRF-1N Griffin [55] (3039U)	WVE-5N Wyvern [45]* (3050U-C/3075U)
	8	GRF-1N Griffin [55] (3039U)	HBK-4G Hunchback [50] (3039U)	HBK-4G Hunchback [50] (3039U)	CRB-27/CRB-27b Crab [50]# (3050U-C/3075U)
	9	HBK-4G Hunchback [50] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	KTO-19 Kintaro [55]* (3039U)
	10	WTH-1 Whitworth [40] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	SHD-2H Shadow Hawk [55] (3039U)	PXH-1 Phoenix Hawk [45]* (3039U/3075U)
	11	SHD-2H Shadow Hawk [55] (3039U)	CLNT-2-3T/CLNT-1-2R Clint [40]# (3039U)	PX-3R Phoenix [50] (3075U)	PXH-1 Phoenix Hawk [45]* (3039U/3075U)
	12	WVR-6R Wolverine [55] (3039U)	ASN-21 Assassin [40] (3039U)	ASN-21 Assassin [40] (3039U)	WVR-6R Wolverine [55] (3039U)
HEAVY BATTLEMECHS	2D6	LYRAN COMMONWEALTH	PERIPHERY	RIM WORLDS REPUBLIC	STAR LEAGUE / TERRAN HEGEMONY
	2	MAD-1R Marauder [75] (3075U)	WHM-6R Warhammer [70]* (3039U)	MAD-1R Marauder [75] (3075U)	EXT-4D/EXT-4Db Exterminator [65]* (3050U-C/R50K)
	3	OTL-4D Ostsol [60] (3039U)	MAD-1R Marauder [75] (3075U)	OTL-4D Ostsol [60] (3039U)	ON1-K Orion [75] (3039U)
	4	CRD-2R Crusader [65]* (3039U)	OTL-4D Ostsol [60] (3039U)	RFL-3N Rifleman [60] (3039U)	BMD-12D Bombardier [65] (3050U-C)
	5	RFL-3N Rifleman [60] (3039U)	CRD-2R Crusader [65]* (3039U)	CRD-2R Crusader [65]* (3039U)	ARC-2R Archer [70]* (3039U)
	6	WHM-6R Warhammer [70]* (3039U)	ON1-K Orion [75] (3039U)	ARC-2R Archer [70] (3039U)	BL-6-KNT Black Knight [75] (3050U-C)
	7	WHM-6R Warhammer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)	FLS-8K Flashman [75] (3050U-C)
	8	TDR-5S Thunderbolt [65]* (3039U)	RFL-3N Rifleman [60] (3039U)	ON1-K Orion [75] (3039U)	EXC-B2 Excalibur [70] (3058U)
	9	ARC-2R Archer [70] (3039U)	ARC-2R Archer [70] (3039U)	OTL-4D Ostsol [60] (3039U)	LNC25-01 Lancelot [60] (3050U-C)
	10	ON1-K Orion [75] (3039U)	OTL-4D Ostsol [60] (3039U)	TDR-5S Thunderbolt [65]* (3039U)	CHP-1N/CHP-1Nb Champion [60]# (3050U-C)
	11	OTL-4D Ostsol [60] (3039U)	TDR-5S Thunderbolt [65]* (3039U)	WHM-6R Warhammer [70]* (3039U)	CPLT-C1 Catapult [65] (3050U)
	12	OSR-2C Ostroc [60]* (3039U/3075U)	WHM-6R Warhammer [70]* (3039U)	WHM-6R Warhammer [70]* (3039U)	MAD-1R Marauder [75] (3075U)
ASSAULT BATTLEMECHS	2D6	LYRAN COMMONWEALTH	PERIPHERY	RIM WORLDS REPUBLIC	STAR LEAGUE / TERRAN HEGEMONY
	2	GOL-1H Goliath [80] (3039U)	GOL-1H Goliath [80] (3039U)	CGR-1A1 Charger [80] (3039U)	LGB-0W Long Bow [85] (3039U)
	3	BLR-1G BattleMaster [85] (3039U)	VTR-9B/VTR-9A Victor [80]# (3039U)	GOL-1H Goliath [80] (3039U)	BLR-1G BattleMaster [85] (3039U)
	4	BNC-3E/BNC-3S Banshee [95]# (3050U)	GOL-1H Goliath [80] (3039U)	STC-2C Striker [80] (3058U)	BLR-1G BattleMaster [85] (3039U)
	5	CP-10-Z Cyclops [90] (3039U)	STK-3F Stalker [85]* (3039U)	STK-3F Stalker [85]* (3039U)	BNC-3M Banshee [95] (3050U)
	6	STK-3F Stalker [85]* (3039U)	BLR-1G BattleMaster [85] (3039U)	BNC-3E Banshee [95] (3050U)	HGN-732b Highlander [90]* (3050U/3075U)
	7	STC-2C Striker [80] (3058U)	STC-2C Striker [80] (3058U)	BLR-1G BattleMaster [85] (3039U)	KGC-000 King Crab [100]* (3050U-C/3075U)
	8	VTR-9B/VTR-9A Victor [80]# (3039U)	CGR-1A1 Charger [80] (3039U)	BLR-1G BattleMaster [85] (3039U)	CRK5003-1 Crockett [85] (3050U-C)
	9	BLR-1G BattleMaster [85] (3039U)	BNC-3E Banshee [95] (3050U)	STC-2C Striker [80] (3058U)	THG-11E Thug [80]* (3050U-C)
	10	BWP-2E/BWP-3A Ymir [90]# (3075)	CGR-1A1 Charger [80] (3039U)	CP-10-Z Cyclops [90] (3039U)	HGN-732 Highlander [90]* (3050U/3075U)
	11	BWP-2E/BWP-3A Ymir [90]# (3075)	VTR-9B/VTR-9A Victor [80]# (3039U)	KGC-000 King Crab [100] (3050U)	MSK-9H Mackie [100] (3075U)
	12	LGB-0W Long Bow [85] (3039U)	LGB-0W Long Bow [85] (3039U)	LGB-0W Long Bow [85] (3039U)	MSK-9H Mackie [100] (3075U)

PLAYING IN 2750

RANDOM ASSIGNMENT TABLE: INNER SPHERE (2750)

AEROSPACE FIGHTERS	2D6	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS	FREE WORLDS LEAGUE
	2	SYD-21 Seydlitz [25] (3039U)	CHP-W5 Chippewa [90]* (3039U)	RGU-133E/RGU-133F Rogue [40]# (3050U)	THK-63 Tomahawk [45]* (3050U)
	3	SPR-H5 Sparrowhawk [30] (3039U)	LTN-G15 Lightning [50]* (3039U)	RPR-100 Rapier [85]* (3050U)	IRN-SD1 Ironsides [65] (3050U)
	4	RPR-100 Rapier [85]* (3050U)	SYD-21 Seydlitz [25] (3039U)	SB-27 Sabre [25]* (RSOK)	F-10 Cheetah [25] (3039U)
	5	SB-27 Sabre [25]* (RSOK)	SB-27 Sabre [25]* (RSOK)	SB-27 Sabre [25]* (RSOK)	LTN-G15 Lightning [50]* (3039U)
	6	THK-63 Tomahawk [45]* (3050U)	SL-26 Samurai [50] (3039U)	THK-63 Tomahawk [45]* (3050U)	SL-15 Slayer [80] (3039)
	7	SL-15 Slayer [80] (3039)	SPR-H5 Sparrowhawk [30] (3039U)	SPR-H5 Sparrowhawk [30] (3039U)	STU-K5 Stuka [100] (3039U)
	8	SL-15 Slayer [80] (3039)	SL-15 Slayer [80] (3039)	SYD-21 Seydlitz [25] (3039U)	F-10 Cheetah [25] (3039U)
	9	LTN-G15 Lightning [50]* (3039U)	STU-K5 Stuka [100] (3039U)	LTN-G15 Lightning [50]* (3039U)	CHP-W5 Chippewa [90]* (3039U)
	10	RGU-133E/RGU-133F Rogue [40]# (3050U)	SYD-21 Seydlitz [25] (3039U)	SL-15 Slayer [80] (3039)	SB-27 Sabre [25]* (RSOK)
	11	F-10 Cheetah [25] (3039U)	THB-D36 Thunderbird [100] (3039U)	STU-K5 Stuka [100] (3039)	SB-27 Sabre [25]* (RSOK)
	12	STU-K5 Stuka [100] (3039)	LCF-R15 Lucifer [65] (3039U)	SL-15 Slayer [80] (3039)	SYD-21 Seydlitz [25] (3039U)
AEROSPACE FIGHTERS	2D6	LYRAN COMMONWEALTH	PERIPHERY	RIM WORLDS REPUBLIC	STAR LEAGUE / TERRAN HEGEMONY
	2	F-10 Cheetah [25] (3039U)	RPR-100 Rapier [85]* (3050U)	RPR-100 Rapier [85]* (3050U)	RPR-100 Rapier [85]* (3050U)
	3	RPR-100 Rapier [85]* (3050U)	CHP-W5 Chippewa [90] (3039)	CHP-W5 Chippewa [90] (3039)	IRN-SD1 Ironsides [65]* (3050U)
	4	SB-27 Sabre [25]* (RSOK)	SPR-H5 Sparrowhawk [30] (3039U)	SL-15 Slayer [80] (3039)	GTHA-500 Gotha [60] (3050U)
	5	LCF-R15 Lucifer [65] (3039U)	LTN-G15 Lightning [50] (3075)	LTN-G15 Lightning [50] (3075)	RGU-133E/RGU-133F Rogue [40]# (3050U)
	6	CHP-W5 Chippewa [90]* (3039U)	F-10 Cheetah [25] (3039U)	F-10 Cheetah [25] (3039U)	ZRO-114 Zero [35] (3050U)
	7	STU-K5 Stuka [100] (3039U)	SYD-21 Seydlitz [25] (3039U)	SYD-21 Seydlitz [25] (3039U)	SWF-606 Swift [25] (3050U)
	8	LTN-G15 Lightning [50]* (3039U)	STU-K5 Stuka [100] (3039U)	STU-K5 Stuka [100] (3039U)	SPD-502 Spad [30] (3050U)
	9	SB-27 Sabre [25]* (RSOK)	SB-27 Sabre [25]* (RSOK)	SB-27 Sabre [25]* (RSOK)	THK-63 Tomahawk [45]* (3050U)
	10	LCF-R15 Lucifer [65] (3039U)	THB-D36 Thunderbird [100] (3039U)	THB-D36 Thunderbird [100] (3039U)	HCT-213B Hellcat II [50] (3050U)
	11	THB-D36 Thunderbird [100] (3039U)	SL-15 Slayer [80] (3039)	SL-15 Slayer [80] (3039)	HMR-HD Hammerhead [75]* (3050U)
	12	SYD-21 Seydlitz [25] (3039U)	LCF-R15 Lucifer [65] (3039U)	LCF-R15 Lucifer [65] (3039U)	AHB-443 Ahab [90]* (3050U)
VEHICLES	2D6	LIGHT	MEDIUM	HEAVY	ASSAULT
	2	Cyrano Gunship [30]* (3050U-C/3075U)	Chaparral Missile Artillery Tank [50] (3050U-C)	Marsden II MBT [60] (3075U)	Alacorn Mk VI Tank [95] (3058U)
	3	Lightning Attack Hovercraft [35]* (3050U-C/3075U)	Kanga Medium Hovortank [50] (3050U-C)	Manticore Heavy Tank [60] (3039U)	Mobile Long Tom Artillery [95] (3039U)
	4	Nightshade ECM VTOL [25]* (3050U-C/3075U)	Prowler Mutli-Terrain Vehicle [55] (3085U)	Magi Infantry Support Vehicle [70] (3050U-C)	Fury Combat Vehicle [80] (3075U)
	5	Rotunda Scout Vehicle [20] (3050U-C)	Zephyr Hovortank [40]* (3050U-C/3075U)	Demon Tank [60]* (3050U-C/3075U)	PAT-005 Puma Assault Tank [95]* (3050U-C/3075U)
	6	Ignis Infantry Support Tank – Standard [30] (3075U)	Turhan Urban Combat Vehicle [50] (3075U)	Bulldog Medium Tank [60] (3039U)	PAT-005 Puma Assault Tank [95]* (3050U-C/3075U)
	7	GAL-100 Galleon Light Tank [30] (3058Uu)	Condor Heavy Hover Tank [50] (3039U)	LRM Carrier [60] (3058U)	Rhino Fire Support Tank [80]* (3050U-C/3075U)
	8	Ignis Infantry Support Tank – Standard [30] (3075U)	Maxim Heavy Hover Transport [50] (3039U)	SRM Carrier [65] (3058U)	Rhino Fire Support Tank [80]* (3050U-C/3075U)
	9	Chevalier Light Tank [35] (3060U)	(Standard/SRM) Goblin Medium Tank [45]# (3039U)	Burke Defense Tank [75]* (3050U-C)	Fury Combat Vehicle [80] (3075U)
	10	Beagle Hover Scout [15] (3050U-C)	Prowler Mutli-Terrain Vehicle [55] (3085U)	AC/2 Carrier [60] (3039U)	Mobile Long Tom Artillery [95] (3039U)
	11	J. Edgar Hovortank [25] (3039)	Karnov UR Transport [30] (3039U)	Manticore Heavy Tank [60] (3039U)	Alacorn Mk VI Tank [95] (3058U)
	12	Gabriel Reconnaissance Hovercraft [5] (3050U-C)	KRV-3 Korvin Tank [50] (3075U)	Augustus MBT [85] (3085U)	Alacorn Mk VI Tank [95] (3058U)

GOLDEN AGE OF TECHNOLOGY

Since the formation of the Star League, the spread of advanced military technologies to the Houses and the territorial states was something that the Terran Hegemony and the SLDF hoped to curb. But inevitably, as the decades and centuries passed, many weapons and component technologies first developed and deployed by the Terran Hegemony slipped into the arsenals of the member states. Production of these high-tech components outside of the Hegemony never quite rivaled the volume that came from within,

but enough made its way into the mainstream to allow the various powers to update their more elite forces.

When playing in the Star League era, advanced weapons and equipment can be used in standard BattleMech, vehicle, and aerospace designs fielded by the players. The extent of these modifications is dependent on the faction the player is representing and its ability to produce advanced military technology. Any modifications to existing designs must adhere to the standard construction rules as presented in *TO*.

Determining Upgrade Pool

A player must first determine how many upgrade points are available to them by referencing the Star League Upgrade Table below. The figure listed is the number of points the player receives per unit fielded in a scenario. For example, if a player is fielding a lance of 4 BattleMechs from the Lyran Commonwealth, that player receives 6 points per unit fielded, for a total of 24 Upgrade Points (6 x 4 = 24). These points may be spent on any unit fielded, though a more even distribution of upgrades is often recommended.

STAR LEAGUE UPGRADE TABLE

FORCE AFFILIATION	UPGRADE POINTS
Star League / Terran Hegemony	8
Great Houses*	6
Periphery** / Mercenary	4
Pirate / Bandit	2

*Capellan Confederation, Draconis Combine, Federated Suns, Free Worlds League, and Lyran Commonwealth

**Magistracy of Canopus, Outworlds Alliance, Rim Worlds Republic, and Taurian Concordat

UPGRADE COSTS TABLE

COST	CUSTOMIZATION TYPE	DESCRIPTION
1	Armor Swap	Drop equipment for armor or armor for equipment.
1	Structural Downgrade	Downgrade armor, engine, structure, or heat sinks from Star League era versions.
2	Equipment Swap 1	Swap one piece of equipment (other than armor, structure, and engines) for another piece of equipment.
3	Equipment Swap 2	Swap one piece of equipment (other than armor, structure, and engines) for up to four smaller pieces of equipment.
4	Equipment Swap 3	Swap one piece of equipment (other than armor, structure, and engines) for any number of pieces of equipment.
2	Structural Upgrade	1 Upgrade armor, structure, or heat sinks to Star League era versions. This includes adding Artemis IV FCS to a BattleMech.
3	Structural Upgrade 2	Upgrade engine to Star League era version.

AVAILABLE TECHNOLOGIES TABLE

STANDARD TECHNOLOGY	UPGRADED TECHNOLOGY
<i>Structural Components</i>	
Standard Armor	Ferro-Fibrous/Ferro-Aluminum
Standard Internal Structure	Endo Steel Internal Structure
Standard Heat Sinks	Double Heat Sinks
Standard Fusion Engine	XL Fusion Engine
<i>Ballistic Weapons</i>	
Standard Autocannons	Ultra Autocannon/5
Machine Gun	LB 10-X Autocannon
	Gauss Rifle
<i>Energy Weapons</i>	
Standard Lasers	Pulse Lasers
PPC	ER Large Laser
Flamer	
<i>Missile Weapons</i>	
Standard SRMs	Streak SRM-2
Standard LRMs	Narc Launcher
<i>Equipment</i>	
	Anti-Missile System
	Artemis IV FCS
	Beagle Active Probe
	CASE
	Guardian ECM Suite
	TAG

Note: ER PPCs, though classified as Star League technology, were not introduced until 2760, 10 years after this Era Report. Any units using this weapon found in the Random Assignment Table must automatically replace the ER PPC with a standard PPC. No Upgrade Points are used for this.

Spending Upgrade Points

The controlling player may spend all, some, or none of his Upgrade Points to modify his units before a scenario. These modifications are based on the machine's existing model as determined earlier, and must follow all of the appropriate construction rules in *TechManual* and *Tactical Operations*. As these upgrades are considered to be previously engineered refits, the player does not need to make any rolls for construction or repair to perform these upgrades.

Leftover Upgrade Points

Any leftover tonnage after customization of a unit is automatically converted to armor. If the unit cannot use all of the armor gained in this way, those points are lost.

Colin wishes to upgrade a Shadow Hawk SHD-2H (a BattleMech that is fairly common across the Inner Sphere) from its standard design to a design used by the Lyrn Commonwealth, giving it the designation SHD-2Hs (2H Steiner). Looking at the table above he sees that he has six (6) Upgrade Points to work with. He decides that the Shadow Hawk is woefully under armed and decided to upgrade its weapon systems.

He first chooses Equipment Swap 1, costing him 2 of the 6 Upgrade Points he has, to upgrade the AC/5 to a LB 10-X AC. The single ton of ammo already in the design is automatically changed to the proper amount, and he spends another point on Armor Swap to lose a ton of armor to gain a second ton of ammo. He spends 1 point to drop the jump jets from the design as he feels that his new concept of the Shadow Hawk doesn't require them, leaving him with 2 points. He spends the final 2 points on Structural Upgrade 1 by changing the internal structure of his SHD-2Hs to Endo-Steel. This design meets the requirements of upgrading as the design is not over mass and it can distribute all critical locations.

If Colin was making this Shadow Hawk for the SLDF (a SHD-2Ht, t for Terran) he would have eight (8) points to distribute. In this case he spends 2 points on Equipment Upgrade 1 to change the AC/5 to an Ultra AC/5 leaving him with 6 points and another 1 point from Armor Swap to add another ton of ammo for the Ultra AC. He spends 3 points to upgrade his engine to an XL version leaving him with 2 points. He uses another Equipment Swap 1 for 2 points to change the LRM 5 to a LRM 10 leaving him with no points. The design is 1 ton underweight and so that ton must be allocated to armor.

ROLE-PLAYING RULES

The following rules for the Star League Era cover role-playing campaigns using (and sometimes modifying) the core rules primarily found in *A Time of War*.

FACTIONS TO FALL

Two major factions ceased to exist during the late Star League era. Players creating or using characters based on these factions should note the dates and adjust either character creation or advancement accordingly.

Inner Sphere: Terran Hegemony/Star League. The core of the Star League and realm of House Cameron begins its fall during the Amaris Coup in 2766 and finally ends with the dissolution of the Star League and Liberation of Terra in 2779. While there were holdouts, such as New Dallas that continued to attempt to keep the Hegemony alive, these were exceptions rather than the rule.

Periphery: Rim Worlds Republic. A massive power bloc in the Periphery and realm of House Amaris, the Rim Worlds falls apart during the time between the Amaris Coup and the Liberation of Terra as the SLDF dismantles its military and government by force.

FACTIONS YET TO BE

The following factions came into existence after the Star League era, and should not be used in a campaign set during this time.

Clans: All

Inner Sphere: ComStar/Word of Blake. ComStar doesn't come into existence as a major player until 2785 and Word of Blake far after. The Free Rasalhague Republic also does not exist, as Rasalhague is still part of the Draconis Combine at this point, and will remain so for centuries to come.

Periphery: The Marian Hegemony (founded in 2920) and Circinus Federation (founded in 2785). Many Minor Periphery realms have also yet to come into being such as the Rim Collection and Oberon Confederation (both are currently a part of the Rim Worlds Republic), Niops Association (still closely tied to the Star League), and so on.

CREATING CHARACTERS IN THE STAR LEAGUE ERA

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the subtle nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these subtle differences, the following rule modifications apply to creating *A Time of War* characters in the Star League era, and may be used for any characters created from roughly 2700 through 2770.

Affiliations

The Affiliations rules described below replace those as featured in *A Time of War*. Affiliations present in *A Time of War* that are not discussed here are unaffected by the era of play and characters may be created from those basic rules without modification. These Affiliations rules apply primarily to the use of the Life Modules form of character creation, but can also serve as a guide for creating characters using the Points-only method.

▽ AFFILIATIONS

AFFILIATION: CAPELLAN CONFEDERATION (HOUSE LIAO)/ STAR LEAGUE ERA

Module Cost: 150 XP

The Capellan Confederation is known for its primarily Chinese culture with a smattering of worlds near Terra that were heavily settled by the nations of the old Soviet Bloc. Brutal labor conditions have kept the inefficient command-based Capellan economy functioning at the same level as the more capitalist based economies of the Inner Sphere, but child labor in the Confederation has become very rare now that the Star Leagues interstellar economic policies have had over a hundred years to work through its system. Change comes slow to the Confederation due to its caste system. Ideas developed in one caste takes time to filter into others where they may benefit the most, or to the Star League itself rather than staying in the Confederation.

Primary Language: Mandarin Chinese

Secondary Languages: Russian, Cantonese, Vietnamese, English

Fixed XPs: [Attributes] CHA (–100 XP), WIL (+50 XP); [Traits] Exceptional Attribute/EDG (+50 XP); [Skills] Language/Any Capellan Secondary (+10 XP), Martial Arts (+10 XP), Perception (+15 XP), Protocol/Capellan (+15 XP)

Sub-Affiliations

Andurien Commonality: [Attributes] WIL (+50 XP); [Traits] Patient (+50 XP), Reputation (–75 XP); [Skills] Negotiation (+20 XP), Perception (+25 XP), Protocol/Capellan Confederation (+15 XP), Protocol/Free Worlds League (+15 XP)

Capella Commonality: [Attributes] EDG (+55 XP); [Traits] Connection (+10 XP), Wealth (+10 XP); [Skills] Choose one: Language/Russian or Language/English (+5 XP), Negotiation (+20 XP)

Chesterton Commonality: [Attributes] INT (+45 XP), WIL (+50 XP); [Traits] Introvert (–25 XP), Reputation (–50 XP); [Skills] Language/Russian (+15 XP), Language/Any FedSuns (+15 XP), Interest/Chesterton History (+10 XP), Perception (+20 XP), Protocol/Capellan Confederation (+20 XP)

St. Ives Commonality: [Attributes] EDG (+25 XP); [Traits] Reputation (–50 XP), Wealth (+25 XP); [Skills] Arts/Any (+10 XP), Communications/Any (+15 XP), Language/Any Capellan Secondary (+10 XP), Language/Any FedSuns (+25 XP), Protocol/Capellan Confederation (+15 XP), Training (+25 XP)

Sarna Commonality: [Attributes] EDG (+50 XP); [Traits] Citizenship (+10 XP), Wealth (+15 XP); [Skills] Interest/Capellan History (+10 XP), Martial Arts (+10 XP), Protocol/Capellan Confederation (+5 XP)

Sian Commonality: [Attributes] WIL (+85 XP); [Traits] Compulsion/Hatred of Non-Capellans (–125 XP), Citizenship (+50 XP), Connections (+40 XP); [Skills] Language/Any Capellan Secondary (+10 XP), Interest/Capellan History (+20 XP), Perception (+10 XP), Protocol/Capellan (+10 XP),

Tikonov Commonality: [Attributes] INT (+25 XP), WIL (+50 XP); [Traits] Introvert (–25 XP), Reputation (–50 XP); [Skills]

Language/Russian (+50 XP), Interest/Tikonov History (+10 XP), Perception (+20 XP), Protocol/Capellan Confederation (+20 XP)

Flexible XPs: None

Notes: Child labor is legal in the Confederation, so Capellan characters may take the Civilian Job Stage 4 module in place of a Stage 2 module (advancing immediately to age 18 in the process).

Capellan characters may not take the Military School Stage 2 module or *any* Stage 3 module unless they also purchase the Citizenship Trait.

AFFILIATION: DRACONIS COMBINE (HOUSE KURITA)/ STAR LEAGUE ERA

Module Cost: 150 XP

House Kurita's rigid society is patterned strongly on the ideals of feudal Japan and allows for very few exceptions. An overriding belief in the superiority of Combine honor and the destiny of Kurita dominion over all has produced a society that is harsh and distrustful of all *gaijin* (outsiders), while idolizing principles of decorum and personal honor.

Primary Language: Japanese

Secondary Languages: English, Swedenese, Arabic

Fixed XP: [Attributes] WIL (+50 XP); [Traits] Compulsion/Hatred of House Davion (–50 XP), Compulsion/Xenophobia (–50 XP), Wealth (–25 XP); [Skills] Arts/Oral Tradition (+25 XP), Martial Arts (+25 XP), Protocol/Draconis Combine (+25 XP)

Sub-Affiliations

Azami: [Attributes] WIL (+75 XP); [Traits] Compulsion/Xenophobia (–50 XP), Equipped (–50 XP), Thick-Skinned (+50 XP), Wealth (–100 XP); [Skills] Language/Arabic (+35 XP), Language/Japanese (–10 XP), Martial Arts (+25 XP), Melee Weapons (+50 XP), Perception (+50 XP), Riding (+25 XP), Survival/Any (+50 XP)

Benjamin District: [Traits] Compulsion/Hatred of House Davion (–50 XP), Compulsion/Xenophobia (+50 XP), Connections (+50 XP), Patient (+15 XP), Wealth (+20 XP); [Skills] Art/Oral Tradition (+15 XP), Language/Any Federated Suns (+10 XP), Martial Arts (+15 XP), Protocol/Draconis Combine (+15 XP), Small Arms (+10 XP)

Galedon District: [Attributes] WIL (+100 XP), CHA (–50 XP); [Traits] Compulsion/Hatred of House Davion (–50 XP), Connections (+50 XP); [Skills] Interest/Combine History (+15 XP), Interest/Japanese History (+15 XP), Language/Any Secondary Draconis Combine (+5 XP), Melee Weapons (+15 XP), Negotiation (+25 XP), Protocol/Draconis Combine (+25 XP)

Pesht District: [Attributes] WIL (+100 XP), EDG (–25 XP); [Traits] Compulsion/Xenophobia (–50 XP), Wealth (+50 XP); [Skills] Language/Swedenese (+5 XP), Martial Arts (+15 XP), Protocol/Draconis Combine (+15 XP), Survival/Any (+20 XP), Technician/Any (+20 XP)

▽ AFFILIATIONS

Rasalhague District: [Attributes] WIL (+50 XP), EDG (−40 XP); [Traits] Compulsion/Xenophobia (+50 XP), Choose one: Compulsion/Hatred of House Kurita or Compulsion/Hatred of House Steiner (−25 XP); [Skills] Art/Oral Tradition (+10 XP), Interest/Any (+15 XP), Language/Swedenese (+25 XP), Negotiation (+20 XP), Perception (+25 XP), Streetwise/Draconis Combine (+20 XP)

Flexible XPs: None

AFFILIATION: FEDERATED SUNS (HOUSE DAVION)/ STAR LEAGUE ERA

Module Cost: 150 XP

The society of the Federated Suns is patterned primarily on feudal England, and the romantic ideas of chivalry and knightly conduct are ingrained into the minds of its citizens from an early age. With a people who look up to knights as protectors of the realm, the Federated Suns has a strong military tradition with many citizens volunteering for military service or public service. This sense of service has tied its population together much more strongly than its neighboring realms.

Primary Language: English

Secondary Languages: French, German, Hindi, Russian

Fixed XP: [Traits] Choose one: Natural Aptitude/Strategy or Natural Aptitude/Tactics (+100 XP); [Skills] Protocol/Federated Suns (+10 XP)

Sub-Affiliations

Capellan March: [Attributes] WIL (+25 XP); [Traits] Connections (+25 XP), Choose one: Compulsion/Hatred of the Capellan Confederation or Compulsion/Hatred of the Taurian Concordat (−50 XP); [Skills] Interest/Federated Suns History (+15 XP), Language/Capellan Confederation Secondary (+15 XP), Protocol/Federated Suns (+10 XP)

Crucis March: [Attributes] WIL (+50 XP), EDG (−50 XP); [Skills] Art/Any (+10 XP), Protocol/Federated Suns (+15 XP), Strategy (+15 XP)

Draconis March: [Attributes] EDG (+25 XP); [Traits] Compulsion/Hatred of the Draconis Combine (−50 XP); [Skills] Arts/Any (+10 XP), Language/Any Draconis Combine (+5 XP), Protocol/Federated Suns (+25 XP), Survival/Any (+25 XP)

Outback: [Attributes] BOD (+100 XP), WIL (+100 XP), INT (−100 XP); [Traits] Wealth (−100 XP), Choose one: Illiterate, Compulsion/Hatred of Taurian Concordat, or Compulsion/Hatred of Bandits (−50 XP); [Skills] Career/Any (+15 XP), Interest/Any (+15 XP), Perception (+15 XP), Protocol/Federated Suns (+15 XP), Survival/Any (+30 XP)

Flexible XPs: None

Notes: The Outback sub-affiliation is available to any Federated Suns character that hails from a world that lies within 60 light years of the Periphery, regardless of whether the world is part of the Capellan, Crucis, or Draconis Marches.

AFFILIATION: FREE WORLDS LEAGUE (HOUSE MARIK)/ STAR LEAGUE ERA

Module Cost: 150 XP

A rarity in the twenty-eight century, the Free Worlds League is a semi-functional federal democracy that allows each of its worlds to self-govern in any way they choose. This gives the League an unparalleled diversity, but also deep distrust of even neighboring worlds if they have wildly differing ideas on self-determination. The rise of the Star League has provided more benefits and opportunities to the League than the rest of the Inner Sphere. The citizens of the League are some of the best educated and wealthy outside of the Terran Hegemony.

Primary Language: English

Secondary Languages: Greek, German, Hindi, Italian, Mandarin, Mongolian, Slovak, Spanish, Urdu

Fixed XP: [Skills] Language/Any Secondary (+10 XP), Protocol/Free Worlds League (+25 XP)

Sub-Affiliations

Duchy of Oriente: [Attributes] CHA (+25 XP); [Traits] Compulsion/Hatred of Capellan Confederation (−30 XP), Wealth (+50 XP), Choose one: Gregarious or Reputation (+30 XP); [Skills] Appraisal (+15 XP), Career/Any (+10 XP), Negotiation (+15 XP)

Marik Commonwealth: [Traits] Equipped (+50 XP), Wealth (+50 XP), Reputation (−40 XP); [Skills] Appraisal (+5 XP), Interest/Any (+10 XP), Negotiation (+25 XP), Protocol/Free Worlds League (+15 XP)

Principality of Regulus: [Attributes] WIL (+100 XP); [Traits] Compulsion/Opponent to House Marik (−50 XP), Gregarious (+50 XP), Reputation (−40 XP); [Skills] Interest/Regulan History (+15 XP), Negotiation (+15 XP), Perception (+15 XP), Protocol/Free Worlds League (+10 XP)

Stewart Commonwealth: [Attributes] BOD (+25 XP), CHA (+25 XP); [Traits] Fit (+25 XP); [Skills] Interest/Any (+5 XP), Melee Weapons (+15 XP), Protocol/Free Worlds League (+5 XP), Survival/Any (+15 XP)

Other Free Worlds League Worlds: [Attributes] Any one (+15 XP); [Traits] Any one (+35 XP); [Skills] Appraisal (+15 XP), Language/Any (+15 XP), Survival/Any (+15 XP), Any two other Skills (+10 XP each)

Flexible XPs: None

AFFILIATION: LYRAN COMMONWEALTH (HOUSE STEINER)/ STAR LEAGUE ERA

Module Cost: 150 XP

Heavily industrialized and capitalistic, the Lyran state is the largest concentrations of wealth in the Inner Sphere. Never a nation of soldiers like the Federated Suns, the Lyran Commonwealth strives for conquest through mercantile exchange, political machinations, and backroom deals.

▽ AFFILIATIONS

Primary Language: German

Secondary Language: English, Italian, Scots Gaelic, Polish

Fixed XP: [Attributes] EDG (-50 XP), WIL (-50 XP); [Traits] Equipped (+100 XP), Extra Income (+50 XP), Wealth (+50 XP), Choose one: Combat Paralysis or Glass Jaw (-100 XP); [Skills] Appraisal (+10 XP), Language/German (+10 XP), Negotiation (+15 XP), Protocol/Lyran Commonwealth (+10 XP)

Sub-Affiliations

Alarion and Furillo Provinces: [Attributes] BOD (+50 XP), CHA (-50 XP); [Traits] Fit (+25 XP), Compulsion/Hate Free Worlds League (-50 XP), Natural Aptitude/Any Survival or Any Technician (+50 XP); [Skills] Career/Any (+15 XP), Communications/Any (+25 XP), Survival/Any (+20 XP), Technician/Any (+20 XP)

Coventry Province: [Attributes] WIL (+75 XP); [Traits] Introvert (-50 XP), Connections (+25 XP), Wealth (+15 XP); [Skills] Administration (+10 XP), Language/Any Lyran Commonwealth (+10 XP), choose two: Career/Any, Interest/Any, Language/Any Rim Worlds Republic, Perception, Protocol/Rim Worlds, or Technician/Any (+10 XP each)

District of Donegal: [Attributes] STR (-15 XP), WIL (+50 XP); [Traits] Compulsion/Greedy (-50 XP), Connections (+50 XP), Wealth (+75 XP), Choose one: Compulsion/Hatred of House Kurita or Compulsion/Hatred of House Marik (-50 XP); [Skills] Appraisal (+15 XP), Negotiation (+15 XP), Protocol/Lyran Commonwealth (+15 XP)

Federation of Skye: [Attributes] WIL (+100 XP); [Traits] Connections (+75 XP), Reputation (-150 XP); [Skills] Career/Any (+20 XP), Language/Scots Gaelic (+20 XP), Negotiation (+25 XP), Protocol/Lyran Commonwealth (-15 XP), Protocol/Star League (+15 XP), Streetwise/Lyran Commonwealth (+15 XP)

Tamar Pact: [Attributes] BOD (+75 XP); [Traits] Reputation (+25 XP), Wealth (+50 XP), Compulsion/Greedy (-25 XP), Choose one: Compulsion/Hatred of House Kurita or Compulsion/Distrust of House Amaris (-100 XP); [Skills] Career/Any (+10 XP), Language/Japanese (+15 XP), Language/Any Lyran Commonwealth (+15 XP), Negotiation (+15 XP), Streetwise/Lyran Commonwealth (+15 XP)

Flexible XPs: None

AFFILIATION: TERRAN HEGEMONY (HOUSE CAMERON)

Module Cost: 250 XP

Centered on the birthplace of humanity itself, the Terran Hegemony is the strongest realm in the Inner Sphere, both economically and technologically. As most of its worlds were settled by the first K-F equipped vessels to set out beyond Terra's solar system, the Hegemony benefited from the greatest level of development, while many of the surrounding states were still struggling to tame their colonial fringes. Since its formation from the remains of the Terran Alliance, the Hegemony was spared the worst of the fighting that characterized the Age of War, and the realm spent the entire Star League

era all but untouched by war, enjoying a society that provided its citizens access to some of the best health care, education, and goods that humanity could offer.

As the center of the Star League, service in both the Terran Armed Forces and the Star League Defense Force became points of personal pride, and the Hegemony boasted many of the best military academies in the Inner Sphere within its borders, all but ensuring that the elitism of Terran-trained officers and warriors was well-deserved.

Primary Language: English

Secondary Languages: Any

Fixed XPs: [Attributes] INT (+100 XP), EDG (-150 XP), +50 XP each to any two other Attributes; [Traits] Compulsion/Terran Elitism (-75 XP), Reputation (+100 XP); [Skills] Language/English (+25 XP), Language/Any other (+25 XP).

Sub-Affiliations

Hegemony Citizen: [Attributes] EDG (-100 XP); [Traits] Compulsion/Distrust of the Periphery (-75 XP), Connections (+100 XP), Equipped (+100 XP), Impatient (-50 XP), Wealth (+100 XP); [Skills] Interest/Terran History (+25 XP), Negotiation (+10 XP), Perception (-5 XP); +5 XP to any four other Skills.

Belter: [Attributes] STR (-25 XP), BOD (-25 XP), +100 XP to any one Attribute except for CHA and EDG; [Traits] Compulsion/Xenophobia (-100 XP), Reputation (-50 XP), Wealth (+50 XP), Choose any two of the following: Ambidextrous, Attractive, Exceptional Attribute/Any, Fast Learner, G-Tolerance, Good Hearing, Good Vision, Implant/Prosthetics, Pain Resistance or Toughness (+50 XP each); [Skills] Navigation/Space (+15 XP), Survival/Any (+10 XP), Zero-G Operations (+30 XP), Choose two of the following: Driving, Interest/Any, Language/Any, MedTech, Piloting/Any, Sensor Operations or Technician/Any (+10 XP each).

Lunar Citizen: [Attributes] STR (-20 XP), BOD (-25 XP), INT (+50 XP), WIL (+40 XP), EDG (-25 XP); [Traits] Equipped (+25 XP), Poor Vision (-25 XP), Thick-Skinned (+25 XP), Wealth (+50 XP); [Skills] Computers (+15 XP), Technician/Any (+5 XP), Choose one: Arts/Any, Interest/Any, Survival/Any or Zero-G Operations (+10 XP).

Terraformer: [Attributes] BOD (+25 XP), WIL (+35 XP); [Traits] Compulsion/Agoraphobia (-75 XP), Equipped (+25 XP), Poor Vision (-25 XP), Thick-Skinned (+75 XP); [Skills] Computers (+15 XP), Survival/Any (+20 XP), Choose two of the following: Arts/Any, Interest/Any, Language/Any, Martial Arts, MedTech, Melee Weapons, Small Arms, or Technician/Any (+15 XP each).

Flexible XPs: None

Notes: All of these Sub-Affiliations are typically found in the Terran system itself, but similar affiliations can be found across the Hegemony. Alliance Citizens are the typical cosmopolitan civilian found on almost every inhabited and temperate world in the

▽ AFFILIATIONS

Hegemony. Belters are typical of zero-gravity environments and installations. Lunar citizens are found on Terra's only moon Luna, but can also be found across most airless large bodies across the Hegemony. Terraformers are typical of planetary bodies either hostile to human life, remote deep space facilities, or planets currently undergoing terraforming.

AFFILIATION: RIM WORLDS REPUBLIC (HOUSE AMARIS)/STAR LEAGUE ERA

Module Cost: 150 XP

So expansive that it dwarfs the other Periphery states and rivals the Great Houses in terms of sheer volume, the Rim Worlds Republic is the most powerful of the Periphery realms and also the friendliest towards the Star League. Still, as this realm bounds the entire vast frontier of the Lyran Commonwealth, the Republic lies far from Terra, and in that respect, its people find kinship with their fellow Periphery denizens. Thus, despite their politics, many of the Republic's people maintain the strong personality and unique outlook on life of those who dwell on the edges of known civilization.

Primary Language: English

Secondary Languages: Portuguese, German, Finnish, Japanese

Fixed XP: [Attributes] EDG (–100 XP), WIL (+100 XP), +50 XP to one other Attribute except for EDG; [Traits] Compulsion/Distrust of the Star League (–25 XP), Equipped (–40 XP); [Skills]: Survival/Any (+15 XP)

Sub-Affiliations

Apollo Province: [Attributes] STR (–50 XP), INT (+50 XP), CHA (+25 XP); [Traits] Connections (+25 XP), Exceptional Attribute/Any (+50 XP); [Skills]: Language/Portuguese (+20 XP), Choose three of the following: Administration, Career/Any, Computers, Interest/Any, Language/German, Perception, Protocol/Rim Worlds, or Technician/Any (+10 XP each)

Erdvynn Province: [Attributes] BOD (+50 XP), WIL (+20 XP), CHA (–50 XP); [Traits] Fit (+50 XP), Thick-Skinned (+25 XP); [Skills]: Language/German (+15 XP), Survival/Any (+25 XP), Choose one of the following: Animal Handling, Career/Any, MedTech, Stealth (+15 XP)

Finmark Province: [Attributes] INT (+25 XP), CHA (–50 XP), EDG (+25 XP); [Traits] Exceptional Attribute/Any (+75 XP); [Skills] Career/Any (+10 XP), Navigation/Any (+15 XP), Perception (+10 XP), Small Arms (+15 XP), Technician/Any (+15 XP), Choose one of the following: Language/Finnish, Language/German, Language/Portuguese, or Language/Sami (+10 XP)

Timbuktu Province: [Attributes] STR (+50 XP), CHA (–25 XP); [Traits] Patient (+50 XP); [Skills] Language/Any Lyran or Rim Worlds Secondary (+10 XP), Interest/Any (+10 XP), MedTech (+20 XP), Technician (+15 XP), Choose two of the following: Animal Handling, Melee Weapons, Perception, Small Arms, Survival/Any, Tracking/Wilds (+10 XP each)

Flexible XPs: None

Notes: The Apollo Province is the cosmopolitan center of the Republic, with the best universities and largest industries found on Apollo and its surrounding solar systems. The Erdvynn Province is located near the borders of the Lyran Commonwealth and the Free Worlds League; its barely-tamed worlds are largely undeveloped, leading to more hardy and survivalist populations. Finmark and its surrounding worlds are undergoing a rapid expansion as explorers push outwards into the unknown. The Timbuktu Province is lightly settled, but generally peaceful.

AFFILIATION: OTHER PERIPHERY STATES/STAR LEAGUE ERA

Module Cost: 100 XP

The fiercely independent realms of the Periphery were crushed in the Reunification War by the overwhelming technological and numerically militaries of the Star League and its Great Houses. In the centuries that followed, these realms suffered a gradual loss of social freedoms and economic self-reliance in the centuries since, especially during the final years of the Star League's "benevolent" administration. While the Star League era did enable the Periphery realms to expand their holdings, these nations nevertheless lagged behind the rest of mankind in reaping the benefits of mankind's Golden Age.

Primary Language: English

Secondary Languages: See sub-affiliation

Fixed XP: [Traits] Compulsion/Hatred of Star League (–100 XP), Equipped (–50 XP)

Sub-Affiliations

Magistracy of Canopus: [Secondary Languages] Greek, Romanian, Spanish, Urdu; [Attributes] CHA (+100 XP), EDG (+50 XP); [Traits] Gregarious (+50 XP); [Skills] Art/Any (+15 XP), MedTech (+10 XP), Negotiation (+15 XP), Streetwise/Magistracy of Canopus (+10 XP)

Outworlds Alliance: [Secondary Languages] French, Japanese; [Attributes] DEX (+50 XP), INT (–50 XP), WIL (+50 XP), EDG (–50 XP); [Traits] Equipped (–50 XP), Exceptional Attribute/DEX (+100 XP), G-Tolerance (+100 XP); [Skills] Communication/Any (+15 XP), Language/Any Secondary (+15 XP), Navigation/Any (+15 XP), Survival/Any (+20 XP), Zero-G Operations (+15 XP), Choose one: Piloting/Aerospace or Piloting/Spacecraft (+20 XP each)

Taurian Concordat: [Secondary Languages] French, Spanish; [Attributes] INT (+100 XP), WIL (+150 XP), CHA (–50 XP), EDG (+50 XP); [Traits] Compulsion/Hatred of House Davion (–100 XP), Compulsion/Stubborn (–100 XP), Equipped (+75 XP); [Skills] Career/Any (+15 XP), Language/Any Taurian Concordat Secondary (+15 XP), Martial Arts (+15 XP), Negotiation (+15 XP), Perception (+15 XP), Small Arms (+20 XP), Streetwise/Taurian Concordat (+15 XP), Survival/Any (+15 XP)

Flexible XPs: None

LIFE MODULES

No Character may take any Module related to the Clans or to ComStar/Word of Blake as these factions have yet to come into existence. These include Clan Apprenticeship, Clan Watch Operative, Clan Warrior Washout, Cloister Training, ComStar/Word of Blake Service, Dark Caste, Freeborn Sibko, Goliath Scorpion Seeker, ProtoMech Pilot Training, Scientist Caste Service, Trueborn Crèche, or Trueborn Sibko.

All other Life Modules may be used exactly as seen in *A Time of War* with the following exceptions and changes:

Born Mercenary Brat (Stage 1)

While mercenaries did exist in the Star League era, they were not nearly as well regarded as their thirty-first century counterparts, and thus they were a rare sight in the large-scale conflicts of the Star League era (beyond their use as “deniable assets” during the Hidden Wars. Lacking any formal oversight, many mercenaries were fly-by-night operations, often lasting little more than the life span of their commanding officers. To simulate the rarity and the reduced status of those born to the mercenary life, player characters who choose the Born Mercenary Life Module must add EDG 4+ to the prerequisites for taking that module. In addition, reduce the module cost from 270 XP to 220 XP, and apply an additional –50 XP to the character’s Reputation Trait.

Slave (Stage 1)

The Star League strictly forbade the practice of slavery in all of its territories, so—legally—no character born in a Star League member state or territorial state should pass through this Life Module. Regardless, what is legal, and what actually happens in the distant reaches of the Inner Sphere often did not coincide, even in the golden days of the Star League. Players interested in applying a slave background to their characters should thus discuss this module with the gamemaster first.

War Orphan (Stage 1)

Despite the veneer of universal peace, the days of the Star League still saw their fair share of conflict—except, that is, among most of the worlds near Terra, as the Terran Hegemony has succeeded from keeping any hostility towards it at bay for centuries. As such, any character of Terran Hegemony origins should not take this Life Module without the gamemaster’s approval.

Mercenary Brat (Stage 2)

As with the Born Mercenary Brat, the Stage 2 Mercenary Brat Life Module is reduced from 600 XP to 550 XP. Apply –50 XP to the character’s EDG Attribute to account for this reduced cost.

Land-Air ‘Mech Training (Stage 3)

The Star League’s development of the Land-Air ‘Mech (LAM) demanded a new breed of cross-trained warriors capable of handling the tasks of both MechWarriors and aerospace pilots alike. To reflect the advanced training, LAM-trained warriors must take Military Academy schooling (available to all affiliations except the Taurian Concordat, Magistracy of Canopus, and Outworlds Alliance in 2750). There, the character must take the Basic Training, MechWarrior, and Pilot – Aerospace (Combat) Fields.

Tour of Duty (Stage 4)

As the Clans do not yet exist during the Star League era, players may only select the Inner Sphere and Periphery Tours of Duty. If, however, the character is a member of the Star League Defense Force, the Clan Only Tour of Duty may be used in place of the Inner Sphere Tour of Duty (with the same corresponding module cost of 1,000 XP). When doing so, replace the +50 XPs placed in the Bloodname Trait with Rank (+50 XP).

NEW LIFE MODULE:

STAR LEAGUE DEPARTMENT OF MEGA-ENGINEERING (DOME)

“More Terra than Terra”

Humanity has never had a more highly trained group of civil engineers, geologists and physicists than the DoME. Initially set up as a small flotilla of engineering JumpShips to assist in the construction of orbital habitats in the twenty-fourth century, the Mega-Engineers quickly gained in size and importance as they Terraformed worlds that are marginally habitable to mankind. Hundreds of worlds across the Inner Sphere and dozens more in each major Periphery nation have been made temperate and later settled through the actions of the DoME.

Module Cost: 900 XP

Prerequisites: Characters from the Terran Hegemony: INT 7+; At least +3 TP in Connections Trait; Character must have one or more of the following skill fields at level 2: Analysis, Engineer, Planetary Surveyor, or Scientist. Characters from other affiliations have the same requirements as above, but must also have the [Trait] Natural Aptitude in a skill in one of the skill fields listed above at +1 TP or more.

Time: +4 years

Fixed XP: [Attributes] STR (–75 XP), BOD (–75 XP), RFL (+50 XP), INT (+100 XP), WIL (+50 XP), EDG (+50 XP); [Traits] Connections (+125 XP), Equipped (+100 XP), Exceptional Attribute/INT or WIL (+75 XP), G-Tolerance (+50 XP), Introvert (–50 XP); [Skills] Career/Engineer (+30 XP), Communications/Any (+20 XP), Computers (+20 XP), Interest/Any Academic (+50 XP), MedTech (+20 XP), Navigation/Any (+20 XP), Perception (+20 XP), Piloting/Any (+20 XP), Science/Any (+50 XP), Sensor Operations (+25 XP), Survival/Any (+25 XP), Technician/Any (+25 XP), Zero-G Operations (+50 XP)

Flexible XP: 125 XP

PLAYING IN 2750

ECONOMIC ADJUSTMENTS FOR THE STAR LEAGUE ERA

In the age before the C-Bill the Star League Dollar (SL\$) was the common currency used in interstellar trade. After the fall of the Star League and the rise of ComStar as the controlling power of Terra, ComStar tied their C-Bill directly to the value of the Star League Dollar in order to maintain parity with the massive store houses of valuable materials held on Terra as backing for Star League investments, electronic funds housed in the massive central banks, and the frozen assets of the Central Stock Exchange in London, Terra. Amaris concentrated the entire wealth of the Terran Hegemony onto Terra during his looting of the center of the Star League, making ComStar the holder of all liquid assets and electronic currency of the Star League. Thus, when

comparing the relative buying power of the Star League Dollar to the C-Bill of the thirty-first century there is a close parity between the two.

When purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability of said equipment accordingly. It is likewise important to note how the era of 2750 affects salaries and pricing relative to the standards of the core rulebooks. The tables provided here translate this into an easily understood format.

Salary Adjustments

In the Star League era, salaries for most professions were higher than they are in the post-Clan and post-Jihad period. To reflect this, the Salary Multipliers Table provides a multiplier value to Inner Sphere (and Periphery) salaries, which applies to the base salaries outlined in *A Time of War*, as well as any other money-raising endeavors the player's character has in place (including the proceeds from the character's Wealth and Extra Income Traits).

The Salary Multipliers Table is broken down by general professional classes and is designed for compatibility with both the Salary and Price Tables that have been published in the Handbook series as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions regarding where a character's profession falls among these general classes, the gamemaster must decide what is best for the era.

Purchasing Equipment in the Star League Era

When purchasing equipment in the late Star League era, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*). An item with an extinction date before 2751 or an introduction date after 2750 (identified for many items in *TechManual*) or which have an availability code of X for the Star League era (the first letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the Star League era.

SALARY AND PRICE TABLE (STAR LEAGUE ERA)

SALARY MULTIPLIERS (2750)

Employment Type	Salary Multiplier
Civilian, Servant	1.03
Civilian, Minimum Wage	1.06
Civilian, Blue Collar	1.04
Civilian, White Collar	1.05
Civilian, Medical/Technical	+0.10*
Paramilitary, Police/Security	1.05
Paramilitary, Militia	1.05
Military, Enlisted	1.07
Military, Officer	1.04
Military, Medical/Technical	+0.12*
Battle Armor Infantry	+0.5

PRICE MULTIPLIERS (2750)

Item Classification	Price Multiplier
Melee and Archaic Weapons	1.08
Small Arms and Support Weapons	1.05
Heavy (Vehicular) Weapons	1.01**
Explosives	0.79
Personal Armor	0.85
Electronics	0.90
Power Packs and Rechargers	1.01
Miscellaneous Gear	1.00
Health Care	0.88
Prosthetics	0.89
Drugs and Poisons	1.14
Personal vehicle, Civilian	1.00
Personal Vehicle, Paramilitary/Police	1.03
Personal Vehicle, Military	1.10

* For bleeding edge technology (such as power armor design and maintenance), apply an additional +0.15 to the Salary Multiplier

**For bleeding edge technology (such as power armor weapons), apply an additional +0.15 to the Price Multiplier

CURRENCY CONVERSION TABLE (2750)

AFFILIATION	CURRENCY	SL DOLLAR (C-BILL)
<i>Major Powers</i>		
Capellan Confederation	yuan	0.81
Draconis Combine	ryu	0.85
Federated Suns	pound	0.90
Free Worlds League	eagle	0.92
Lyran Commonwealth	kroner	0.95
Terran Hegemony	dollar	1.00
<i>Major Periphery States</i>		
Magistracy of Canopus	dollar	0.76
Outworlds Alliance	escudo	0.63
Rim Worlds Republic	shekel	0.70
Taurian Concordat	bull	0.66

Once availability is known, the player must then find the item's price and apply the appropriate price multiplier as shown on the Salary and Price Multipliers Table (Star League Era). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.

Currency Conversion: Players who are using alternative currencies in this period (other than the Star League Dollar (SL\$)) may find their exchange rates in the Currency Conversion Table (2750). Simply multiply the amount of the foreign currency by the value under the Equivalent Star League Dollar column to find the SL\$ value of the player's currency. The Terran Hegemony doesn't have a national currency in 2750, as the old Terran Dollar (T\$) has become the Star League Dollar (SL\$).

Note: The Star League Dollar has the same value as the C-Bill of 3025 for the reasons stated above.

MAJOR PERSONALITIES OF THE STAR LEAGUE ERA

The following special rules cover the use of the many major personalities featured in this book, the leaders and warriors who helped shape the times. As it is beyond the scope of this sourcebook to fully detail these characters' statistics for use in *A Time of War* games, should the need arise, gamemasters are encouraged to provide any relevant game stats to complement these special rules and abilities described below.

Modifiers and Skill Levels: When *A Time of War* modifiers are described in these personalities rules, the modifiers provided presume an average of 6 for any relevant Attributes, or as an effective combination of Skill level and Linked Attribute modifiers for any relevant Skills. Furthermore, when a general Skill level (Green, Regular, Veteran, or Elite) is used to describe a character's capabilities in a given field (MechWarrior, Infantry, and so forth), a rating of Green means an average Skill level of 0 to 1 for the relevant Skills, while a rating of Regular indicates Skill levels of 2 to 4; 5 to 6 is the Skill level for Veterans, and 7+ describes an Elite level of Skill. Remember that these are *average* Skill level values that apply across the entire relevant Skill field; for variety, the gamemaster may opt to raise one of the Skills at the expense of another in the same field.

CAPELLAN CONFEDERATION

Warex Liao: Never known for his political savvy, the Chancellor of the Confederation is an expert tactician and master of procurement. To reflect this, any of Warex's Skill rolls for Leadership receive a modest +3 modifier, but any Skill rolls involving Administration, Negotiation, or Strategy receive a +6 modifier. While taking part in any military scenario or mission directly authorized by Warex Liao, characters will receive a +1 TP modifier to their Well Equipped Trait.

Li Ming Ling: As the CEO of Earthwerks and the Duchess of Tikonov, Li Ming Ling is a very intelligent and skilled woman that is respected in the normally male-dominated corporate culture of the Confederation. Her well-known addiction to gambling

(reflected by a -3 TP Compulsion/Gambling Trait) provides her with a release from the stress of her high-pressure positions. Any of Ling's Skill rolls for Administration, Interest/Gambling, Negotiation, and Protocol/Capellan Confederation thus receive a +5 modifier.

Shari Beatrice Madsen: Highly charismatic, Shari Madsen uses her personal charm, fluency in a half a dozen languages, and her education in economics and political theory to both her own advantage and that of the world of Glasgow. Any of Madsen's Skill rolls involving Administration, Interest/Winter Athletics, Interest/Economics, Interest/Political Theory, Negotiation, and Protocol/Capellan Confederation receive a modifier of +5.

Madsen's use of spies and other intelligence assets have also given her insight into the deepest secrets of the Confederation. After dealing closely with any characters that possess the Dark Secret Trait at any level, Shari Madsen may become aware of it within a time period of 6 weeks (-1 week per negative Trait level). To determine if Madsen learns the secret, her controlling player must make a Protocol Skill Check for her, applying the Dark Secret's TP score as an additional Skill Check modifier. (If the roll fails, Madsen's spies have found nothing and she acts as if the subject has no secrets worth knowing unless something else occurs to rouse her suspicions.)

Maylin Lorix: Colonel Lorix is a Veteran-level MechWarrior, but she is best known for her oratory skills, which can raise the spirits of anyone she speaks with. Any Skill checks Lorix makes involving Administration, Negotiation, or Protocol/Capellan Confederation receive a +7 roll modifier. In addition, while Colonel Lorix is an active unit on the battlefield, all units under her direct command are immune to Forced Withdrawal.

Tai Yang Gwak: As any director of the *Maskirovka* should be, Tai Yang Gwak is a skilled manipulator. Any Skill checks Gwak makes for Administration, Disguise, Leadership, and Tactics receive a +4 roll modifier. Any Skill checks involving Career/Espionage, Interrogation, Investigation, Perception, or Protocol/Capellan Confederation receive a +6 roll modifier. Due to severe injuries he suffered that were only moderately healed with the help of Star League medical technology, Tai Yang Gwak is considered to have the Implant Trait, his right eye has been replaced and thus he also has the Poor Vision Trait.

DRACONIS COMBINE

Takiro Kurita: Honorable in the extreme, Takiro Kurita stood for the best aspects of the Combine's bushido codes. Any of Takiro's Skill checks for Administration, Martial Arts, Melee Weapons, and Leadership receive a +5 roll modifier. When the Coordinator is overseeing a battle directly, Draconis Combine forces will strongly favor individual combat with single opponents. This means that all Combine forces behave in a manner similar to strict Clan Honor Rules (pp. 273-275, *TW*). Takiro's presence also applies a +2 Initiative roll modifier to the Combine force, and renders all DCMS forces immune to Forced Withdrawal as long as his unit remains active and in the field. Takiro himself is considered to be an Elite-level MechWarrior.

Ichiro Oshiro: A master manipulator, Oshiro runs the Draconis Combine's Department of Indoctrination more effectively than any other minister his department has had since its foundation. Any of Oshiro's Skill rolls for Acting, Administration, and Interest/Boxing receive a +3 roll modifier. Furthermore, any Skill rolls for Interrogation, and Protocol/Draconis Combine receive a +6 roll modifier. Any characters that directly work for Ichiro Oshiro receive the -2 TP Dark Secret/Anti-Star League Trait. If the intelligence agencies of the Star League uncover this secret, it is removed and replaced with a -2 TP Reputation Trait.

Riki Kurita: Riki Kurita focused his youth on challenges of a physical nature rather than learning administrative abilities or becoming a soldier. Even though he is now in his 70s, Riki still possesses the Exceptional Attribute/RFL and Exceptional Attribute/DEX Traits. Any Skill rolls Riki makes for Interest/*karesansui*, Martial Arts, or Melee Weapons receive a +6 roll modifier. As the Keeper of the House Honor, Riki holds a deep understanding of the morality of his family, its customs and traditions. Thus, any Skill roll he makes for Protocol/Draconis Combine receives a +8 modifier.

Satoshi Nakamura: As a *ronin*, Satoshi occupies a place in Combine society that is both hated and glorified in the Star League era. Satoshi Nakamura is considered a Veteran-level MechWarrior, who also possesses the Sniper Special Pilot Ability (see p. 221, *AToW*). Any characters working for or with Satoshi Nakamura receive a -1 TP Dark Secret/"Ronin" Trait. If their association with Nakamura is discovered, the Trait is removed and replaced with a -1 TP Reputation Trait. Any Skill rolls Nakamura makes for Interest/*Bunrako* or Interest/*Shodo* receive a +3 modifier.

Ayaki Fujiwara: Ayaki Fujiwara is considered an Elite-level MechWarrior and prefers to pilot his white and red ARC-2R *Archer* into battle. He possesses both the Speed Demon and Sniper Special Pilot Abilities (see pp. 221 and 224, *AToW*). When on the battlefield, Warlord Fujiwara provides the forces under his direct command with a +1 Initiative roll modifier. Fujiwara possesses the +3 TP Reputation Trait, but because of his *Tatsuno Hepatitis* affliction, he also suffers from the Glass Jaw and Thin Skinned Traits. Any MedTech Skill rolls made by Fujiwara receive a +2 modifier.

FEDERATED SUNS

John Davion: The First Prince of the Federated Suns is a formidable presence on and off the battlefield. When piloting his *Victor* he is considered a Veteran-level MechWarrior, and receives the Demoralizer Special Pilot Ability (see p. 225, *AToW*). John Davion is immune to any forced morale checks and confers a +5 bonus to any morale checks made by a force under his direct command. His strong sense of chivalry, however, also plays into battlefield performance; John Davion will never attack any unit through the rear arc, nor will he engage any unit that begins a turn in with crippling damage (see p. 110). Any Skill rolls involving Leadership, Negotiation, and Protocol/Federated Suns receives a +6 Skill roll modifier to all checks.

Thomas Green-Davion: A very well educated and fair leader, Thomas Green-Davion is nevertheless seen as an intruder by many in the Capellan March he rules over as Regent. He is a highly skilled diplomat and graduated near the top of his class from the MechWarrior academy on New Avalon. Thomas is considered an Elite-Level MechWarrior, and has the Combat Intuition Special Pilot Ability (see p. 225, *AToW*) while piloting a BattleMech. A variation on this same preternatural ability also works for him in personal combat as well, enabling him automatically win the initiative in any personal combat turn by taking 1 point of Fatigue damage as a Simple Action in the previous turn. This has come in handy to survive the multiple assassination attempts made on him. Thomas Green-Davion also receives a +5 Skill roll modifier on all Negotiation, Perception, and Strategy checks.

Vasily Sandoval: After the War of Davion Succession, Vasily has eschewed the BattleMech cockpit in favor of the strategic planning room. In battles that take place in the Draconis March where Vasily Sandoval has a hand in planning or is directly overseeing (via any HQ vehicle in the field), all Davion and Davion-allied forces receive the Overrun Combat and Banking the Initiative Special Combat Abilities (see pp. 192-193, *TO*).

Mitchel Stopec: An Elite-level MechWarrior, Mitchel Stopec is one of the most skilled and well-respected MechWarriors in the Federated Suns. His forceful personality helped the Fourth Davion Guards achieve his goal of beating the 2736 Martial Olympiad champions in an Olympiad-style competition. The victory raised morale for the entire AFFS and Stopec became a hero for the entire realm. In the cockpit of a BattleMech he has the following Special Pilot Abilities (see pp. 219-225, *AToW*): Maneuvering Ace, Multi-Tasker, Hot Dog, Natural Grace, Demoralizer, and Tactical Genius.

The wounds he sustained on Venus destroyed Stopec's face, but his eyes, ears and nose have been replaced with cutting edge cybernetics. He suffers from no need for pain-killers despite the extreme surgery endured, but heavy scarring leaves him with the Unattractive Trait. His golden cybernetic eyes are considered to be Level 5 Enhanced Multi-Modal, and contain the IR, telescopic, and laser sight enhancements (see p. 122 to 131, *Jihad Hot Spots:3072* for rules on cybernetics) but do not provide the listed Active Probe effects listed for use in CBT rules. His ears also have the Enhanced trait, giving a further bonus of 3 to all Perception checks.

Dana Bancroft: As the head of MI2 and a brilliant scientist in her own right, Dana Bancroft stays at the forefront of scientific research from across the Inner Sphere. Even with the Terran Hegemony's policy of putting a "firewall" around any newly developed technologies, Bancroft often learns the results of tests and developments in the Terra's laboratories within months of their completion.

Bancroft is considered to have the Fast Learner Trait (see p. 117, *AToW*) and her detailed knowledge of communication research and technology gives a +8 roll modifier to any rolls involving the Communications skill. All rolls for Bancroft that involve the Computers, Investigation, Sensor Operations, and all Science Skills receive a +6 modifier.

FREE WORLDS LEAGUE

Ewan Marik: A mediocre MechWarrior at best, Captain-General Ewan Marik is considered a Regular in the cockpit of his *Awesome*. While Ewan does suffer from a -2 TP Compulsion/Alcoholic Trait, a -2 TP Compulsion/Paranoia Trait, and a -1 TP Compulsion/Berserker Trait (see p. 110, *AToW*), he is not, in truth, totally mad, but a cunning manipulator who can use his own flaws to best effect. Any rolls where Ewan is attempting to manipulate or lie to people (such as the Acting, Interrogation, and Negotiation Skills) receive a +7 modifier.

Kenyon Marik: Kenyon takes after his father Ewan more than he would ever admit. Still a young man, Kenyon has already become adept at manipulating those around him, particularly the Free Worlds League Parliament. Any rolls where Kenyon is attempting to manipulate or lie to people (such as the Acting, Interrogation, and Negotiation Skills) receive a +4 modifier. His will to prove that he is better than his father in anything he does has also pushed him to be the best MechWarrior he can be. As young as Kenyon is, he has already spent more time in simulators at military academies than most graduates, making him a Regular MechWarrior by the age of 16.

David Stewart: As one of the Free Worlds Parliament's most powerful statesmen, David Stewart is intelligent, wise, and well-read, with influence on the Parliament and his allies that extends well beyond the Stewart Commonwealth alone. Any Skill checks Stewart makes for Appraisal, Interest/History, Leadership, or Protocol receive a +5 roll modifier. All of his Skill checks for Negotiation receive a +6 roll modifier.

Martin Allison: Martin Allison is the elder statesman of the Free Worlds League with a deep understanding of economics in both the Star League and the Free Worlds League. Because of several health issues associated with his age, he is considered to have a -2 TP Handicap Trait that is aggravated by any strenuous activity. His mind is his strongest weapon, and any Skill checks involving the Administration, Career/Accountant, Interest/Star League Economy, Interest/Free Worlds League Economy, or Negotiation Skills receive a +6 roll modifier.

Elsa Cameron-Jones: The Countess of Harmony is a figure that both Ewan and Kenyon Marik could take notes on for her ability to manipulate men and women alike with charm and grace. Where Ewan and Kenyon use subtle threats and overt hostility to influence please, Elsa makes seductive promises, leaving the hope for more rewards to come. All of Elsa's Skill rolls involving Acting, Interrogation, and Negotiation Skills receive a +8 modifier.

LYRAN COMMONWEALTH

Michael Steiner II: Michael's soft and pompous exterior hides a sharp mind and deep intellect. On the rare instances where he pilots his *Banshee* into battle, Michael is considered a Veteran MechWarrior, and any units under his direct command are immune to forced withdraw effects until the Archon's 'Mech suffers crippling damage. Off the battlefield, Michael receives a +4 roll modifier for

the use of the Investigation Skill. He also receives a +6 roll modifier for any actions using the Negotiation and Protocol Skills.

Joan Lestrade: The Duchess of Summer is, if anything, more cunning than her loving husband. With her education and background more focused on business rather than interstellar diplomacy, any Skill rolls Joan makes involving business or economics receive a +5 modifier. All other Skill checks involving Negotiation and Protocol (such as those made primarily for political or legal affairs) receive a +3 roll modifier.

Paul Steiner: As Commanding Officer of the Royal Guards, Paul Steiner is considered an Elite-level MechWarrior, who prefers to lead from the cockpit of his advanced *Warhammer*. While Paul is in the field, any forces he under his direct command benefit from the Overrun Combat Special Ability. In addition, as long as Paul Steiner is personally present on the field of battle, his force may choose to re-roll Initiative twice in a given scenario.

Rinzen Humpula-Serfass: Loved by the people of the Alarion Province, Duke Rinzen has made it his mission to improve the harsh lives of the people of his realm. Having taken a vow of poverty, he directs all the taxation that would normally go into his family's coffers to help fight against hunger and the constant pirate attacks on outlying Alarion worlds. Any characters operating against criminal elements in the Alarion Province with Duke Humpula-Serfass' knowledge receive a +1 TP boost to their Connections and Equipped Traits. During any combat operations in the Alarion Province against pirate forces, forces that have been "blessed" by the Duke before "fighting the good fight" receive a +3 modifier to all Morale Check rolls, as well as a +1 initiative modifier.

Monique Kelswa: As the young, untested ruler of the Tamar Pact, Monique has not yet won over the confidence of her people. LCAF forces serving in the Tamar Pact between 2735 and 2745 will suffer a -1 modifier to Morale Check rolls and Initiative rolls.

TERRAN HEGEMONY

Simon Cameron: As the First Lord of the Star League, Simon Cameron is arguably the most powerful person in the Inner Sphere. Well educated, but introverted, Simon is more likely to solve a dispute with diplomacy and reason than with the SLDF. Simon possesses the following traits: Fast Learner, Introvert, and Patient. Any Skill rolls he makes involving Administration, Interest/History, Interest/Chivalry, Leadership, Negotiation, Protocol/Star League, and Protocol/Terran Hegemony receive a modifier of +8. He is also well versed in what is considered appropriate in all the major realms of the Inner Sphere, and thus receives a +4 roll modifier for any Protocol Skill checks, regardless of the affiliation in question.

Jocasta Cameron: Pious and dedicated to her belief in God and the Church, Jocasta Cameron took her patience and kindness with her when she became de-facto First Lady of the Star League for three years as her brother's sanity withered away. Her former position as First Lady and her dedication to the Church has granted her the ability to call upon massive resources to do "God's work". To reflect this, if any characters are performing a mission for the First

Lord personally, with full knowledge of the Catholic Church, and that duty can be considered "righteous" (per the GM's ruling), they will gain the blessing of Mother Cameron. Such characters will this receive a +3 TP Connections Trait for the duration of the mission. If the players "sin" during their mission, causing major embarrassment to the Church or the League, Mother Cameron will use her sway to cause issues for the "fallen" players, translating to a -3 TP Enemy/Catholic Church Trait.

Mina Samuels: Mina is an award-winning author, well educated on ethics and history. Any major policies that Simon Cameron wished to put forth to the League Council will almost assuredly go through Mina first. Mina receives a Skill roll modifier of +5 for all checks involving Career/Journalism, Interest/History, Interest/Ethics, Investigation, or Protocol/Star League.

Ranveig Gangestad: As the head of the Terran Hegemony's Experimental Projects Division, Gangestad is one of the best educated and well-connected individuals in the Hegemony. All rolls he makes for Administration, Computers, Interest/History of Science, Science/Engineering, Science/Physics, and Technician/Electronics Skills receive a +6 modifier. Furthermore, if a character gains Ranveig Gangestad as a Connection through in-game events (access to Gangestad requires a minimum +7-TP Connections Trait, and GM approval) that character may gain access to experimental Star League technology when working for the Star League or the Terran Hegemony.

Daniel Allison: An amazing MechWarrior, Daniel Allison was an undefeated duelist while serving with the Twenty-Ninth Royal Dragoon Regiment. While piloting his BattleMech, Daniel Allison treated as an Elite-level MechWarrior with the following Special Pilot Abilities (see pp. 219-225, *AToW*): Marksman, Natural Grace, Sharpshooter, Sniper, and Speed Demon. Any of Allison's Skill rolls involving Administration and Technician/Electronics receive a modifier of +5.

STAR LEAGUE DEFENSE FORCE

Rebecca Fetladral: While serving as Commanding General of the SLDF, Fetladral was known as an excellent officer who took as much interest in the military's infrastructure as she did in its skill and readiness. Though she stepped down to take charge of the SLDF's Engineering Sub-Command, Fetladral still has her keen strategic edge. Any scenario overseen by General Fetladral provides the SLDF and any SLDF-allied forces with the Banking the Initiative special ability (see p. 192, *TO*). Furthermore, her access to construction and combat engineering equipment also provides any SLDF and allied units acting as the defender with ability to construct improvised firing positions. For every 2 friendly units deployed as Defender in a scenario overseen by General Fetladral, the player may place an "Improved Position" (see p. 198, *TO*) within 5 hexes of the Star League force's home edge. The player may deploy their units inside these hexes at the beginning of the scenario.

Iffat Nadvi: Iffat Nadvi is a skilled naval command officer that knows how to keep all ships in a flotilla in sync with each other over long distances. In any space-based scenario where General Nadvi is in overall command, forces friendly to her receive a +1 Initiative roll modifier as well as the Overrun Combat special ability (see pp. 192-193, *TO*) to reflect the efficiency of inter-ship communications. All of Nadvi's Skill rolls for Administration, Communications/Any, and Zero-G Operations receive a modifier of +6.

Eric Stand: Originally trained in demolitions, but later specializing in anti-Mech tactics, Stand has had a storied career. Although he is now too old to serve on the battlefield, Stand passes along what information he can while serving as Commandant at the War Academy of Mars. Stand possesses a +5 TP Connections/Star League Trait and the Thin-Skinned Trait. Any of Stand's Skill rolls involving Demolitions, MedTech, Perception, and Small Arms receive a modifier of +7.

Craig Kovac: As the CEO of Blue Nose Clipperships, Kovac amassed a fortune and has met most of the power players across the Inner Sphere. Any players working for Craig Kovac have access to his incalculable wealth and receive the following Traits for the duration of their employment: +1 TP in Equipped, +1 TP Extra Income, and +4 TP Connections. Furthermore, while working for Kovac, all costs for interstellar transportation (whether using SL\$ or Warchest points) are halved for the duration of the players' employment.

Norran Bohley: More comfortable with numbers than with people, Admiral Bohley has used his time in the Star League's Planning and Strategy Sub-Command to come as close to perfectly understand the statistics of society. If Bohley plans a large planetary campaign (employing forces of regiment size or larger), his expertise will provide the Tactical Genius Special Pilot Ability (see p. 225, *AToW*) to all SLDF battlefield commanders of company command level and above.

MAGISTRACY OF CANOPUS

Vanura Centrella: Still struggling to fit into the role of Magistrix, Vanura Centrella is a soft-spoken and naïve ruler in a realm known for brash public behavior and loose social morals. Any of Vanura's Skill rolls involving Protocol/Magistracy of Canopus receive a modifier of +4, while Skill rolls involving Administration, Negotiation, or Perception receive a modifier of +1.

John Raventhir II: Raventhir is a Veteran-level MechWarrior who prefers to command from the cockpit of his custom green and black *Phoenix Hawk*. While on the battlefield and acting as the defender, any force Raventhir directly commands receives the Banking the Initiative Special Combat Ability (see p. 193, *TO*). When on the offense, Raventhir's command presence gives his forces a +1 Initiative roll modifier.

Nadine Devonson: A shrewd negotiator and competent moderator, Nadine Devonson was the bane of other members of the Crimson Council. Any of Devonson's Skill rolls for Acting, Negotiation, and Protocol/Magistracy of Canopus receive a +5 modifier.

OUTWORLD ALLIANCE

Beatrice Avellar: Beatrice is a study in contrasts—charismatic, yet puritanical; intelligent, yet misinformed; forward-looking, yet stuck in the past. Her policies brought out both the best and worst in the Alliance. Any of Beatrice's Skill rolls for Administration, Interest/Calvinism, and Protocol/Outworlds Alliance receive a modifier of +3, but she also possesses the -2 TP Compulsion/Inflexible Morality Trait.

Daniel Ladd: Daniel is an excellent manager, with a keen eye for good marketing. He can ensure that whatever it is he is selling is seen as something you need. Any Skill rolls Ladd makes involving Administration, Art/Writing, Art/Film Making, Leadership, or Negotiation receive a modifier of +4.

Omprakash Jurn: Chairman Jurn is a Veteran-level MechWarrior who prefers to pilot his custom *Wasp*. He has the following Special Pilot Abilities: Maneuvering Ace and Natural Grace (see p. 219, *AToW*), and when he is on the battlefield in command of his Alliance Borderers, he provides the Outworlds force with a +1 Initiative roll modifier.

RIM WORLDS REPUBLIC

Stefan Amaris: As the President of the Rim Worlds Republic, Stefan Amaris is arguably the most powerful man in the Periphery. He is a master leader and manipulator. Any Skill rolls Stefan makes involving Acting, Administration, Investigation, Negotiation, Protocol/Rim Worlds Republic, and Protocol/Star League receive a modifier of +7. Stefan also harbors the -5 TP Dark Secret/Hates Star League.

Taborri Amaris: As the First Lady of the Republic, Taborri wields significant power with Stefan seemingly wrapped around her little finger. Any Skill rolls she makes involving Administration and Interest/Economics receive a modifier of +2. For any of Taborri's Skill rolls involving Acting, Negotiation and Protocol/Rim Worlds Republic, she receives a modifier of +5.

Jasmine Amaris: Jasmine is a Regular-level MechWarrior who is more known for her strategic thinking. Jasmine Amaris has the following Special Pilot Abilities: Combat Sense and Tactical Genius (see p. 225, *AToW*).

Xatt Dague: An expert in the use of ballistic weapons, Xatt Dague is an Elite-level MechWarrior with the following Special Pilot Abilities: Marksman, Sniper, and Weapon Specialist (AutoCannon/5). When on the battlefield, Dague and the entire lance directly under his command receive a -1 to-hit modifier for all weapon attacks using ballistic weapons such as Autocannons, Machine Guns, and Gauss Rifles.

Jericho Jaycox: Any characters hired by or working directly for Jericho Jaycox are vetted closely. If such characters possess Dark Secret or Enemy Traits of -3 TP (or worse), and such Traits are in any way related to the Rim Worlds Republic, the characters will not be hired or will be terminated from their contract upon discovery. Any characters that pass this vetting receive the +2 TP Connections Trait, reflecting their access to Rim Worlds Media for the duration of their contract.

TAURIAN CONCORDAT

Nicoletta Calderon: Nicoletta Calderon is a very forward-thinking leader who is intelligent, diplomatic, and wholly devoted to the Taurian people. Any Skill rolls Nicoletta makes involving Interest/Taurian History, Negotiation, Protocol/Star League, Protocol/Taurian Concordat, or Strategy receive a modifier of +5. She also possesses an additional -1 TP Compulsion/Hatred of the Star League.

Amber Lynn Dyness: A brilliant tactical mind in space combat, Dyness provides any space forces under her direct command with a +2 Initiative roll modifier for the duration of the scenario, but she may exchange this bonus for a special "Show No Mercy" assault up to 3 times per scenario. When using "Show No Mercy", the Taurian force will receive a -2 Initiative modifier instead, but also gains a -2 to-hit modifier for all capital scale weapons. To initiate a "Show No Mercy" turn, the player controlling Dyness' character must announce the command at the end of the preceding turn.

Madison Uncapher: As an accomplished liar and master manipulator, Uncapher possesses a silver tongue that can convince even the most hardened opponents to question their own beliefs through a seemingly "rational" discussion filled with double-speak and distortions. To reflect this, any Skill roll Uncapher makes for Acting, Career/Writing, Investigation, and Perception receive a modifier of +5.

Fyrne Hagley: An expert in micro-gravity combat, Fyrne Hagley provides any marine force she directly commands with a roll modifier of +2 when making a Boarding Action check (see p. 205, Infantry vs. Infantry Action Table, *TO*).